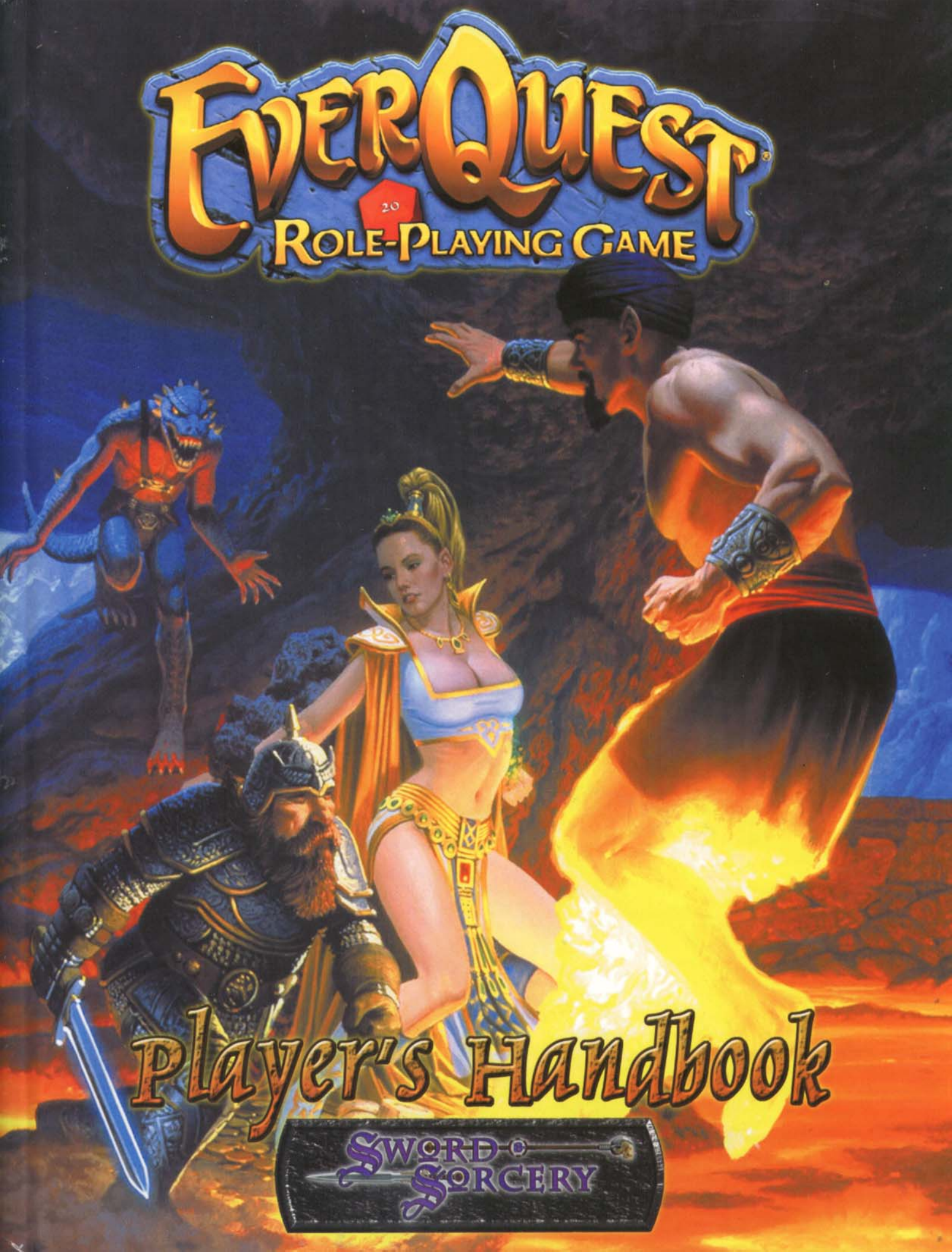

EverQuest
Role-Playing Game
Player's Handbook
Sword & Sorcery


ANTONICA
HALAS
The Frigid Plain
The Northlands
Everfrost Peaks
The Nest
The Hatchland
Winters Deep
Misty Thicket
Lake Nerius
Unkempt Woods
Daggerpine Forest
RIVERVALE
Kithicor Woods
ODUS
QEYNOS
Plains of Karana
The Grand Plateau
ERUDIN
Serpent's Spine
The Serpent
Abysmal Sea
Erud's Crossing
Lifire River
Mountains of Rathe
The Vasty Deep
Toxxulia Forest
Kerra Isle
Lake Rathetear
OGGOK
Oasis of Marr
The Feerrott
Rujarkian Hills
Paineel
The Hole
The Barren Coast
The Dead Hill
Greenblood River
Gulf of Uzun
The Buried Sea
Broken Skull Rock
Gulf of Gunthak
Iceclad Ocean
VELIOUS
Thurgadin
Ry'gorr Keep
Eastern Wastes
Tower of Frozen Shadow
The Great Divide
Scars of Veeshan
Western Wastes
Grete Spaign


The World of
NORRATH
Mountains
NERIAK
REEPORT
Ocean
of Tears
ale Swamp
OBB
FAYDWER
The Greater Faydark
FELWITHE
Butcherblok
Mountains
Hills of Shade
KELETHIN
The Lesser Faydark
KALADIM
Rambok's Ridge
The Loping
Plains
Waynder
Lake
Elizerain
Lake
Dagnor's
Cauldron
Steamfont Mountains
AK'ANON
The Timorous Deep
Dragonscale
Hills
The Broken Teeth
KUNARK
The Overthere
Warsliks
Woods
Field of
Bone
Lake of
Dismay
Frontier Mountains
CABILIS
The
Burning
Wood
Lake of Ill Omen
Swamp of
No Hope
Trakanon's Teeth
The Dreadlands
Dragon
Drool
Emerald Jungle
Fironia Vie
DISTANCE SCALE IN MILES
0
200
400
600
800
1000


EverQuest
Role-Playing Game
Player's Handbook

Credits

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Introduction

You hold in your hands several pounds of paper detailing some of the best fantasy ever created and opening the door to some of the best fantasy yet to be created... by you. Welcome to the *EverQuest Role-Playing Game*!

If you're reading this you probably either play the *EverQuest* online game or play a pen and paper fantasy roleplaying game, or perhaps both. Here are some words of introduction for you:

If you play pen and paper fantasy roleplaying but have never played *EverQuest* online — Don't worry, you're still in the right place. You've got hundreds of pages of source material on new races, character classes, a new mana-based magic system, over a thousand spells, new feats, new skills, a new bard magic system and much more, all of which make this one heck of a sourcebook for your game. Since this book is published under the Open Game License it legitimately and legally uses the exact same rules system as the most popular fantasy role-playing pen and paper game system out there. The license lets us print all the rules like "roll a d20 to attack and compare it to your opponent's Armor Class," but the license just doesn't allow us to say the name of that game you're already playing — but a rose by any other name and all that... Looking through this book, you will immediately see that it is 100% compatible with that game you're already playing. Please enjoy this book, use whatever new races, classes or systems you like; start a new campaign in the world of Norrath or integrate the parts you like into your own campaign world. If you are interested in playing *EverQuest* online, head over to www.everquest.com <http://www.everquest.com/> and see what all the talk is about.

If you play *EverQuest* online but are new to traditional pen and paper role-playing games — Then read the rest of this Introduction. It will familiarize you with many of the commonalities of pen and paper gaming and give you an overview on how to get started quickly (you don't have to read this whole book before you start playing). You'll need at least one friend, but preferably at least a couple, willing to try this out with you, so be ready to rope some people into playing *EverQuest* a whole new way. Even the most experienced 60th-level-character-playing *EverQuest* online fan will learn something new about the game and about Norrath — and have a lot of fun creating adventures with this pen and paper version of *EverQuest*.

If you play pen and paper fantasy roleplaying and play *EverQuest* online — then you're already home free! Have at it. Bring it to your pen and paper gaming group and let them see more of this *EverQuest* thing you keep raving about! Start a new pen and paper campaign in Norrath or integrate your *EverQuest* character into your existing game. It's your world now, so do what you want with it.

www.EQrpg.com

You'd think a book this size would have everything you could possibly want, but *EverQuest* is so huge that not even this volume can contain it all. Please surf over to the official EQrpg website at www.EQrpg.com to find tons of free resources, information and advice. Downloadable and printable character sheets, pre-generated characters and adventures, statistics for all those conjured "pets" creatures, designer forums and previews of coming attractions will hopefully make your visit time well spent.

Getting Started

Although it may look daunting at first, creating a character for the *EverQuest Role-Playing Game* is actually a fairly simple, straightforward process. Before you begin, you'll need a pencil, a character sheet (photocopy the one from the back of this book or visit us at www.eqrpg.com to download a printable version), and some dice (most likely just one die to determine hit points for the moment, but you'll need lots of dice later so you might as well get them now — see our site above or visit your local hobby/game store to find the specialty dice you'll need).

Talk to your Gaming Group

The first thing you'll want to do is talk to your gaming group, and particularly the person in your group who has decided to be your Game Master (GM). Your GM can tell you what kind of game she plans to run, approve your character once you're done, and likely help you form an idea for a character. Your GM may also have new rules or options she wants to use for her game, which you'll want to know about before you put a lot of work into character creation. Since the GM runs the game, she is the final authority regarding how rules work, what is acceptable in a character, and what other sources of information you can draw from.

Talking to other people who are making characters is a good idea as well. A well-balanced group of questing characters is far more likely to be successful, and that means making sure not everyone is playing a magician. Especially for beginning players, it's probably a good idea to have at least one dedicated divine spellcaster (cleric, druid or shaman), one dedicated arcane spellcaster (enchanter, magician, necromancer or wizard) and one strong fighting character (monk, paladin, ranger, rogue, shadow knight or warrior). A good mix of races is also a good idea if you can arrange it.

You may also want to look through the various race and class descriptions first, to familiarize yourself with the options presented. Don't worry about making the "best" character possible, just come up with a basic idea you like.

The summary that follows applies mainly to creating new characters, but even if you are converting an online *EverQuest* character to the *EverQuest Role-Playing Game* instead of creating a new character from scratch, you'll still want to follow many of the steps listed below. Later you'll get more information specifically about converting characters ("**Converting Characters from *EverQuest* Online**" in Chapter 1: Abilities).

Assign Ability Scores

The next step, once you have some idea what you want to play, is to assign ability scores. There's really no wrong way to do this, but most people like to place the most ability points in things particularly useful for their class. Each class has some advice on how to assign your ability scores, and it's a good idea to follow this when you're first making a character.

Pick a Race

After assigning ability scores you'll need to pick a race. Races are fully described in Chapter 2: Races, along with all their game information. You should make any necessary changes to your ability scores and record racial special abilities and bonus feats and skills on your character sheet.

Pick a Class

After recording all the information about your race, you need to pick a class. Character classes are fully described in Chapter 3: Classes, along with all their game information. Be sure you pick a class available to your race (if it's not, then either your race or your class must change). You should record your base attack modifier, saving throws, class skills, skill points, beginning proficiencies, and any special abilities your class grants you. You should also record your experience point total (new 1st-level characters start with 0 experience points).

If your class begins with spellcasting ability, you'll need to choose your starting spells as well (or songs for a bard). Try to select a good mix of offensive, defensive and utility spells (especially healing and conjuration, if they are available to your class). You'll also want to write down your starting mana pool and the Difficulty Class (DC) of saving throws made against your spells (information on how to do this is given with the class descriptions. For more information on spells, see Chapter 8: Using Magic).

Assign Skills, Feats, and Training Points

Your character has a number of skill points based on Intelligence, class, and race. Calculate how many skill points you have to spend, then spend them all on skill ranks (for more information on how to buy skills see Chapter 4: Skills). Most likely you'll want to concentrate on skills your character receives as class skills, but it's all right to buy a few ranks of other skills if they match your character concept. In general, however, it's better to be good at just a few skills rather than have one or two ranks of many skills.

You also need to select a starting feat (or two, if you are playing a human). Be sure to select a feat for which you meet the prerequisites. You may also want to see what feats you want your character to have at higher level, in case they have a prerequisite feat you can select now. For more information on feats see Chapter 5: Feats.

Characters also receive 5 training points per level. You can spend these points on a variety of things, as explained in the beginning of Chapter 3.

Select Beginning Equipment

Each class lists at least one beginning equipment package you can use. If you decide to use this suggested equipment package, simply record the weapons, armor, and other items listed there in the appropriate sections of your character sheet. If you'd rather select you own equipment, you may do so using the rules presented in Chapter 7: Equipment.

Alignment and Description

You should also choose an alignment for your character and think about what kind of person she is. Suggestions for character descriptions and rules for alignment are presented in Chapter 6: Description. You don't need much more than an alignment, name, and gender to start, but eventually you may what to decide what your character looks like, what her motivations for questing are, how she feels about the world at large, and even what her mother's name is. There's no need to put any more thought into these details than you want, but some people enjoy developing complex backgrounds for their characters. Be sure to check such details with your GM, who may have specific ideas for what character backgrounds should be like in your collective game.

If you don't want to spend a great deal of time thinking about what your character looks like, there's nothing wrong with selecting a piece of art of perhaps an actor or actress you like and saying that's what your character looks like. This certainly isn't required for your character, but it can be a good quick and easy way to describe your character to others.

Do the Math

There are a few numbers you'll need to figure out before you can play. You need to figure your total attack bonuses with the weapons you carry, your total skill bonuses, your speed of movement, and your saving throw bonuses. Generally, your character sheet shows you how to calculate these. If you're not sure how a particular calculation works, ask your GM. After you have these figures worked out and recorded on your character sheet, you're ready to play.

Dice

A few words on those funky dice used for pen and paper role-playing. You'll find everything from pyramid-shaped four-sided dice to spheroid twenty-sided dice used to play the *EverQuest Role-Playing Game*. These various types of dice get abbreviated throughout this book as:

d4 = four-sided die, the pyramid; read the number on the bottom edge (some use the number around the point, however) to determine what number was rolled.

d6 = six-sided die

d8 = eight-sided die

d10 = ten-sided die

d12 = twelve-sided die

d20 = twenty-sided die

d% = percentile dice; roll two d10s of different colors. Announce before the roll which die is the "tens" digit and which is the "ones." Rolls of 9 and 2 would be read as 92 if the 9 came up on the tens die, but as 29 if the 2 came up on the tens die. A roll of 0 and 0 means 100, while a roll of 0 on the tens die and any other number on the ones die means a number from 1 to 9 as the result (for example, 0 and 8 would be a result of 8).

Often the rules will ask you to roll several dice and add a modifier. These rolls are expressed in the format:

[#] die type [+/- modifiers]

For example, 3d6+2 means "Roll 3 six-sided dice. Add the result of the three dice together, and then add 2."

Some spells even make you remember the parenthesis rule from algebra class when determining how much damage they deal:

For example, (5d10+2)x2 means "Roll 5 ten-sided dice. Add the results of the five dice together, add 2, and then multiply the sum by 2."

Fractions and Multiplying

In general, if you wind up with a fraction, you should round the result down, even if the fraction is larger than one-half. For example, taking half damage from a spell that normally deals 13 points of damage would result in taking 6 points of damage (13 +

2 = 6.5, rounded down to 6). The exception is that certain rolls, such as damage and hit points, always have a minimum of 1.

Sometimes a special rule, such as a "critical hit" in combat, makes you multiply a number or a die roll. As long as you're applying a single numeric multiplier, multiply normally. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding 1 less than its numeric value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because 2 + 1 = 3). Examples as you read the book will make multiplying more clear.

The Basic Rule

Almost every aspect of the game system in the *EverQuest: Role-Playing Game* is handled by rolling a d20, adding or subtracting modifiers, and then comparing the final result to a target number to be successful. You might roll a d20, add your modifiers, and then compare it to your opponent's Armor Class to see if you hit in combat, or you might roll a d20, add other modifiers to it, and compare it to a number assigned by your Game Master (a "Difficulty Class") to see if your begging attempt was successful or not.

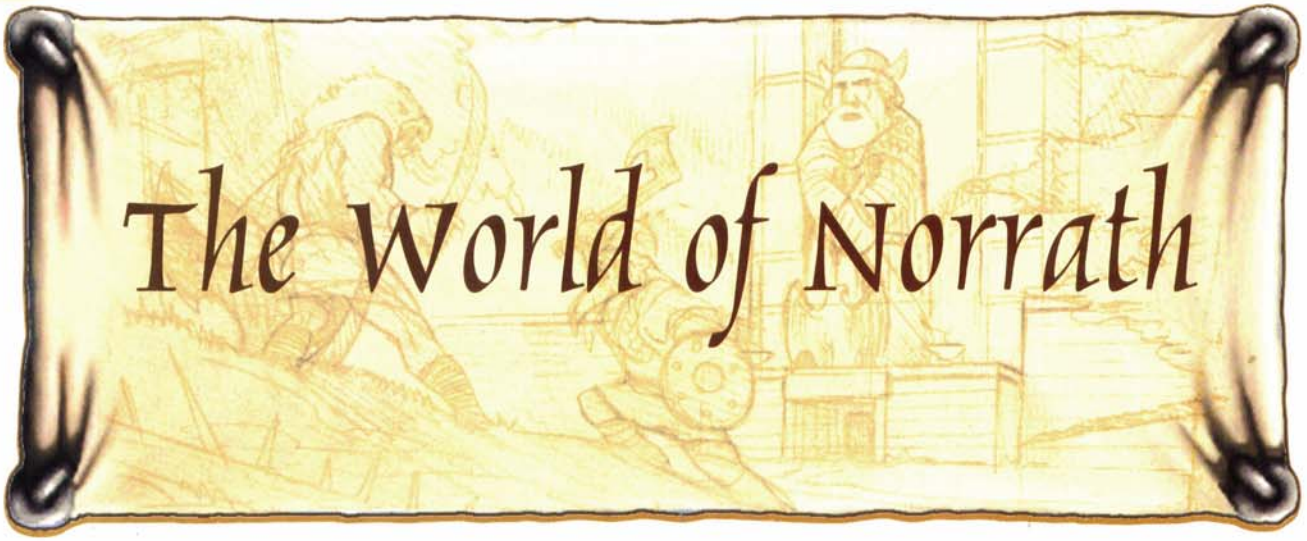
More EverQuest

If you enjoy this Player's Handbook, please check out its companion volumes: *EverQuest: Monsters of Norrath*, which contains statistics for hundreds of Norrath's more menacing inhabitants, and *EverQuest: Game Master's Guide*, which contains information on magic items, trade skill items, and a host of useful advice and resources for GMs.

Beyond these three rulebooks, we will be releasing supplemental products starting with a sourcebook on the city of Freeport, an adventure set in Befallen, a sourcebook on Everfrost and many more. In addition to making it easier for you to bring these areas of Norrath to life in your pen and paper game, they will also contain information not seen online — such as more details on Miragul's Menagerie, which lies below the icy tundra of Everfrost.

We hope you enjoy your game.





The World of Norrath

The world of Norrath is a fantastic and mystical land steeped in mystery and adventure. Tales spun by traveling bards excite many a brave, young soul to answer the call of adventure and glory and to travel to distant continents far away from the farms and merchant houses of their youth. Vast regions of Norrath remain unexplored, with treasures from lost eras yet unclaimed and unknown monstrosities yet unconquered.

Herein is the information that a budding adventurer, new to the world of Norrath, would know about the world as common knowledge. Be warned, however, that not all common knowledge is indeed truth. In lands of mystery, misperceptions abound. Many a foolhardy young adventurer has lost his or her life by depending too much on the veracity of the fables bards have sung for their suppers and their pints.

History of Norrath

In the void that existed before the first dawn, there was the Nameless. The Nameless was the creator of all. From the mists of chaos, it forged law. Legends state that it made all worlds, all the planes, and all that which one can see in the night sky. The Nameless created the gods, and each god takes on an aspect of its semblance to show tribute to it. After crafting its godly children, who were also the heavens, the Nameless ceased creation, and the gods began their work.

The Age of Scale

The first of the gods to notice Norrath and cast her shadow upon the world was Veeshan, the Crystalline Dragon, who is also known as the ruler of the Plane of Sky. She struck the world with her talons and claimed it as her own. Her claws raked upon what would eventually become known as Velious, forming the Cobalt Scar. Then the Wurmqueen deposited her brood upon the fledgling world, and dragonkind ruled the lands for as far as the eye could see.

The Elder Age

Veeshan was not the only god who turned his or her attentions to the new world of the all-creator. Brell Serilis, the Duke of the Below, took note of Veeshan's handiwork and began his own works in the Plane of Underfoot. In secret, he crafted a gateway to an open chasm deep within the belly of Norrath. He made many creatures and sent them through the mystical gateway into the twisting tunnels and passages under Norrath. The Duke of Below then sealed the entry to his plane within a labyrinthine chamber of Living Stone.

Once finished, Brell Serilis gathered other gods and showed them the world of Norrath and what Veeshan had already wrought. With choice words befitting the King of Thieves, Brell proposed a pact among Tunare, Prexus, Rallos Zek and himself that would allow them to discuss the fate of the world. They would divide the lands of the new world among themselves, with each creating races to watch over their lands and keep the Wurmqueen and her children in check.

All agreed except the Warlord, Rallos Zek, who declared no alliance with any of the other gods. Rallos Zek held considerable distrust of them and their influences. Despite this, Brell first created the dwarves, stout and strong, and placed them within the mountains and their cavernous depths. In the water, Prexus birthed the aquatic kedge, who are hearty aquatic beings of great mental prowess and stamina. On the surface, Tunare made the elves, who are the embodiment of grace and beauty. Last, but not least, Rallos Zek produced the giants, who are fierce beings of great power who make the world shudder in their wake. These elder races did just as the gods had planned. They fought the dragons and helped subdue the world, ending the rule of dragon.

The Age of Monuments

Legend does not state whether Innoruuk knew about Norrath before the other gods made their pact. Regardless, the Prince of Hate burned with anger against the other gods for failing to include him in their pact. His anger drew him to snatch the elven king and queen of the great ruling house of Thex from the palace of the elven capital of Takish-Hiz. The wrathful Innoruuk tortured and tore them apart both in mind and body for hundreds of years. He then took the shattered remains and crafted into them a great deal of his spite until the two beings became a part of his very shadow. Thus the first dark elves came into existence. Innoruuk cast these Teir'Dal out from the heavens and into the underworld of Norrath to sow the seeds of his revenge.

During this age, Brell sought for ways to further his influence in the new world that had begun to take shape. When Fizzlethorpe Bristlebane and the dreaded Cazic-Thule entered the world, Brell saw yet another opportunity for an alliance. Still distrustful, but perhaps taking a page from Brell's own book, Rallos Zek agreed to the new pact. Again, the gods of this pact created races to represent them on the new world. Brell fashioned the gnomes, who are gnarled cousins of the dwarves with a fascination for strange machinations. Bristlebane made halflings, who are a short, stubby, agile folk with a tendency to meddle. He placed them on the land away from elves and giants. Cazic-Thule and Rallos Zek, perhaps in a show of power, created two races each. Cazic-Thule, who is also known as the Faceless, created the reptilian iksar and the brutish trolls in the swamps and jungles of Norrath. Rallos Zek, mindful of conquest, made the ogres and the orcs to spread his values — by force if necessary.

The Rise and Fall of Rallos Zek's Children

Following the maelstrom of flurry that was creation, the many races of Norrath began to develop their scattered cities and outposts into larger empires. Some races also developed an eye toward expansion and conquest, but none so well as the ogres. Their strength and mastery of magic grew with their boundaries until they controlled most of the continent of Tunaria.

When they felt they had mastered Norrath, the ogres sought new conquest. They eventually learned of other planes and mounted an invasion upon the Plane of Earth, waging war on the denizens found therein until turned back by the Rathe, who are the gods that dwelt within. Rallos Zek swelled with pride at their achievement, and when the ogres were turned back, the Warlord personally led a second assault into the Plane of Earth. The heavens trembled and the gods themselves allied against the Warlord and his creations, sending the defeated armies back into the world of Norrath.

As punishment, the Rathe scattered all Rallos Zek's children across the world. The ogres were slain instantly by the thousands, and their empire crumbled to ruin. The Rathe also cursed the giants and ogres with dim-wittedness so that they could no longer grasp the magic that had brought them to such heights of glory and conquest. Cold and ice pummeled the once-lush homelands of the giants. Some say that the goblins were also cursed, and that their curse was so terrible and thorough that no one knows what it was to this day. It is as if an angry and petty god erased the lore from the scrolls and texts of sages. Having crippled their greatest threat, the Rathe then erected a barrier to the Planes of Power (the Planes of Air, Water, Fire and Earth) so that mortals and lesser gods could not access them again. Though imprisoned within the Planes of Power he sought to conquer, Rallos Zek waits and remains ever watchful upon fair Norrath, plotting his revenge against the gods that imprisoned him.

The Age of Blood

Perhaps drawn by the furor of the battle and resulting punishment, the twin gods, Erollisi and Mithaniel Marr, found themselves drawn to Norrath. Asking no permission and forming no pacts, the twins created the barbarians in the frozen north of Tunaria near one of the bands of giants. The barbarians fought with anything they came in contact with, including each other. Wherever they spread, they brought conflict and the embrace of war.

The Lost Age

The last of the old races to decline was the empire of the elves. The Elddar Forest spread across the entire southeastern quarter of Tunaria. However, Solusek Ro, Lord of Flame, arched the spine of the Serpent Mountains, causing the heat of the sun to burn the lands of the ancient wood. The rivers ran dry, and it rained less and less each year. Not even the elven druids could stop the destruction of their forest as it wasted away into a vast desert wasteland. The great city of Takish-Hiz crumbled, and the elves abandoned Tunaria.

Then, in what some call the last act of divine intervention, some barbarians were molded from the fiery forge of conflict into a new race that was more thoughtful and kind. Humans at long last took their place in Norrath amid the elder races. Faster than anyone would have thought possible, humans spread throughout Norrath and created the Combine Empire. They built and lost this great empire so quickly that almost no known records of it exist. To this day, relics and ruins of the Combine Empire are found scattered throughout Norrath.

The Age of Enlightenment

Though their empire lay behind them, the humans still possessed power. They settled two great cities on Tunaria and renamed the continent "Antonica" after one of their great leaders, Antonius Bayle III, the king of Qeynos. As humans from other continents streamed to the newly established human cities of Qeynos and Freeport, they brought magic and new learning back from their many homes.

The knowledge and stories of faraway lands and magic inspired a malcontented minority of humans. Wanting this magical knowledge only for themselves, these humans followed their leader, Erud, across the sea on a pilgrimage to found an enlightened society. Landing on what they named Odus, they succeeded in developing their own society based on magic and knowledge.

The Age of Turmoil

The followers of Erud, who had dubbed themselves Erudites, focused their society on the ways of the arcane arts. However, the quest for power of one Erudite, named Miragul, led him to rediscover the dark path of necromancy. Miragul led more of his kin to this dark art, but those who studied necromancy were shunned and branded heretics by the High Council of the city of Erudin. A civil war erupted between Miragul's faction and those who opposed his studies, and it was fought with the most terrible of magic. Practitioners of the arts on both sides were slain in droves. Then, in one final battle, the combatants unleashed great mystical energies that translocated the Vah Shir city of Shar Vahl off Norrath itself and left behind a great crater that descended into the depths of Odus. Within this chasm, the heretics retreated and built the city of Paineel inside the confines of its darkness.

The Age of Legend

Now all Norrath has entered an age of wonder and adventure. A host of nations and races seek to assert their will over the lands of Norrath. From the high elves of Felwithe seeking to reclaim the grandeur of their lost Tunaria, to the iksar of Kunark rebuilding their own shattered empire, to the brutal assaults of the ever warlike ogres on the lands of humankind, to the ongoing civil war between Erudites on Odus, to a myriad of other conflicts across Norrath — from these conflicts the legends of a new age will emerge.

Whether as a valiant paladin, an ambitious rogue, a power-hungry mage or any number of heroic callings, the fate of Norrath hangs in a precarious balance. It will be the deeds of extraordinary men and women that determine its fate.

Geography

Though civilized for thousands of years, Norrath stubbornly remains wild and unpredictable. Evil beasts and vile creatures wander the wilds of the land, preying on travelers or any civilized outpost not sufficiently defended from their predations.

Antonica

Antonica is the mainland in the known world. It contains some of the most well-known cities, and it boasts a diverse population of races that include barbarians, dark elves, high elves, half-elves, halflings, ogres, trolls and the ubiquitous humans. Antonica was recently renamed in honor of the founder of the kingdom of Qeynos, Antonius Bayle III. Previously, it was known as Tunaria after the goddess Tunare, who first populated the land with her high elven children. Many high elves yet refer to it as Tunaria to this day, no matter what the young race of humans chooses to call it.

Cities of Antonica

Freeport: One of the two major human cities on the continent of Antonica, Freeport is named aptly since it is a port city that hosts much trade and commerce. Many humans and half-elves live here, although you can find people of all races crowding through its bustling streets. One can buy or sell nearly anything in its markets. If you can't find it, you can find someone who knows

how to find it. Ships come and go from all ports of call; a few ships regularly carry cargo and passengers between Freeport and Faydwer.

A council of varying number rules Freeport. Those who own a home in Freeport, report a certain level of income and allow themselves to be taxed at around 60% are eligible for membership. This is perhaps not the best government, but it ensures that Freeport is run by people with a vested interest in the city's success as a trading port. A small number of adventurers also hold nominal slots on the council thanks to their lucrative careers.

Once known as the City of Valor, Freeport simmers with an undercurrent of war. The followers of Mithaniel and Erollisi Marr of the northern quarter of the city battle the militia on the east and west. Newcomers are advised to pick their friends carefully. Meanwhile, an extensive sewer system moves much more than sewage underground. One could almost say that a second city exists in the sewers, where unsavory types conduct their own business out of view of the guards and good residents who remain within sight of the sky.

To the west stretch the Commonlands, where homesteaders try to make a living by raising crops to feed Freeport or running inns along the overland trade routes to western Antonica. The Desert of Ro stretches to the south. To the north is the Nektulos Forest and Neriak, home of the dark elves. To the east, the Ocean of Tears separates Antonica from the continent of Faydwer.

Guilds: Marsheart's Chords (bard), Academy of Arcane Science (enchanter, magician, wizard), Ashen Order (monk), Church of the Firstborn (necromancer), Hall of Truth (cleric, paladin), Coalition of Trade Folk Illegal (rogue), Church of the Dismal Rage (shadow knight), Steel Warriors (warrior).

Temples: Temple of Marr (Mithaniel Marr and Erollisi Marr), Church of the Dismal Rage (Innoruuk).



Grobb: On the far southeastern corner of Antonica, beyond the Innothule Swamp, the troll city of Grobb awaits any who feel the desire to dirty their boots by stepping inside the cave. The residents do little but drink and fight — even when working their trades and daily crafts. The town itself has a few guilds, but it otherwise offers little to travelers who have made the hard trek across the desert and swamp to arrive in this troll warren.

The government here is a plodding anarchy. Any troll who has enough ambition to rule finds Grobb an unrewarding fief, and he or she quits or moves on to larger things. Perhaps the one redeeming feature of the town is its excellent weapon and armor shops. Though most arms and armor are sized for trolls, decent weapons also exist for smaller customers. These usually are the left-over, inedible bits from slain opponents.

The only traversable approach to Grobb is from the north via the Innothule Swamp. Even that route is not for the fair-weather traveler. Grobb itself is mostly underground, and the Gulf of Gunthak and the Ocean of Tears surround it.

Guilds: Beastlords of the Dark Ones (beastlord), Nightkeep (shadow knight), Throne of Might (shaman), Da Bashin' Place (warrior).

Temples: None.

Halas: Barbarians of Norrath make their home in the frigid chill that blankets their city of Halas. While barbarians are not friendly to outsiders, they also don't go out of their way to be unfriendly to any of the good races. The city itself is spare and simple since the harsh life and climate leaves little time or care for luxuries. Fishing is the barbarians' major source of income. Ruled by a council of six elders that emulates their god, the Tribunal, order is firmly enforced on the chaotic environment.

Resting on the northernmost end of the continent, Halas is surrounded by the Frigid Plain to the east and the Everfrost Peaks to the southwest, where the Blackburrow gnolls dwell. The barbarians and gnolls are terrible enemies, and they war against each other constantly. Frighteningly, the safest path to or from the city is through the Everfrost Peaks.

The city can be approached only by crossing the lake to the south. A boat carries most people across the half-frozen lake, but barbarians consider swimming the lake a test of fortitude. Passing this test is often a sign of adulthood among the clans of Halas. Outsiders can earn a barbarian's respect by doing it, but they can also earn a cold, early death from the long and blood-freezing swim.

Guilds: Field Priests of the Tribunal (beastlord), Cappi's Rose Garden (rogue), Church of the Tribunal (shaman), Pit of Doom (warrior).

Temples: Church of the Tribunal.

Highkeep: The fort called Highkeep was built by humans, and it serves as a way station and halfway point for overland trade between Qeynos and Freeport. While it keeps the orcs, gnolls and goblins out while weary travelers rest, one need not venture far from the keep before encountering these savage races, who prey upon the caravans that travel through High Pass.

Carson McCabe rules Highkeep and Highpass Hold. The hold is known for its bustling casinos, which are valued throughout all the lands of Norrath.

Neriak: Birthplace of the dark elves, Neriak welcomes only evil races in its subterranean environs, and even the vilest troll is not welcome everywhere. Shrouded in the smoke and ash from the Lavastorm Mountains, only dark elves truly feel at home here. Natural light never filters down to the ground, so glowing magic lights provide the dim illumination needed by keen dark elven eyes.

The city has three sections of increasing exclusivity: the Foreign Quarter, Neriak Commons and the Third Gate. The Foreign Quarter is as far as most non-native races ever get. The Commons is where most dark elves congregate. The Third Gate is where the richest and most important dark elves live. Dark elves with arcane talents conduct the harsh business of government from the private mansions of the Third Gate. These spellcasters also hold an uncounted number of arcane tomes in the Library of K'Lorn.

Neriak is tucked within the Nektulos Forest; even getting there through the undead and blackened animals is a treacherous challenge. The Lavastorm Mountains to the north constantly spew smoke and ash into the sky. Somewhere in the northern passes of the mountains, the Temple of Solusek Ro nestles in a hidden spot. Plenty of elementals and foul-tempered mountain-dwelling creatures also stalk the fiery range.

Guilds: Tower of the Spurned (enchanter, magician, wizard), Lodge of the Dead (necromancer, shadow knight), Hall of the Ebon Mask (rogue), Cauldron of Hate (warrior).

Temples: Spires of Innoruuk.

Oggok: Most ogres begin their brutish lives in Oggok, which is a town whose twisted layout mirrors an ogre's convoluted thinking. From the surface, Oggok looks like a collection of huts located in a little cove. Underneath, sprawling caverns encompass guild houses and merchants of all kinds. Ogre government is similarly confusing and mostly consists of warriors dubbed "crakneks."

In some rare instances, Marda, the mysterious shaman of Greenblood Rock, speaks on behalf of the city or makes large-scale decisions that can't be made by the business end of a club.

Oggok is accessible only through the Feerrott, which is a swamp crawling with lizard humanoids and vicious wildlife. Little of value recommends the town to a non-ogre, but some of the inhabitants are not too picky when it comes to handing out tasks or asking for favors.

Guilds: Beastlords of the Feerrott (beastlord), Murdunk's Palace (shadow knight), Greenblood Rock (shaman), Fortress Craknek (warrior).

Temples: None.



Qeynos: The Free City of Qeynos is a major city, not just on Antonica, but throughout all Norrath. It serves as the heart of the kingdom of the same namesake and is ruled by Antonius Bayle III. The plains of Karana to the east hold hundreds of small farms and outposts and open up onto the rest of the continent. Regular trade flows from the docks of the Free City to the city of Erudin and vice versa. Some foolhardy captains go farther south, but only with the aid of spellcasters, since the next closest opportunity to restock their ships is on the frigid continent of Velious.

The king of Qeynos, Antonius Bayle III, is a celebrity of sorts, and he associates with all kinds of people. Known as "the City of Infinite Trade," the thriving metropolis of Qeynos has nearly everything a beginning adventurer could want, and more may be discovered. Mostly run by humans, Qeynos sees people of all races and creeds pass through the city on some journey or grand adventure. Someone is always in need, someone is always quarreling, and someone is always willing to give people paying errands or jobs somewhere within the city. Finding something interesting and rewarding here is easy to do. Doing it without making enemies is the art.

For those unwelcome folk, Qeynos has an extensive catacomb system beneath the surface. Formerly used as an aqueduct system, it is now home to a cult of Bertoxxulous. They assume that anyone who is serious about speaking with them is also prepared to deal with the horrifying fiends they leave to roam freely through the sewer tunnels.

Guilds: Wind Spirit's Song (bard), Hall of Sorcery (enchanter, magician, wizard), Order of the Silent Fist (monk), Bloodsabres (necromancer, shadow knight), Circle of Unseen Hands (rogue), Hall of Steel (warrior).

Temples: Temple of Life (Rodcet Nife), House of Thunder (Karana).

Rivervale: The very heart of Antonica is also the heart of halfling life in Norrath. Poised as a halfway point between Qeynos and Freeport, Rivervale sees its share of travelers. Every day brings some new reason to hold a festival, and the residents enjoy practicing the art of hospitality on newcomers. Though most burrows are intended for those of halfling stature, inns and alehouses are also constructed for the "overly tall" visitors and residents in the city. Halflings enjoy playing tricks on each other; some tricks have been known to get quite elaborate.

Though quaint, halflings have not survived by being pushovers. Rivervale has a competent elected mayor, and practically half the town is a deputy or guard or militia member of some sort. A marvel of urban planning, the city is nestled into the rock between the Misty Thicket and Kithicor Woods, making it highly defensible. The tributary of the Serpent River running through the city makes a long siege nearly impossible, and the halfling guards use all their cleverness to set up defensive traps and redoubts that take advantage of their small height. These defenses are normally decorated and littered with crumbs,

but the orcs and goblins of the Misty Thicket attack frequently enough that no one or thing gets rusty.

Guilds: Tagglefoot Farm (druid, ranger), Fool's Gold (rogue), Guardian Stronghold (warrior).

Temples: Chapel of Mischief (Bristlebane).

Surefall Glade: Due north of Qeynos hides Surefall Glade, home to the most powerful druids and rangers on Antonica. This small, woodland village on the western edge of the continent can be entered only by a narrow, well-guarded tunnel. Rangers constantly patrol the tunnel and the surrounding area in the Qeynos Hills alongside allies from Qeynos. The patrols are necessary because the gnolls of Blackburrow threaten the jaggedpine trees and forest dwellers who count on the protection of the glade.

The near-legendary bear, Mammoth, appears occasionally in the caves behind the town. Poachers seek him out with a shrewdness and ferocity that surpasses even the constant stream of gnolls outside the village. Parents sometimes tell bedtime tales to the children of Surefall Glade about how Tunare created Mammoth to watch over the lands and keep them safe.

Guilds: Jaggedpine Treefolk (druid), Protectors of Pine (ranger).

Wilds of Antonica

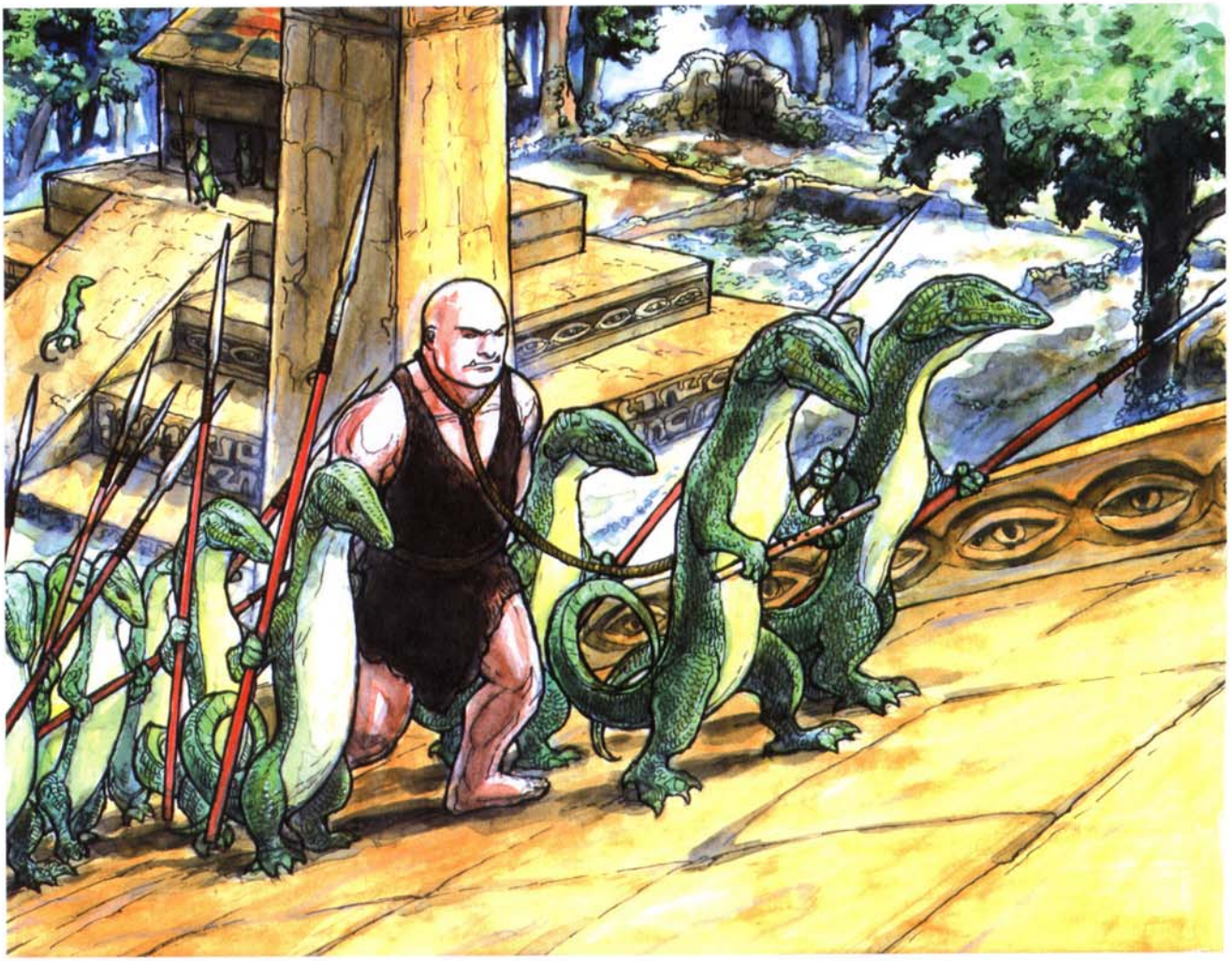
Broken Skull Rock: Many who look closely can see the resemblance of Broken Skull Rock to a splintered skull. Broken Skull Rock is home to the Broken Skull Clan of trolls, which is led by a powerful troll named Dulak. The actual rock is but a small part of the island compound of these blood-thirsty butchers who kill for fun and sport. Only the strongest trolls have a prayer of gaining admittance to the clan. Unlike most self-serving trolls, however, the Broken Skulls actually have a strict sense of honor and duty to one another. One member of the clan will die to protect another.

Buried Sea: The Buried Sea gets its name from the legacy of Prexus, the Oceanlord. Long ago, the land under the sea was dry and firm, and a great port city was on the southern tip of the land, where elves and kedge lived in harmony. When Rallos Zek's ogres began their conquest of the continent, Prexus swore he would drown the city before he ever let the children of Zek leave their mark upon it. Some sages and historians believe he did just that by summoning the waters of the sea to swallow the city whole, making it fade from the world of Norrath and encasing it in a watery grave below.

The Commonlands: Human settlers and traders populate the green flatlands known as the Commonlands, though the population thins out the farther away from Freeport one gets. The Freeport militia ranges deeply into the Commonlands, patrolling the area and keeping the peace. The hill giants and orcs are very aggressive, and some of the outlying settlers don't take a shine to strangers of any kind.

Dead Hills: The Dead Hills are said to be ancient burial mounds for races on the southern end of Antonica, including lizard folk and ogres. Of course, where there are dead, one can often find unclean spirits. Some say that when the moonlight shines brightly upon Norrath that groaning spirits and the undead walk in the world of the living once more.

Desert of Ro: Bordering the southern edge of Freeport, the enormous Desert of Ro stretches all the way down to the far reaches of the Innothule Swamp. Crossing this wasteland requires weeks of travel and careful planning. Orc raiders sweep the desert regularly and exact a toll in water and blood from those who cannot defend themselves. Sand giants, dervish raiders and rest-



less spirits (some say from the fall of the elven nation that once stood where now there is only sand and sun) roam the area and threaten travelers as well.

Everfrost Peaks: Despite the constant cold and snow, a variety of animals eek out a living among the sheer walled canyons of the peaks of Everfrost. Barbarians use this area as their hunting ground and as a place to display their bravery since bears and wild beasts are plentiful and dangerous. Barbarians are far from the only race that roams these peaks. If the threat of freezing to death lost in the labyrinth of canyons is not threat enough, snow orcs, ice goblins and ice giants are happy to relieve a lost traveler of his or her life and fortune.

The Feerrott: Near Oggok, the jungle marsh called the Feerrott is every bit as inviting as its name suggests. Lizard folk run rampant, and they do not fear even the mighty ogres who roam their jungle. They love to ambush prey, and when one struggles, all within earshot run to join the fray. Rangers should keep at least one eye on the ground when they travel, since snares and pits are common traps of the tribal lizard folk.

Frigid Plains: Barbarians find no need to go across the world to experience the charms of Velious, thanks to the bitter cold of the Frigid Plains. Even the hardy barbarians don't come out here very often, for the frozen tundra and glaciers seem to have a malicious intent. Winds blow in whatever direction is least suitable for travelers and seem to play cruel tricks with anyone trying to light a fire. Sometimes the sleet is so thick and the wind so loud that if companions get separated, they could be screaming ten paces away from each other and go completely unnoticed. Some travelers have even reported strange sights within the night, as well as an occasional moaning that echoes through the wind, as if some dreadful lament is reaching out from the past. Despite these brutal conditions, treasure seekers find icy deaths on the plains while seeking the truth of tales that state that the lost cities of giants rest under the Rathe's curse of ice.

Gulf of Gunthak: The Gulf of Gunthak is named for the heroic whale-hunting troll Gunthak, who supposedly once swam out into the gulf, killed a mother whale and dragged the whale's baby back onto shore barehanded before killing it. This sounds unlikely, especially since several troll tales of several different Gunthaks have circulated over the ages, but no one wants to argue the point with a troll. Whales do make seasonal appearances in these waters, and the trolls still row out in their longboats and hunt them for blubber, meat and other odd treasures that appear in their stomachs.

The Hatchland: Dragons from all parts of Norrath come to the Hatchland to lay eggs in a draconic nursery built long ago during Veeshan's reign. Though many have looked, none have ever found the nursery. The few who got past the yetis and air elementals encountered multiple dragons at the same time. Those who returned believe that to be a sign of how close they truly were.

Innothule Swamp: Wet, dirty and filled with vicious snakes and alligators, the Innothule Swamp is a vacationland for some trolls and a wasteland for others. Troll Bashers from Grobb keep a lazy eye on proceedings near the city, but there is no guarantee that they will help those who get in over their heads — literally or metaphorically.

Jaggedpine Forest: The abnormally rough-hewn bark of the jaggedpines literally has been used to flay skin off small game. The druids in the area frown on that sort of behavior, since it brings suffering to the spirits of those trees. Lately, foul necromancers have been converging upon the area, and reports of plagued animals and walking undead that roam at night have become too common to be dismissed as tall tales.

Kithicor Woods: The site of a legendary battle between Lanys T'Vyl, the Child of Hate, and Firiona Vie, the champion of Tunare, Kithicor still bears the scars of Innoruuk's intervention to this day. Though the combined armies of light technically won the battle, Innoruuk intervened and opened up a portal to the Plane of Hate before the final blow was struck, killing everyone in the forest. Ever since that fateful battle, the daylight hours in Kithicor have belonged to Tunare, who maintains growth and light, but the nights belong to the Prince of Hate. When darkness descends, the dead rise out of the ashes of wrath and spite to slay all who tread the ground within Kithicor.

Lake Neriuss: Lake Neriuss is the primary reservoir for the dark elf city of Neriak, and therefore dark elves keep it secure. Underground aqueducts carry water from the lake to the city for everyday use. Unlike the more benign aqueducts of Qeynos, the dark elves keep their tunnels full of fast-moving water, and they strictly police the entry points by the lake to keep out unwanted visitors.

Lake Rathetear: Enormous Lake Rathetear feeds the Greenblood River via a magnificent 300-foot waterfall. The area around the lake is fraught with dangers, from the obvious goblins and gnolls, to the subtler danger of being cheated by gypsy traders. Small bandit "kingdoms" also pop up in and around the lake, with the bandit kings often warring with one another.

Lavastorm Mountains: The active volcanoes of the Lavastorm Mountains enshroud the entire region in a thick, ashen mist. The dark elves like it that way, but for everyone else, the ash impairs vision and makes it hard to breathe. The mountains are filled with fire drakes and elementals. Some say that an ancient lair of a powerful dragon is nestled somewhere within these infernal peaks, yet none looking for it have ever returned to tell the tale of their travels and discoveries.

Lifire River: Branching off the Serpent, the Lifire River flows into the Desert of Ro to create the bountiful pools of water within the Oasis of Marr. This river is said to be the home of a few bands of aqua goblin tribes that lair within the muddy shores and even in the oasis itself.

Misty Thicket: The Pickclaw goblins have a citadel not too far from this swampy vale, and they patrol the area with an eye toward keeping it. Deputies from Rivervale man a defensive wall that protects halfling farmers from the worst of the dangers, but tensions remain high, and pitched battles at the wall occur every season. In Rivervale, citizens discuss taking the offensive to remove the goblin threat from their back porch, but it takes a lot to prompt halflings to go to war. Rewarding other mercenaries and knights for curbing the goblin menace seems a much finer approach to many of Rivervale's citizens.

Mountains of Rathe: The tall Mountains of Rathe in southern Antonica are home to many giants and their kin. Legend has it that an unknown number of sphinxes await those bold enough to take the challenge of a riddle that would yield unknown fates. Deep within the shadow of the mountains, the gloomy spires of the Temple of Malice ascend overhead. The followers of the Child of Hate, Lanys T'Vyl, founded this landmark.

The Nest: Huge eagles wheel around the peaks in the area known as the Nest. While the eagles have never brought mirth or woe to the barbarians, legend tells of how Brynn Fellslash, a barbarian beastlord maiden, traveled up their peaks and befriended the eagles long ago. No one has successfully scaled the peaks since. Some Halasians have spoken of aviaks coming and going from the nests in these peaks as well.

The Northlands: The three mountain peaks known as the Northlands stand on the northwestern edge of Antonica and serve as a navigational tool for wanderers in the region. The trek to the mountains is long, hard and mostly unrewarding. Recent adventurers reported sighting a bizarre menagerie of beasts excavating a lost giant city.

Oasis of Marr: Mummies, ghouls and crocodiles are only a smattering of the threats found at the Oasis of Marr in the Desert of Ro. The place would barely be worth visiting if it weren't the only source of water for several days' journey in any direction. Bizarrely, gypsy traders have staked a claim here. Either a bargain or powerful magic keeps them safe. They charge as much as they can get away with for selling supplies in the middle of nowhere, but few in need of their services begrudge them.

Ocean of Tears: While its name is lost to history, the uncharted stretches of the Ocean of Tears between Antonica and Faydwer undoubtedly contain many islands as yet unexplored by the civilized races of Norrath. Pirates inhabit some of the known



islands, making their fortunes from raiding the merchant vessels that traverse the ocean along the charted trade routes through these dangerous waters. Other safer settlements suitable for ships to stop at and take on supplies nestle on larger islands along the main trade routes.

Plains of Karana: The expansive Plains of Karana roll on farther than most people in Norrath have ever traveled. Farmers have hard-earned homesteads across the land, and they gather in small communities about a day's walk away from each other. Meanwhile, bandits, gnolls, undead and hill giants all seem to be in competition to see who can take over the plains first. Of course, this is practically impossible. Even if the farmers weren't tough as shoe leather, the plains are so large that total domination is nearly unfeasible. Other noteworthy features include an aviak town near the Mountains of Rathe, the bridges across the wide, swift Serpent River to the southeast, and the gypsy camp in the north, which caters to those suicidal enough to hunt the nearby griffons.

Rujarkian Hills: North and a little west of the Innothule Swamp, the Rujarkian Hills are home to the marauding bands of orcs that raid into the Desert of Ro. At least, some orcs are always here, but three times a year, all the orcs clear out of the desert for festivals in the Rujarkians. The hills constantly echo with chants and drums, and the orcs dig small fire pits and hang charms over the fires. During these festivals, the orcs eat and drink, and, in their revelry, may even give a hardened welcome to random passers-by.

Serpent River: The twisting Serpent River neatly halves Antonica, and it keeps the plains in the middle of the continent fertile and green. Starting inauspiciously at the lake near Halas, it flows quickly over sharp rocks down to a branching in the middle of the continent. Its west branch is used for barge travel, and small riverside communities dot the banks of the water. The east branch becomes the Lifire River, the chief source of water in the Desert of Ro. The water wanders muddily in the southern part of Antonica before it empties into the Gulf of Gunthak.

Unkempt Wood: A group of rangers and druids called the Unkempt Preservers control the Unkempt Wood. What god they serve is unknown. They allow no woodcutter's axe or gardener's pruning to affect the forest in any way. Good, but ignorant, violators find themselves expelled without formality. Evil or repeat offenders are shot without warning. Either these nature lovers are devoted to keeping the wood pristine, or they're protecting a big secret.

Winter's Deep: Runoff from the glaciers of the Frigid Plain and the mountain ranges on either side feed the lake known as Winter's Deep. The water is clear and briskly cold. Because of its extreme inaccessibility, not many people have ever set eyes on this nearly pristine environment. The lake empties on the south end, forming the mouth of the Serpent's Spine River.

Faydwer

The second most populated continent after Antonica, Faydwer holds the home cities of several races among forests that stretch on for days. In the depths of the forested continent, orcs, gnolls, goblins and even more dangerous predators run loose.

Cities of Faydwer

Ak'Anon: Ak'Anon is a city of contradiction. Good and evil, abandon and care, whimsy and concentration — all these live alongside one another here. King Ak'Anon rules over the splendor and keeps the city from spinning off its axle.

The ticking and whirling of machines great and small punctuate the lives of the gnome residents of Ak'Anon. Clockwork guides direct visitors around the city, and there is much to see. Merchants are plentiful, selling both standard everyday items and bizarre gnomish machinations. The Ak'Anon zoo is famed worldwide for its collection of natural and unnatural creatures. The Library Mechanamagica feeds a hunger for knowledge that lures even the Erudites here to learn more. What many visitors do not see is an enclave of evil necromancer and shadow knight gnomes in a corner of the city, who welcome with a kiss of decay and pestilence all those who would greet Bertoxxulous.

Built in a valley in the Steamfont Mountains, city engineers have constructed huge windmills to power various city machines. A narrow chasm to the Lesser Faydark wood is the main point of entry, but rumors of a hidden dock and tunnel below the city would explain how so many wonders came to be so far away from the rest of the civilized world.

Guilds: Library Mechanamagica (enchanter, magician, wizard), Mines of Malfunction (evil cleric, necromancer, rogue, shadow knight, evil warrior), Gemchopper Hall (warrior).

Temples: Abbey of Deep Musing (Brell Serilis).

Felwithe: The high elves call Felwithe their home and many others have longed to do the same. A quiet, serene palatial city in the Greater Faydark, Felwithe does not have the bustling markets and riffraff of a larger city. In their place is a quiet undercurrent of magic and old, but living, tradition. A river runs through the town, and the wizard, enchanter and magician guilds claim an ivory spire rising high above a pool of water on the far side of the city. The shining city is under the benevolent rule of King Tearis Thex.

The forest outside Felwithe is mercifully light on roving menaces. While Crushbone orcs and other dangers can rear their ugly heads when least expected, the power of the high elves forces most enemies to keep a safe distance from Felwithe. The wood elf city of Kelethin is only a short journey away from Felwithe through the Greater Faydark forest.

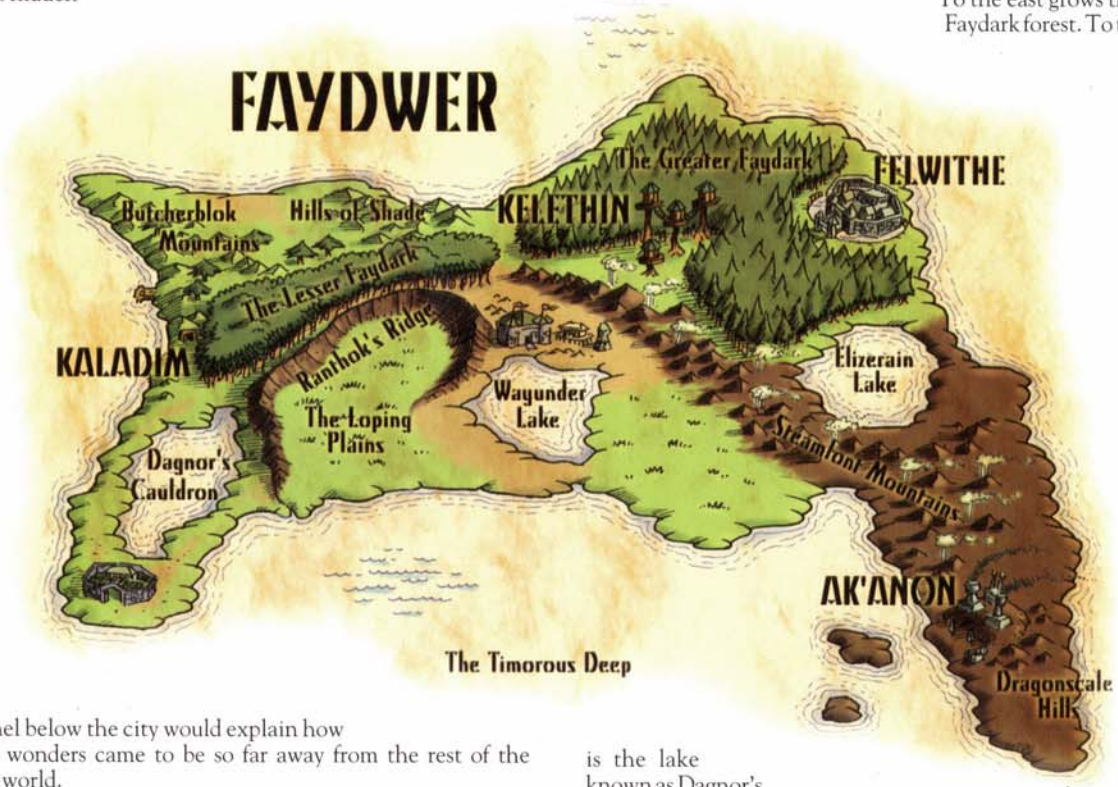
Guilds: The Jade Palace (enchanter), The Ruby Palace (magician), Cathedral of Fortitude (paladin), The Amethyst Palace (wizard).

Temples: Chapel of Tunare (Tunare).

Kaladim: Home of the dwarves, Kaladim is almost entirely underground. An enormous statue of a dwarf welcomes all who enter from the Butcherblock Mountains. Some claim the likeness is of Brell himself, while others report it is the image of their first king, Dagnor Butcherblock.

Kaladim features a working mine that funnels gems and ores throughout the realms of Norrath, which keeps the dwarven forges busy. Morning and night are irrelevant underground, so the city works around the clock. Industriousness is a virtue to these master crafters, and their well-appointed artisan facilities testify to the fact. Dwarven craftsmanship is sought the world over by those who can afford the work of masters. Unlike other, more accommodating cities, Kaladim does not cater to the tall or "gangly" as they sometimes term them. Barbarians visiting Kaladim had best get used to stooping.

To the east grows the Lesser Faydark forest. To the south is the lake known as Dagnor's Cauldron. Kaladim is well protected by its renowned warriors, but they don't mind when adventurers beat back the menace of goblins and orcs in the Butcherblock Mountains for them.



Near the entrance to Kaladim, the dwarves protect a harbor and docks that the many races of Faydwer use. Ships keep trade routes with Antonica open and also take settlers and explorers to the elven outpost of Firiona Vie in Kunark.

Guilds: Underfoot Citadel (paladin), Miners Guild 628 (rogues), Stormguard Hall (warrior).

Temples: Underfoot Cathedral (Brell Serilis).

Kelethin: Not far from its sister city of Felwithe, Kelethin is the home of wood elves and many half-elves. The wood elves here live safely on their platforms in their treetop city above the marauding Crushbone orcs. The platforms have no railing, which can be disconcerting to visitors. Dwarves especially may feel intimidated by the city since they are used to living far below ground, not far above it. However, the residents need no railings or other such safety measures, and the guardsmen appreciate the flexibility it gives them in firing on targets below. Around the city, lifts carry people and goods from the ground to the platforms nestled within the treetops. Visitors who aren't interested in nature may find that the city has little to offer them due to Kelethin's close ties with its environment. The druids and rangers watch over the city as its protectors and guardians.

Kelethin is roughly the center of Faydwer and nestles in the treetops between the Lesser and Greater Faydark. As such, the city acts as a communications hub for the major cities of the continent. Bards and messengers frequently stop off here to refill dwindled traveling supplies. Anyone who is friendly (and buying) can learn a lot about current events of Norrath from the taverns of Kelethin.

Guilds: Songweavers Bards' Guild (bard), Soldiers of Tunare (druid), Faydark's Champions (ranger), Scouts of Tunare (rogue), Emerald Warriors (warrior).

Temples: None.

Wilds of Faydwer

Butcherblock Mountains: The Kaladim Stormguard regularly patrols the Butcherblock, and they have done so for hundreds of years. Nonetheless, the dwarves generally welcome the help an adventurer brings since, despite constant patrolling, the mountains still support and hide goblins. Other dangers lurk in the mountains as well. Some folk fear the ogre outlaws, who stubbornly refuse to be beaten back from their ancestral home in Faydwer. Others speak in whispers about spectral creatures that gather on dark nights to serve evil gods as game pieces on an enormous, weathered chess set in a secluded canyon.

Dagnor's Cauldron: In the rough land south of the Butcherblock Mountains, the water in the strange lake known as Dagnor's Cauldron is always slightly warmer than the surrounding air. Adventurous folk may find Kedge Keep, a city built by Prexus's creation, at its bottom. Rumors that the mysterious kedge still live there circulate again when someone talks about seeing magic lights appearing deep in the murky waters. Meanwhile, aqua goblins prey on anyone who comes into their territory.

Dragonscale Hills: On the southern tip of Faydwer, the extreme end of the Steamfont Mountains is known as the Dragonscale Hills. Drakes from the mountains come down here to shed their skin occasionally. Groups of treasure seekers stake out the mountains looking for a painlessly gained drake skin to sell, but a freshly shed skin means a drake is often none too far away.

Elizerain Lake: Elizerain Lake was named for the ancient elven diviner, Elizerain. Elves still walk around Elizerain Lake while fasting so that they can receive visions of their future. The hunger and fatigue that comes after several days of walking usually does produce visions of some sort. It also brought death to a few young questing elves who fell prey to the minotaurs and aqua goblins that live in the area.

The Greater Faydark: Unlike its smaller, quiet cousin the Lesser Faydark, the Greater Faydark is abuzz with activity. Orcs and ogres constantly tramp through the underbrush, leaving trails a blind kedge could follow. Meanwhile, wood elf rangers and druids follow these trails in a never-ending battle to thin the numbers of their foes.

Hills of Shade: To the north of the Lesser Faydark, the Hills of Shade rise and fall like ocean swells, creating areas of stark shade and sunlight at all times of day. The shifting shadows can make the landscape look different within minutes, so a good sense of direction is crucial. Ghastly spectres and dark-furred burynai wait in the deepest shadows.

The Lesser Faydark: Brownies and faeries watch from hidden places throughout the ancient forest known as the Lesser Faydark. They care little for visitors and even less for evil individuals. This





hasn't stopped dark elves from setting up several logging camps within the wood.

The Loping Plains: Fleeting Clan gnolls stray across this plain, showing more coyote in their features than wolf. They wear light armor, move in packs and can run nearly as fast as a horse. Anyone on foot, even with the aid of magic, has little chance of outrunning them. The only solace victims might find in the arrangement is that they can see the gnolls approaching from miles away and prepare for the assault.

Ranthok's Ridge: Legend says that a dwarf king named Ranthok had built up the long ridge, which later became known as Ranthok's Ridge, as a protective wall for the elves in the Lesser Faydark. The earthworks run nearly half the continent, and it took the entire lifespan of some dwarves to see its completion (with the help of some earth elementals). What exactly the king received in exchange for this extraordinary feat is lost, but the general feeling is that the dwarves were never properly compensated for their enormous task.

Steamfont Mountains: Minotaurs, harpies, kobolds, drakes and other creatures pose major threats to travelers in the Steamfont Mountains, which the gnomes claimed as their own. King Ak'Anon's guards patrol the entire range, but that is no guarantee of safety for them or anyone else. Gnomes routinely come up into an isolated area of the mountains to test a new invention. Visitors and residents alike can hear an occasional explosion echoing all around the peaks.

Wayunder Lake: Little is known about Wayunder Lake. Many have come here for the abundant fishing that is found off its pristine shores. Rumors tell of an encampment of sorts to the north that is occupied by an elven noble. Some even say that the elf is a prince!

Kunark

The ancient societies that once ruled Kunark now are scattered in layered ruins across the continent, though one race built its empire upon the ashes of their former masters. The race of lizardlike humanoids known as the iksar still claim all Kunark, but their claims far exceed the current means of their shattered civilization. Elves have built the outpost of Firiona Vie on the south beach of the continent, and that outpost is the only relative safe spot for those of noble grace on Kunark. An alliance of dark races from Antonica has constructed their own settlement on the northwest end of the continent. Named with the linguistic skill unique to trolls and ogres, the outpost is simply called the Overthere by the trolls and ogres (and grudgingly by the Teir'Dal, as well) of Antonica.

Cities of Kunark

Cabilis: The city of the iksar, by the Lake of Ill Omen, serves as the capital of a new iksar civilization built on the ruins of the old. The iksar, under the strict leadership of Emperor Vekin, have made Cabilis (also known as New Sebilis) their home and fortress in the center of the forbidding Kunark continent.

The city is divided into East Cabilis and West Cabilis. East Cabilis holds most of the guild halls and a group of merchants. It is a social place and open to iksar interaction. The necromancer guild dominates West Cabilis, and that entire half of the city emanates a slight sickly aura that can make some quite uncomfort-

able. Those who do not align themselves with death shun it. Those looking for the more unusual or unsavory items can purchase them here, however.

Outside the city, iksar forces aggressively battle their neighboring froglok, goblin and sarnak foes to claim more territory, and then they place guarded outposts to secure their gains.

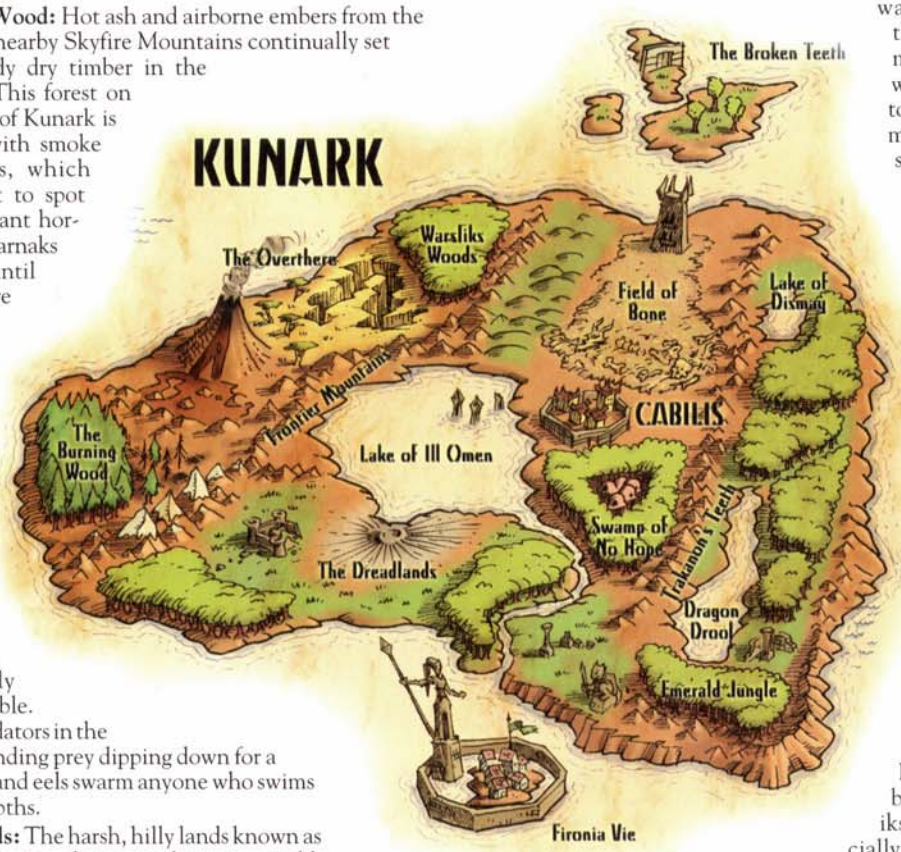
Guilds: Scaled Spiritists (beastlord), Court of Pain (monk), Tower of Death (necromancer), Temple of Terror (shadow knight, shaman), Fortress Talishan (warrior).

Temples: Temple of Terror (Cazic-Thule).

Wilds of Kunark

The Burning Wood: Hot ash and airborne embers from the volcanoes in the nearby Skyfire Mountains continually set fire to the already dry timber in the Burning Wood. This forest on the western edge of Kunark is usually choked with smoke from forest fires, which makes it difficult to spot the giant apes, giant hornets and bands of sarnaks that roam it — until these creatures are too close for comfort.

Dragon Drool: Rivers of Trakanon's Teeth drain into the long lake called Dragon Drool in a way that earns it this unsavory name. The water is actually remarkably clear and drinkable. However, the predators in the area are used to finding prey dipping down for a sip, and piranhas and eels swarm anyone who swims too long in its depths.



The Dreadlands: The harsh, hilly lands known as the Dreadlands change climate and terrain quickly from glacier to hills to forest. The Dreadlands contain the ancient Karnor's castle, which is now ruled by an unknown force that seems intent on controlling Kunark. Half-humanoid, half-spider drachnids control western portions of the Dreadlands, while the frost dragon, Gorenaire, supposedly lairs in the mountains to the east. The western end of the Dreadlands contains what some believe to be the remains of an ancient Combine city that is now inhabited by forest giants and other wild creatures.

Emerald Jungle: The lush rainforest called the Emerald Jungle is home to many iksar bandits. The deadly jungle also houses in its canopy an abundant supply of large, mobile, meat-eating plants and predatory apes. The misty depths of this jungle may conceal the remains of an ancient iksar city, or so say those adventurers who have returned to safety laden with both fantastic treasures and the corpses of their fallen comrades.

Field of Bone: The area just outside the city of Cabilis is called the Field of Bone for good reason: Thousands of bones from long-dead creatures litter the arid fields. One can find even the bones of dragons, which may be the remains of an ancient battle long since past. Ruins and towers dot the desolate landscape, but many say only the dead walk their hallways now.

Firiona Vie: The forest outpost of Firiona Vie, which is on the southern end of Kunark, is an old elven camp that elves have begun to reclaim recently. Goblin tribes, drachnids and strange lycanthropes known as drolvargs often attack the camp. The elven officials welcome most strangers who arrive from Faydwer or Antonica, but they make no claims as to the safety of the lands beyond the fortified walls of the outpost or even their ability to keep those inside the walls from harm.

Frontier Mountains: The tall, jagged Frontier Mountains slash diagonally across the continent of Kunark. They are notoriously difficult to cross, both because of giants and the harsh, often-vertical, terrain.

Lake of Dismay: Iksar necromancers seek out the dark, oily waters of this fetid lake since they claim that bathing in its lifeless waters better attunes them to necromantic magic. Depending on which rumors one cares to listen to, the lake also may house either the submerged ruins of an ancient Shissar city or a kedge stronghold. In the latter case, stories claim that apparitions of the long-dead kedge still inhabit the stronghold. As the story goes, the kedge lived in the lake before a curse from Bertoxxulous transformed the waters and slew the children of Prexus that lived within it.

Lake of Ill Omen: Surrounded by ancient ruins of an empire long since past, the Lake of Ill Omen harbors many dangers to the iksar people and especially passing adventurers. The center of the lake contains the submerged ruins of a forgotten temple now occupied by aqua goblins, while a sarnak fortress overlooks the lake's shores.

The Overthere: The Teir'Dal have set up their outpost on the shore of the Overthere, creating monolithic, golem guardians to defend it and calling forth undead to tend the ships that pass from Antonica to the outpost and back. The rolling plains south of the outpost hold deep fissures through which unearthly winds howl at all hours and in all weather. Bizarre creatures, which are part iksar and part scorpion, guard the entrances to the fissures. Nobody has yet discovered the origin of the cruel magic that created such creatures or what secrets the depths of the fissure hold.

Swamp of No Hope: The Swamp of No Hope's true name has been lost to ages past. Some have speculated that a great battle took place here where great unspoken torments came to pass. Some say that the atrocities were so great that they were wiped from every book in existence that once told its history. The misshapen creatures who roam the swamp seem to exhibit just enough intelligence to steal or to move directional markers adventurers leave behind.

The Timorous Deep: The ocean known as the Timorous Deep separates Kunark from the rest of Norrath and has scores of small islands across the waters. Aggressive creatures used to being at the top of the food chain in their habitat populate the larger islands, so explorers should be wary. An ogre camp on one of the islands



is a common stopping place for travelers of darker persuasions, especially those trying to rely on ogre-made barges for transport all the way to Kunark. A few days at sea on an ogre barge makes an ogre village on dry land look altogether pleasant.

Trakanon's Teeth: According to stories, one can find the ruins of the old iksar civilization, Sebilis, if you look hard enough in the mountain range called Trakanon's Teeth. Anyone who looks that hard can definitely find the undead and other servants of Trakanon, the dragon who now sits at the seat of Old Sebilis. Those who do not intend to kill the dragon should bring tribute, for the dragon does not take kindly to trespassers who bring no gifts.

Warsliks Woods: Named for the mountain giant hero, Warslik the Destroyer, Warsliks Woods teems with many dangers. Fortunately for the other races striving to control Kunark, the large goblin fortress in these woods often battles the mountain giants, who likewise maintain a citadel here. Where once the two forces worked together, distrust has replaced wisdom and lately the two forces spend most of their time and resources warring with one another.

Luclin

Luclin is the second of Norrath's moons, and it remains hidden from view by the mortal eye. Entrance to the ringed moon has opened only recently to those of Norrath. Some have said the experiments of the great Erudite wizard Al'Kabor have created a rift across both time and space that allows explorers to travel to the moon using ancient magic dating from the Combine Empire. Now adventurers have set out to make their mark and claim to fame in the unknown of the moonscape.

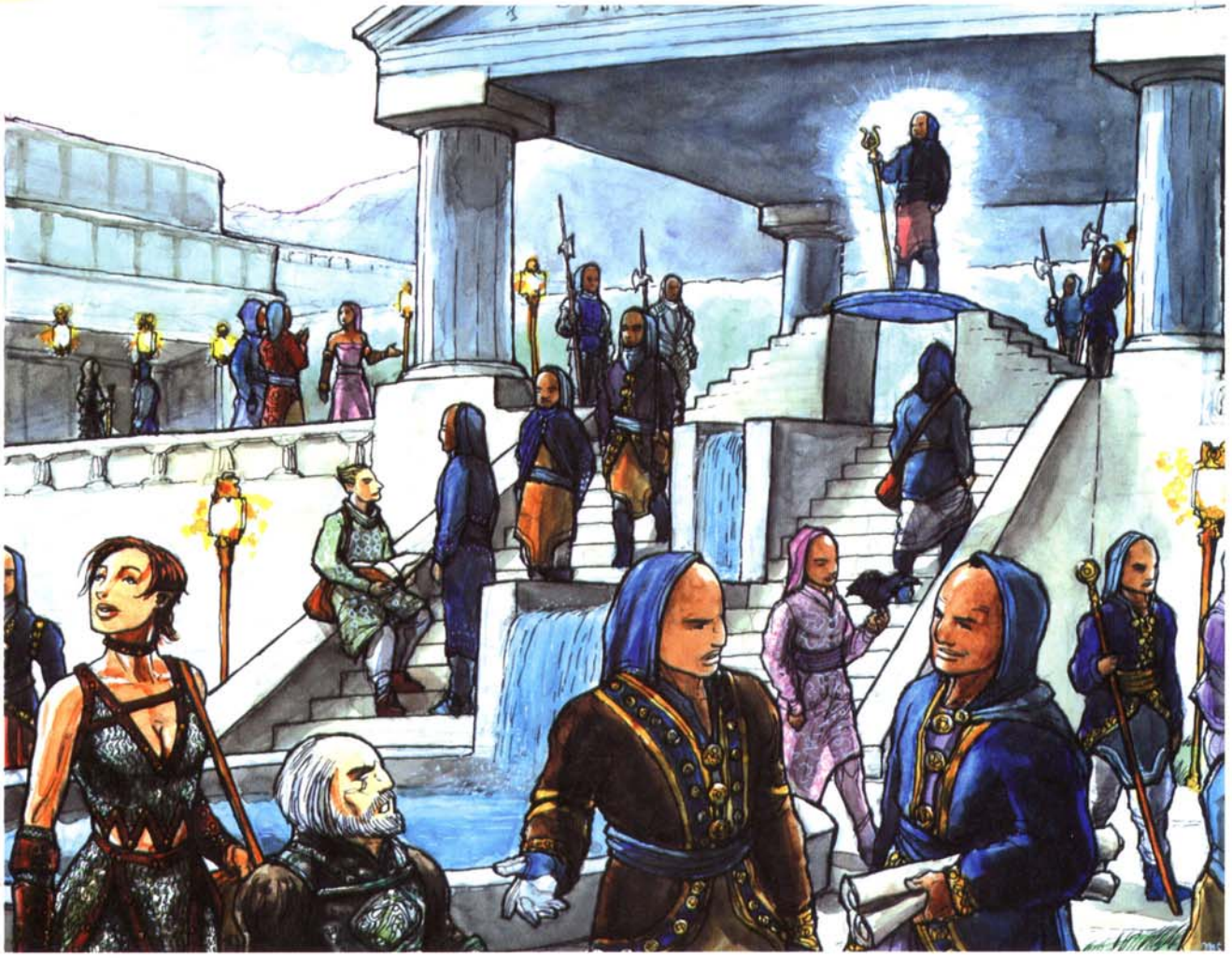
Accounts from the first explorers describe a city at the waypoint or "nexus" point of the moon that is populated solely by humans and humanoids. This Nexus lies underneath the surface of Luclin, but the settlers there, whose ancestors purportedly date back to the Combine Empire, have found the means to travel to the surface of Luclin.

Tales from surface expeditions have yet to make it back to Norrath, except for the news that the surface of Luclin is greatly defined by its light and dark halves. One side of Luclin receives perpetual light, while the other is forever wrapped in darkness. The light side holds a variety of settlements as well as heat-blasted wastelands. Fungal forests and all manner of bizarre creatures that have grown accustomed to the perpetual night cover the dark side of the moon.

Cities of Luclin

Shar Vahl: Shar Vahl is the elder city of the Vah Shir, who are the noble ancestors of the Kerran and Kejekan cat people tribes of Norrath. The Vah Shir city nestles in the darkness of the moon. They pride themselves on their various artisans and trades, and they pay homage to the benevolent spirits that dwell upon the lands. The people of Shar Vahl are genuinely happy that the gateway to Norrath has opened and are overtly friendly to outsiders since visitors bring new trade to their city.

Guilds: Jharin (bard), Khati Sha (beastlord), Taruun (rogue), Dar Khura (shaman), Khala Dun (warrior).



Odus

The founders of Odus originally established it as an "enlightened" utopian society away from the old world of Antonica. The immigrants to the new land displaced the aboriginal feline humanoids out of their land when their war with the heretics came to an end.

Cities of Odus

Erudin: Named after its founder, Erud, the town of Erudin is still populated by his followers, the Erudites. A circle of paladins and clerics rules as the High Council, though in this quiet city of study and contemplation, they find little need for heavy-handed rule.

This small city is literally one large castle devoted to magic and learning. It is famous as the greatest storehouse of knowledge in all Norrath. Scholars travel here from all over the world, mostly to learn magic, though the libraries hold many other kinds of documents. Since travel is so important to acquiring knowledge, the city encourages visitors at its busy docks, and it sponsors a regular ship to traverse Erud's Crossing between Erudin and Qeynos.

The Toxxulia Forest to the south is the major source of threats to the city. It harbors the city of heretics and troublesome kobolds somewhere in its depths.

Guilds: Tower of the Craft Keepers (enchanter), Tower of the Gate Callers (magician), Tower of the Crimson Hands (wizard).

Temples: Deepwater Temple (Prexus), Temple of Divine Light (Quellious).



Paineel: The infamous heretic city of the Erudites is located beyond the Toxxulia Forest, and it overlooks the Hole. Though beautiful and refined, the evil that dwells within it taints the city. Some of the craftiest necromancers and shadow knights in the world come out of this vile haven, where the writings of the first necromancer, Miragul, remain inscribed upon texts and scrolls to this very day.

Residents use teleportation portals to travel within the town. Rumors say that these portals can also teleport unwanted snoopers down to the murky depths of the Hole for the elementals and assorted monsters to kill.

Guilds: Abattoir (necromancer), Fell Blade (shadow knight).

Temples: Tabernacle of Terror (Cazic-Thule).

Wilds of Odus

Abysmal Sea: The Abysmal Sea gets its name from a feeling of dread and ennui that overcomes any who attempt to cross it. When explorers have

tried, they usually turn back after only a week out of port. They declare that an overwhelming sense of hopelessness came over them when they even thought about continuing. Some have even claimed strange horrors lurk within its fathoms — perhaps even the embodiment of chaos itself.

The Barren Coast: The Barren Coast is a coastline along the eastern edge of Odus that remains largely unexplored. Its barren shores hold no appeal for settlers, who colonize more fertile ground. Some folk think that pirates who prey on the merchant ships traveling Erud's Crossing use the caves and coves that dot the Barren Coast for their hideouts.

Erud's Crossing: Erud's Crossing is both the name of the ocean crossing between Odus and Antonica and the name of a small, volcanically dormant island between the two continents. The island serves as a waypoint between destinations. Some marine treasure hunters also use the island as a base of operations to search for ships that crashed ashore during the frequent harsh weather of the crossing.

The Grand Plateau: The high, grassy plateau called the Grand Plateau looks down on the Toxxulia Forest and over uncharted waters to the west. Forces from Erudin keep the plateau free from major threats to the city's security, so the area is relatively safe for travelers. Some few farmers, mostly of other races since Erudites rarely soil their hands with labor, make a living farming on the plateau and selling their goods to feed Erudin. The wide open expanses also serve as testing grounds where young Erudite spellcasters practice their arts.

The Hole: Blasted out by heretics during the Erudite civil war, the Hole is the remains of an ancient city. Some say it held the noble houses of the Kerran people. The remaining deep pit contains earth elementals and rat folk. Wizards who have taken their arts into the Hole in adventuring bands claim that a strange dweomer that clings about the area has warped or twisted their magic. Within the depths of the Hole are ancient ruins that carry the standard of Paineel as their mark.

Kerra Isle: When the Erudite civil war erupted on Odus and the heretics claimed the area around the Hole for themselves, the native tribe of Kerrans fled to the western island that later became known as Kerra Isle. The Kerrans adapted to their forced relocation quickly, and they seem fairly peaceful and they welcome nearly anyone to their small home. Bitterness at their mistreatment at the hands of the Erudites colors any interactions that the Kerrans have with the Erudites, however.

Stonebrunt Mountains: Adventurers get lost easily climbing in the overwhelming Stonebrunt Mountains. However, if you can find it, the small town of the Kejek cat people awaits on top of Mt. Klaw. Weary souls can rest in the town after fighting against or fleeing from the kobolds that infest the mountains.

Toxxulia Forest: Separating Erudin and Paineel, the Toxxulia Forest possesses the quickest path between the two cities and covers a major portion of Odus. Tribes of kobolds that inhabit the forest occasionally cause problems for both Erudite cities.

The Vasty Deep: The brackish, saltwater lake called the Vasty Deep is so deep that no one has successfully sounded the bottom more than a few hundred yards offshore. Some say sea monsters lair here and leap out of the water to attack strangers who walk too close to the water's edge. Some travelers also mention a hermit on the shore who plays to them on clear nights with a wooden flute.



He has a ramshackle hut on one shore but spends most of his time wandering in the area, which makes him very hard to find. No creatures ever attack the hermit, leading some to believe he is a powerful druid.

Velious

Cloaked in snow, Velious is the land Veeshan first used to stake her claim to the world of Norrath. In the ancient past, dwarves found their way to Velious and dug their way into its icy depths, forging a new home and name for themselves. These dwarves would eventually become known as the Coldain. Dragons and giants also roam the icy wastes, along with the orcs of the Ry'Gorr tribe.

Cities of Velious

Kael Drakkal: A city of giants who bear little love for anyone, Kael Drakkal is an inhospitable, subterranean maze to outsiders. Two separate clans of giants inhabit the city, the Kromzek and Kromrif, and both serve under the rule of King Tormax. Their main commonality is a hatred of both the Coldain dwarves and the dragons of Skyshrine. Otherwise, each group has different goals, and though they live and work side by side, outsiders had best learn the proper diplomacy with each.

Kael Drakkal serves as a passage under the Great Divide mountain range, which otherwise divides Velious into eastern and western halves. The strategic importance of this is not lost on the giants here, who somehow eluded or overcame the curse of the Rathe that made dim-witted fools of most other Norrathian giants. Outsiders must prove themselves against the enemies of the giants before being allowed passage through Kael Drakkal.

While guilds and temples technically exist in the city, they effectively don't matter for nongiants. Even if an outsider does earn the giants' respect, training facilities are simply not geared for standard humanoid use, and the giants have no patience for alterations.

Guilds: None available to outsiders.

Temples: Temple of Zek (Rallos Zek).

Skyshrine: Little is known about this city of dragons, which lies in the western half of Velious. Some few explorers have reached it since the gnome icebreaker ships made passage to Velious possible. These explorers bring back tales of a marvelous city populated by the brood of Veeshan and ruled by the dragon-king, Lord Yelinak.

Thurgadin: In the central northern section of Velious, the Coldain dwarves live and work in a city built from an old mine. As one might expect from dwarves, the entrances to Thurgadin are well protected, and the main entrance is hidden behind a great waterfall in the Great Divide. Visitors must pass over icy bridges spanning deep chasms to reach Icewell Keep, and the dwarves urge people to be extremely careful entering or leaving the city. While some visitors have been known to survive a fall off a bridge, few have survived the monsters waiting at the bottom to greet them. The ruler of the city, Dain Frostreaver IV, has declared that visitors are welcome within the city, but they are watched closely by the Coldain since the dwarves know little of the world outside Velious.

Temples: Temple of Brell (Brell Serilis).

Wilds of Velious

Eastern Wastes: Ry'Gorr orcs, frost giants and a variety of natural creatures wander the snow-covered tundra of the Eastern Wastes in eastern Velious. Villages of Coldain dwarves also dot the tundra, providing a refuge for the rare traveler who crosses the wastes.

The Great Divide: The steep mountain range called the Great Divide is just what its name suggests: It divides the continent into eastern and western parts. Frost giants, wolves and wurms stalk the range, and they can easily ambush adventurers from the crags and howling winds.

Grete Spaign: The Grete Spaign is a vast drift that heralds the entry to the Eastern Wastes. Frost giant sentry outposts guard a colossal bridge, which was made from the bones of an ancient wurm. The span connects the Icy Fingers to the Eastern Wastes. The giants that guard this area are unfriendly to many, with the exception of those who prove their mettle or show the mark of worshiping Rallos Zek.

Iceclad Ocean: The frigid ocean known as the Iceclad Ocean separates Velious from the rest of Norrath. Many say that it is barren, cold and desolate of all life, except for a massive dragonlike turtle that lives within its waters. Some have even claimed a ghost ship appears under the bright moonlight.

The Icy Fingers: Gnome buccaneers operate outposts in the Icy Fingers. Travelers coming to and from the shores of Antonica can often find passage from these fellows at reasonable cost. In fact, the great mechanical ship known as the Icebreaker leaves on its route to Antonica from here.

Ry'Gorr Keep: Chief Ry'Gorr commands a powerful tribe of snow orcs that maintains a fortified keep in the Eastern Wastes. These orcs are nothing but savage marauders who set upon all that come within eyesight — except their allies the giants. Some claim

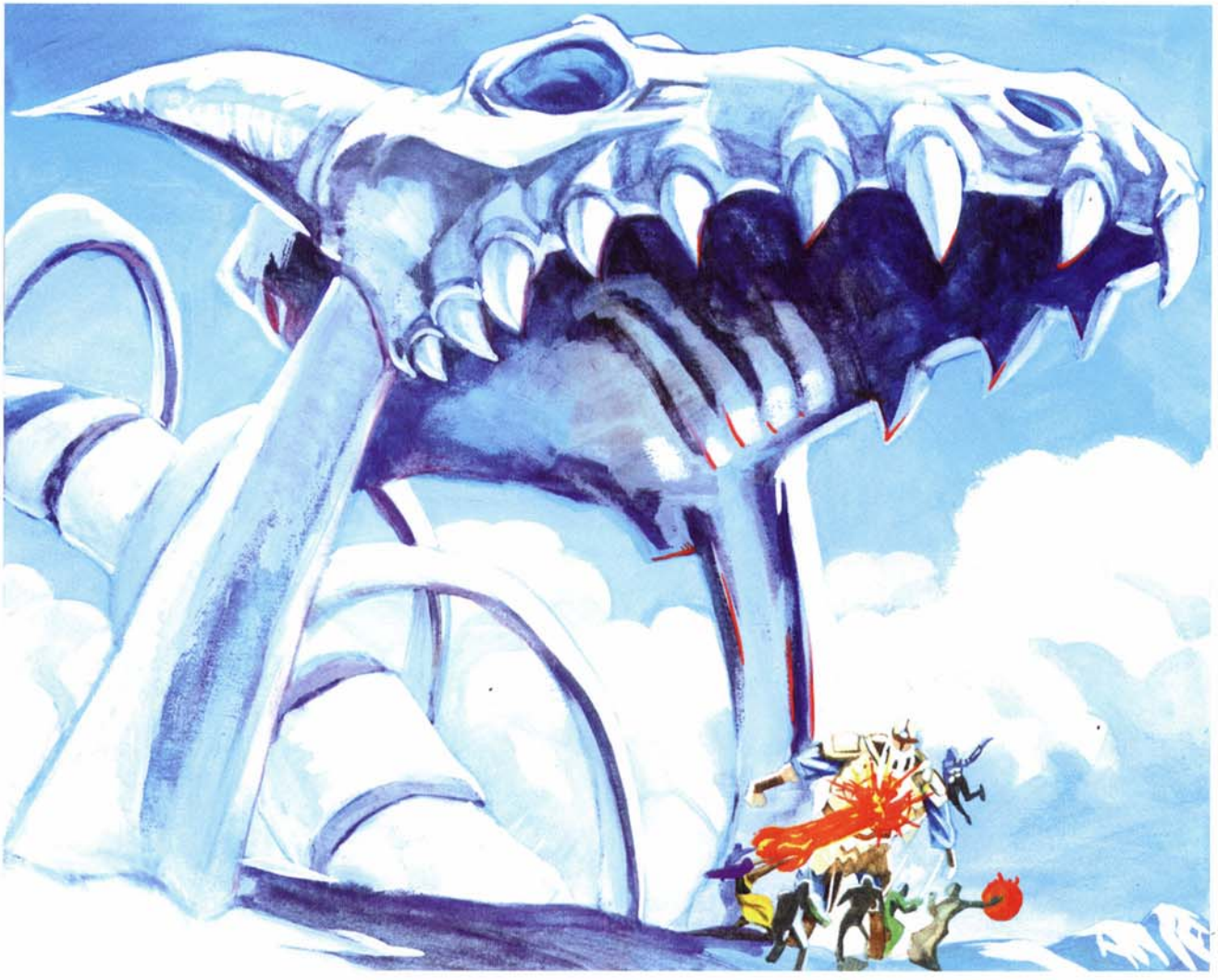


that the Ry'Gorr Keep is an old dwarven hold and that losing the keep to the orcs was the beginning of an unending conflict between the orcs and the Coldain.

Scars of Veeshan: Deep rifts slashed into the earth of Velious are the legendary of mark of the Wurmqueen, Veeshan. More terrain feature than monument, entire cities nestle within the gouges called the Scars of Veeshan and bear testament to her fury toward those who would dare trouble her children. The eastern-most rift, known as the Cobalt Scar, is flooded. Terrible sirens and the servants of dragons are only two of the dangers that await the unwary.

Tower of Frozen Shadow: Few have ever returned from the depths of the dismal abode called the Tower of Frozen Shadow. Nobody knows who or what calls this foul blackened spire their home, but it is clearly a place where the undead dwell and where the powers of the lower planes hold sway. Some adventurers claim that Erudites haunt the tower — perhaps the tower's former owners. When one approaches the tower, rumors state that it emits a faint pulsating sound that resembles a beating heart.

Western Wastes: The last great preserve of dragons on Norrath, the Western Wastes of Velious are only for the heartiest and most daring of all adventurers. Drakes, wyverns, wurms and dragons wander here at all times.





Book One:



Creating a Character

Chapter One: Abilities

Your character's abilities represent her physical and mental capabilities. The modifiers derived from these abilities will modify just about every die roll you make in an *EverQuest Role-Playing Game* session. A powerful character does more damage with a greatsword. A nimble character can evade blows and sneak through small spaces. A frail character can't take as much damage and is less likely to maintain concentration in the face of pain and distraction. When making checks in situations like this, your character's abilities have a strong influence over her success or failure.

Every character, creature and monster has six abilities: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). In the *EverQuest Role-Playing Game*, the Dexterity ability score combines the Agility and Dexterity attributes used in the online version of *EverQuest*. An above-average ability score gives a character a bonus on related rolls in the form of a positive modifier. Similarly, a below-average ability score imposes a penalty on other die rolls in the form of a negative modifier.

You determine your character's scores by assigning ability points to a base score, generally assigning more points to abilities important to your character. Scores can be modified by a character's race and class, and scores increase gradually over time as your character gains levels.

Determining Your Ability Scores

All characters begin with a score of 8 in all six abilities and an additional 27 ability points that can be added to increase these scores. Ability scores are increased by one point for every ability point added, up to a maximum of 16. Increasing a starting ability score beyond 16 requires two ability points for each additional point by which the ability score is increased. Ability points cannot be used to raise any starting ability score beyond 18.

Table 1-1: Ability Point Cost

Ability Score	Ability Points Spent
8	0
9	1
10	2
11	3
12	4
13	5
14	6
15	7
16	8
17	10
18	12

A character can have a score of less than 8, but receives no benefit from lowering the score. The only reason to do this is if you have a character concept that calls for a great weakness in one of your character's abilities. Also note that a character's racial ability modifiers can raise an ability to above 18 or lower it below 8.

The average ability score for the typical inhabitant of the *EverQuest* world is 10 or 11, but your character does not represent a typical inhabitant. Player characters are heroes, adventurers and people of exceptional potential. Among such people, the most common ability scores are 12 and 13, and many have one or more abilities with scores of 16 or higher. Player characters are the focus of an *EverQuest* adventure, and generally need above-average scores to survive the experience.

Note that once you've begun playing your character, you can't change your initial ability scores around, so you should give serious thought on how to assign them. You'll likely need to decide what race and class you want to play before you assign all your ability points in purchasing the abilities your character will most often use. A monk, for example, needs good Strength and Dexterity scores to be an effective combatant, and may want a high Constitution as well. A warrior needs good Strength and Constitution scores to excel, but, with heavy armor, she may be able to skimp a little on her Dexterity score. A wizard needs as high an Intelligence as possible, but may not have much use for Strength. However, the most important consideration when assigning your ability scores is your character concept.

If you envision your shaman as a powerful fighter cursed by the constant attention of his tribe's spirits, you may want to develop his Strength and Constitution rather than his Wisdom (which dictates a shaman's spellcasting ability). There can be benefits to such an approach — while high physical scores won't help your shaman cast spells, they do make him a much more effective fighter than most other shamans, a factor that can result in a nasty surprise for his enemies. No ability is useless, and having a high score is almost always a good idea if you can manage it. Since characters are limited to 27 ability points, however, you have to decide what's most important to your character concept.

After you spend your ability points to purchase your initial ability scores, remember to modify your resulting ability scores by the racial ability modifiers for your race (see Chapter 2: Races). Racial ability modifiers can raise a character's starting scores well above 18 or lower them below 8. For example, if you decide to play an Ogre your Strength is increased by 6 points and your Constitution by 4, but you lose 2 points of both Dexterity and Wisdom and 4 points of both Intelligence and Charisma.

Ability Modifiers

Each ability provides a modifier, most commonly ranging from –3 to +8. The modifier represents the number you add to or

subtract from die rolls when your character tries to do something related to that ability. For example, you add your Constitution modifier to both your Hit Dice (which determine your total hit points) and to Channeling checks made to successfully cast a spell after taking damage. Some modifiers also apply to numbers other than die rolls, such as the way your character's Dexterity modifier affects his Armor Class.

The modifier can be determined for any score through the use of the simple formula (score –10)/2. Thus an ability score of 18 results in a modifier of (18–10)/2 = +4, while a score of 6 results in a modifier of (6–10)/2 = –2. As with all calculations in the *EverQuest Role-Playing Game*, fractions are always rounded down. For ease of reference, the modifiers for the most common ability scores are listed in **Table 1–2**.

Table 1-2: Ability Score Modifiers

Ability Score	Modifier
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

Abilities and Spellcasting

Different spellcasters use different abilities when spellcasting. Divine spellcasters (beastlords, clerics, druids, paladins, rangers and shamans) use their Wisdom to determine their mana and the Difficulty Class (DC) of saving throws of the spells they cast. Arcane spellcasters (enchanters, magicians, necromancers, shadow knights and wizards) use their Intelligence for all spellcasting modifiers. Finally, bards use Charisma for their magical songs. For more information on how a spellcaster's abilities interact with his spellcasting see Chapter 8: Using Magic.

The Abilities

Strength (Str)

Strength measures your character's ability to carry weight and hit hard. This ability is especially important for monks, paladins, rangers, rogues, shadow knights, warriors, or anyone else who gets involved in a lot of combat. A good Strength score can make the difference between a mediocre fighter and someone who is an elite combatant.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon. However, attacks made with your off-hand receive only one-half your Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow or a sling. See Chapter 12: Combat for more details on combat modifiers.
- Climb, Jump and Swim checks. These skills have Strength as their key ability.
- Strength checks (for breaking down doors and performing similar brute-force tasks).

Dexterity (Dex)

Dexterity measures a character's ability to perform delicate tasks, shoot accurately, avoid blows and maintain balance. This ability is most important for rogues and monks, but many other characters also benefit from high Dexterity scores, including those who typically wear light, medium, or no armor (enchanters, magicians, necromancers and wizards, for example), and for characters who want to be skilled archers.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including attacks made with bows, throwing spears, thrown knives, and other ranged weapons.
- Armor Class, provided you can react to the attack (see Chapter 12: Combat for more information on when your character may not get any Dexterity bonus to AC).
- Reflex saving throws, for avoiding attacks that you can escape by moving quickly.
- Balance, Escape Artist, Hide, Pick Lock, Pick Pocket, Ride, Safe Fall, Sneak, Tumble and Use Rope checks. These skills (along with the bard-exclusive skills of Play Percussion Instruments, Play String Instruments, and Play Wind Instruments) all have Dexterity as their key ability.

Constitution (Con)

Constitution represents a character's toughness, health, and stamina. This is most important for characters who expect to act as front-line fighters, such as warriors. However, since a character's Constitution score affects his hit points, it's an important ability for everyone in the *EverQuest* world.

You apply your character's Constitution modifier to:

- Each Hit Die (HD) (although a penalty can never reduce a HD roll to less than 1 — a character always gains at least 1 hit point every time he goes up a level).
- Fortitude saving throws, which characters use to resist poison and numerous other threats.
- Channeling checks; this skill, important to spellcasters, has Constitution as its key ability. The bard skill Play Brass Instruments is also affected by the bard's Constitution.

A character's hit points are always by her current Constitution score, and any changes to her Constitution modifier are retroactive. For example, if a 5th-level warrior increases her Constitution from 13 to 14 (thereby increasing her Con modifier by +1), she gains 5 extra hit points — one for each of her five levels.

Intelligence (Int)

Intelligence represents how well your character can acquire skills, use logic, and make deductions. Intelligence is important for arcane spellcasters, since it affects how much mana they have and how hard their spells are to resist. It's also important for any character who depends upon a wide selection of skills, since it modifies how many skill points a character has to spend at each level.

You apply your character's Intelligence modifier to:

- The number of skill points your character gains at each level. (But even if your character has an Intelligence penalty, he always gets at least 1 skill point per level.) Unlike all other ability score modifications, Intelligence bonuses to skill points are not retroactive. The bonus skill points a character gets upon achieving a new level is based on the Intelligence he had for the majority of the previous level.
- Appraise, Disable Device, Forgery, Knowledge, Language, Meditation (for arcane spellcasters), Read Lips, Search, Spellcraft and Trade Skill checks. These skills have Intelligence as their key ability.

Wisdom (Wis)

Wisdom describes a character's self-control, common sense, and perceptiveness. While Intelligence measures a character's ability to reason, Wisdom relates more to being aware of both

internal and external forces. A character with a low Intelligence but high Wisdom may seem slow-witted, but often understands more of what's going on than she has the words to explain — insight and intuition are functions of Wisdom.

Wisdom is important for characters who are alert or who know how to analyze or "read" people. It modifies most of the perception skills, which are often as important as combat or spellcasting abilities. Wisdom is also crucial for divine spellcasters, as it determines how much mana they receive and the potency of many of their spells.

You apply your character's Wisdom modifier to:

- Will saving throws, which allow a character to negate the effects of various spells and other mind-influencing effects.
- Heal, Innuendo, Listen, Meditation (for divine spellcasters), Profession, Sense Heading, Sense Motive, Spot, Trade Skill and Wilderness Lore checks. These skills have Wisdom as their key ability.

Charisma (Cha)

Charisma represents a character's ability to influence those around her. It includes such factors as a character's appearance, personal magnetism, and force of personality. A character can be extremely attractive but might irritate those around her, and thus have a low Charisma, or be unpleasant to look at yet possess an extraordinary way with people, and thus have a high Charisma. However, Charisma is just as often closely related to how a person looks. A character's Charisma isn't always obvious — a young noblewoman might seem to be a fainting flower whom everyone ignores, yet have a high Charisma that is revealed only when she takes command in emergencies.

Charisma is most important to characters who wish to influence the opinions of others, including leaders, con men, and diplomats. Such influence often becomes important to characters who are attempting to win the trust of a certain faction of people or creatures, whether to gain information from them or to be entrusted with important quests by them.

Charisma is also important as a spellcasting trait for bards (who base all spellcasting modifiers on their Cha bonus), for beastlords' ability to befriend and command their warders, and also for any spellcaster who uses enchantment spells (which use Charisma to determine their save DCs, regardless of the source — i.e., arcane, divine, or bardic — of the spell).

You apply your character's Charisma modifier to:

- Animal Empathy, Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Meditation (for bards), Perform, Taunt and Undead Empathy checks. These skills have Charisma as their key ability.
- Charisma checks, for attempts to influence others (which are generally treated as untrained Diplomacy checks).

Example of Generating and Assigning Ability Scores

Michelle needs to create a character for a new *EverQuest Role-Playing Game* campaign her group is going to play. She has 27 ability points to dispense over 6 abilities, each ability having a starting score of 8. Unsure what kind of character she wants to play, she looks through the Races and Classes chapters for an idea. She likes the idea of playing a high elf, so she looks at the classes they can take: clerics, enchanters, magicians, paladins and wizards.

Michelle doesn't really want to play a dedicated spellcaster, so she decides to make a high elf paladin named Eweniel. She sees Eweniel as a determined servant of good, who also happens to be something of a fish out of water: a fighter in a society of spellcasters, Eweniel lacks confidence in herself, but has the potential to be a great leader and force for good.

With this concept in mind, Michelle starts assigning ability points. She wants Eweniel to be a good fighter, so she puts 8 points in Strength, making it a 16. She also wants good potential for leadership, so she puts 7 points in Charisma, making it a 15. With 12 ability points left, Michelle decides that she doesn't want Eweniel to have any glaring weakness, so she puts two points each into Dexterity, Intelligence, and Wisdom, raising them each to 10. This leaves her with 6 points, which she puts into Constitution, giving Eweniel a Constitution score of 14.



Since Eweniel is a high elf, Michelle now has to apply that race's ability adjustments. High elves get –4 Strength, –2 Constitution, +4 Intelligence, and +4 Wisdom, +2 Charisma. Applying those, Eweniel ends up with Strength 12, Dexterity 10, Constitution 12, Intelligence 14, Wisdom 14, and Charisma 17.

Though at first glance the physical ability scores seem a bit low for a paladin, Michelle realizes Eweniel's high Intelligence will give her more skill points and the Wisdom will be useful when she begins casting spells. The high Charisma suits Michelle's notion of her character as a natural leader. Eweniel is going to need good armor, but otherwise is a well-balanced character.

Changing Ability Scores

Over time, your character's ability scores will change. At first level the character receives five training points and then receives five more training points for each level of experience attained. Training points can be spent to raise abilities as described in Chapter 3. Training points reflect a character's progress as he gains experience and are not the same as ability points which are used to determine a character's initial ability scores.

Many poisons, diseases, and other effects can harm an ability (through what is called "temporary ability damage"). Ability points lost to damage typically return on their own at a rate of 1 point per day for each damaged ability. Some creatures possess the power to drain abilities permanently. Points lost permanently in this fashion don't return on their own, but the victim can sometimes bring them back through other, often difficult, means.

Numerous spells and magic items can increase a character's ability scores. When an ability score changes, all attributes associated with that score change accordingly. For example, when Cakazu, a monk with a 13 Intelligence, reaches 8th level, she decides to spend training points to increase her Intelligence to 14. As a result, all of her Intelligence-based skill bonuses are increased by +1, and the number of skill points she gets per level thereafter increases from 5 to 6 (4 per level for her class, plus another 2 per level — formerly 1 per level — from her Intelligence bonus). However, since she had a 13 Intelligence for most of the time she spent at 7th level, she still only gets 5 skill points for 8th level. (This is an exception to how most stat bonuses work, as explained under the Intelligence section in this chapter). When Cakazu reaches 9th level, she'll get 6 skill points.

Converting Characters from EverQuest Online

Rather than make a brand new character, it is possible to convert an *EverQuest* online character for use with the *EverQuest Role-Playing Game*. The rules below are only guidelines, and once you are familiar with the game rules you and your GM may want to make a few adaptations (or "house rules") regarding this process. In general, where the online game and *EverQuest Role-Playing Game* disagree, follow the rules in this book. And be sure to check all your decisions with your GM, who always has the final say on what is allowed in her game.

Ability Scores

Converting your *EverQuest* online character's attributes to *EverQuest Role-Playing Game* ability scores is a two-step process. First, find each attribute on **Table 1–3: Attributes to Abilities** to see what ability it becomes. Then convert your attribute value to an ability score using the numbers on **Table 1–4: Converting Scores**. Be sure to use your character's base attribute ratings, unmodified by spells or items (your "naked and unbuffed" ratings). You'll be able to select similar magic items from the *EverQuest: Game Master's Guide* which will then add to your character's abilities, but for figuring your character's base ability scores, ignore these factors.

Table 1-3: Attributes to Abilities

EQ Online	EQ RPG
Attribute	Ability
Strength	Strength
Stamina	Constitution
Agility/Dexterity	Average for Dexterity
Wisdom	Wisdom
Intelligence	Intelligence
Charisma	Charisma

Table 1-4: Converting Scores

EQ Online Score	EQ RPG Score
0–50	6
51–55	7
56–60	8
61–65	9
66–70	10
71–75	11
76–80	12
81–85	13
86–90	14
91–95	15
96–100	16
101–110	17
111–120	18
121–130	19
131–140	20
141–150	21
151–160	22
161–170	23
171+	24

Races

All the player races from *EverQuest* online are presented in Chapter 2: Races. Read through your race description for information on background and culture — these things can be important in an ongoing *EverQuest Role-Playing Game* campaign. While you do want to note any bonus skills or feats and any special abilities your character's race may have, you do not need to worry about the race's ability score adjustments. (These adjustments were already figured into your *EverQuest* online character's attributes, and were translated when you converted them.)

Classes, Skills, and Feats

Each class from the *EverQuest* online game is included in Chapter 3: Classes. To determine your character's *EverQuest Role-Playing Game* level, divide your *EverQuest* online character's level by 2 (rounding down, as with all in-game calculations). Then you need to spend all of your character's skill points and select her feats. Some things, such as spells, can be converted almost directly from the online game. Many things are done differently in the *EQ RPG*, however, and you'll want to take some time familiarizing yourself with the options available to your class. Many classes have special abilities open to them that may not correlate directly to the abilities of your *EverQuest* online character. Simply select those abilities that most closely match what your character might have chosen in the *EverQuest* online game, had those choices been available.

Note that basic progress in fighting prowess is automatic in the *EverQuest Role-Playing Game*, so you don't need to worry about buying ranks in combat skills such as "1H-Slashing." Instead, familiarity with various weapons is represented through appropriate feat acquisition, while your chance to succeed with an attack is measured by your character's attack bonus. Fighting classes have excellent attack bonuses, while spellcasters are generally less effective in direct melee or ranged combat.

Many skills are available, including many that are similar to those from *EverQuest* online. Some skills are considered feats, or a combination of a skill and a feat. A list of online skills and their equivalents are given in **Table 1–5**.

Table 1-5: Online Skill Conversions

Online Skill	*EverQuest* Role-Playing Equivalent
Abjuration	Channeling
Alchemy	Trade Skill (alchemy)
Alcohol Tolerance	Alcohol Tolerance
Alteration	Channeling
Baking	Trade Skill (baking)
Begging	Diplomacy (and, perhaps, the Beggar feat)
Bind Wound	Heal
Blacksmithing	Trade Skill (blacksmithing)
Block	Parry feat
Brewing	Trade Skill (brewing)
Channeling	Channeling
Conjuration	Channeling
Disarm Traps	Disable Device
Divination	Channeling
Double Attack	Double Attack feat
Dual Wield	Dual Wield feat
Evocation	Channeling
Fishing	Profession (fishing)
Fletching	Trade Skill (fletching)
Forage	Wilderness Lore
Hand to Hand	Hand to Hand feat
Hide	Hide
Jewelry Making	Trade Skill (jewelry making)
Make Poison	Trade Skill (make poison)
Meditate	Meditate
Parry	Parry feat
Pick Locks	Pick Lock
Pick Pockets	Pick Pocket
Pottery	Trade Skill (pottery)
Riposte	Riposte feat
Safe Fall	Safe Fall
Sense Heading	Sense Heading
Sneak	Sneak
Specialize (any)	School Specialization feat
Spell Research	Spellcraft
Swimming	Swim
Tailoring	Trade Skill (tailoring)
Tinkering	Trade Skill (tinkering)
Track	Wilderness Lore (with Track feat)

In most cases, if your *EverQuest* online character could buy a skill, the equivalent *EverQuest Role-Playing Game* character can buy the skill or select the feat. If for some reason your online character has a skill you can't duplicate in the *EverQuest Role-Playing Game*, don't worry too much — there are lots of new options available that you can replace it with. For more information on skills and feats see Chapter 4: Skills and Chapter 5: Feats.

With luck, you will have some skill points (or feat slots) left after you've purchased all the skills known to your online character: there are some skills unique to the *EverQuest Role-Playing Game* that will benefit most converted online characters, such as the Listen and Spot skills. Look at the class skills for your class for some other ideas on what kinds of skills you should buy with your remaining points.

Equipment

There is no perfect method for converting *EverQuest* online equipment to *EverQuest Role-Playing Game* equipment. In general, look through Chapter 7: Equipment in this book and through the magic items presented in the *EverQuest: Game Master's Guide*, and select those items that correspond most closely with those of your online character. Although you may not able to get identical items, similar things should be available. Be sure to check this list with your GM, who always has the final say on what is and isn't appropriate to her campaign.

Play!

Now that you have a character, you can play and earn experience normally. Once your character gains a level, you can explore new options, such as multiclassing or buying skills and feats that may not have been available to you in the online game.





Chapter Two: Races

From the barbarians of the frozen north to the trolls in the southern swamps, the lands of Norrath are full of many different races, each with their own civilizations, cultures, and tolerances. Each race has its own strengths and weaknesses, as well, ranging from physical and mental abilities, class choices, and special abilities (or lack thereof). Very little will affect your character as much as your choice of race, which, once decided, you can't change during the course of your character's career.

Not every class is available to each race, and you should consider this when choosing your character's race. Even within the classes available to each race, some races are going to be better at some classes than others. Barbarians, for example, make particularly good warriors, but in many ways make worse rogues than do halflings.

Additionally, the race you pick is likely to have a strong impact on how non-player characters (NPCs) — that is, characters controlled by the GM — react to you (see "**Factions**" in Chapter 6: Description). Most members of a race fall into rather broad categories of behaviors and beliefs, as noted in each race description. Although many of these are only guidelines, most characters will assume your dark elf is a fairly typical member of his race, even if you've decided to make him a rare exception to the normal dark elf culture of hatred and deceit.

Racial Adjustments

Your character's race will have an effect on her starting ability scores, feats, and skills, and may grant your character special abilities.

Racial Ability Adjustments

Most races have a few bonuses and penalties to starting ability scores. These modifiers are listed under each race's description in this chapter, and are summarized on **Table 2–1: Racial Ability Adjustments**. These modifiers change your character's starting ability scores, and similarly affect your maximum starting ability scores (see Chapter 1: Abilities).

Table 2-1: Racial Ability Adjustments

Race	Ability Adjustments
Barbarian (Bar)	+4 Str, +2 Con, –2 Int, –2 Wis, –2 Cha
Dark elf (Def)	–2 Str, +2 Dex, –2 Con, +4 Int, –2 Cha
Dwarf (Dwf)	+2 Str, +2 Con, –2 Int, +2 Wis, –4 Cha
Erudite (Eru)	–4 Str, –2 Dex, +6 Int, +2 Wis, –2 Cha
Gnome (Gnm)	–4 Str, +4 Dex, –2 Con, +4 Int, –2 Wis
Half elf (Hef)	+2 Dex, –2 Con,–2 Wis, +2 Cha
Halfling (Hfl)	–2 Str, +4 Dex, –2 Int, +2 Wis,–2 Cha
High elf (Hie)	–4 Str, –2 Con, +4 Int, +4 Wis, +2 Cha
Human (Hum)	None
Iksar (Iks)	+4 Str, +2 Dex, +2 Wis, –4 Cha
Ogre (Ogr)	+6 Str, –2 Dex, +4 Con,–4 Int, –2 Wis, –4 Cha
Troll (Trl)	+4 Str, +6 Con, –4 Int, –2 Wis, –6 Cha
Vah Shir (Vah)	+2 Str, –2 Int
Wood elf (Elf)	–2 Str, +4 Dex, –2 Con, +2 Wis

Class

Each race has a number of classes available to it, and may have one or more favored classes that do not count against it when determining experience point (XP) penalties for multiclassing (see "**Experience for Multiclass Characters**" in Chapter 3). The available classes for each race are listed on **Table 2–2**.

Table 2-2: Racial Class List

Race	Available Classes
Barbarian	Beastlord, rogue, shaman, warrior*
Dark elf	Cleric, enchanter, magician, necromancer*, rogue, shadow knight, warrior, wizard
Dwarf	Cleric*, paladin*, rogue, warrior
Erudite	Cleric, enchanter**, magician**, necromancer**, paladin, shadow knight, wizard**
Gnome	Cleric, enchanter*, magician*, necromancer, paladin, rogue, shadow knight, warrior, wizard
Half elf	Bard*, druid*, paladin, ranger, rogue, warrior
Halfling	Cleric, druid, paladin, ranger, rogue*, warrior
High elf	Cleric**, enchanter**, magician**, paladin**, wizard**
Human	Bard**, cleric**, druid**, enchanter**, magician**, monk**, necromancer**, paladin**, ranger**, rogue**, shadow knight**, warrior**, wizard**
Iksar	Beastlord, monk*, necromancer, shadow knight, shaman, warrior
Ogre	Beastlord, shadow knight, shaman, warrior*
Troll	Beastlord, shadow knight, shaman, warrior*
Vah Shir	Bard**, beastlord**, rogue**, shaman**, warrior**
Wood elf	Bard, druid*, ranger*, rogue, warrior

*Indicates a favored class.

**Indicates the highest level of these classes is considered a favored class. See the race description for details.

Racial Experience Penalties

Not all races are equally challenged by the usual dangers of adventuring. As a result, some races gain less experience than

others even when facing the same difficulties. Those races with experience point penalties are listed below.

When determining experience penalties from race and multiclassing, add all the penalties together and then modify the total experience gained. For example, a barbarian 5th-level rogue/2nd-level shaman has a 5% XP penalty for being a barbarian and a 20% XP penalty for multiclassing, resulting in a 25% total experience penalty.

Table 2-3: Racial Experience Penalties

Race	Experience Penalty
Barbarian	5%
Iksar	15%
Ogre	20%
Troll	20%

Languages

All characters, in fact practically everyone in Norrath, speaks the Common tongue fluently. In bazaars in major cities, dwarves, gnomes, humans and wood elves all barter together in Common, with no difficulty understanding one another. Even the reptilian iksar and monstrous ogres and trolls can speak Common without hardship, although ogres and trolls are not known for their extensive vocabularies. All characters begin play with 4 free skill ranks in Common, with the exception of ogres and trolls, who begin with 3 ranks (see the Language skill in Chapter 4: Skills).

However, people don't always want to be understood by everyone around them. Each race has its own native language as well, and every character also starts with 4 free skill ranks in her native speech (again, ogres and trolls are the exception: they begin with only 3 ranks). There are also some languages used by groups, such as the Dark Tongue, and languages spoken by certain NPC races, such as Goblin and Elder Dragon. If a character does not begin with a particular language, she may buy it just like any other skill.

Special Abilities

Many races have special abilities that are universal to all members of their race. Some of these are simply bonus feats, as described in Chapter 5: Feats. Characters of other races receive certain skills as class skills, regardless of the character's actual class, or else receive bonus ranks in certain skills. Some traits, however, are unique abilities available only to members of a given race. These are listed in the race descriptions, and are described below in detail. All of these racial special abilities are treated as extraordinary special qualities (see the Introduction to "**Special Abilities**" in Chapter 8: Using Magic for an explanation of extraordinary abilities).

Resistance

Resistance is rated as a type and a number, as in the following example: "a bonus of cold resistance (3)." This resistance represents the amount a creature subtracts from any damage taken from the given type of source, whether through mundane effects of the given type or from magical effects with the appropriate descriptor. For example, iksar, having a bonus of fire resistance (5), subtract the first 5 points of fire damage inflicted upon them by a singular source of mundane heat or fire or by any singular magical effect with the [fire] descriptor. See "**Spell Special Effects**" in Chapter 8: Using Magic for more information on resistance.

Infravision

Infravision is common to several races, constituting the ability to see heat as light. This allows a creature with infravision to see warm objects (including living creatures and fires) as glowing sources of light when it is otherwise dark. In general, a living, warm-blooded creature sheds as much light for the purposes of infravision as does a torch. Since creatures with infravision generally shed their own heat, they effectively illuminate the area around themselves as if they carried a torch (granting vision to a 20-foot radius). Other warm-blooded creatures are easily spotted in darkness at considerable distances, since, to a creature with infravision, such creatures shed "light" in their own 20-foot radius as if they were walking torches.

Fast Recovery

Iksar and trolls have fast recovery, allowing them to heal from injuries much more quickly than other races. Rather than recovering their level in hit points for each day of rest, creatures with fast recovery heal their level in hit points for each hour of rest. Thus, a 7th-level troll character heals 7 hit points of damage per hour. During this time, the recovering character may engage in light activity, such as traveling or similar activities that aren't strenuous, but engaging in any fighting or tiring activity prevents the character from recovering any hit points for that hour.

Characters and creatures with fast recovery heal points of subdual damage at the same rate as real damage, and do so simultaneously. Thus, the 7th-level troll above would heal 7 points of both real and subdual damage each hour.

Fast recovery cannot heal any injury that a creature without this ability could not naturally heal. Thus iksar and trolls do not automatically grow back lost limbs or ignore starvation damage — they simply recover hit points more quickly when recovery is possible.

Ultravision

Among the player races, only dark elves have ultravision. Ultravision is the ability to see forms of light invisible to other creatures. Such light can be found at night, and is common in most underground settings as well. Creatures with ultravision can see as clearly in normal darkness as a human can see in normal daylight. Full details of shape, distance and color can be determined by a creature using ultravision, just as if they had a bright light source.

Barbarians

Barbarians are a race of large men and women found in the northern lands of Norrath, supposedly direct descendants of the God of Valor and the Goddess of Love. Their breeding and the unforgiving environment in which they live give them abilities beyond those of many of the "softer" peoples of the southern lands. They are a tough, hardy people who have carved a home from the frozen wastelands and harsh mountains. Referring to themselves as "Northmen," the barbarians are remarkably tolerant of the more cultured, or "weak" races. They have reputations for being quick to anger and violence, which is not entirely undeserved. They are also often sought out as expert guards and mercenaries.

Demeanor: Barbarians tend to enjoy simple pleasures such as eating, drinking and fighting. They're a practical folk, and don't have much patience for philosophy or theoretical studies. Indeed, barbarians tend to avoid anything other than hunting, fighting, and working, or perhaps talking about those activities over an ale. Although they are capable of swimming in the freezing waters of their homeland, many avoid bathing.

In general, barbarians tend more towards good than evil, and most value the fair treatment of everyone. However, they tend to be unforgiving of those who take advantage of their evenhandedness. Barbarians all respect courage and daring; being thought a coward is far worse in a barbarian's mind than any other fate.

Class: As a result of their disdain of flashy spells over direct personal combat, barbarians don't become enchanters, magicians, wizards or similar spellcasters. A few barbarians do follow the path of the shaman, communing with gods and spirits for the greater glory of their tribe. Even rarer are those barbarians who pursue a similar spiritual path communing with beasts. The vast majority of barbarians are warriors, though they can also become particularly hearty rogues.

Appearance: Barbarians are a large, powerfully built race, generally standing nearly 7 feet tall and weighing approximately 215 pounds on average, although exceptional specimens ap-

proach 8 feet in height and weigh well over 300 pounds. Barbarians tend to be fair skinned, and freckles are a common feature. Their hair runs the gamut from auburn to deep red or brown to blond. Eye color varies greatly, though blue and green are most common. The occasional barbarian will have black hair or dark brown eyes, though these features are often taken as a sign of more intermingled southerner blood somewhere in their ancestry.

It is very common for barbarians to gain scars throughout their life, and many take great pride in their scars' appearance. Some tribes even practice ritual scarification, marking themselves during ceremonies of adulthood. Face paint is also common among barbarians, who often use red or blue markings on their faces that can indicate great deeds or tribal allegiances, but that are just as often purely aesthetic.

Their clothing reflects the environment in which they live, and hence consists mainly of thick fur and hide that not only keeps them warm in their arctic home, but also provides protection against inevitable conflict with other hungry denizens of the region. The clothing is often skillfully tailored and can even be decoratively lined with the fur of mink other exotic animals, so it is not entirely utilitarian.

Homeland: Barbarians usually come from an area close to the town of Halas, found at the base of the Everfrost Peaks. Halas is a rough town, with a thriving trade in rich foods, various kinds of alcohol, and weapons. It is always freezing cold in the barbarian homeland, and the area is filled with goblins, gnolls, and orcs, which are constantly at war with the barbarians. These threats, combined with the dangers of predators such as polar bears, snow leopards, and white wolves, enforce the natural law of survival of the fittest: the men and women of Halas either grow up strong or they go early to an icy grave.

Names: Most barbarians have a name selected from among those of their tribal ancestors, although a few may be named for friends of their parents or have names taken from animals and colors. Common male tribal names include Balgurorm, Bumin, Gadin, Hdace, Jardaen, Karamorm, Llaan, Loramdar, Mac, Saldadar, Sinlain, Suddar, Talan, Tanelore, and Waludce. Common female tribal names include Budlaori, Famormie, Fildailie, Ganamcea, Genini, Jalamenie, Jarilie, Kilgurdara, Lamenea, Leddara, Lilamanu, Sancea, Talorfa, Tamdila, and Wila. Clan names include Felligan, McDaniels, McLish, McMarrin, McMill, McNaff, McPherson, McQuaid, McVicker, O'Danos, O'Donal, O'Gill, and O'Reilly.

Religion: Many barbarians don't often give much thought to religion, but there are a fair number who worship the Tribunal, and some swear fealty to Bristlebane or Rallos Zek. Barbarian shamans almost universally honor the Tribunal, and therefore act as lawgivers throughout the northlands.

Quests: Many barbarians undertake quests as personal tests in the constant battle to improve themselves. Others are motivated by the desire to secure safety for their homeland or to battle particular threats to their livelihoods. Others, of course, are motivated by simple curiosity and the desire for fame and fortune. Once a barbarian has accomplished a few quests of her own, she often finds herself going on quests in which she has little vested interest, usually in order to protect friends and allies she has met along the way.

Barbarian Racial Traits

- Abilities: +4 Strength, +2 Constitution, –2 Intelligence, –2 Wisdom, –2 Charisma. Barbarians are physically the toughest of human races, but tend to be gruff and are not terribly interested in more intellectual pursuits.
- Favored Class: Warrior. When determining whether a multiclass barbarian suffers an XP penalty, her warrior levels do not count against her (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).
- Classes: Barbarians can become beastlords, rogues, shamans, or warriors.
- Experience: Barbarians are a particularly powerful race, who aren't as challenged by most circumstances as members of most other races. As a result, they suffer a 5% penalty to all experience they earn.
- Medium-size: Though large by human standards, barbarians aren't quite big enough to count as size Large creatures. As Medium-size creatures, barbarians suffer no special bonuses or penalties.
- Barbarians' base speed is 30 feet.
- Barbarians begin with 4 ranks in Language: Barbarian and 4 ranks in Language: Common.
- Due to their powerful frames, barbarians begin play with the Slam feat as a bonus feat despite that feat's size prerequisite.
- Barbarians have a racial bonus of cold resistance (3).

Dark Elves

Dark elves are the evil cousins of high elves and wood elves. Also known as Teir'Dal, dark elves were created in the ancient past by Innoruuk, the God of Hate, when he twisted and perverted a number of high elves. Dark elves are themselves filled with loathing for all other creatures, including other members of their own race. Although the dark elves are hated and feared by most other races of Norrath, their natural cunning and magical ability have sustained them as a race, and have allowed individual dark elves to gather considerable power.

Demeanor: Dark elves love treachery, deceit, power, and pain and suffering. They tend to hate everyone equally, though they are generally intelligent enough to conceal their disdain when it suits them. Dark elves are capable of working together or with other races, but only if they believe that doing so furthers their own personal plans. Even the most "noble-minded" of dark elves is likely to think of friends less as people to be trusted and protected than as a valuable resource worth keeping around for a while.

The motives of a dark elf can be very difficult to ascertain. If he can achieve a goal through trickery or manipulation, only the rarest dark elf will choose to approach the matter directly, hatching instead convoluted, tortuous plots that only the dark elf himself can follow. Many dark elves are driven by a desire to please Innoruuk, and thus to take whatever actions seem likely to create the most hatred in the world.

Class: Dark elves have a strong affinity for magic, and find the idea of doing things through spells rather than physical force appealing. Most dark elves take up careers as clerics, enchanters, magicians, necromancers, or wizards. Many, however, seek to master combat as well as magic, and are drawn to the way of the shadow knight. A few dark elves forego magical studies altogether to become rogues or warriors.

Appearance: Dark elves are lithe and dark skinned, with smooth complexions and delicate features. As with other elves, adults generally stand around 5 feet in height and weigh, on average, about 100 pounds. Their skin tone ranges from blue-black to black, and their eyes are most often blue or black as well, but can vary from green or yellow to a crimson red or violet. Dark elves' hair is universally white, though sometimes with a silvery or grayish tint, and is usually worn long. Like all elven races, dark elves have delicately upward pointed ears.

Dark elves' dress is generally designed to be both attractive and functional. Garments are often conspicuously tight and alluringly cut, to give the wearer any possibly social advantage. Boots or slippers are common footwear. However, dark elves are not fools, and wear armor when appropriate and magic garments if at all possible.

Homeland: Dark elves live in underground cities, the largest of which is Neriak, located beneath the Nektulos Forest. Neriak is a large, advanced city with many different districts and numerous shops and businesses. Only those of dark elf descent are ever truly welcome in Neriak, and dark elves without money are generally treated no better than outsiders. Trolls and ogres can sometimes be found in the Foreign Quarter, but they're never thought of as

citizens. Because of the large number of necromancers and shadow knights among the dark elf population, undead creatures of all sorts are a fairly common sight in dark elf communities.

Names: Common male dark elf names include Ailaelyan, Bralnaydar, Breuar, Kaelin, Milamen, Naeaddar, Neuven, Nildayin, Sendaar, Seur, Taladil, Tumdaydar, Uanyan, Utdian, and Vaeldar. Common female names include Ainuuanau, Braeluurye, Brdienaa, Kaeladdarye, Kanaru, Kinelilae, Mdienia, Mindiinya, Mumnaydaraa, Nanamaelaa, Nendivenu, Sileniu, Tumamilia, Utaniu, Vindaarea

Religion: By far the most common deity worshipped among the dark elves is their creator, Innoruuk, though there are also large congregations who honor Solusek Ro. Rare exceptions are dark elf warriors, who sometimes swear allegiance to Rallos Zek, and some rogues, who have begun the worship of Bristlebane.

Quests: Dark elves almost always undertake quests to further their own ends, although these ends can be as simple as the hunger for power and the desire to sow hatred. Most other races have difficulty tolerating dark elves, and many city guards attack Teir'Dal on sight, making it difficult for dark elves to act openly in large sections of Norrath. As a result, many dark elves ally themselves with members of other races, and use their allies as intermediaries (or agitators) in the cities of other races. However, such arrangements generally last only until the dark elf finds a way around depending on others.

Dark Elf Racial Traits

- Abilities: –2 Strength, +2 Dexterity, –2 Constitution, +4 Intelligence, –2 Charisma. Dark elves are neither particularly strong nor tough, but are nimble both physically and mentally. Their inherent dislike of all other beings makes them disliked in return, despite their physical comeliness.
- Favored Class: Necromancer. When determining whether a multiclass dark elf suffers an XP penalty, his necromancer levels do not count against him (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).
- Classes: Dark elves can become clerics, enchanters, magicians, necromancers, rogues, shadow knights, warriors, or wizards.
- Experience: Dark elves gain normal experience.
- Medium-size: As Medium-size creatures, dark elves have no special bonuses or penalties due to their size.
- Dark elves' base speed is 30 feet.
- Dark elves begin with 4 ranks in Language: Dark Speech and 4 ranks in Language: Common.
- Dark elves receive Hide as a class skill regardless of their actual class(es), and begin with 4 bonus ranks in that skill.
- Dark elves have ultravision, allowing them to function easily underground or in complete darkness.

Dwarves

Dwarves are a strong and sturdy race created by the god Brell Serilis. They are often considered dour and grim, but, in most cases, they are simply hard workers who strive to maintain strictly professional attitudes. They live in subterranean cities and often share their territories peacefully with surface-dwelling elves, with whom dwarves get along well. Dwarves also get along well with gnomes, whom they seem to think of as cousins, albeit strange ones. Dwarves are hard workers, but enjoy good drink and fine craftsmanship (some combine work with pleasure, building peerless reputations as master brewers). They are generally a pious, dutiful race, worshipping Brell Serilis devoutly, and many dwarven clerics and paladins are vital and trusted members of famous questing parties.

Demeanor: Dwarves are fiercely loyal and steadfast, rarely feeling any need to change their allegiances — or their opinions. Dwarves strike a careful balance between work and play, enjoying both when done well (but note that what most races consider labor, dwarves often consider "entertainment"). They take everything they do seriously, making sure even when having fun to enjoy only appropriate and dignified entertainments. They are normally slow to anger, but implacable once roused, and are unconditional enemies of dark elves, trolls, and especially ogres.

Dwarves aren't accustomed, culturally, to having to explain themselves, and often have difficulty befriending individuals due to unfortunate misunderstandings. In dwarven society, everyone generally does what they're supposed to without being directed, and as a result dwarves very rarely develop good leadership skills. Also, many dwarves lack an appreciation of other races' senses of humor, causing the dwarves to mistake innocent jokes for insults. Once these initial difficulties are overcome, however, dwarves make stalwart friends and allies.

Class: Dwarven society has a strong religious core, and many dwarves serve as clerics. The heart of dwarven power comes from their large numbers of brave paladins, holy warriors in Brell Serilis' service. They have no use for the arcane arts, however, and do not count any mages or wizards among their numbers. Dwarves can become hardy warriors, and a few dwarves take up lives as rogues, living as anything from valued tunnel scouts to disavowed scoundrels.

Appearance: Dwarves are not pretty to look at by any other race's standards, with squat features and short, stubby bodies. They average just over 4 feet in height, with a typical male weighing approximately 150 pounds. They have large noses and ears and broad faces that have been described as harsh, though female dwarves are occasionally somewhat more comely. Dwarves take great pride in their hair, which is often kept long and braided, and can be red, brown, blond, gray or honey-colored. Dwarven males take meticulous care to grow thick beards and mustaches. Females are more likely to keep their hair in tight buns, though a few dwarven women also grow neatly trimmed facial hair. Dwarven eye color is normally brown, blue or green.

Dwarven garments and armor tend to be well made and practical, with many pockets and quality stitching. Ornaments tend towards belts, bracers, and buckles, though dwarves, men and women, also have a fondness for well-cut gems. Because of the dwarves' relatively small size, their armor tends to be cheaper than similar equipment for larger races, and dwarves are often surprisingly well outfitted.

Homeland: Most dwarves come from the lands of King Kazom Stormhammer, the capitol of which is the underground city of Kaladim. Kaladim is built amid a vast mine complex, and is one of the most defensible cities in all Norrath. King Stormhammer has maintained peaceful relations with barbarians, elves, humans, and gnomes through a policy of open trade and regular contact. As a result, creatures of all these races can commonly be found in Kaladim, often involved in the rich gem trade centered there.

Names: Common male dwarf names include Aanadar, Aanmer, Adolin, Dakanin, Dakar, Dalthek, Dinadek, Doradur, Hadin, Hanamek, Hindolek, Kamaf, Karadmer, Kikanar, and Kinin. Common female dwarf names include Aaleky, Ainadmeru, Bordolmeri, Dalanaru, Dalina, Daltheku, Deka, Dininy, Hamafa, Hanadmeru, Haneka, Horura, Kanthini, Karafu, and Kindolmery.

Religion: The worship of Brell Serilis is so widespread among dwarves as to be nearly universal. Great cathedrals and guilds support both clerics and paladins of Brell Serilis in Kaladim and most dwarven cities. A few dwarves worship Bristlebane, though these are often oddities who lack the support of dwarven society as a whole.

Quests: Many dwarves go on religious quests early in their lives, in service of god and church. Often they make friends among non-dwarves in these early journeys, and are asked to accompany their new friends on other quests. Some dwarves are driven to undertake quests as craftsman, seeking rare ingredients or formulae. Dwarves' natural dislike of the dark races also sends some on quests to combat various dark elf plots or ogre raids.

Dwarf Racial Traits

• Abilities: +2 Strength, +2 Constitution, –2 Intelligence, +2 Wisdom, –4 Charisma. Dwarves are strong, sturdy, and nimble, and possess naturally deep minds. They are not quick thinkers as are some other races, however, and can be very difficult to understand and to get along with.

• Favored Class: Cleric and paladin. When determining whether a multiclass dwarf suffers an XP penalty, her cleric and paladin levels do not count against her (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).

• Classes: Dwarves can become clerics, paladins, rogues, and warriors.

• Experience: Dwarves gain normal experience.

• Small size: As Small creatures, dwarves gain a +1 size bonus to Armor Class and on all attack rolls, and a +4 size bonus on Hide checks. They suffer a –4 size penalty on all Strength checks to break down doors, burst bonds, or the like, however. Further, they must use smaller weapons than humans and, and their lifting and carrying limits are only three-quarters of those of Medium-size characters with similar Strength scores.

• Dwarves' base speed is 20 feet.

• Dwarves begin with 4 ranks in Language: Dwarf and 4 ranks in Language: Common.

• Dwarves gain Sense Heading as a class skill regardless of their actual class(es), and they begin play with 4 bonus ranks in it.

• Dwarves receive a +2 bonus on all saving throws against poisons and magical effects, and also have racial bonuses of poison and magic resistance (3).

• Dwarves have infravision.

Erudites

Like barbarians, Erudites are related to humans. But while barbarians are the brawny forefathers of modern humans, Erudites are an intellectual offshoot from human bloodlines. Where barbarians represent the physical extreme of humanity, Erudites are thin, frail and weak, but have very powerful minds behind their high foreheads. Their frailty makes little difference to Erudites, as they would rarely stoop so low as to engage in physical endeavor anyway. Magic is the lifeblood of Erudites, and they have mastered it to a degree difficult even for many elves to match. To an Erudite, everyone who depends on anything except magic is slightly backwards at the least, and most likely despicably uncivilized.

Erudites trace their lineage to a mage named Erud, who led them from an area rife with civil war to the land of Odus. On the eastern coast of Odus, the Erudites built the city of Erudin, where they began to study the deep mysteries of magic. The Erudites labeled some dark secrets too vile to be allowed, but natural Erudite curiosity was too great for all their numbers to respect this ban. Eventually, an Erudite named Miragul founded a school of necromancy. Miragul's heretical teachings eventually led to a civil war among Erudite spellcasters. The war ended with a mystical blast of unprecedented power, which created a great crater where the rebels soon took refuge. Within the crater, the rebels built the city of Paineel, a city of necromancy that stands as a dark counterpoint to Erudin.

Demeanor: Like humans, Erudites vary widely in opinions, morals, and world-view, but some generalities can be made about them. Erudites consider themselves a more civilized and refined race than most others, seeing their mastery of magic as a step away



from the crude labor and conflict of other races. This attitude wins them few friends among other races, but most Erudites see this as simple jealousy and aren't particularly bothered by it. To an Erudite, his own superiority is obvious, and anyone who doesn't see it is stupid or foolish.

Only intellectual accomplishment impresses Erudites, and discoveries made by other races are often downplayed by comparison to those of other Erudites. Even the Erudites of Paineel see themselves as refined masters of a mystic art, though their brethren in Erudin might well disagree. In truth, many of the greatest spellcasters are Erudites, a fact no member of any race is likely to forget. No Erudite is likely to let them.

Class: Erudites from Erudin are most likely to be magicians, enchanters, or wizards, and those from Paineel are almost universally necromancers. A few clerics and paladins of Prexus the Oceanlord and Quellious the Tranquil can be found in Erudin, and some shadow knights and clerics of the Faceless exist in Paineel. Erudites never follow entirely non-magical careers, such as those of rogues and warriors. Physical professions are for lesser races.

Appearance: Erudites appear to be a delicate, slim race of tallish humans, averaging nearly 6 feet in height but only 140 to 150 pounds. They have darker skins than most humans, ranging from tan to olive, brown, and black. Most Erudites are fairly frail, with an appearance similar to fine china — breakable but well formed. Erudites have pronounced, slightly elongated foreheads, and other races might claim that Erudites' heads look freakishly oversized for their thin frames. Most have dark hair and brown or green eyes, though there are rare exceptions. A very few Erudites tattoo themselves with arcane symbols and marks of their trade, but the practice is not common.

Erudite clothing is what one would expect from a race of civilized wizards: finely cut robes, cloaks and gowns being most common, often made of tightly cut or sheer material. Hoods are common on most Erudite outfits, and slippers more common than boots. Given their penchant for magic clothing, however, it would be unwise to assume even the most innocuous looking Erudite was a safe target.

Homeland: Most Erudites come from the city of Erudin, a city designed to make life easy for spellcasters. Shops for magic supplies almost outnumber those dedicated to food, and magic is used for many mundane tasks, as is demonstrated by the use of teleporters to move around some sections of the city.

Heretical Erudites, however, are far more likely to be found in Paineel, the sinister shadow of Erudin. Found southwest of Erudin, within the Toxxulia Forest, Paineel is in many ways similar to Erudin in that it caters to spellcasters. In Paineel, however, spellcasters are most likely to be necromancers, and guilds supporting both necromancers and shadow knights exist openly. Any who are not well loved by those masters of the dark arts are best served to not visit Paineel.

Names: Erudite names have evolved from more typical human names, moving towards sounds that the Erudites think of as more civilized and intellectual. Most Erudites take their names seriously, and do not appreciate having them mispronounced or shortened to nicknames, Common male Erudite names include Aaliudno, Anin, Azzuar, Fammnusno, Fatuden, Ibuien, Itudzen, Izeran, Niliuden, Obidano, Otadno, Otnusin, Otumar, Uliuden, and Yiniudn. Common female names include Aarumnoeth, Abdaina, Ammnusyenka, Eteni, Ezieneth, Fabareth, Faniuana, Iudnoka, Izzudara, Niyene, Ommamerie, Ozuzeni, Urrina, Yitelareth, and Yiumumyenki.

Religion: Although many Erudite arcane spellcasters are agnostic, a surprising number worship Prexus the Oceanlord and Quellious the Tranquil, and both of those religions have a fair number of clerics and paladins within Erudin. Some Erudite wizards worship the Burning Prince Solusek Ro as part of their personal quests for elemental power. In Paineel, the worship of Cazic-Thule, The Faceless, is common among clerics, necromancers and shadow knights.

Quests: Erudites generally undertake quests either to gather powerful items to augment their already considerable magical abilities, or to seek some forgotten bit of ancient lore. Erudites are generally perfectly happy to work with members of other races — after all, someone has to get into combat and make the campfires — but their attitudes often make it difficult for others to get along with them. Still, numerous questing parties have found that the arcane power of an Erudite is often worth putting up with whatever drawbacks their personalities might have.

Erudite Racial Traits

- Abilities: –4 Strength, –2 Dexterity, +6 Intelligence, +2 Wisdom, –2 Charisma. Erudites are weak and not particularly nimble, but they have mighty intellects. Their self-absorption and arrogance make them at times difficult to get along with, but they're not without a certain quiet dignity.
- Favored Class: Enchanter, magician, necromancer, or wizard. When determining whether a multiclass Erudite suffers an XP penalty, his highest-level arcane spellcaster class does not count against him (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).
- Classes: Erudites can become clerics, shadow knights, enchanters, magicians, necromancers, paladins, or wizards.
- Experience: Erudites earn normal experience.
- Medium-size: As Medium-size creatures, Erudites have no special bonuses or penalties.
- Erudites' base speed is 30 feet.
- Erudites begin with 4 ranks in Language: Common and 4 ranks in Language: Erudite.
- Erudites are notorious for their poor nighttime eyesight and suffer a –4 penalty on all Spot checks made in low-light conditions.

Gnomes

Gnomes are the second race created by Brell Serilis, and are on good terms with their dwarven cousins. Where dwarves are strong and sturdy, however, gnomes are clever and quick. Gnomes created and developed clockwork technology, and are constantly pushing the bounds of what machines can do. It's also very common for gnomes to follow careers in magic (unfortunately including necromancy in a few rare cases), and gnomish spellcasters often work with dwarven clerics and paladins to form well-balanced parties.

Small and generally quite frail, gnomes lack greatly in physical strength. But they make up for this shortcoming with extremely nimble minds and bodies, which make them excellent arcane spellcasters. They are also natural tinkerers. Much of their success as a race can be traced to their magical and mechanical accomplishments. Though not particularly attractive and rarely taken seriously, gnomes tend to have easygoing and inquisitive personalities that allow them to get along well with several different races.

Demeanor: Gnomes have a natural desire to see how things work and to try to improve upon them. This enthusiastic inquisitiveness can get them into trouble, but also allows them to expand constantly their understanding of how to design and create things, ranging from clockwork automata to advanced magic spells. Gnomes often seem to lack common sense, and, some suspect, may have survived as a race only because of their quick wits and reflexes. Other races often get irritated as a result, treating gnomes with some condescension, as if they were children, but rarely dislike them openly.

Gnomes take great pride in their accomplishments, especially in their mechanical inventions, which are highly prized by other races. However, unlike Erudites and high elves, gnomes rarely assume an arrogant air. Indeed, gnomes most often wish simply to share with their friends their joy in a job well done. Although members of other races must be alert constantly for the unexpected consequences of a curious gnomish companion's actions,

they generally find the aid given by a competent gnome to be worth the occasional mishap.

Class: Unlike dwarves, gnomes are attracted to numerous arcane professions. Gnomish enchanters are the most prevalent of these, but gnome magicians and wizards are common as well. Gnomes' mischievous and curious nature also leads many to become rogues of great skill. A few gnomes follow the paths of clerics, paladins, rangers, or warriors, although most such find their natural inclinations at odds with the duties of their careers. Some few gnomes also delve into darker secrets, becoming necromancers or shadow knights, though thankfully this is rare.

Appearance: Aside from halflings, gnomes are the smallest of the common races in Norrath, having some of the squat appearance of dwarves. They are considerably thinner than dwarves, however, especially gnomish females, and have pointed ears more similar to elves. A typical gnome stands nearly 3 1/2 feet tall and weighs about 55 pounds. Male gnomes have very large noses, and female gnomes tend toward strong chins. Gnomish hair comes in almost any color, from red and brown through black, blue, and gray to light brown, yellow, and white. Many gnomes have great beards similar to dwarves, but others prefer mustaches or sideburns and some no facial hair at all. Gnomish women never have facial hair.

Gnomish clothes are always designed to be convenient and practical, with many pockets, buttons, clips and straps, but sometimes this goes to such an extreme the gnome ends up looking like a walking workbench. Gnomes appreciate finely crafted jewelry, often caring more about a particular piece of jewelry's workmanship than about the value of the materials used.

Homeland: The gnomes' greatest city is Ak'Anon, the constantly ticking clockwork city found nestled safely in the Steamfont Mountains. Built as an extension of a vast mine complex, Ak'Anon is a city of many mechanical marvels, built to make the gnomes' lives easier. It is also a city of knowledge where some of the greatest thinkers and inventors in all Norrath gather to exchange ideas. In addition to its vast repositories of scientific knowledge, Ak'Anon has magic libraries second only to those found in Erudin, and an extensive zoo with an eclectic collection of creatures. A great palace is also found in this city, home of King Ak'Anon, ruler of all the gnomes who live throughout the Steamfonts.

Names: Common male gnome names include Babiktik, Bentalbus, Cilumtil, Curbik, Nabastin, Nalmaten, Nenlibik, Niktik, Sabikten, Sinamren, Stin, Xiktin, Xlictik, Yambik, and Yanlikin. Common female names include Blirenye, Calmabene, Fikbikie, Filiktili, Mamtinie, Mamlirena, Nasreniel, Nurastini, Salrenye, Xasbikie, Yiktenya, Yilasbenya, Zandibike, Zatbenie, and Zurditenea.

Religion: Most gnomes worship Brell Serilis, though there are a fair number who give little thought to religion at all. Those few gnomes who turn to the paths of the necromancer or shadow knight worship Bertoxxulous the Plague Bringer, though these foul ones are shunned by other gnomes and are usually cast out of gnomish society.

Quests: Gnomes generally begin questing either to find specific information about some subject they're researching, or else out of a burning desire to know more in general about the world around them. Often these quests end up being long and complex, taking up several years of a gnome's life. While some gnomes eventually find what they're looking for and return home, others feel that each answer found has merely created a new series of questions deserving investigation.

Gnome Racial Traits

- Abilities: –4 Strength, +4 Dexterity, –2 Constitution, +4 Intelligence, –2 Wisdom. Gnomes are a small, weak, frail race, but have great agility and vast intellects.
- Favored Class: Enchanter and magician. When determining whether a multiclass gnome suffers an XP penalty, her enchanter and magician levels do not count against her (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).
- Classes: Gnomes can become clerics, enchanters, magicians, necromancers, paladins, rogues, shadow knights, warriors, and wizards.
- Experience: Gnomes gain normal experience.
- Small size: As Small creatures, gnomes gain a +1 size bonus to Armor Class and on all attack rolls, and a +4 size bonus on Hide checks. They suffer a –4 size penalty on all Strength checks to break down doors, burst bonds, or the like, however. Further, they must use smaller weapons than humans and, and their lifting and carrying limits are only three-quarters of those of Medium-size characters with similar Strength scores.
- Gnomes' base speed is 20 feet.
- Gnomes begin with 4 ranks in Language: Gnome and 4 ranks in Language: Common.
- Gnomes gain Trade Skill (tinkering) as a class skill regardless of their actual class(es). Gnomes also gain Disable Device as a class skill upon reaching 8th level regardless of their actual class(es).
- Gnomes have infravision.

Half Elves

Half elves are the surprisingly common offspring of human and elven parents (or, in some cases, of two half elf parents). Most half elves have wood elf blood, but a rare few descend instead from high elves. Though blessed with many of the advantages of both sides of their lineage, most half elves do not lead easy lives. They are not an independent race with their own society, homeland or culture, nor do they truly fit in to either parent's homeland. A half elf's life is a constant struggle to find a place to fit in and to forge friendships with those who tend to always see him as an outsider.

Demeanor: Every half elf has to deal with the difficulties of her existence in her own way. Most come to accept that no society truly claims them as citizens, and concentrate on forming close circles of trusted friends. Many half elves decide that they have no more in common with humans or wood elves than they do with dwarves and gnomes, and see themselves in a unique position to travel freely among many races. Of course, dark elves, iksar, ogres and trolls like half elves no more than they do either parent race, and, in the latter cases at least, care more about what a half elf tastes like than about an individual half elf's personal philosophy.

Other half elves see enough injustice and prejudice early in their lives that they feel compelled to take up arms against such evils. Occasionally these half elves are embittered as they face endless struggles with few thanks. Some half elves become so consumed by the injustice of their lives that they turn to thievery or brigandry to rebel against the cities and people who spurn them. More commonly, though, half elves see the world as a place to be explored and use their lack of a home as a reason to travel extensively and deal with individuals rather than entire cultures.

Class: Many half elves feel the call of nature strongly in their blood, and take up the mantle of druid or ranger. Those driven by a desire to overcome injustice often become paladins, and those with strong wanderlust are often taken up and trained by bardic guilds. Some half elves are motivated by simpler desires and follow more human paths, becoming rogues or warriors.

Appearance: Blessed with the best features of both their parents, half elves are among the most attractive of all races in Norrath. In many ways, this beauty helps offset the cultural prejudice they face in many lands. Retaining the delicate features and to some extent the pointed ears of their elven heritage, half elves also have the stronger frames and well-formed bodies of humans. They tend to be somewhat shorter and noticeably thinner than humans (or slightly taller and rather heavier than elves, depending on who makes the observation). Half elves' eye and hair color can vary widely across the spectrum, emulating that of either or of both parents.

Half elves often form their own sense of style, blending their lineage into something uniquely their own. Some half elf men grow trim facial hair like a human, while others maintain the fresh, clean faces more common to elves. Similarly, half elven

women mix and match the hair styles of human and elven fashion, often creating their own looks similar to both, but identical with neither. Half elven clothes are usually cut similarly to humans, but ornamented in a more elven style.

Homeland: Half elves have no homeland of their own. They can be found in any human, wood elven or, more rarely, high elven city, and a very few take up residence with other races. Many half elves eventually migrate to Qeynos, where they gain more acceptance than in most other lands.

Names: Although a half elf could have a purely human or elven name, many end up with names that mix these two cultures. Some are given such names by their parents, while others choose such names for themselves after reaching adulthood. Some sample male names unique to half elves include Balwen, Bemluan, Dadan, Denil, Deras, Kwen, Linamian, Meman, Pidyen, Ranvaren, Suuvin, Taluven, Taiddar, Teamien, and Winwen. Sample female half elf names include Bevaryenaya, Buladiany, Daluianai, Kalluiana, Kedary, Lanerianu, Maladanai, Penluasy, Polyeny, Renuvasi, Rinluieni, Sadayenu, Sulolana, Teiene, and Wuloieni.

Religion: There are very few gods not worshipped by some half elf somewhere. Many half elves follow the religious beliefs of one parent or the other. Half elven druids most often worship Karana the Rainkeeper or Tunare, the Mother of All, and these deities are fairly common among other half elves as well. Those half elves who have been twisted by their bitterness sometimes turn to Bertoxxulous the Plaguebringer or Innoruuk, Prince of Hate.

Quests: Most half elves' lives are nothing but one long quest in search of a place to call home and a sense of identity. It is perhaps natural that many never find these things, instead continually throwing themselves from one dangerous situation into another. Half elves can also be driven by all the desires of humans or elves, ranging from pure greed and powerlust to the simple desire to see the world or the noble drive to stamp out evil.

Half Elf Racial Traits

- Abilities: +2 Dexterity, –2 Constitution,–2 Wisdom, +2 Charisma. Half elves are a little less sturdy than their human ancestors, but retain most of their elven parent's agility and grace.
- Favored Class: Bard and druid. When determining whether a multiclass half elf suffers an XP penalty, his bard and druid levels do not count against him (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).
- Classes: Half elves can become bards, druids, paladins, rangers, rogues, or warriors.
- Experience: Half elves gain normal experience.
- Medium-size: As Medium-size creatures, half elves have no special bonuses or penalties due to their size.
- Half elves' base speed is 30 feet.
- Half elves begin with 4 ranks in Language: Elven and 4 ranks in Language: Common.
- Half elves begin play with 4 bonus skill points. Unlike humans, however, they do not gain additional bonus skill points as they rise in level.
- Half elves have infravision.

Halflings

The god Bristlebane is credited with the creation of this race. Perhaps because these folk appeared to other races as some strange elf-dwarf (or perhaps elf-gnome) crossbreed, they are called simply "halflings."

A short and friendly race, halflings are well regarded by most good-aligned races and creatures in Norrath. They are extremely hospitable and often offer to help travelers and those in distress. They are not fools, however, and are well aware that many creatures would take advantage of their generosity.

Demeanor: Halflings are a relaxed race on the whole, spending a great deal of time quietly enjoying the finer things in life. Halflings are particularly fond of good food and drink and of well-told stories. They also enjoy a good day's work well done, and halfling towns usually have many excellent craftsmen. Most halflings want just enough money to be comfortable and just enough friends to enjoy the comfort.

Despite their desire for easy living, however, halflings are not cowards or weaklings. When threatened, pushed, or frightened, they can defend themselves and their allies with a capability and tenacity that often surprises their foes. A halfling's drive to enjoy life also causes him to be willing to fight for a better life if need be. Many other races fail to take halflings seriously, treating the "little ones" as if they ought to be protected — and certainly ought not to be trusted with any responsibilities. Halflings get used to this patronizing attitude, and some are not above using it to their advantage.

Class: Halflings do not have many heroic traditions to inspire young halflings. Many turn to clerical or druidic roles because of a sense of calling they often cannot explain. Most halfling adventurers are rogues, likely because it suits both their natural aptitude and deep sense of fun. Some halflings simply feel the need to take up arms, becoming paladins, rangers, or warriors of great skill and agility.

Appearance: Halflings' appearance can be a major stumbling block in their relations with other races. With their short stature and pudgy bellies (a typical adult standing 3 feet tall and weighing 40 pounds), and their large heads and bare feet, halflings are often considered by other races to be little more than children. A more careful examination of their appearance ought to dispel any such opinion — male halflings are generally balding early in life and grow coarse hair on their feet, while female halflings often look far more matronly than childlike.

Halfling clothing is often simple and utilitarian, with a well-worn and homey feel. They do not as a rule wear boots: halfling feet are as tough as any leather footwear. Still, halflings expecting combat are not above armoring their feet. Halflings have a fondness for vests, coats and girdles, and some also wear small cloaks tied around their necks.

Homeland: Most halflings live in small, underground towns built to be open and friendly. The most commonly known of these is Rivervale, found beneath the Misty Thicket of the continent of Antonica. Rivervale is a popular stop for travelers moving through the area and is famous for some of its baked goods, but offers little that can't be found in any reasonably large city. It has just enough trade to keep its economy bustling, and that's all most of its citizens really want.

Names: Common male halfling names include Beallen, Buin, Ceaggan, Cuil, Deirril, Faeppwin, Fennen, Gaillen, Gyffon, Moppo, Myffan, Nettun, Saippas, Sias, and Toffin. Common female names include Beaffinry, Ceaddunie, Ceendy, Cubbinu, Dybbasie, Fekkwinie, Heunie, Hoena, Maffane, Mellenu, Neabboea, Sasie, Sebbase, Sonnene, and Tebbony.

Religion: Although most halflings are too polite to talk about religion with strangers, most worship some god or another quietly, in the privacy of their own homes. Brell Serilis has a strong following among halflings, as does Bristlebane, the King of Thieves. Some halflings are so loyal to Bristlebane that they take up careers as clerics in his service. Halfling druids, however, generally honor Karana the Rainkeeper, and often use their powers to aid halfling farms and ranches; rangers are roughly equally divided between worship of Brell Serilis and Karana.

Quests: Most halflings don't go on quests if they don't have to, preferring to stay at home and put their feet up. However, halflings are an extremely helpful folk, and often get involved in affairs they would rather avoid in order to help friends or creatures who seem downtrodden or desperate. Once motivated to undertake a quest, a halfling is likely to become remarkably tenacious until the goal is accomplished.

A small fraction of halflings actually enjoy the challenge that comes from running about the countryside seeking treasure and fighting evil. Often thought a bit mad by their neighbors, these halflings see life as one grand opportunity for adventure and most quests as one more chance to have fun.

Halfling Racial Traits

• Abilities: –2 Strength, +4 Dexterity, –2 Intelligence, +2 Wisdom,–2 Charisma. Halflings are small and spry, usually with good common sense but little intellectual inclination. Other races tend not to take them seriously, often making it difficult for them to interact meaningfully with non-halflings.

• Favored Class: Rogue. When determining whether a multiclass halfling suffers an XP penalty, his rogue levels do not count against him (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).

• Classes: Halflings can become clerics, druids, paladins, rangers, rogues, and warriors.

• Experience: Halflings earn normal experience.

• Small size: As Small creatures, halflings gain a +1 size bonus to Armor Class and on all attack rolls, and a +4 size bonus on Hide checks. They suffer a –4 size penalty on all Strength checks to break down doors, burst bonds, or the like, however. Further, they must use smaller weapons than humans and, and their lifting and carrying limits are only three-quarters of those of Medium-size characters with similar Strength scores.

• Halflings' base speed is 20 feet.

• Halflings begin with 4 ranks in Language: Halfling and 4 ranks in Language: Common.

• Halflings get the Hide and Sneak skills as class skills regardless of their actual class(es), and begin play with 4 bonus ranks in each of these skills.

• Halflings receive a +1 racial bonus on all Fortitude saves.

• Halflings have infravision.

High Elves

Also known as the Koada'Dal, the high elves are the original race of elves. They are among the oldest and most noble of races in Norrath, thought of by many as the most noble, perhaps even "royal," of the elven races. Created by Tunare, elves have suffered at the hands of many other gods since their creation. Most importantly, Innoruuk twisted a number of high elves into the hateful dark elves, and Solusek Ro forced the Koada'Dal to flee their original forest home. But the high elves moved to a new continent, and began their civilization anew. High elves now rule much of the continent of Faydwer, though they are locked in a perpetual war against the Crushbone orcs. Through all this, the high elves have continued to fight for freedom, justice and civilization, standing against all the powers of evil and darkness.

High elves are often considered the greatest and oldest extant civilization, and there is some legitimacy to this claim. As a result, high elves sometimes have trouble dealing with less "enlightened" non-elven races (although of the player races, only dark elves, iksar, ogres and trolls seem to truly hate them). Dwarves, humans and gnomes are often dubious concerning high elves, and might refuse to deal with an individual of that race unless she's known to them or has recently proven to have compatible goals and beliefs. High elves do have an almost perceptible aura of nobility about them, however, and can often overcome the suspicions of others through sheer force of personality.

Demeanor: High elves do tend to think of themselves as a race of nobles, and expect members of other races to act accordingly. They are a magically powerful race with many potent arcane and divine spellcasters among them, a claim few other races can make.



Individual high elves often pride themselves on being particularly good at some specific kind of task or see themselves as experts in one or more areas. This, combined with a certain aloofness, can make it difficult for a member of another race to truly befriend a high elf.

High elves' sense of nobility and duty, however, often drives them to take up arms against threats to others, even to races that view them with distrust. Although some high elves have been known to fall into evil much as the dark elves have, most genuinely believe it is their duty to help protect the "younger" races from serious danger. Other races can be put off by this parental posture, but few are so offended as to refuse the considerable aid a high elf can provide if motivated.

Class: High elves are natural masters of arcane magic, and their society places great value on spellcasters. Many high elves begin their magical training at a very early age, often following in their parents' footsteps. It is considered preferable among them to accomplish goals magically rather than by depending on crude force. Those high elves who feel compelled toward Tunare's service often become clerics or, more rarely, paladins. High elves do not lower themselves to cruder or more physical occupations, and do not indulge in such morally and physically repugnant practices as necromancy.

Appearance: High elves are somewhat shorter and much more slender than humans, averaging 5 feet in height and 100 pounds. They have fine, somewhat sharp features, including gracefully upswept and pointed ears. Their complexions are always smooth and generally quite fair, ranging from truly white to cream or even peach in color. High elves' hair and eye color can vary widely, but is almost always light and even. Most high elf men keep their hair short and neat and are unable to grow any facial hair, though rare exceptions exist. High elf women normally grow their hair long and keep it in a ponytail or braid.

High elf clothing is light and thin, in part because of their slight frames. Robes and slippers are always fashionable in high elf circles, though anything is acceptable as long as it is colorful, decorative, and tasteful. High elf clerics and paladins prefer armor that is light and highly ornamented, but won't give up superior protection merely to look good.

Homeland: The capital city of the high elves is the legendary Felwithe. Built ages ago by the high elves, Felwithe is without a doubt the most beautiful city in all Norrath. It is surrounded by white marble walls and towers and covered in bright ivy. Belying its military design, Felwithe is normally a peaceful city where any traveler not of the dark races is welcome to visit. The vast city is broken into North Felwithe, which contains the palace and most merchant houses and similar structures, and South Felwithe, where the arcane guilds and magic supply stores are located.

Names: High elven names almost always have numerous levels of meaning. A high elf might be named after a mighty hero, or have a name whose meaning in ancient languages implies a great destiny. Some sample male high elf names include Aaldar, Aillail, Aumnyar, Camin, Cinwyn, Eueadien, Fandyin, Fildiin, Lanadin, Nalamien, Nanamdar, Ndyen, Qiladwen, Saldywen, and Yindaen. Sample female names include Aandare, Caddarya, Cuelaine, Einadanu, Eweniel, Faeamilu, Laeamane, Lanenya, Nalamwenea, Nanari, Qanane, Qinelinea, Sandaieniel, Sinanye, and Yanwene.

Religion: Most high elves revere Tunare, the Mother of All, who created them so long ago. Clerics and paladins in high elf guilds worship Tunare exclusively, though they work well with followers of other good-aligned gods. However, the long history of the high elves has allowed some other religious traditions to evolve, and at least a few high elves worship Erollisi Marr, Mithaniel Marr, Karana, or even Solusek Ro.

Quests: High elves are not above working with other races when there is a shared threat or goal of great importance within reach. Many high elves set out into the world with the desire to make their mark in a lasting and important manner. Others are driven by the search for knowledge or for rare components of items they wish to create. Their self-assurance and sense of duty often result in high elves putting themselves at considerable risk, especially among younger high elves.

High Elf Racial Traits

- Abilities: –4 Strength, –2 Constitution, +4 Intelligence, +4 Wisdom, +2 Charisma. High elves are not physically powerful and as a general rule consider manual labor beneath them. They are extremely powerful intellectually, however, and can easily master most magical or mental crafts.
- Favored Class: Highest-level class. When determining whether a multiclass high elf suffers an XP penalty, her highest-level class does not count against her (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).
- Classes: High elves can become clerics, enchanters, magicians, paladins, or wizards.
- Experience: High elves gain normal experience.
- Medium-size: As Medium-size creatures, high elves have no special bonuses or penalties due to their size.
- High elves' base speed is 30 feet.
- High elves begin with 4 ranks in Language: Elven and 4 ranks in Language: Common.
- High elves have infravision.

Humans

Sometimes considered the "rats" of the civilized races, humans have spread across Norrath through instinct, determination, and an unrelenting desire to see what's beyond the next hill — and then to set up a town once they have found out. They are an enigma to many other races, lacking the strong racial tendencies common to most other peoples. Humans can take almost any world view, follow almost any profession, and worship almost any god. In fact, the only constant among humans is that they're all different.

More than almost any other player character race, humans tend often to disagree with each other, a trait that results in internal conflict within human cities and occasionally in civil war. Humans often take up these differences with other races as well, unable to fathom why everyone else shouldn't see things their way. As a result, humans are rarely welcomed warmly in foreign lands (although they are rarely killed on sight). Individual humans can often overcome this dislike once others get to know them, and, with some effort, a human can manage to be accepted almost anywhere.

Demeanor: Humans are more adaptable and flexible than any other race in Norrath, and as a result are especially hard to generalize. They often think of themselves as "normal" and view anyone quite different from themselves to be "odd." This often makes other races suspicious of humans, an attitude most humans find mystifying. What some see as arrogance is often nothing more than the humans' belief that they are the yardstick by which everyone else should be measured — which, perhaps, is arrogance.

Humans are driven by all the same various motivations as other races — greed, goodwill, revenge, the desire for justice — but seem more interested in philosophical issues than most other races. Humans tend to justify their motivations not merely as what they want, but as their "right," a natural desire that everyone should understand and appreciate.

Class: Humans can pursue any class except shaman or beastlord — human civilization is too advanced for the deep link between themselves and the spirit world demanded by those classes. Humans are one of only two races capable of pursuing the monk class, and they have several strong monastic guilds dedicated to training initiates and spreading the acceptance of human monks among other races.

While humans of any given class often seem disadvantaged compared to other races who have special advantages, humans generally have far fewer weaknesses as well. A high elf wizard may have a higher Intelligence than a human, but pays for it with a reduced physique. This allows humans to be less specialized

members of their chosen classes, often allowing them to be effective in a wider range of situations.

Appearance: Humans are smaller than barbarians but stouter than Erudites. A typical male stands just under 6 feet and weighs approximately 175 pounds (women tend to be slightly shorter and lighter). Their hair can be brown, blond, black, gray, red, or even white. Skin ranges from pale to well tanned, and eye color can be blue, green, brown, or black. Human men can grow facial hair, though many choose not to, and human women, except in rare instances, cannot.

Human garments are often simple but well made. Cotton and leather are the preferred materials, with cloth shoes and leather boots equally common. Each human tends to have his own sense of style, but this is rarely allowed to compromise the practical nature of clothes and equipment. Humans like jewelry as a rule, and often ornament common items with precious metals or small gems.

Homeland: Humans are most common on the continent of Antonica, and can be found from the great city of Freeport to Qeynos and in High Pass Keep and smaller settlements in the Commonlands and Karanas. Human communities are generally ruled by a prince or king or similar central authority supported by knights and other armed guards. Human differences often place their lands in conflict, as diverse humans fight to bring their own ideologies into practice or, more simply, to take power for themselves.

Names: Human names tend to show some of their barbarian heritage, but also strong influence from the elven cultures. Often male names are more harsh and short, some remaining nearly the same as male names in the southernmost barbarian tribes. Common male human names include Aaldar, Aoiel, Benlron, Caeoan, Dalain, Colanorn, Faeadiel, Fanaleb, Fethen, Galaddor, Garalin, Genanen, Raradeb, Rondor, and Sanan. Common female names include Aenandily, Beaddari, Cenelebae, Claiely, Daeana, Danaieli, Fareina, Fenaorny, Galadini, Gamthene, Lolani, Raniele, Rethiny, Sandorae, and Sethane.

Religion: Humans, separately, worship nearly every god known to Norrath. Many worship a god appropriate to their profession; for example, rogues pay respects to Bristlebane and wizards dedicate themselves to Solusek Ro. Though human cities are generally intolerant of human followers of Bertoxxulous or Innoruuk, even these deities often have secret shrines dedicated to them within the largest human settlements.

A considerable number of humans are agnostic, feeling that the gods are the crutches of the weak, or that they are beings important only to other races. Some humans deny the existence of gods entirely, but most human agnostics simply don't see them as relevant to their own daily lives.

Quests: Many humans become involved in quests as a way to see more of the world, possibly with a view to setting up a new home elsewhere. Though humans undergo quests for any number of reasons, a surprising number of them feel that great destinies await them, and begin questing in an effort to fulfill their destined roles.

Since nearly any role a questing group might require can be filled by a human, it's not unusual for entirely human adventuring groups to develop from childhood friendships. Similarly, when other groups know they need a particular position filled, they can count on finding a suitable member in a human city. As a result, some humans are enticed or hired to join non-human groups simply as a matter of convenience.

Human Racial Traits

- Abilities: Humans have no modifiers to starting abilities.
- Favored Class: Highest-level class. When determining whether a multiclass human suffers an XP penalty, his highest-level class does not count against him (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).
- Classes: Humans can become bards, clerics, druids, enchanters, magicians, monks, necromancers, paladins, rangers, rogues, shadow knights, warriors, or wizards.
- Experience: Humans gain normal experience.
- Medium-size: As Medium-size creatures, humans have no special bonuses or penalties due to their size.
- Humans' base speed is 30 feet.
- Humans begin with 4 ranks in Language: Common.
- Humans begin play with a bonus feat. This may be any feat for which the character meets the requirements.
- Humans begin play with 4 additional skill points. They also gain 1 extra skill point for each level beyond 1st.

Iksar

The iksar are a reptilian race residing on the continent of Kunark, a land just recently discovered by many other civilized races. The history of the iksar is a long and complex one, beginning with their enslavement by the now extinct Shissar. Little is known of this era in iksar civilization, but it is evident that the iksar eventually overcame their masters and turned to building a mighty empire for themselves. In time, the iksar empire in its pride made war with the dragons of the Ring of Scale and built a mighty stronghold called Sebilis. But the toll of war and the death of their emperor brought the iksar race to eventual ruin. Save for the great city of Cabilis, the great iksar cities of old have fallen into phantom-haunted ruins or have become strongholds for the iksars' enemies.

Iksar are a proud race, made unfriendly and bitter in seeking to regain their lost glories. They are alien to those from other continents and hostile to any who come to Kunark, as the iksar see such races as invaders and outsiders. Though thought of by many as a dark race, the iksar have no love for dark elves, ogres, or trolls, and this lack of affection is mutual. Iksar are only truly at home in the lands of Kunark, and those who travel further abroad face constant mistrust, aggression and alienation.

Demeanor: Iksar are proud, self-assured, and distrustful of others. The history of the iksar is one of conquest, the strong ruling over the weak, and the iksar have responded to this long cycle of violence with more violence. Iksar generally see strength as the only thing of importance. To most iksar, no tool should be discarded, and such things as pain, fear, and torture are simply means to an end. If an iksar should happen to display such qualities as integrity and justice, he most likely does so incidentally, fearing his superiors or the consequences of his actions rather than out of any sense of morality. Even those few iksar who comprehend the alien notion of virtue generally believe that such virtue without the strength to enforce it on others is pointless, and may use methods to accomplish their (ostensibly benign) goals that other races would find unacceptable.

The habits of the iksar are just as likely to cause other races to react poorly to them. Iksar think nothing of consuming live insects or other small creatures, sleeping in swampy hollows, or killing with their bare hands. While other races see such actions as barbaric, the iksar see them as practical and normal. To the iksar, anyone who refuses to take an action because of simple distaste is weak willed, and anyone who depends upon weapons, armor, and shelter to survive is frail. The iksar use tools when they're appropriate, but take pride in their ability to manage without them.

Iksar are also very orderly and organized. Within iksar society, the position, rank, and authority of every citizen is well understood. War Barons run the military; Haggle Barons rule commerce; and troopers take orders. There is no place within their society for nonconformists, and those who do not fit in will remain in the lowest strata of iksar society if they are not cast out from it altogether.

Class: Iksar have natural inclinations for violence and death, whether natural or arcane, but little talent for other arcane magic or the subtle skills of tricksters and scoundrels. As a result, most iksar are monks, necromancers, shadow knights, or warriors. Unlike most races, iksar have a long tradition of training in unarmed combat, and thus many iksar, even those who pursue

other classes, have some training as monks. The tribal religion of the iksar also produces powerful shamans and beastlords.

Appearance: The iksar are a powerfully built race of lizard men, with long muscular tails, sharp teeth, scaly hides and horned heads. They tend to fall in the same height ranges as humans but, though more lithe, their musculature is dense and they weigh 200 pounds or more on average. Their body coloration tends to range through shades of gray, tan and light brown, with horns often taking a more reddish hue. Although most members of other races claim to be unable to tell male and female iksar apart, there are important differences between the genders. In addition to having somewhat more slender builds and lighter colors forming patterns across their bodies, female iksar have far more colorful facial scales. While males continue the bland color of their bodies across their faces, female have bright patterns of yellow, pink, blue, white, green, and purple, all forming rings, circles and bands across their faces.

Iksar weapons and equipment range from the simple to the bizarre, as in the case of their intricate ceremonial swords. Most wear just a few strips of cloth or leather and perhaps a series of straps for carrying weapons and pouches. Some iksar enjoy adorning themselves with rings and bracelets of precious metals, but they tend to have little interest in gemstones. Iksar females match their accouterments to their scale coloration, and a few dye patterns into their hides in much the same way that other races dye their hair.

Homeland: Iksar are native to Kunark, where they once ruled a mighty empire. Now their last great stronghold is Cabilis, which serves as the center of the iksar nation. Cabilis is not the rough tribal village that many other races expect, but a thriving city of merchants, guilds, inns, smithies and even libraries. The main difference between Cabilis and any other great city is that many of the main thoroughfares are actually waterways, made to accommodate the iksars' amphibious nature.

Though few reliable reports of Cabilis' layout make it off Kunark, it's clear that the city is vast, and that it hides as many secrets as any other big city. Supposedly there are hidden mazes, forgotten water channels, and lost tombs lying within and beneath the city. The city is a truly impressive fortification of cut stone and shaped caverns, and any invading force would be hard pressed to enter the city much less make it out again.

Names: Iksar names are unlike those of any other race, and are often difficult for non-iksar to pronounce. Most other races can only approximate the true hissing and growling sound of most iksar names, though a few pronunciation and spelling conventions have become standard when translating the iksar into other languages. Those unfamiliar with the iksar language find it difficult to distinguish between male and female iksar names.

Common male iksar names include Cabkoris, Chasartiz, Jantiz, Jarraaz, Juksis, Kebaz, Kkortiz, Ksharn, Matranak, Sikkorsis, Sulaz, Xatranle, Xasanik, Zarulm, and Zorshais. Common female names include Cakazu, Cebansisu, Chikkorilu, Chorili, Jabitzu, Jaranika, Mkoriku, Rakshaazi, Ratraraza, Rebaslei, Sanaky, Sebanlea, Silulika, Xakanley, Zikorisy

Religion: The only god worshipped openly among the iksar is The Faceless — Cazic-Thule. Many iksar believe that their empire was destroyed because of an unwillingness by their ancestors to embrace pain, misery, and fear, and contemporary iksar are unwilling to allow such a weakness to prevent them from regaining their power. Even iksar who are not devout give lip service to their monstrous deity, and this religion serves as yet another barrier between the iksar and all other races.

Quests: Most iksar who undertake the life of questing are driven by one of two desires — one, to gain great power, or, two, to escape iksar society and gain acceptance elsewhere. On Kunark, many iksar seek to unravel ancient mysteries and rise through the ranks in the powerful War Barons until they can carve out a new empire. However, some iksar try to escape Kunark and make their way among the outsider races. Life is not easy for either form of iksar, for Kunark has dangers enough to destroy any iksar and the other continents hold few safe havens for iksar seeking refuge or acceptance.

Iksar Racial Traits

- Abilities: +4 Strength, +2 Dexterity, +2 Wisdom, –4 Charisma. Iksar are a strong and nimble race, with a strong attunement to the world around them. However, they are suspicious and often self-centered, and rarely develop strong relationships with anyone.
- Favored Class: Monk. When determining whether a multiclass iksar suffers an XP penalty, her levels of monk do not count against her (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).
- Classes: Iksar can become beastlords, monks, necromancers, shadow knights, shamans, or warriors.
- Experience: Iksar are a particularly powerful race, who aren't as challenged by most circumstances as members of some other races. As a result, they suffer a 15% penalty to all experience they earn.
- Medium-size: As Medium-size creatures, iksar have no special bonuses or penalties due to their size.
- Iksars' base speed is 30 feet. Iksar also have a natural swim speed of 30 feet. Swim is always a class skill for iksar, regardless of class(es), and they gain a +8 racial bonus on all Swim checks. Further, an iksar may always take 10 on a Swim check, even when in a hazardous or stressful situation (see "**Skills without Rolls**" in Chapter 4: Skills).
- Iksar begin with 4 ranks in Language: Common and 4 ranks in Language: Iksar.
- Iksar gain Wilderness Lore as a class skill, regardless of their actual class(es).
- Iksar have infravision.
- Iksar have a racial bonus of fire resistance (5).
- Iksar have fast recovery.
- Iksar have tough, scaly hides, giving them a natural armor bonus of +3 to their AC. Their thick skins make it very difficult for them to wear heavy armors, however, even if it is designed for their bodies. As a result, iksar may never have the Armor Proficiency (heavy) feat, even when it is normally granted as a class feat.
- Iksar are vulnerable to cold and ice attacks. Whenever an iksar takes damage from natural cold or from magical effects with the [cold] descriptor, he suffers an additional 20% damage (with a minimum of 1 additional point of damage).
- Iksar are not trusted, even by other dark races. When determining their initial faction ranks (see "**Alignment and Initial Faction**" in Chapter 6: Description) with any non-iksar faction, treat the iksar's racial alignment as "completely opposed" no matter what the actual alignment comparison would yield.

Ogres

Ogres are one of the cursed races of warriors created by the god of war, Rallos Zek, to serve in his armies. Along with giants, goblins, and orcs, the ogres were given mighty frames and powerful arcane magics to make them the ultimate soldiers. Led personally by their creator, the mighty ogres marched across Norrath, conquering all they encountered. In time, Rallos Zek led his armies against the gods themselves, and there they finally met defeat. After the conflict was ended, the other gods banded together against Rallos Zek and cursed his armies.

The giants were almost entirely exterminated, the orcs reduced to a primitive assortment of tribes, and the goblins so ravaged and twisted that few can believe they were once a mighty warrior race. The ogres were stricken with great stupidity, to ensure they would never again be a threat to the other races of Norrath. Despite this fate, the ogres have managed to maintain some shred of their civilization. Through alliances with the trolls and a willingness to work with the dark elves, the ogres have yet managed to carve out a small piece of Norrath as their own.

Demeanor: In common opinion, ogres are big, strong, and stupid. In reality, most ogres are big, strong, and stupid. As the

most physically powerful of all the "civilized" races, ogres have little need for subtle gambits or complex negotiations. While it would be a mistake to think of them as nothing but hulking brutes, as there are ogre merchants, shamans, and explorers, it is a safe bet that even the weakest ogre is capable of incredible acts of violence. Often slow to anger, or to any strong emotion, an ogre once riled is a frightening sight to behold.

Many ogres don't really seem to understand why other races mistrust or even hate them. A few travel the world and go to great lengths to prove their value to members of other cities. However, most ogres are happy to associate only with trolls and the occasional dark elf employer, and see ogres who seek acceptance with other races as traitors. Even the most well-known and well-liked ogre is likely to be treated more like a domesticated but dangerous pet than a trusted friend and ally.

Class: The vast majority of ogres are warriors. Given their violent nature, warlike past and constant struggle for survival, this is not surprising. What does often come as a bit of a shock is the existence of ogre beastlords, shamans, and shadow knights. These are generally slightly smarter and smaller ogres who seem to have retained a bit more of the magic Rallos Zek bred into their ancestors than most modern ogres. Although generally still a bit slow witted by the standards of other races, ogre spellcasters have more than enough advantages to make up for their duller wits.

Appearance: Ogres are massive creatures, typically standing about 8 1/2 feet tall and weighing between 500 and 600 pounds. Ogres' natural coloration tends to be fairly close to that of humans, with tan to brown skin, brown, yellow or black hair and eyes that can be red, purple, blue, yellow, brown or green. However, ogres have very little concern for hygiene, and as a result often have boils, sores, hideously misshapen teeth, and numerous scars and scabs. Indeed, many ogres take pride in their grotesque appearance, seeing it as proof of their great strength and vitality. Many ogres have large tusk-like teeth, and some have mouths full of fangs, while others have already lost most of their teeth to brawls.

Ogre clothing and equipment tends to be big, tough, and crude. Garments are generally made of some kind of hide, often uncured, and may be painted or stained for decoration. Ogre craftsmen make surprisingly durable goods, and ogres are often unimpressed by the strength of items created by other races. However, ogres are at least as fond of gems and precious metals as any other race, and happily wear those ornaments they can pin to themselves or force over their massive limbs and extremities.

Homeland: Ogres once had military encampments over most of Norrath, but now find themselves restricted to the swamps of the southern region of Antonica. There they build cities both above ground and in cave complexes, often constructing dwellings of remarkable complexity. The largest ogre city is Oggok, a sprawling complex of buildings, hovels, and caves built in the center of the Feerrott Marsh. Oggok has both above-ground sections and subterranean areas, and is stocked with merchant houses, tradesmen and a few guild houses. Not much effort is put into security, as there are very few things within the marsh more dangerous than the ogres themselves.

Names: Ogre names are short and simple, with an emphasis on names that can easily be grunted or yelled or that suggest something massive and strong. Ogres aren't very creative in their names, and many families use just a few names repeatedly. Common male ogre names include Bukmuk, Ghamol, Kumarok, Oagog, Ohuok, Oimim, Ooggruk, Ourgar, Rglann, Rlabok, Rogtuog, Zagtugar, Zgulok, Zobim, Zumagak. Common female names include Bhutugaru, Burima, Ghatuboka, Nimogi, Ntuaka, Nukgranu, Oimtugaru, Ougola, Rako, Tana, Tarima, Thuuraka, Tukgrogo, Zlaolu, and Zoganu.

Religion: Most ogres worship Rallos Rek, the Warlord, their creator. They think of him as the ultimate warrior and something of a father-figure, though a particularly harsh father. A few ogres don't care enough about gods to worship anyone in particular, and this position seems to have gained more popularity over the past few generations. The worship of Cazic-Thule has also grown in recent years, especially among shadow knights, though some shaman honor him as well.

Quests: Many ogres leave home and seek adventure for no discernible reason. They may be responding to an ancient desire to conquer new lands, or perhaps wish to see lands that were once held under ogre rule. Or they might be bored or hungry. It's fairly common to see ogres working for dark elves as hired muscle, and ogres and trolls often work together as well. Ogres who seek acceptance from other races are less common, but many people have found their great power is well worth overlooking a few minor problems like foul breath and a repulsive sense of humor.

Ogre Racial Traits

- Abilities: +6 Strength, –2 Dexterity, +4 Constitution, –4 Intelligence, –2 Wisdom, –4 Charisma. The most physically powerful race, ogres are not smart, quick, or likable.
- Favored Class: Warrior. When determining whether a multiclass ogre suffers an XP penalty, his warrior levels do not count against him (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).
- Classes: Ogres can become beastlords, shadow knights, shamans, or warriors.
- Experience: Ogres are a particularly powerful race, who aren't as challenged by most circumstances as members of most other races. As a result, they suffer a 20% penalty to all experience they earn.
- Large size: As Large creatures, ogres suffer a –1 size penalty to Armor Class and to all attack rolls, and a –4 size penalty on Hide checks. They gain a +4 size bonus on all Strength checks to break down doors, burst bonds, or the like, however. They may use larger weapons than humans, and their lifting and carrying limits are twice those of Medium-size characters with similar Strength scores. Ogres have a natural reach of 10 feet, making them very effective melee combatants.
- Ogres' base speed is 30 feet.
- An exception to the normal rule for starting ranks in language skills, ogres begin with only 3 ranks in Language: Common and 3 ranks in Language: Ogre.
- Due to their enormous size and strength, ogres begin play with the Slam feat as a bonus feat.
- Ogres have infravision.
- Ogres have a racial bonus of fire resistance (3).
- Ogres receive a +4 bonus on their saving throw against any *dazing* or *stunning* effect, such as that from the Improved Bash feat or from the cleric spell *stun*.

Trolls

Trolls are a disgusting race of monsters who live in squalid swamps. A troll is trusted by no one, not even others of his own race. Trolls believe only in power and hunger, and their willingness to eat anything (from slugs to fallen enemies to other trolls) makes it difficult to believe they could ever gain acceptance among other races. Even the most peaceful of people usually accept that trolls are best killed on sight.

To most historians in Norrath, it remains unclear whence trolls originate, as they have little interest in history or scholarship. Common theories suggest that (i) the trolls may have been created by Rallos Zek and then served under him as one of his warrior races; (ii) they may be a group of beasts, perhaps related to giants or ogres, who have advanced enough to begin creating their own primitive society; (iii) dark elves are responsible for the trollish race (although this is quite possibly self-aggrandizement on the Teir'Dals' part); or even that (iv) the trolls were once a more civilized race that was driven from the continent of Kunark.

What is clear is that while the trolls are not well organized, they may nevertheless present a major threat to the other races of Norrath. Especially should they ever form a permanent alliance among themselves or fall entirely under the control of the dark elves, the trolls may be more than a match for the armies of the

humans or elves. Although most trolls seem satisfied to meet their immediate needs and desires, a few wander far enough to see the wonders found outside their swamps, and get the gleam of greed in their eye.

Demeanor: Trolls are violent, brutal, and greedy. They are truly monsters, and find acceptable many things other races would consider abhorrent. Trolls think nothing of torturing their enemies and hanging body parts as decoration. They not only eat members of sentient races, but take great pride in their culinary ability, pickling various other races to use as snacks. Even the most moral and "gentle" of trolls will likely be inclined to use horrible violence on her enemies.

Trolls don't seem to like much of anyone, themselves included. Though they grudgingly accept dark elves and seem to treat ogres as distant and often mistrusted cousins, trolls treat everyone else as little more than vermin. Troll women envy one another and often attempt to ruin the faces (literally) and the lives of serious rivals. Troll men are no less vicious and vindictive, each trying to rule over as many other trolls as he can bully. Some trolls actually dislike their own kind more than others, and attempt to set up lives among other races, bullying the weaker races of the north. Rumor claims that some trolls go so far as to move to Halas to court barbarian mates, although it's hard to believe any barbarian would be interested.

Class: Most trolls are warriors, using their great stamina and fast recovery to overcome opponents who might be stronger or more skilled than themselves. Those trolls unable to bully others through brute force often become shamans or beastlords, using their divine powers or alligator warders to enforce their will. The rarest of trolls with a small bit of arcane talent for necromancy might become shadow knights.

Appearance: Trolls usually stand slightly more than 8 feet tall and are quite broad, typically weighing in the neighborhood of 500 pounds. They have rough, greenish, hairless hides that are frequently covered with scars and scaly patches. They possess large, powerful arms, hunched shoulders and short, stout legs that would make them comical if they were not so fearsome. Trolls have pronounced noses and chins and have long, pointed ears that can rise up to half a foot above their heads. Troll eyes seem reptilian and can be red, yellow, green, purple or orange. Their teeth are relatively small and sharp, often making them look like they have mouths full of needles.

Troll garb and equipment often seems a thrown-together patchwork, but is often surprisingly practical. They have little fashion of their own, and crudely copy styles from other races, especially ogres. Trolls have a great fondness for gems and, to a lesser extent, other valuables, but they are more likely to conceal their precious possessions than use them as ornamentation.

Homeland: Trolls live in the swamps in the south of Antonica, especially the Innothule Swamp, in which lies their greatest city, Grobb. Mostly a collection of open areas with a few crude stone huts and caves, Grobb is well fortified by rock hills which the trolls have augmented with guard posts and the occasional stonework. Though it might be difficult for a lesser race to defend Grobb, only a fool would march an army against a city of trolls.

A cruder town might not be found in all of Norrath, but Grobb manages to provide most of the common materials a troll might need. For more specialized items, most trolls simply travel to Oggok and do business with the ogres there. The law of Grobb is rough at best, petty warlords enforcing their will through the use of brutish squads of Bashers.

Names: Although many members of other races see troll names as similar to ogre names, this isn't really so. Troll names do tend to be simple and short, but they have a crude, hard quality many ogre names lack. Also, trolls are far more likely to make up new names, picking a set of sounds that match the crude appearance of a young troll. Common male troll names include Babkak, Bazbkuk, Gaglaak, Gankaz, Gmak, Gumguk, Kamrak, Kuzbuk, Nagzak, Nazmum, Nlaz, Rbal, Ranbkan, Rukek, and Zulab. Common female names include Beka, Blauko, Gaanu, Gagbkaka, Gamazu, Gamkako, Gulaabu, Kakbkuma, Kammuka, Kraka, Nbuka, Nuana, Rambaka, Zammala, and Zazbgaza.

Religion: Religion in troll society is controlled by the Dark Ones, the troll shamans who worship both Innoruuk and Cazic-Thule (thus the name of Innothule Swamp). The Dark Ones consider ritual torture and the consumption of their enemies (including other trolls) as a normal part of daily life. A few warriors worship Rallos Zek, which the Dark Ones accept as long as their own place in troll society is not questioned or diminished. Some trolls, of course, spend little time concerning themselves with matters of faith, and value only their own power and influence.

Quests: Trolls are popular guards for both ogre and dark elf groups, due in large part to their ability to heal themselves of all but the most devastating wounds. Some trolls seek quests as an escape from troll society, either to give them an advantage by dealing with weaker races or to escape some horrible fate earned by angering the wrong troll at home. Trolls may find it even more difficult than ogres to gain acceptance in Norrath, but they are also more likely to survive the efforts required for such acceptance.

Troll Racial Traits

- Abilities: +4 Strength, +6 Constitution, –4 Intelligence, –2 Wisdom, –6 Charisma. Trolls are very strong, and are likely the toughest of the player races. They are neither scholars nor gentlemen, however, suffering in almost any intellectual or social setting.
- Favored Class: Warrior. When determining whether a multiclass troll suffers an XP penalty, her warrior levels do not count against her (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).
- Classes: Trolls can become beastlords, shadow knights, shamans, or warriors.
- Experience: Trolls are a particularly powerful race, who aren't as challenged by most circumstances as members of most other races. As a result, they suffer a 20% penalty to all experience they earn.
- Large size: As Large creatures, trolls suffer a –1 size penalty to Armor Class and to all attack rolls, and a –4 size penalty on Hide checks. They gain a +4 size bonus on all Strength checks to break down doors, burst bonds, or the like, however. They may use larger weapons than humans, and their lifting and carrying limits are twice those of Medium-size characters with similar Strength scores. Trolls have a natural reach of 10 feet, making them very effective melee combatants.
- Trolls' base speed is 30 feet.
- An exception to the normal rule for starting ranks in language skills, trolls begin with only 3 ranks in Language: Common and 3 ranks in Language: Troll.
- Due to their enormous size and strength, trolls begin play with the Slam feat as a bonus feat.
- Trolls have infravision.
- Trolls have fast recovery.
- Trolls are vulnerable to heat and fire attacks. Whenever a troll takes damage from natural heat or fire, or from magical effects with the [fire] descriptor, he suffers an additional 20% damage (with a minimum of 1 additional point of damage).

Vah Shir

The Vah Shir were once the ruling class among several subraces of feline humanoids who populated the continent of Odus. Magic unleashed during the Erudite civil war translocated the entire Vah Shir capital of Shar Vahl from Odus to the moon of Luclin. Suddenly the Vah Shir were isolated in a hostile and alien environment. However, the challenges of surviving on an alien moonscape merely forced a strong race to become even stronger. Hunting for food in a strange land and surviving against the

horrors that already called Luclin home honed the Vah Shirs' feral instincts and strengthened their bond to the world of spirits.

Only recently, since the magical gateways to Luclin have been reopened, have the Vah Shir once again walked the face of Norrath. Likewise, explorers from Norrath who now journey to Luclin find that not only did the Vah Shir survive the magic cataclysm that shunted their race to the moon, but the proud and noble cat people have thrived in their new environment.

Demeanor: Despite the cataclysm that forced them from their ancestral home and jeopardized the survival of their race, the Vah Shir have not become embittered or vengeful. The struggle for survival on Luclin, which continues daily, has bound the Vah Shir tightly to one another, and it is rare for a Vah Shir to put personal interests above those of his group or community. These traits of compassion and selflessness have earned the Vah Shir a reputation for nobility and integrity among the other races of Norrath.

However, the Vah Shir are intolerant of those who do not conduct themselves with similar nobility and devotion. Those who disappoint a Vah Shir may be reminded in an instant of feral rage that a bestial predator lies just beneath the surface of the noble warrior. The Vah Shir warrior's feral rage may seem a counterpoint to the value Vah Shir society places on wisdom and cunning, but in truth this battle-frenzy and their wisdom spring from the same source — the Vah Shir twin bonds with the worlds of animal and spirit.

Even now that the passage between Luclin and Norrath is reopened, the Vah Shir remain a tightly knit society. A Vah Shir's forays into Norrath and her friendships with other races will often have as much to do with her responsibilities to Shar Vahl as with her own personal motivations for exploration.

Class: The Khala Dun warriors of the Vah Shir serve King Raja Kerrath loyally. The Taruun rogue caste also serves the crown, as stealthy hunters and scouts both when Shar Vahl first landed upon Luclin and more recently in scouting the world of Norrath. The Dar Khura shamans and Khati Sha beastlords are the spiritual caretakers of the Vah Shir, while the Jharin bards serve as lorekeepers for their race.

Appearance: As bipedal humanoid cats, Vah Shir are similar in size and structural anatomy to humans, but also share many features of their catlike ancestry. From feline ears atop their heads, cat-iris eyes, whiskers, and carnivorous teeth to the thick fur that covers their bodies and feline tails, Vah Shir appear much like great cats. Subtypes of Vah Shir range in appearance similarly to many big cats, including lions, tigers, lynxes, cougars, leopards, black panthers and others.

Vah Shir dress ranges from clothing crafted from the hides of creatures native to Luclin to finer woven garments made of plant fiber thread or, especially, of silk harvested from the worms that inhabit Luclin. Vah Shir smiths fashion metal armors and a range of weapons for use by the Khala Dun and other Vah Shir. Jewelry and jewelry-making is quite rare among the Vah Shir.

Homeland: All Vah Shir come from the city of Shar Vahl on Luclin. Though many now roam the length and breadth of Norrath, any living Vah Shir was born and raised on the moon. Many Vah Shir who have come to Norrath have returned to Odus to make contact with the Kerran and Kejekan tribes of cat-people, those who used to serve the Vah Shir caste as farmers and peasants.



Shar Vahl itself is a resplendent city set amid a desolate moonscape. Planted on a large spire in the middle of a crater and accessed by bridges crossing from spire to crater rim, Shar Vahl is an easily defended city. The palace of King Raja Kerrath serves as the cultural and political center of the city.

Names: Oral history and the deeds of ancestors are very important to Vah Shir. Often Vah Shir parents will consult with a Jharin lorekeeper to recommend ancestral names with appropriate cultural significance. Some common male Vah Shir names include Alraj, Fareed, Grawl, Kaleej, Maruuk, Niromak, Poren and Rahamin. Common female names include Dav, Ghula, Kahala, Katja, Kharin, Khati, Lar, Natji, and Shiara

Religion: Vah Shir do not worship any of the gods of Norrath. While some few are true agnostics, most Vah Shir feel the bond to a primal spirit within themselves and all living things, a primal spirit that is not given any name, definition or benediction. To other races with more structured religions, the spirituality of the Vah Shir seems primitive, but, to the Vah Shir, structured religion is an oddity — there is only attunement to the natural order of the world.

Quests: Now that the Vah Shir can find passage back to Norrath, many of the boldest and brightest of this great race have taken to travel and exploration to see the lands that were their former birthright and to see all of the wonders of Norrath. Many also serve on missions for their crown or caste, to establish political liaisons with the powers of Norrath and Luclin or to bring back lost knowledge of spells and songs to the Vah Shir.

Just as other races find Vah Shir indispensable guides and companions when they seek to explore Luclin, so too do Vah Shir look for trustworthy companionship in their travels on Norrath, a world as alien to them as the moon is to other races. Once a companion earns a Vah Shir's trust and respect, the Vah Shir will usually treat them with the same solidarity extended to other Vah Shir.

Vah Shir Racial Traits

- Abilities: +2 Strength, –2 Intelligence. Though strong like great cats, the Vah Shir do not place emphasis on logic so much as instinctive wisdom.
- Favored Class: Highest-level class. When determining whether a multiclass Vah Shir suffers an XP penalty, her highest-level class does not count against her (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).
- Classes: Vah Shir can become bards, beastlords, rogues, shamans, and warriors.
- Experience: Vah Shir earn normal experience.
- Medium-size: As Medium-size creatures, Vah Shir have no special bonuses or penalties due to their size.
- Vah Shir's base speed is 30 feet.
- Vah Shir begin with 4 ranks in Language: Common and 4 ranks in Language: Combine.
- Vah Shir get the Safe Fall and Sneak skills as class skills regardless of their actual class(es), and begin play with 4 bonus ranks in each of these skills.

Wood Elves

Wood elves are believed to be descended from a group of high elves who fled into the Faydark Forest when Solusek Ro destroyed



their home. While other high elves went about trying to recreate their old way of life as closely as possible, the wood elves' ancestors worked to find a new path. They sought a closer relationship with the forces of nature and became known as the Feir'Dal.

As generations have passed, the wood elves have succeeded in their desire to live in harmony with their surroundings. They have built homes within the living trees of the forest and many have become defenders of the creatures native to the forest. They have left behind much of the arcane learning of their high elf brethren, instead turning to the magics of song, tree, and grove.

Demeanor: Wood elves are a friendly, open race that get along well with all of the good-aligned races of Norrath. Though they have the deep devotion and dedication so common to high elves, they lack the aristocratic superiority that is also common among their cousins. Wood elves get along especially well with humans, and some have even been known to take human spouses.

Wood elves are fond of good music and good food, and enjoy celebrations and parties. However, if the places and people they care about are threatened, they can still show the terrible wrath of elven righteousness. The wood elves have been locked for many years in a constant war with the Crushbone orcs, and show no mercy to these enemies. Crushbone is under constant siege, and the orcs have been forced to become more devious in their efforts to prevail against the wood elves' relentless assault.

Wood elves often find themselves filled with a desire to wander, especially wood elf druids and rangers. As a result they are often found in small numbers far from home, so most communities in Norrath have had at least some contact with them.

Class: Wood elves have a great ability to be at peace with nature, but this ability seems to have come at the price of their arcane talents. The only arcane class a wood elf can take is that of bard, likely because of their great appreciation for music and entertainment in all forms. Wood elves are particularly good in the roles of druid and ranger, and most of their religious institutions are run by folk of these classes. Wood elves also have the natural agility to become very capable rogues. Wood elf warriors are less common than rangers, but still constitute a body of able woodland defenders.

Appearance: Wood elves tend toward the same heights and weights as other elves, averaging 5 feet tall and 100 pounds. Wood elves' eye color ranges from green and blue to various shades of brown and even, rarely, to a shocking yellow. Their skin is generally a light tan. Hair can be straight, wavy, or curly, and can be found in shades of brown and auburn or, less often, blond or even black.

Wood elven clothing is generally cut to flatter the wearer's figure and yet remain functional as well. They use a great deal of soft leather and fine cotton, often dyed or embroidered in intricate patterns for decoration. Their weapons and equipment are well constructed, especially their bows.

Homeland: Wood elven homes are found almost exclusively in Faydark on the continent of Faydwer, though wood elves themselves travel quite broadly. The greatest wood elf stronghold is the lofty treetop city of Kelethin. Built high in the branches of some of the largest trees in the forest, Kelethin can only be reached easily by the use of mechanical lifts the elves have constructed. Long wooden bridges connect huge platforms built against the



trunks of the many trees, effectively making a complex series of aerial islands. Within Kelethin can be found everything the wood elves need, including homes, taverns, merchants, smithies and guild halls. With upward access limited to a few lifts, Kelethin's only weaknesses are its vulnerability to fire and the threat of the trees being cut.

Names: Wood elves take their names much less seriously than high elves. Though they do tend to name their children after heroes or with names holding special meaning, they also strive to make sure the names are pleasing to the ear and interesting to say. If a wood elf felt the need to change his name, his parents would take it as a personal failure to name him well. Some common male wood elf names include Aanerwen, Alaan, Gdawen, Gegdaen, Ialuvian, Kadian, Kinian, Leaerdar, Neaaman, Nendar, Nildail, Tendiwen, Uegolien, Uluerdar, and Wilyen. Common female names include Aanienea, Aegweeni, Galweenae, Giani, Idariel, Iealanya, Kanadasea, Kerene, Kililae, Nalianu, Nanamwenye, Tenenea, Tluerina, Tuloline, and Waedarye.

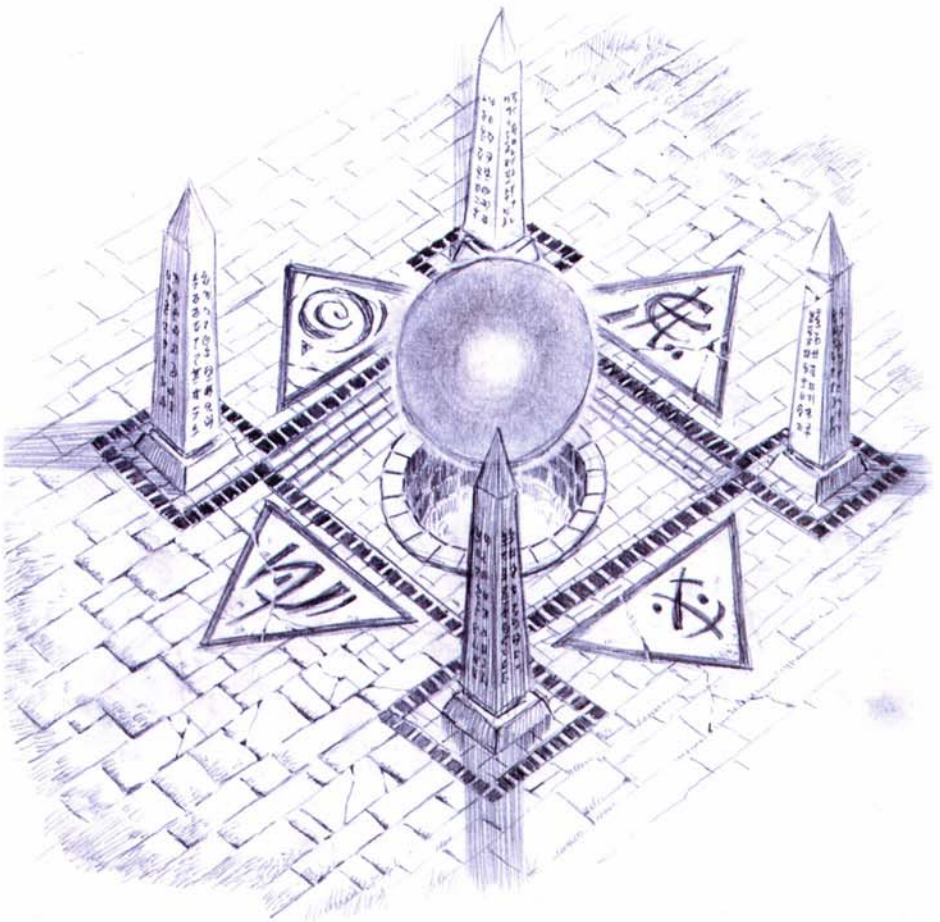
Religion: Most wood elves worship Tunare, the Mother of All. Indeed, their culture seems dedicated to the work of Tunare, and even those who do not count themselves among her worshipers tend to give her due reverence. Wood elf druids and rangers are almost universally dedicated to Tunare.

Wood elf bards are a far more eclectic lot, and spend much of their time traveling to lands beyond Faydark. As a result, they are far more likely to take up the worship of some other deity, though there is no one god who commands the respect of a majority. Among many wood elves the worship of Karana the Rainkeeper is fairly common, and many rogues honor Bristlebane, as warriors do Rallos Zek.

Quests: Most wood elves who end up on quests first did so in the desire to further the cause of Tunare or in an attempt to defend their forest from harm, which are causes close enough in effect as to be the same thing. Wood elf bards and rangers are particularly prone to wanderlust, and often get involved in further quests as a result of having already traveled extensively. Some wood elves find themselves befriending high elves from nearby Felwithe, and thus get involved in some crusade or another. And, of course, wood elves can be enticed by the normal temptations of wealth, intrigue, and adventure.

Wood Elf Racial Traits

- Abilities: –2 Strength, +4 Dexterity, –2 Constitution, +2 Wisdom. Slightly built, wood elves compensate for their light frames with agility and natural cunning.
- Favored Class: Druid and ranger. When determining whether a multiclass wood elf suffers an XP penalty, his druid and ranger class levels do not count against him (see "**Experience for Multiclass Characters**" in Chapter 3: Classes).
- Classes: Wood elves can become bards, druids, rangers, rogues, or warriors.
- Experience: Wood elves earn normal experience.
- Medium-size: As Medium-size creatures, wood elves have no special bonuses or penalties due to their size.
- Wood elves' base speed is 30 feet.
- Wood elves begin with 4 ranks in Language: Common and 4 ranks in Language: Elven.
- Wood elves receive Hide and Wilderness Lore as class skills regardless of their actual class(es), and begin play with 4 bonus ranks in each of these skills.
- Wood elves have infravision.



Chapter Three: Classes

Although many of Norrath's greatest figures began as sons and daughters of simple farmers or merchants, at some point in their lives they were called to a higher purpose. Perhaps they were called by king, country, church, or even by their gods, perhaps the harsh reality of defending a homestead against raiding gnolls forced their roles upon them, or perhaps a burning desire to be more than their simple birthright moved them to leave behind their mundane lives. Whatever their reasons, those who seek glory, adventure, fame and fortune on dangerous and daring quests are no longer farmers or merchants. Such heroes are the stuff of legends, able to call upon the aid of the gods, slay giants with blows of their bare hands, or conjure up maelstroms of fire with arcane incantations. Be they noble saviors, curious seekers of truth, or devious villains, all are examples of the heroic classes. If they are strong, smart, quick and lucky, they grow in power and fame. If they are not, they may end their lives forgotten in the depths of a dusty crypt.

A character's class determines more about her than any other single choice her player will make. A class is more than just a vocation — it's a way of life, almost certainly the result of years of training and study. Many players are likely to pick a class before making any other decisions about a character, and then to arrange ability scores and race to suit the chosen class. A character's class determines her ability in combat, her selection of skills and feats, and the special abilities that set her apart from others.

Starting Characters

The "Class Rules" section in each character class presented in this chapter details the hit points of a 1st-level character of that class and the skill points such a character has available at 1st level. Skills are explained further in Chapter 4: Skills. Also note that every character receives five training points and one starting feat when they begin play (humans also receive an extra bonus feat as a racial ability). Feats are explained further in Chapter 5: Feats. Each class presented also includes discussion of any special abilities or bonus feats granted to characters of that class.

Class Advancement

As a character gains experience, she goes up in level, gaining additional skills, feats, and special abilities. Each level requires a number of additional experience points (XP) equal to the character's current level multiplied by 2,000. In other words, to go from 4th level to 5th level requires 8,000 (4 x 2,000) experience points. **Table 3–1** shows the total number of experience points required at each level of advancement.

The Classes

There are fifteen classes from which players may choose to define their character. A class is like a profession, outlining the character's aptitudes and training.

The fifteen available player classes (and their abbreviations) are:

Bard (Brd): Entertainer, performer of magical songs, and keeper of obscure lore.

Beastlord (Bst): Spiritual warrior aided by animal companion. Hybrid of shaman and warrior.

Cleric (Clr): Servant of a god, healer and divine spellcaster.

Druid (Dru): Powerful nature priest with spells that focus around animals and plants.

Enchanter (Enc): Arcane spellcaster specializing in mental influence and enhancements.

Magician (Mag): Arcane spellcaster specializing in conjurations and summoning.

Monk (Mnk): Unarmed combat expert who utilizes "mind over body" techniques.

Necromancer (Nec): Arcane spellcaster specializing in black magics and the undead.

Paladin (Pal): Divine soldier of light and justice. Hybrid of cleric and warrior.

Ranger (Rng): Woodsman, tracker and archer. Hybrid of druid and warrior.

Rogue (Rog): A sly fighter who depends on agility and cunning more than strength and bravery.

Shadow Knight (Shd): Malevolent arcane fighter. Hybrid of necromancer and warrior.

Shaman (Shm): Divine priest whose magic deals heavily in spirits and animals.

Warrior (War): Dedicated to the ways of war; combat specialist using heavy arms and armor.

Wizard (Wiz): Arcane spellcasters who specialize in invoking powerful damaging spells.

Each class is described in terms of the role it plays within the *EverQuest* world, as well as the game rules needed to play the class.

Table 3-1: Character Advancement

Level	Experience Points Needed
1	0
2	2,000
3	6,000
4	12,000
5	20,000
6	30,000
7	42,000
8	56,000
9	72,000
10	90,000
11	110,000
12	132,000
13	156,000
14	182,000
15	210,000
16	240,000
17	272,000
18	306,000
19	342,000
20	380,000
21	420,000
22	462,000
23	506,000
24	552,000
25	600,000
26	650,000
27	702,000
28	756,000
29	812,000
30	870,000

Upon gaining a new level, a character receives additional skill points, hit points, and other class abilities (detailed in the description of each class). Each class description specifies a type of hit die (d4, d8, d10 or d12) that the player rolls at each level; the player then adds the character's Constitution modifier to that level's dice result to determine how many additional hit points the character receives for reaching the new level. Characters with negative Constitution modifiers still gain at least 1 hit point upon reaching a new level. For example, an enchanter with a 7 Constitution (–2 modifier) reaches a new level and her player rolls 1d4 for additional hit points, getting a "1" on the roll. Despite the Constitution modifier of –2, the enchanter still gains 1 hit point for the new level.

Training Points

At 1st level and each time the character gains a new level she receives 5 training points to spend on new feats or skills, to improve her ability scores or resistances, or to add additional ranks to existing skills. Normally, characters must have access to a guild or order or to some mentor in order to spend these training points. The *EverQuest: Game Master's Guide* has more information on role-playing through the use of training points.

Characters may "save up" training points level after level if they desire, and may spend them any time they have access to a mentor. **Table 3–2: Training Benefits** shows both the number of training points required to purchase various benefits and any limitations on the expenditure of those points. All bonuses purchased with training points are cumulative. A character who trains in fire resistance upon reaching 2nd level and who later trains in fire resistance again will have a total bonus of fire resistance (2) from her training.

Feats can not be purchased with training points more frequently than once for every two levels beyond 1st. Thus, a 3rd-level character can have no more than one trained feat (note that certain races and classes grant bonus feats at 1st level, however), with no more than two trained feats at 5th, three at 7th, four at 9th, etc. If a character does not buy feats with training points over many levels, she can later catch up to the maximum number of trained feats allowed, even if that involves buying feats more frequently than once every two levels — or even all at once. For example, a paladin reaches 10th level without having spent any training points on feats, and decides that he would now like to dedicate training points toward feats. He can purchase up to four trained feats immediately, if he has the training points available (four being the maximum number of trained feats allowed for a 10th-level character); he could also choose to purchase feats more often than one every two levels over the next several levels, up to the maximum number of feats allowed for his current level (i.e., five trained feats by 11th level, six by 13th level, etc.).

Skill rank purchases using training points are separate from those gained through standard class level advancement. For example, a 1st-level rogue who accumulates 2,000 XP reaches 2nd level. As given in the rogue character class description, rogues gain 6 + Int modifier skill points per level to spend on either class or cross-class skills. In addition, the character gains 5 training points for reaching her 2nd character level. She could spend 3 of these training points to increase a rogue class skill by 1 rank, or spend all 5 to gain a cross-class skill rank. Multiclass characters may spend training points on class skills or cross-class skills for any of their character classes. In any case, however, no character can purchase skill ranks beyond their normal skill rank caps, even with ranks purchased through training points (see "**Multiclass Characters**" in this chapter and also Chapter 4: Skills for details on skill caps).

Table 3-2: Training Benefits

Benefit	Training Point Cost	Limitations
+1 to any ability score	12	No ability may be trained more than 6 times
+1 rank to any class skill	3	Skills may not be increased beyond normal skill caps
+1 rank to any cross-class skill	5	Skills may not be increased beyond normal skill caps
+1 to any resistance	1	Each resistance type may be trained a number of times equal to the characters' level
Bonus (trained) feat	7	A character may not have more trained feats than one for every odd-numbered character level attained

Class Description Format

The following format is used to describe all the classes.

Name: Although some warriors might consider themselves simple guardsmen and some rogues may prefer to be known as "scouts," each class's standard name is the first indication of the areas at which the class excels. After the class name, a brief description is given of a typical member of the class.

Attributes: This section outlines the strengths and weaknesses of the class and gives some suggestions regarding how best to use those strengths and weaknesses.

Questing: Not everyone spends time on quests, but this section outlines some common reasons why members of the class might do so.

Religion: This section discusses the view a typical member of the class might have with regard to her religion and her relationship to her church, as well as what religions are most likely to cater to members of her class.

Culture and Training: In this section you will find some typical backgrounds for members of the class. As with all the information in these sections, these ideas are intended only as a model for a given character's background, not a set of inflexible rules.

Interaction: Here some ideas are given about the ways in which members of this class tend to interact with the community around them, with questing groups, and with individuals of other classes.

Alignment: Alignment is detailed more fully in Chapter 6: Description, but this section gives some guidelines for the class, as well as any alignment restrictions the class may have.

Level Progression: Each class's level progression table shows its base attack bonuses and Fortitude, Reflex, and Will saving throw bonuses at each level. These bonuses are not cumulative — a 3rd-level character gets the bonuses listed at 3rd level, not the sum of 1st-, 2nd-, and 3rd-level bonuses. Any special abilities of the class are also listed at the appropriate level. Descriptions of these special abilities are given in the "Class Rules" section.

Class Rules: The class rules section provides everything you need to create and advance a character of the given class. The section includes information on ability scores, race, Hit Dice and hit points, skill points and class skills, starting proficiencies, and any special abilities the class receives at various levels. The majority of the information presented here constitutes the game rules required to play the class.

Starting Package: For players who do not want to take the time to custom pick equipment, one or two starting packages of gear have been provided at the end of each class. For more information on equipment see Chapter 7: Equipment.

The Multiclass Character

Most characters progress in a single class throughout their careers — that class is a way of life for them. Such individuals may well pick up new skills or begin to acquire a line of feats not normally used by others of their class, but they rarely decide to seek a wholly new lifestyle. There are always exceptions, however.

A character may, upon reaching a new level, decide to gain a level in a new class rather than continue to advance in her previous class. There are many advantages to doing so: for instance, a cleric who takes a level of warrior is a more able fighter and enjoys a considerable boost to his Fortitude saves; a shadow knight who takes a level of rogue gains numerous skill points and a much wider range of class skills to spend them on, as well as an improved Reflex save bonus. But there are pitfalls as well to multiclassing. A character who seeks to be a jack of all trades is a master of none: spellcasters who multiclass do not continue to advance their spellcasting ability; fighters who multiclass may fall behind the combat prowess of their contemporaries.

There are potential social consequences to multiclassing as well. Most characters have the acceptance and support of a guild or order, which helps train them and makes supplies available for them to purchase. In some ways a character who seeks a new class is abandoning her old class, and her guild may not approve. If a paladin decides to become a rogue, for example, his order may well fear he has fallen to darkness. A necromancer who becomes a wizard is unlikely to have the support of either group. However, most races have one or more classes that are common enough among their kind that training in these classes is considered acceptable even to other groups or guilds.

How to Multiclass

Michelle has a 4th-level high elf paladin character, Eweniel. When Eweniel has earned 20,000 experience points, she is ready to become a 5th-level character. Michelle decides, however, that she doesn't want Eweniel to continue as a paladin, and instead decides to take a level of wizard. Eweniel is now a 4th-level paladin/1st-level wizard, and gains hit points, skill points, saving throw bonuses and spellcasting ability for one level of wizard. These are added to the existing totals she has from advancing 4 levels in the paladin class. She does not gain any of the bonuses or abilities she would have if she'd taken a 5th level of paladin, however, so she does not gain a 5th-level paladin's spellcasting ability.

When Eweniel has earned a total of 30,000 experience she becomes a 6th-level character. At this point Michelle could make Eweniel either a 4th-level paladin/2nd-level wizard or a 5th-level paladin/1st-level wizard, or she could pick up another class entirely. Regardless of the class Michelle chooses for Eweniel, she gains 5 training points for advancing a character level.

The way in which multiclass character abilities combine is outlined below.

Level: "Character level" is the sum of all class levels and is based entirely on the total experience the character has earned, as shown on **Table 3–1: Character Advancement**. "Class level" refers specifically to the number of levels a character has in a particular class, and all class abilities are based on this level. For example, a 5th-level paladin/2nd-level wizard is a 7th-level character, but gains and casts wizard spells based on her wizard class level alone (i.e., as a 2nd-level wizard). A character receives 5 training points every time she advances a character level, regardless of the class in which she advances.

Attack Bonus: Add the attack bonus gained from each class together to determine the character's attack bonus. When determining whether a character has multiple or "iterative" attacks, compare her weapon's delay value to her attack bonus. For example, Suel, a 4th-level cleric/4th-level warrior, has a base attack bonus of +3 from her cleric levels and +4 from her warrior levels, totaling +7. If she is using a quick weapon, delay (4), and she takes a full attack action, then she gets two attacks per round at +7 and +3, respectively. For more information on attack bonuses and multiple attacks, see "**Iterative Attacks**" in Chapter 12: Combat.

Saving Throws: A character's saving throw bonuses are the sum of all her bonuses from all classes. For example, a 4th-level cleric/4th-level warrior has total base saves of Fort +6, Ref +2, Will +5.

Race: A character cannot take levels in a class that is not available to her race, even as a multiclass character. Eweniel the high elf can be a paladin/wizard, but not a paladin/warrior.

Hit Dice: The character gains Hit Dice from each class, with the resulting hit points added together. A character receives maximum hit points only for her first *character* level, not the first level of each class she takes.

Skills: A character receives quadruple skill points only as a 1st-level character, not for 1st level in each class she takes. A multiclass character continues to have all skills ranks gained from previous class levels. When advancing a level in any class, the skill points gained for that class must be spent as a member of that class. However, if a skill is a class skill for some other class the character has advanced in, maximum skill ranks are figured as if the skill were a class skill.

For example, Suel is a 4th-level cleric/4th-level warrior with a 12 Intelligence and 11 ranks in Diplomacy. On reaching 9th level, Suel takes another level of warrior. She gains 4 skill points (3 for being a warrior and 1 for her +1 Int modifier), and buys 1 rank of Diplomacy. Since Suel is taking a warrior level, Diplomacy is considered a cross-class skill to buy and thus costs her 2 skill points. However, since Diplomacy is a class skill for clerics, the maximum number of ranks Suel may have in it is figured as a class skill, and is thus 12 (her character level +3).

For more information on skills see Chapter 4: Skills.

Starting Proficiencies: A multiclass character gains all the starting proficiencies of each of his classes. If two classes' starting proficiencies overlap, disregard the redundant proficiencies.

Drawbacks to Multiclassing

Multiclassing is not an easy undertaking for a character: it represents trying to learn two different ways of doing things, and as a result there are potential drawbacks that multiclass characters might face.

Training

A GM may, at his discretion, require a character to engage in considerable training before taking on a new class. One common way to handle this is to require a character to find someone to teach her the skills of the desired class (possibly even another player character) and to train toward that class for one full level.

For example, if Michelle wants Eweniel to pick up a level of wizard as a 5th-level character, she must find a wizard to train her when she reaches 4th level, and must declare that she begins such training at that time. Eweniel then spends an entire level studying arcane texts and practicing incantations, and at 5th level she takes one level of wizard.

Some GMs ignore such training requirements altogether, while others have even harsher rules for multiclassing. Be sure to talk to your GM about multiclassing as soon as you think you might want to do it.

Experience for Multiclass Characters

A character who tries to master two different vocations is often thought of as flouting social convention, thereby insulting his guild or order. Further, such a divergence in goals often strains the character's capacities greatly. Such a character generally has a harder time learning and advancing than a character who sticks to a more traditional path. As a result, a character who chooses to multiclass usually suffers a 20% penalty to all experience earned; worse, this penalty is applied repeatedly for each class taken beyond the first. If the character also suffers an experience penalty because of his race (such as barbarian or iksar), these penalties are added together. Therefore, an ogre shadow knight/shaman takes a 20% XP penalty for race and another 20% for multiclassing, for a total 40% penalty to all experience earned — and if she multiclasses again to beastlord, she takes a 60% penalty.

There are two exceptions to the multiclass experience penalty. First, if any two classes are advanced to within one class level of each other, the 20% multiclassing penalty does not apply (a character who begins early in her career to follow two vocations and who maintains both classes equally might be considered something of a prodigy, and suffers fewer social and personal problems): a wood elf 2nd-level bard/2nd-level warrior suffers no experience penalty. However, if a multiclass character's classes advance so that they are no longer only one level apart, then the experience penalty returns: if the wood elf becomes a 4th-level bard/2nd-level warrior, he then suffers the 20% experience penalty for his subsequent character level. However, if as a 7th-level character he puts another level into warrior, becoming a 4th-level bard/3rd-level warrior, then the penalty once again disappears.

Second, many races have one or more favored classes, vocations so well accepted within their society that no difficulty or stigma is ever associated with pursuing them. In general, these are classes for which the race has a particular affinity or aptitude, making it easier for members of that race to learn and maintain the appropriate skills and abilities while pursuing some other class simultaneously. Thus, these classes are not considered when determining multiclass experience penalties. For instance, a half elf may take levels in both bard and/or druid at any time without suffering any multiclass experience penalty for either, regardless of any other classes in which she might have levels.

Erudites, high elves, humans, and Vah Shir are unusual cases because they each have several classes that may not count against them under certain circumstances. In these cases, the highest-level class the character has does not count against him when determining multiclass experience penalties. In the case of Erudites, all dedicated arcane spellcasting classes fall into this category, so an Erudite 7th-level enchanter/2nd-level paladin doesn't count her enchanter class levels when determining experience penalties; likewise, if she becomes a 7th-level enchanter/2nd-level paladin/1st-level magician upon reaching 10th level, she still suffers no penalties, as enchanter is effectively her favored class (and thus doesn't count), and her other two classes are within a level of one another. For high elves, humans, and Vah Shir, every class to which they have access qualifies as a potential favored class, so characters of these races never count their highest-level class, regardless of what class that might be, when determining the multiclass experience penalty. For more information on favored classes see Chapter 2: Races.

Starting Benefits

A starting character has had years of training to prepare for her class, and thus a 1st-level character is given maximum hit points, four times her starting class's normal per-level skill points, and starting money and equipment. By comparison, a multiclass character has mastered the basics of a second class, but didn't spend her youth preparing for a life in that class. As a result, picking up the first level in a new class does not grant any of these benefits.

Class Types

The fifteen character classes available in the *EverQuest Role-Playing Game* are broken down into three broad categories: dedicated spellcasters, dedicated fighters, and hybrids. Both the spellcaster and hybrid groups may include classes who use arcane, divine, or bardic magic.

Dedicated Spellcasters

Dedicated spellcasters (often called just spellcasters or, even more simply, "casters") are the consummate users of magic in any of its various forms, whether the arcane spells of enchanters, magicians, necromancers and wizards, the divine channeling of clerics, druids, and shamans, or the unique magical music of bards. As a rule, arcane casters are weak physical combatants, but wield potentially vast amounts of arcane energy. Divine casters and bards are more able in physical combat than their arcane cousins, although generally not so much so as the fighter or hybrid classes.

Spellcasting

All dedicated spellcasters, whether arcane, bardic, or divine in persuasion, use the following table to determine their spells available, by class level. The various lists of spells available by class are detailed in Chapter 9: Songs (for bards) or Chapter 10: Spells (for other spellcasters).

Table 3-3: Dedicated Casters' Spells by Level

Spellcaster's Level	Available Spell Level
1–2	1
3–4	2 or less
5–6	3 or less
7–8	4 or less
9–10	5 or less
11–12	6 or less
13–14	7 or less
15–16	8 or less
17–18	9 or less
19–20	10 or less
21–22	11 or less
23–24	12 or less
25–26	13 or less
27–28	14 or less
29+	15 or less

Spell (or Song) Preparation: A dedicated spellcaster may know any number of spells (or songs), but may have only eight prepared for casting at any one time. The caster may choose any eight spells contained in his spellbook (often called a prayerbook or scriptures by divine casters, or a songbook by bards) that he is of a sufficient level to cast. Even if the caster has access to his spellbook, he may not cast a spell unless he has prepared it first. Once a spell is prepared, the caster can cast it at any time, so long as he has enough mana available to do so. The caster may change his prepared spells as often as he wishes.

To prepare a spell, a caster must spend time studying the diagrams and formulae (or sacred text, or runes, as appropriate by class) in his spellbook. Thus, he must have access to his spellbook so that he can study it; he must also have an open prepared spell slot. If no slots are

open, the caster must select a spell already prepared and remove it instantly, as a free action, before attempting to fill the slot with a new spell choice. He must then make a Meditation check (see Chapter 4: Skills) with a DC of 10 + the spell's level. A successful check means the spell is placed into the newly open prepared spell slot.

The base amount of time required to prepare a spell is a number of full-round actions equal to the spell's level minus the caster's number of skill ranks in Meditation, to a minimum of 1 full-round action. Preparing a spell provokes attacks of opportunity (see "**Attacks of Opportunity**" in Chapter 12: Combat for more information), and if the caster is injured by such an attack, then the attempt to prepare the new spell is interrupted and fails. If the caster was replacing an already prepared spell with a new one, and the preparation attempt fails, then the old spell is still removed from its slot (as it has to be removed before the caster begins to prepare a new spell). Newly prepared spells may not be available for immediate use (see "**Recast**" in Chapter 8: Using Magic).

Mana: All spellcasters have a magical energy known as mana. The amount of mana a caster currently has available is referred to as his mana pool. Each spell a caster casts takes an amount of mana, as detailed in the spell's description, temporarily reducing the size of his mana pool. A caster's mana pool has a maximum capacity equal to double his appropriate ability modifier per level: arcane casters use Intelligence, divine casters use Wisdom, and bards use Charisma. Thus a 4th-level cleric with a Wisdom modifier of +3 has a mana pool of (3 x 2) x 4, or 24 mana; a 10th-level bard with a Charisma modifier of +4 has a mana pool of (4 x 2) x 10, or 80 mana. A caster recovers an amount of mana equal to his spellcasting stat modifier plus his total ranks in Meditation for each hour of rest. Thus, if the 10th-level bard above has 13 ranks in Meditation, she would recover 17 mana with 1 hour of rest.

Gaining Spells: Most dedicated spellcasters begin play with 4 spells of 1st level known to them and recorded in their spellbook. Bards are the exception to this rule: they begin with only 2 songs known to them. These spells (or songs) are selected by the player during character creation from among those available by class. It is also possible for a caster to gain new spells by copying them from scrolls he may find; by trading with other spellcasters (always those from his own class, and usually only those from the same religious order, arcane society, etc.); by recovering them from the spellbooks of similarly classed opponents he defeats, or even by purchasing them from a temple, guild, or spell (or song) vendor. For more information on gaining spells, see **"Chapter 8: Using Magic"**.

Spellcaster Class Descriptions



Bard

Bards wander the length and breadth of Norrath (and its moon Luclin as well) collecting lore and knowledge and chronicling the deeds of heroes and villains, while perhaps giving rise to new legends based on their own exploits. Bards' guilds pride themselves on their roles as lore masters and historians in their own communities and as agents who often bear urgent news to other communities. The opinions of folk in isolated communities are often based on news that traveling bards have brought from afar — or upon the version of events that a local bard composes at the local tavern. Indeed, bards feel obliged to seek out the meeting places of their fellow men in order to pass on knowledge and information. Not surprisingly, this practice often results in bards entertaining the populace at local taverns. While the bard's stories and epic songs inspire the community, the bard is inspired by the local ale, or perhaps by the locals themselves.

The magical songs performed by bards have a long and proud tradition on Norrath. Some claim that these works represent the earliest kind of magic harnessed by mortals in the world, but most who make such claims are themselves bards. Nonetheless, it is an indisputable fact that the majority of bards' magical songs have their origin in the distant, hazy past of ages long gone. This is a source of pride to the bards of the world, many of whom are motivated to search for clues about the origins of their magical art.

Attributes: Bards are more than simple spinners of tales; they can be valuable additions to any adventuring party, even to armies. These adventuring minstrels are the jacks-of-all-trades of Norrath. While not as capable in combat as warriors, as skilled in outdoor survival as rangers, or as adept at thieving as rogues (perhaps), bards are nonetheless capable in all of these areas.

The bard's unique talent, however, his stock-in-trade, is the ancient legacy of musical magic he wields. While the might of bards' songs is perhaps not as profound as that of more specialized dedicated spellcasters, bards may master a range of mystical songs and chants that have saved many adventuring parties when the resources of other spellcasters are entirely spent or useless. There is almost no magical effect a bard cannot duplicate with the proper song, albeit not always as effectively as another caster's version of the same effect might be.

Bards are also itinerant repositories of knowledge, full of bits of trivia and folklore that contain clues to the last resting place of a great iksar king or the one weakness of a supernatural beast terrorizing a community… and if they don't have the information personally, they often know where to find it.

Questing: Bards rarely settle into a home; their only real home is the road. A bard may be serving his king or guild by couriering important documents or working for a merchant to deliver trade agreements or explore new trade routes, but more often than not she is simply wandering in search of something new and intriguing, something perhaps just over the next rise. Occasionally a bard will pursue quests of personal interest, be that delving into the mysterious origins of their musical magic, discovering the true history behind some epic event or location, or questing for a relic of bardic magic, but they are generally content simply to find out how good the wine is at the next tavern.

Bards are intensely social by nature. For them, the only thing better than traveling is traveling with friends. Adventuring parties who welcome a bard into their midst often find themselves with a companion who helps not only to lift their spirits and compose legends from their exploits, but who also is able to hold her own in a fight and provide a variety of talents should the group be lacking an important skill set.

Religion: The gods honored by bards, as one might expect, tend to reflect the bards' own personalities or alignments. Discordant bards who are fond of trickery (and perhaps even thievery) tend to worship Bristlebane Fizzlethorp, while more serious-minded bards interested in using their talents to tell of epic deeds or to help spread joy and hope and protect the innocent most often revere Erolissi Marr or Mithaniel Marr. Some few bards pay tribute to Veeshan, the Wurmqueen, perhaps believing the goddess of the dragons to hold some answer to the origins of bardic magic. The only gods rarely if ever worshipped by bards are the malevolent gods such as Bertoxxulous, Cazic-Thule, and Innoruuk.

Culture and Training: Bards apprentice with a master until early adulthood. The happy-go-lucky exterior a bard usually shows the world belies the countless hours of practice she has spent honing her craft. To be a master musician is accomplishment enough, but to weave the art of magic into song is a greater accomplishment yet and one attained only through long and arduous practice.

After finishing their apprenticeship, bards venture forth into the world in search of adventure and experiences about which they to spin epic tales. Once they are on their own, most bards desire to establish their own reputations apart from those of their instructors, although they may also sometimes return to a master to acquire rare songs at a reasonable rate, or perhaps for advice or just good company. Even those bards who manage to surpass their masters in skill and renown tend to remain on good terms with their mentors.

Table 3-4: Bard Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+1	Starting proficiencies, bard songs, bardic knowledge
2	+1	+0	+3	+2	Sonic resistance
3	+2	+1	+3	+2	
4	+3	+1	+4	+3	
5	+3	+1	+4	+3	
6	+4	+2	+5	+3	
7	+5	+2	+5	+4	
8	+6	+2	+6	+4	
9	+6	+3	+6	+5	
10	+7	+3	+7	+5	
11	+8	+3	+7	+5	Dual Wield
12	+9	+4	+8	+6	
13	+9	+4	+8	+6	
14	+10	+4	+9	+7	
15	+11	+5	+9	+7	
16	+12	+5	+10	+7	
17	+12	+5	+10	+8	
18	+13	+6	+11	+8	
19	+14	+6	+11	+9	
20	+15	+6	+12	+9	
21	+15	+7	+12	+9	Discipline: Resistant
22	+16	+7	+13	+10	
23	+17	+7	+13	+10	
24	+18	+8	+14	+11	Discipline: Fearless
25	+18	+8	+14	+11	
26	+19	+8	+15	+11	
27	+20	+9	+15	+12	Discipline: Deft Dance
28	+21	+9	+16	+12	
29	+21	+9	+16	+13	Riposte
30	+22	+10	+17	+13	Discipline: Puretone

Interaction: People across Norrath love bards. Even trolls have been known to invite bards into their home to play a "perrdy song" before they try to eat them. Bards work well with companions of most other classes, although they often have personality clashes with more severe individuals like paladins and shadow knights. Even in tense situations, bards maintain a certain flamboyance and casual demeanor that can mask their own concern or worry, but can also grate on the sense of pride and purpose others might tend to show under duress. A bard's love of an audience and thirst for trivia often irritates grave individuals such as necromancers, shadow knights, or clerics of dark gods, who care more about spreading terror than about helping people laugh off the hardships of frontier life. A bard's charismatic nature makes her a perfect spokesperson for adventuring parties, and her mix of skills and abilities allows her to pick up the slack when another more specialized party member is injured or exhausted.

Alignment: A bard can be of any alignment, though most tend to be discordant and very few are evil.

Class Rules

The game rules for playing a bard are listed below.

Abilities: Charisma and Dexterity are the most important abilities for bards, most of their class skills being based on these attributes. However, the skill to play brass instruments is based on Constitution, so a high Constitution score can be important as well. An Intelligence of at least 10 is also advisable, to ensure that bards get at least the minimum allotted skill points per level; there are many skills of great importance for a bard who is to be successful in her career. Strength can sometimes be important for bards, who may need to defend themselves against assaults by enemies who wish to silence their magical songs… or against audiences that *really* didn't like a particular performance.

Race: Half-elves, humans, Vah Shir, and wood elves can be bards.

Hit Dice: A 1st-level bard starts play with hit points equal to 8 plus his Constitution modifier. Thereafter, he receives 1d8 + Con modifier hit points at each bard level.

Skills: The Bard's class skills (and the key ability for each skill) are Alcohol Tolerance (Con), Appraise (Int), Balance (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge (any) (Int), Language (Int), Listen (Wis), Perform (Cha), Pick Lock (Dex), Play Brass Instruments (Con), Play Percussion Instruments (Dex), Play String Instruments (Dex), Play Wind Instruments (Dex), Profession (Wis), Sense Heading (Wis), Sense Motive (Wis), Sneak (Dex), Swim (Str), Trade Skill (Int or Wis), Tumble (Dex), and Wilderness Lore (Wis). Bards may buy ranks of the exclusive Disable Device (Int) and Safe Fall (Dex) skills as cross-class skills.

At 1st level a bard receives a number of skill points equal to (8 + Int modifier) x 4. She gets an additional 8 + Int modifier skill points at each bard level after 1st.

Starting Proficiencies: Bards begin play proficient with all simple and martial weapons in the one-hand blunt, one-hand slashing, throwing, and piercing weapon categories. They also begin play with the Armor Proficiency (heavy, light, and medium) and Shield Proficiency feats.

Bard Songs: Bards can use magical songs of the levels shown on **Table 3–3**. Bards prepare their songs as any other dedicated spellcaster (see "**Dedicated Spellcasters**," above). The bard's list of songs and the rules for using them are detailed in Chapter 8: Using Magic and Chapter 9: Songs.

Mana: Bards have a mana pool as do any other spellcasters. However, bards can only recover mana through rest and meditation. None of the magical means used to replenish mana for other casters, such as the enchanter spell *clarity*, work on bards. There are tales of artifacts and magic brews that can speed the rate at which bards regain their mana, but few bards are ever fortunate enough to gain possession of such items.

This restriction is not as crippling as it might sound, however. The performance of bards' songs expends far less mana than the casting of arcane or divine spells does. Generally, a bard need spend only 1 mana per round to perform a song or even, if twisting (see "**Song Twisting**" in Chapter 9: Songs), to perform multiple songs. There are a few songs that tax the bard's mana pool more heavily, and these are noted in those songs' descriptions (see Chapter 9: Songs).

Gaining Songs: A bard begins play with 2 songs of 1st level known to him and recorded in his songbook.

Bardic Knowledge: Due to their early education, their wide travels, and their innate curiosity, bards have a chance to know relevant information about important people and places, legendary artifacts and magic items, or just about anything else, for that matter. While this check cannot reveal the specific powers of a magic item, for instance, it may give a hint as to the item's general function.

Whenever a bard and her companions are confronted with a mystery or an unknown situation or person, the bard can roll a bardic knowledge check with a bonus equal to bard level + Int modifier to see whether she knows any details about the situation, place, or person in question. The bard may not take 10 or take 20 on this check, as this sort of knowledge is essentially random. The GM determines the Difficulty Class of the check by referring to **Table 3–5**.



Altora

Half-Elf Bard

Though the slums of West Freeport offered little guidance for the creative mind, Altora's musical ability revealed itself at an early age. Child to the streets, she sang for her sustenance and often crept into the corners of taverns so that she could listen to and recount the tales of the many travelers that passed through Freeport.

Under the docks, Lothar Blackhawke happened upon the young girl telling a story to the local street urchins. Immediately taken with her charm and skill, he took Altora under his wing and introduced her to Caskin Marsheart in North Freeport. The Choir of Lore welcomed her with open arms, and soon her days were filled with musical study, reading and writing.

Eyes filled with tears, she bade Lothar farewell when the winds of wanderlust called him away from Freeport. Three years later, after she had made quite a name for herself in the common lands of Antonica, word reached the chord hall that Lothar had fallen while in search of the missing pieces to a legendary symphony yet unfinished.

She now follows in the footsteps of her slain friend, hoping to uncover the secrets of his perilous quest. The journey proved far more intense than she imagined, and her desire to find the missing pages of the strange symphony has grown to equal her need to uncover the details behind Lothar's death.

With wit outmatched by few and a smile that reaches the innermost depths of her pale green eyes, Altora serves as Erollisi's ultimate disciple. Victory, love and tragedy accompany her as she travels the lands of Norrath, and her quest for the symphony allows her to meet new people and uncover the inevitable story that waits within each and every being she encounters.

Once rumored to have been romantically involved with the brooding Vagner from Halas, Altora adopts a simple smile when confronted with her romantic endeavors. After all, a good bard knows the stories to tell and the ones to leave buried in the past. The songs in her heart and the stories on her tongue belong to the people of Norrath, who feed her inspiration with their own tales of fortune and glory.

Table 3-5: Bardic Knowledge DCs

DC	Type of Knowledge
10	Common, known by most members of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly known only by those who don't understand the significance of the knowledge.

Sonic Resistance: At 2nd level a bard gains an inherent bonus of sonic resistance (5).

Dual Wield: At 11th level a bard qualifies to take the Dual Wield feat (she does not gain Dual Wield automatically, but may now purchase it normally).

Disciplines: Beginning at 21st level, a bard begins to gain access to disciplines, special combat abilities that allow the bard to display amazing battle prowess. Each discipline is taxing and requires great concentration, making it impossible for a bard to use more than one discipline at any given time.

Additionally, after a bard stops using a discipline she may not resume its use or begin using another discipline until a period of time has passed, allowing her to recharge her body and refocus her thoughts. The amount of time she must wait after using a given discipline is listed in each discipline's description. The bard is free to fight and engage in other strenuous activity during this period between discipline uses, but cannot shorten the period even with devoted rest.

Resistant: At 21st level a bard gains the Resistant discipline. This discipline allows the bard to inure himself to the ravages of acid, cold, disease, electricity, fire, magic poison and sonic attacks. The bard may activate the Resistant discipline as a free action, gaining a bonus of resistance (10) to all of the aforementioned attack types (see "**Spell Special Effects**" in Chapter 8: Using Magic for more information on resistance). This discipline lasts for 1 hour once activated, though the bard may end it early if he wishes. The bard may not activate another discipline for 12 hours after the Resistant discipline ends.

Fearless: At 24th level a bard gains the Fearless discipline. This discipline allows the bard to ignore the effects of *shaken*, *frightened*, or *panicked* conditions, as well as anything defined as a fear effect (certain spells or abilities with the [fear] descriptor have effects other than fear that may still affect the bard, but the fear effects of the spell will not). Activating this discipline is a free action that may be taken at any time (even when it is not the bard's action). This discipline lasts for 1 hour once activated, though the bard may end it early if she wishes. The bard may not activate another discipline for 12 hours after the Fearless discipline ends.

Deft Dance: At 27th level the bard gains the Deft Dance discipline. This discipline grants the bard two benefits. First, he receives a +10 dodge bonus to Armor Class. Second, he receives the benefits of both the Dual Wield and Improved Two-Weapon Fighting feats, allowing him to make two extra attacks with a secondary weapon, but he does not suffer any penalties to attack for either secondary attack — both use the bard's full attack bonus. This discipline lasts for 1 round per level once activated, and the bard may not activate another discipline for 12 hours after the Deft Dance discipline ends.

Puretone: At 30th level the bard gains the Puretone discipline. This discipline allows the bard to attempt to receive instrument bonuses to her magical songs even when she is not actually playing an instrument (see Chapter 9: Songs for more information on instrument bonuses). Thus, while using Puretone, the bard may make the appropriate Play Instruments checks for any songs she is twisting in order to receive instrument bonuses for those songs, even if the songs require different instruments. For example, a bard using Puretone who is twisting one brass instrument and two wind instrument songs makes one Play Wind Instruments check and one Play Brass Instruments check to determine whether she receives the instrument bonuses for all three songs (see "**Song Twisting**" in Chapter 9: Songs). Further, the Puretone discipline grants a +5 competence bonus on all Play Instruments and Perform checks. This discipline lasts 1 round per level once activated, and the bard may not activate another discipline for 24 hours after the Puretone discipline ends.

Riposte: At 29th level the bard qualifies to take the Riposte feat (she does not gain Riposte automatically, but may now purchase it normally).

Starting Package: Leather armor, short sword, traveler clothes, entertainer clothes, backpack, bedroll, flint and steel, bullseye lantern, oil (1 pint), belt pouch, drum, lute, songbook, 2 days' rations, sewing needle, soap (1 pound), waterskin, 5 gold pieces.



Cleric

Clerics are the most devout followers of their gods, forming the basis for the religion of almost every advanced civilization in Norrath. They are guardians of their community and servants of their gods, and constitute a critical element of most questing groups. Young clerics are expected to obey the instructions of their orders' leaders, and may be assigned to protect specific communities, assist allies of the church, or hunt down enemies of their god. Older clerics often rise to positions of leadership in church and community, although it's not unusual for a more experienced cleric to be allowed the freedom to do her church's work as she sees fit, even if that means leaving her community for extended quests in service of her deity.

Attributes: Clerics are powerful spellcasters with the ability to call upon divine magic for healing and for defensive and offensive power. They are also militant protectors of their faith, prepared when necessary to face the enemies of their church in armed combat.

Clerics should always gain access to healing and curative spells as soon as possible, for no other class is as effective at healing. Clerics gain the power to heal injuries, cure diseases, neutralize poisons, and even to restore the dead to life. In addition to healing, clerics have many other invaluable talents. Unlike arcane spellcasters, clerics can wear heavy armor freely, and thus at lower levels they often serve as backup fighters who are quite capable of stepping to the front lines to let their maces do their gods' work. Clerics also command the most powerful abjuration spells, which can augment the defensive abilities of themselves and others.

A cleric's ability to deal damage with spells is not as great as that of many arcane spellcasters, yet it shouldn't be overlooked — especially when facing undead. Clerics have a broad selection of spells useful against undead, even if not all clerics choose to keep these spells prepared. A cleric who knows or suspects that he will face undead is well served to acquire and prepare these spells, but they may not be worth the effort for a cleric facing a more varied set of adversaries. Of course, some clerics feel compelled by religious doctrine to seek out and destroy undead, and these are likely to be well equipped for such tasks regardless of their current quest.

Questing: Clerics are driven to undertake quests as part of their service to god, church, and community. Some are sent by church officials to deal with a problem, or to assist those already doing so. For many clerics, helping the like-minded is considered part of their holy duty, and they actively seek compatible groups. Other clerics may feel they have a specific quest given directly by their deity; these clerics may be less particular regarding their choice of companions, joining anyone who seems likely to aid them in reaching their goals even if their religious views are not strictly compatible (and a few weeks spent crossing the Rathe Mountains can allow plenty of time to preach the truth to heathens…).

Clerics are almost always a welcome addition to any questing group, and many group leaders go out of their way to find ways to attract clerics of an appropriate denomination to their cause. A

friendly and willing cleric will generally have little difficulty finding people interested in having him along. While many adventurers aren't willing to put up with a true zealot just to gain his healing magic, it's not unreasonable for a cleric to expect his companions to allow him time for religious observances.

Religion: Religion is extremely important to clerics. Indeed, religion is the center of most clerics' lives, defining their morality and purpose to a greater degree than occurs in almost any other class. A cleric character cannot be agnostic, for it is the worship of a god that gives him his power. Clerics normally worship gods revered in their homeland (see "**Table 6–1: Deities by Race and Class**" in Chapter 6: Description), although it is not unheard of for an individual to feel called to serve a foreign god.

Most clerics share the goals and attitudes of their chosen deity, and are expected to behave as their gods decree in all matters. Of course no mortal is perfect, but a cleric is held to a higher standard than most worshipers, both because of her presumably greater understanding of her god's will and because her actions necessarily reflect upon her god. Most clerics are members of a religious order, but even those who are not may well be reprimanded (or worse) by other clerics who *are* members should her inappropriate actions draw attention to her.

Most gods have at least a few clerics who worship them, but some deities are revered instead by druids and/or shamans. Bertoxxulous, Brell Serilis, Bristlebane, Erollisis Marr, Innoruuk, Mithaniel Marr, Prexus, Quellious, and Rodcet Nife are most often served by clerics. More rarely, some dark clerics worship Cazic-Thule, although most of his worshipers are primitive shamans. A few elven clerics also serve Tunare, although druids are far more common among her worshippers.

Culture and Training: Clerics are often young when they first enter service with their order, possibly little more than assistants who polish holy symbols and sweep the church after services. But when other such helpers have left the church to take up other vocations, the prospective cleric feels driven to continue his service the order, doing the work of his god. If the hierarchy of the order notices this devotion, the young cleric is likely to begin priestly training in earnest.

Other clerics are called directly by their deity through visions or an unceasing sense of purpose. Generally such neophytes soon find their way to a religious order for training. Rarely, however, a cleric trains herself from holy texts, perhaps with the assistance of a village wise person or local celebrant. Regardless of how early training occurs, all clerics need the support of their gods' other servants eventually, to gain training in holy rituals and more advanced spells if nothing else.

Interaction: Clerics work well as part of team, and are often thought of as necessary for a questing party's success. Their ability to heal allows them to keep fighter companions healthy for long fights and to restore arcane spellcasters who may be knocked down in just a few blows. Clerics are generally tough enough that they tend not to need other characters to look out for them, thus freeing up team resources. Intelligent foes, however, often target clerics immediately once they have seen evidence of healing powers. Necromancers and intelligent undead are particularly likely to seek a cleric out if he reveals himself in a fight.

Table 3-7: Cleric Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+2	Starting proficiencies, spellcasting
2	+1	+2	+0	+3	
3	+2	+2	+1	+3	
4	+3	+3	+1	+4	Divine power
5	+3	+3	+1	+4	
6	+4	+3	+2	+5	
7	+5	+4	+2	+5	
8	+6	+4	+2	+6	School Specialization
9	+6	+5	+3	+6	
10	+7	+5	+3	+7	
11	+8	+5	+3	+7	
12	+9	+6	+4	+8	Divine power
13	+9	+6	+4	+8	
14	+10	+7	+4	+9	
15	+11	+7	+5	+9	
16	+12	+7	+5	+10	Greater Specialization
17	+12	+8	+5	+10	
18	+13	+8	+6	+11	
19	+14	+9	+6	+11	
20	+15	+9	+6	+12	Divine power
21	+15	+9	+7	+12	
22	+16	+10	+7	+13	
23	+17	+10	+7	+13	
24	+18	+11	+8	+14	
25	+18	+11	+8	+14	Divine power
26	+19	+11	+8	+15	
27	+20	+12	+9	+15	
28	+21	+12	+9	+16	
29	+21	+13	+9	+16	
30	+22	+13	+10	+17	Divine power

Halwain

Human Cleric

From street urchin to devout follower of Rodcet Nife, Halwain was welcomed into the order of the Prime Healer. Content at first to become a scholar for the temple, he quickly realized his affinity for healing. Outside the city walls of Qeynos, he saw a decaying skeleton attack a villager. Rushing to the villager's aid, Halwain suddenly found himself uttering the strange, magical words of healing.

From that moment on, he swore an oath to protect the downtrodden and weak. After he learned all he could from his order, he set out into the world to spread the word of Rodcet Nife. Banding together with the brooding, intense Vagner — hero warrior from the cold lands of Everfrost — the two trekked across the Plains of Karana, through the rocky passes of Highkeep and eventually into the lands to the west of Freeport.

Halwain pursued his quest against the undead and the evils of Bertoxxulous, the Plaguebringer. His searching took him to the underbelly of the West Commonlands, where he discovered the cursed temple of Befallen. Crawling with undead, the vile hole housed an abundance of tortured souls begging for the release that only he and other followers of the light could provide.

The experience only intensified his desire to purge all undead from the face of Norrath. Halwain roams the land and has since cast a wary eye upon the haunted Estate of Unrest. Once the home of a dwarf noble, the evil-infested manor looms quietly in the craggy peaks of Dagnor's Cauldron, awaiting the retribution of Rodcet Nite. Quillaa, a wood elf from the forests of Faydark, accompanies him on his mission, offering her aid and companionship. Bound by the desire to rid the land of rot and undeath, the two have showed considerable determination and continue to offer a helping hand wherever their light is needed.



Within their own communities clerics are generally trusted and revered if good, or respected and feared if evil. In either case, they are important members of most communities, usually sought out as advisors and allies. In communities that worship different gods than herself, a cleric will frequently be treated coolly at best, and may conceivably be attacked as a heathen or worse.

Alignment: Although a cleric can be of any alignment, that alignment must be acceptable to his particular deity (see "**Table 3–6: Deity Alignment Requirements**"). Some deities are quite open about accepting clerics with different views than their own (or have views that have little to do with alignment), but most require their clerics to fall within a certain range of alignment options. A cleric whose alignment becomes unacceptable to his deity loses all spellcasting ability and divinely inspired class powers until his alignment returns to within his deity's allowable range. Alternatively, a GM may at her discretion allow a cleric whose alignment has changed for some reason to begin worshiping a new deity. Of course, this is an excellent way to gain the eternal enmity of your previous deity and all his followers.

Table 3-6: Deity Alignment Requirements

Deity	Acceptable Cleric Alignments
Bertoxxulous	Discordant evil or neutral evil
Brell Serilis	Any non-evil
Bristlebane Fizzlethorp	Any non-orderly
Cazic-Thule	Any evil
Erollisi Marr	Any good
Innoruuk	Any evil
Karana	Any non-evil, non-orderly
Mithaniel Marr	Orderly good or neutral good
Prexus	Any non-evil
Quellious	Any non-discordant, non-evil
Rallos Zek	Any non-good
Rodcet Nife	Any good
Solusek Ro	Any non-orderly
The Tribunal	Neutral, orderly good, or orderly neutral
Tunare	Any non-evil
Veeshan	Any

Class Rules

The game rules for playing a cleric are listed below.

Abilities: The most important ability for a cleric is his Wisdom, since all of his spellcasting is tied to it. Constitution and Strength are important secondary abilities, especially at lower levels when the cleric often finds himself one of the primary fighters in a group of adventurers. Clerics often have relatively low Dexterity scores, counting on their spells and armor to protect them from harm.

Race: Dark elves, dwarves, Erudites, gnomes, halflings, high elves and humans can be clerics.

Hit Dice: A 1st-level cleric starts play with hit points equal to 8 plus her Constitution modifier. Thereafter, she receives 1d8 + Con modifier hit points at each cleric level.

Skills: The cleric's class skills (and the key ability for each skill) are Channeling (Con), Diplomacy (Cha), Heal (Wis), Knowledge (local lore) (Int), Knowledge (mysticism) (Int), Knowledge (religion) (Int), Language (Int), Meditation (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Trade Skill (Int or Wis).

At 1st level a cleric receives a number of skill points equal to (3 + Int modifier) x 4. He gets an additional 3 + Int modifier skill points at each cleric level after 1st.

Starting Proficiencies: Clerics begin play proficient with all simple and martial weapons in the one-hand blunt and two-hand blunt weapon categories. They also begin play with the Armor Proficiency (heavy, light, and medium) feats and the Shield Proficiency feat.

Spellcasting: Clerics are divine spellcasters, and can cast spells of the levels shown on **Table 3–3**. The cleric's list of spells is detailed in Chapter 10: Spells. A cleric has a mana pool and prepares and gains spells just as any other dedicated spellcaster.

School Specialization: At 8th level a cleric gains the School Specialization feat as a bonus feat.

Divine Power: As a cleric's power grows, he is granted additional abilities by his deity. He gains the first of these divine powers at 4th level, gaining another at 12th, 20th, 25th, and 30th level. The divine powers are selected from the list below, and once selected cannot be changed.

Bestow Divine Aura: This divine power may be selected only by a cleric who already has the receive divine aura power. With this power the cleric may grant a divine aura to another creature by touch. This aura works exactly as the *divine aura* spell, but has no casting time (it is a free action), costs no mana, and may be cast on any target with a range of touch. This power may be used once every 48 hours. This divine power may be selected more than once: each additional selection grants an additional use of bestow divine aura per 48 hours.

Celestial Healer: A cleric with this power can cast any healing spell for 10% less mana. If the cleric also has Greater Specialization in the same school as the healing spell, he combines the two mana cost reductions, allowing him to cast the spell for 20% less mana. This divine power may not be selected more than once.

Celestial Warrior: A cleric with this divine power is able to cast any spell designed to work against the undead (those spells in the cleric's spell list with "undead" in the title, as well as *spook the dead* and *panic the dead*) for 10% less mana. If the cleric also has Greater Specialization in the same school as the spell he casts, he combines the two mana cost reductions, allowing him to cast the spell for 20% less mana. This divine power may not be selected more than once.

Invisibility to Undead: This divine power may only be selected by clerics who already have the celestial warrior power. With this supernatural ability, a cleric may become invisible to undead creatures as a standard action. This acts as the *invisibility to undead* spell, except that the cleric may only make himself invisible; there is no mana cost nor any chance of the ability being interrupted. The cleric may use this ability as often as he wishes, although it uses an attack action each time. This divine power may not be selected more than once.

Purify Soul: This divine power may only be selected if the cleric already has the celestial healer power. With the purify soul divine power the cleric may, once per day, completely cure one target, restoring all lost hit points, ability points, or negative levels, as well as neutralizing all curses, diseases, and poisons. Purify soul has a range of touch and using it is an attack action. This divine power may not be selected more than once.

Receive Divine Aura: A cleric with this divine power may receive a divine aura as an act of will. This aura works exactly as the *divine aura* spell, but has no casting time (it is a free action) and costs no mana. This power may be used once every 48 hours. This divine power may be selected more than once: each additional selection grants an additional use of receive divine aura per 48 hours.

Turn Undead: The cleric gains the ability to turn undead as an attack action a number of times per day equal to 3 + the cleric's Charisma modifier (minimum once per day). This divine power may be selected more than once: each additional selection increases the number of times per day the cleric may turn undead by 3. For more information on turning undead see "**Turning**" in Chapter 12: Combat.

Greater Specialization: Upon reaching 16th level, the cleric must choose one school of magic for which she has already taken the School Specialization feat. She gains Greater Specialization for that school. The cleric may only ever gain Greater Specialization for one school. For more information on schools of magic see Chapter 8: Using Magic.

All spells in the school the cleric selects for Greater Specialization cost 10% less mana to cast, with a minimum cost of 1 mana. For example, a cleric who has taken Greater Specialization (alteration) would pay only 90 mana to cast *word of healing*, rather than the standard 100 mana.

A cleric should consider carefully what spells she most often uses before selecting a school for Greater Specialization. Clerics who use healing spells more than any other kind are best served to take alteration, and indeed this is the most common choice for Greater Specialization among clerics. Those with a particular hatred of undead may be more likely to select evocation, while those who prefer augmenting their companions may prefer abjuration.

Starting Package: Heavy mace, studded leather armor, large wooden shield, clerical vestments, wooden holy symbol, prayerbook, healer's kit, backpack, bedroll, flint and steel, common lamp, oil (1 pint), belt pouch, 6 days' rations, rope (hemp, 50 ft.), sewing needle, soap (1 pound), waterskin, 2 gold pieces.

Dwarven Starting Package: Warhammer, studded leather armor, small steel shield, clerical vestments, wooden holy symbol, prayerbook, healer's kit, bedroll, flint and steel, oil (1 pint), belt pouch, 6 days' rations, rope (hemp, 50 ft.), empty sack, sewing needle, soap (1 pound), waterskin, 2 gold pieces.



Druid

Druids are divine servants of the forces of nature and guardians of the wilderness. They can harness the very powers they seek to protect and as a result are formidable spellcasters. A druid tends to see herself as part of nature far more than as a member of her race or nation, and, as a result, is sometimes thought strange or even dangerous by her own family and community. And of course she is dangerous, as are violent storms and dark woods at night.

More than most spellcasters, the druid is both feared and respected by those who are wise in dealing with her. Her concerns are not those of other thinking folk, and she may be quick to anger when she sees her precious wilderness ravaged or mistreated. Most know that a druid is a powerful ally, unlikely to turn on those who respect her beloved wilderness, unwavering in her support of nature's friends. Druids are akin to wild wolves, but if respected and understood can prove as true and faithful as any domesticated hound.

Attributes: Druids are versatile spellcasters who must learn to balance carefully the spells available to them. They can augment allies, hinder foes, enchant plant life, call upon powerful elemental forces to strike down their enemies, and even charm animals to aid them. Further, the druid's mix of combat skill and healing magic makes her useful in a broad range of situations, even if other classes may surpass her individually in these abilities. Druids eventually become remarkably mobile, as well, able to augment running speeds and, at higher levels, to teleport entire parties to new locales.

Druids are forbidden to wear metal armors, and thus cannot use mail or plate armor. They are the only spellcasting class trained to wield swords, however, although this training is limited to scimitars. At lower levels druids often find themselves depending on their melee prowess in battle, saving their mana to protect themselves or to heal or augment others. As they gain power, druids can often accomplish things other spellcasters cannot.

Questing: Druids often see wandering as a natural part of their duties and enjoy exploring new territories, all the while observing the interconnectedness of natural environments and processes. There are few places a high-level druid cannot safely travel alone, but less experienced druids often seek companions with whom they wander the lands of Norrath. A druid's desire to protect nature from all threats also encourages him to seek trustworthy allies, as many of the worst threats he might encounter are too powerful for a lone druid to overcome. Druids understand well the strength of the pack and the safety of the herd, and consider such practices as both natural and wise.

In a small party, a druid can act as both healer and artillery, casting helpful or harmful spells and thus complementing his group's offensive and defensive capability as each situation demands. Druids can also assist melee combatants in the group by casting various "buffing" spells. Any questing group that finds itself facing animal or plant foes never regrets having a druid available.

Religion: Most druids worship either Karana or Tunare, even though they do so differently than do those goddesses' other followers. Druids often see their deities as being part of nature — living, breathing embodiments of everything a druid finds around herself in the wild. Though some druidic guilds and organizations do exist, many druids pay only marginal attention to them. These latter types are often nomads and wanderers, seeking inspiration and guidance from their environment. Such independent druids are often the fiercest defenders of natural surroundings, for they see an attack on nature as a direct assault against their deity.

Culture and Training: Whether acting as a priest or an independent agent of the forces of nature, the druid is first and foremost a guardian of the wild places. A druid often shows an interest in the outdoors from a very early age, and may be marked for training by an older druid or a council of woodland priests long before her siblings are apprenticed to blacksmiths and cooks. The early training of a druid focuses on her learning the ways of the wild, while being reminded constantly of how nature must be protected. By the time a druid is considered ready to move about on her own, she is a capable and dedicated warden.

Table 3-8: Druid Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+2	Starting proficiencies, spellcasting
2	+1	+2	+0	+3	
3	+2	+2	+1	+3	
4	+3	+3	+1	+4	Track
5	+3	+3	+1	+4	
6	+4	+3	+2	+5	
7	+5	+4	+2	+5	
8	+6	+4	+2	+6	School Specialization
9	+6	+5	+3	+6	
10	+7	+5	+3	+7	
11	+8	+5	+3	+7	
12	+9	+6	+4	+8	Wilderness mastery
13	+9	+6	+4	+8	
14	+10	+7	+4	+9	
15	+11	+7	+5	+9	
16	+12	+7	+5	+10	Greater Specialization
17	+12	+8	+5	+10	
18	+13	+8	+6	+11	
19	+14	+9	+6	+11	
20	+15	+9	+6	+12	Wilderness mastery
21	+15	+9	+7	+12	
22	+16	+10	+7	+13	
23	+17	+10	+7	+13	
24	+18	+11	+8	+14	
25	+18	+11	+8	+14	Wilderness mastery
26	+19	+11	+8	+15	
27	+20	+12	+9	+15	
28	+21	+12	+9	+16	
29	+21	+13	+9	+16	
30	+22	+13	+10	+17	Wilderness mastery

This should not be taken to mean that every druid is ready to do battle whenever she sees a log cut for firewood or a field cleared for crops. Most druids see civilization and the well-intentioned husbandry that goes with it as important parts of the relationship between mortals and the divine wilderness. Though they would fight the needless destruction of natural surroundings, druids often assist farmers and hunters in reasonable efforts to carve a balanced existence out of the forests and plains. It is only when greed and waste drive hunters to kill only for pelts or trophies, or when soldiers burn trees simply to smoke out their enemies that druids become wrathful.

Interaction: The only classes that druids are likely to seek out as allies are other druids and rangers, or possibly beastlords, clerics, or shamans who worship nature deities. Druids work well with such classes, and are especially effective in the company of a ranger or two, as many brigands and despoilers of nature have found. Many druids are fiercely independent, generally able to travel alone far more safely and easily than other classes. Normally, however, a druid works with others when circumstances warrant it (an all too common occurrence in the dangerous world of Norrath) or when drawn by the bonds of friendship, which druids tend to value as highly as do other people.

As a result of their independence, druids are often less sought after to join a questing party than are clerics or wizards. Despite this, druids are useful members of any group. Their wide variety of spells allows them to assist in almost any emergency, and their animal and plant spells allow them to excel in situations dealing with woodland foes or settings. Parties that include a druid often come to wonder how they would get along without her, and seek to replace her quickly if for some reason she parts company with them.

Alignment: Most druids are neutral or good-aligned individuals who seek to protect the innocence of unspoiled wilderness. Many are discordant, seeing the wild chaos of untamed lands as a perfect model for personal freedom. Some see nature as following a broad set of natural laws, however, and are themselves more orderly in alignment — or perhaps they see nature as being lawful because they themselves are. Evil druids are rare, but they do exist, most often in areas where the natural surroundings have become tainted with darkness and evil, twisting the druids who live there to a darker alignment.

Class Rules

The game rules for playing a druid are listed below.

Abilities: The most important ability for a druid is her Wisdom, since all of her spellcasting is tied to it. Constitution and Dexterity are important secondary abilities, as druids do not have a wide range of armor choices. Druids often have relatively low Strength

Moil

Halfling Druid

Moil spent his childhood amid the joys of the Misty Thicket, which included the smell of sweet baked goods, the taste of stout ale and the occasional smile from one of local plump, halfling lasses. A son of farmers from the farming community just outside Rivervale, Moil developed a strong aversion for the local rabbits that grew in number every year and that increasingly threatened the tidy rows of cabbages and carrots. Watching his mother and father scrape and scrounge for every bite of food, Moil swore vengeance upon the crop pilferers.

Moil spent days in the wild, sleeping under the blanket of the stars and living off the meat of his victories. He became so skilled at rabbit hunting that he developed a fondness for their flesh and has since refused all other forms of sustenance. Why should it bother him to feast on the very creatures that fattened themselves on the fruits of his parents' labor? His frequent presence in the woods eventually caught the attention of the local druids. Soon enough, he began his journey as a servant of the wood and learned to help maintain the delicate balance between civilization and nature.

As his exposure to the druidic way increased, he began utilizing his knowledge of root, herb, animal and crop. The local tradespeople happily tutored the eager halfling, and before long he could brew, sew, forage and cook with the best of them. Once he mastered the secrets of druidic ring-travel, he explored new lands in search of new components for his collection of recipes.

His wanderlust took him great distances, and his ever-curious mind sought to learn all he could about the world of Norrath. No skill proved too difficult to learn and no language proved too complex. From the throaty croaking of the frogloks to the delicate melody of the Koada'Dal, he patiently mastered the foreign tongue of every creature he came into contact with.

Until the call of the road ceases to lure him, Moil intends to make his way through Norrath one continent at a time. His gift for adapting to new lifestyles and languages makes him enemy to few and friend to many.



scores, depending on their spells rather than armed combat to deal damage to opponents.

Race: Half elves, halflings, humans and wood elves can be druids.

Hit Dice: A 1st-level druid starts play with hit points equal to 8 plus his Constitution modifier. Thereafter, he receives 1d8 + Con modifier hit points at each druid level.

Skills: The druid's class skills (and the key ability for each skill) are Alcohol Tolerance (Con), Animal Empathy (Wis), Channeling (Con), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Meditation (Wis), Profession (Wis), Ride (Dex), Sense Heading (Wis), Spellcraft (Int), Swim (Str), Trade Skill (Int or Wis), and Wilderness Lore (Wis).

At 1st level a druid receives a number of skill points equal to (4 + Int modifier) x 4. He gets an additional 4 + Int modifier skill points at each druid level after 1st.

Starting Proficiencies: Druids begin play proficient with all simple and martial weapons in the one-hand blunt and two-hand blunt weapon categories and with scimitars. They also begin play with the Armor Proficiency (light) feat.

A druid suffers the arcane spell failure chance of any metal armor she wears. This penalty is a result of the armor's harsh, unnatural feel, and not due to the druid's being hampered. Thus, the penalty applies to any druid spell cast while wearing such armor and cannot be avoided, even if the spell has no somatic components or is prepared with the Still Spell feat.

Spellcasting: Druids are divine spellcasters, and can cast spells of the levels shown on **Table 3–3**. The druid's list of spells is detailed in Chapter 10: Spells. A druid has a mana pool and prepares and gains spells just as any other dedicated spellcaster.

Track: At 4th level the druid gains the Track feat as a bonus feat.

School Specialization: At 8th level the druid gains the School Specialization feat as a bonus feat.

Wilderness Mastery: As a druid's power grows, she learns to master many abilities through her divine connection to nature. She gains the first of these wilderness masteries at 12th level, gaining another at 20th, 25th, and 30th level. The wilderness masteries are selected from the list below, and once selected cannot be changed.

Dire Charm: This wilderness mastery allows a druid to cast a charm spell once per day with a duration of 24 hours. This ability may be used in conjunction with any spell he knows that is designated as [mind-affecting]. The target is allowed a normal save, but if the save is failed the charm spell remains in effect for 24 hours. A druid may have only one creature under the effect of a dire charm at a time — casting a second spell as a dire charm instantly ends any existing dire charm. This wilderness mastery may be selected more than once: each additional selection adds one to the number of dire charms the druid may have active at any given time.

Evacuation: This wilderness mastery allows the druid to cast any spell with the [teleportation] descriptor as a 1-action casting time spell if its normal casting time is 1 round or more. If this wilderness mastery is selected a second time, the druid can cast any such [teleportation] spell as a free action. Note that no character may cast more than one spell as a free action each round. This wilderness mastery may not be taken more than twice.

Stalking Mastery: This wilderness mastery gives the druid a bonus on all Hide and Sneak checks made in natural and wilderness settings. The bonus is equal to the druid's Will save bonus for his druid class. If he takes this wilderness mastery a second time, he may move up to his full normal movement while hiding or sneaking in a wilderness setting at no penalty, and may run or charge in such areas with only a –5 penalty to his Hide and Sneak checks. For more information on the Hide and Sneak skills, see their descriptions in Chapter 4: Skills.

Mystic Power: The druid may take a bonus mystic feat. She must meet all the feat's normal requirements. The druid may chose this wilderness mastery more than once, selecting a different mystic feat each time.

Root Mastery: This wilderness mastery allows the druid to cast spells in the *grasping roots* line of spells as if she were five levels higher (generally increasing the range and duration of these spells). It also increases the save DC of spells in this spell line by +3, including when the target gains an additional save when hit by a damage-dealing spell. This wilderness mastery may not be taken more than once.

Greater Specialization: Upon reaching 16th level, the druid must choose one school of magic for which he has already taken the School Specialization feat. He gains Greater Specialization for that school. The druid may only ever gain Greater Specialization for one school. For more information on schools of magic see Chapter 8: Using Magic.

All spells in the school the druid selects for Greater Specialization cost 10% less mana to cast, with a minimum cost of 1 mana. For example, a druid who has taken Greater Specialization (alteration) would pay only 9 mana to cast *healing*, rather than the standard 10 mana.

A druid should consider carefully what spells he most often uses before selecting a school for Greater Specialization. Druids who use mostly healing magic or spells to augment their allies are best served to take alteration, which also assists with many plant-based spells. However, druids who are more interested in commanding the elements to damage foes directly may prefer evocation.

Starting Package: Quarterstaff, leather armor, traveler clothes, prayerbook, backpack, bedroll, flint and steel, common lamp, oil (1 pint), fishing pole, belt pouch, 6 days' rations, waterskin, 4 gold pieces.

Half Elf Starting Package: Scimitar, leather armor, traveler clothes, prayerbook, bedroll, candle, flint and steel, fishing pole, belt pouch, 2 days' rations, soap (1 pound), waterskin, 4 gold pieces.



Enchanter

Enchanters command the minds of other creatures, create illusions and animations, and modify others' mental processes, either to augment friends or disable foes. The most subtle of the arcane spellcasting classes, enchanters are nevertheless quite powerful. Because they can alter the thoughts, feelings, memories and beliefs of those around them, enchanters are regarded with a mix of awe and dread, as friends may wonder whether their friendship with the enchanter is entirely natural. In areas less familiar with enchanters, they are often seen as vile mindbenders and seducers of the weak-willed — a reputation that some fully deserve. It is not uncommon for a dark elf enchantress to have a dim-witted ogre as an utterly loyal bodyguard, even though the brute has little memory of meeting her, much less what led them to be such good friends that the ogre would die to protect her.

Enchanters prefer to live in magic-rich communities where they may be treated as trusted professionals and respected scholars. In such places, the enchanter is free to embark on arcane research and can more easily find companions who value her subtle yet potent talents.

Attributes: Enchanters have no physical combat skills to speak of and rarely match other spellcasters in terms of raw magical damage. Still, an enchanter can turn enemies into allies, enhance his allies' abilities, and cloak himself in illusions to pass freely among his enemies. The powers of the enchanter are no less effective than the explosions and conjurations of other arcane spellcasters when applied well.

An enchanter is largely dependent on his spells to define his value to a group. Especially at low levels, an enchanter must carefully balance his own needs with the needs of those around him. With access to spells that buff his friends and those that debuff, rout, hamper, or charm his foes, many enchanters working within a group of variously classed allies choose to forgo personal spells of defense, invisibility, and illusion. An enchanter acting by himself, however, cannot operate without such spells, and is likely to need a summoned guardian pet as well. Enchanters can make

Table 3-9: Enchanter Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Starting proficiencies, spellcasting
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	Bonus mystic feat
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	School Specialization
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	Greater enchantment
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6	+4	+4	+8	Greater Specialization
13	+6	+4	+4	+8	
14	+7	+4	+4	+9	
15	+7	+5	+5	+9	Bonus mystic feat
16	+8	+5	+5	+10	
17	+8	+5	+5	+10	
18	+9	+6	+6	+11	Greater enchantment
19	+9	+6	+6	+11	
20	+10	+6	+6	+12	
21	+10	+7	+7	+12	Bonus mystic feat
22	+11	+7	+7	+13	
23	+11	+7	+7	+13	
24	+12	+8	+8	+14	Greater enchantment
25	+12	+8	+8	+14	
26	+13	+8	+8	+15	
27	+13	+9	+9	+15	Bonus mystic feat
28	+14	+9	+9	+16	
29	+14	+9	+9	+16	
30	+15	+10	+10	+17	Greater enchantment

excellent spies, and sometimes use their magic to infiltrate enemy strongholds or libraries kept by races inimical to them.

Of all spellcasters, enchanters have the greatest command of raw magic — mana — and are able to tap into reservoirs of this resource more effectively than any other spellcaster. Their intimate knowledge of mana has also brought them farther along the road to rediscovering the means to create magic items. Some enchanters are able to infuse mana into precious metals and a few other substances, knowledge largely lost since the days of the Combine Empire. Many enchanters become masters of crafting magic jewelry. Some go so far as to set up small shops to sell their wares, but more often enchanters use their jewelry skills to augment themselves and their friends. Enchanters have been known to keep this skill secret, for once it becomes known that they have mastered it, petitioners come from far and wide to buy, beg, or steal magic items the enchanter has created.

Questing: Most enchanters undertake quests either in search of arcane knowledge or as paid members of a larger group. Like all arcane spellcasters, enchanters often find they need to gather components to cast their spells or to locate rare and obscure texts to research new spells. In some cases enchanters simply feel the need to encounter new creatures, to study how they are affected by the various charms and mind-bending spells (for, as all enchanters are warned in their earliest studies, not all creatures are equally susceptible to their talents).

Enchanters paid to join a questing group are likely professional adventurers who make a living selling their talents to those who can afford them. Enchanters are not cheap, of course, and generally charge the same as specialist mercenaries. Evil enchanters for hire are likely to sell their services to the highest bidder and are generally unlikely to place themselves at much risk for their employers. Good-aligned enchanters are much more discerning about the jobs they accept and carefully outline in advance the risks they are willing to take and the lines they are willing to cross.

Religion: Some enchanters follow the gods of their communities — dark elf enchanters tend to revere the Prince of Hate and Erudite enchanters generally worship either Prexus or Quellious — but as a whole, Enchanters are more likely than other spellcasters to be agnostics, perhaps because not holding a strong belief in a particular god is another way to attention by a native populace. Even the few enchanters who do follow a god are not particularly devout, as most see religion as less important than personal morals.

Culture and Training: Most enchanters demonstrate a natural magnetism at an early age. Many seek out instruction at an established enchanter's guild, but some are taken as apprentices by older independent enchanters. Young enchanters are often watched carefully by members of the community, who may fear that the enchanter's power will grow more quickly than his sense of responsibility. Once an enchanter has proven himself trustworthy, most societies comfortable with arcane magic accept him openly.

An enchanter's reception is likely to be very different among peoples and communities unused to spellcasters of his kind. Cultures having few arcane spellcasters tend to see enchanters as only slightly better than necromancers, and will likely refuse to

deal with a known enchanter. Even after proving himself, an enchanter is liable to find that some local merchants still refuse to sell him goods and some guards always assume he's up to no good. Having a friend who is a local vouch for him is not likely to help, as untrusting citizens will simply assume that the enchanter has cast his charms upon her.

Interaction: Despite the distrust enchanters often encounter abroad, they generally have a remarkably positive reputation in their home towns. Most cities boasting large numbers of enchanters trust them to not abuse their power any more than magicians or wizards might. Enchanters are often sought out as negotiators with excellent track records at forging agreements and alliances. They are also employed as guards, interrogators, and thief-takers, pursuits in which their ability to force targets to answer their questions can be most useful.

Questing enchanters generally seek out a group to travel with, for an enchanter is more powerful as an ally than as a solo adventurer. Her ability to augment the strengths of those around her and to hinder their common enemies makes the enchanter very useful to any questing party, but she generally has few choices if forced to fight by herself. An enchanter's pet cannot be given complex orders, and does little more than attack any creature that threatens its master, forcing most enchanters to travel with at least one skilled (if not necessarily free-willed) fighter. The greatest strengths of an enchanter are most easily seen when she is working within a well-balanced group, as other classes can all be enhanced by the enchanter's art. In battle, a single talented enchanter can change imminent defeat into victory, provided that she and her companions have the tactical experience to utilize her talents properly.

Alignment: Enchanters may be of any alignment. Most people tend to think of enchanters as lawless tricksters and charlatans because of their ability to charm and cast illusions. While many enchanters do not remotely match this assessment, it is, as often as not, quite close to the mark. Many enchanters are extremely orderly, though, and bind themselves to a strict code of conduct regarding times when it is and isn't acceptable to control or sway others with their magic. All good enchanters consider the consequences of their mind-bending powers, and most enchanters' guilds police their members carefully to prevent abuses of power. However, there are plenty of evil enchanters who see everyone around them as playthings just waiting for the right master to enslave them.

Class Rules

The game rules for playing an enchanter are listed below.

Abilities: The most important ability for an enchanter is his Intelligence, since much of his spellcasting and his mana pool are tied to it. Charisma is a close second, however, as enchanters use their natural persuasive ability to augment their enchantment spells — all spells with the [mind-affecting] descriptor, whether arcane or divine, use Charisma for their DC modifier. High Dexterity scores are also useful to an enchanter, especially at lower levels when he may not have a powerful pet to protect him. Enchanters often have relatively low Strength scores, since they depend upon allies and summoned creatures for tasks requiring brute force.

Race: Dark elves, Erudites, gnomes, high elves, and humans can be enchanters.

Hit Dice: A 1st-level enchanter starts play with hit points equal to 4 plus her Constitution modifier. Thereafter, she receives 1d4 + Con modifier hit points at each enchanter level.

Skills: The enchanter's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Channeling (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (monster lore) (Int), Knowledge (mysticism) (Int), Meditation (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Trade Skill (Int or Wis). Enchanters may buy ranks of the exclusive Animal Empathy (Cha) skill as a cross-class skill.

At 1st level an enchanter receives a number of skill points equal to (4 + Int modifier) x 4. He gets an additional 4 + Int modifier skill points at each enchanter level after 1st.

Starting Proficiencies: Enchanters begin play proficient with all simple weapons in the one-hand blunt, two-hand blunt, piercing, and throwing weapon categories.

Spellcasting: Enchanters are arcane spellcasters, and can cast spells of the levels shown on **Table 3–3**. The enchanter's list of spells is detailed in Chapter 10: Spells. An enchanter has a mana pool and prepares and gains spells just as any other dedicated spellcaster.

Bonus Mystic Feat: At 3rd level an enchanter gains a bonus mystic feat. To select a mystic feat, he must meet all the feat's normal requirements. He gains additional bonus mystic feats at 15th, 21st, and 27th level.

School Specialization: At 6th level an enchanter gains the School Specialization feat as a bonus feat.

Greater Enchantments: As an enchanter's power grows, he learns special abilities known as greater enchantments. He gains the first of these abilities at 9th level, gaining another at 18th, 24th, and 30th level. The greater enchantments are selected from the list below, and once selected cannot be changed.

Dire Charm: This greater enchantment allows an enchanter to cast a charm spell once per day with a duration of 24 hours. This ability may be used in conjunction with any spell she knows that is designated as [mind-affecting]. The target is allowed a normal save, but if the save is failed the charm spell remains in effect for 24 hours. An enchanter may have only one creature under the effect of a dire charm at a time — casting a second spell as a dire charm instantly ends any existing dire charm. This greater enchantment may be selected more than once: each additional selection adds one to the number of dire charms the enchanter may have active at any given time.

Gather Mana: This greater enchantment allows an enchanter to hasten his own mystical processes, causing him to regain mana more quickly for a limited time. Gather mana can only be used once per 24 hours. If the enchanter has selected this greater enchantment once, it allows him, when it is activated, to regain mana at double his current rate for the next 1 hour. This therefore includes bonuses from any spells or other mana-recovery effects affecting the enchanter.

If an enchanter selects this greater enchantment a second time, he becomes able to hasten his mystical processes so as to recover all of his mana in a single hour of rest. This counts as his daily use of the gather mana greater enchantment.

If an enchanter selects this greater enchantment a third time, he actually becomes able to recover all of his mana in a single round of meditation. This counts as his daily use of the gather mana greater enchantment. This greater enchantment cannot be selected more than three times, nor can it ever be used more than once each day.

Greater Illusion: This greater enchantment allows the enchanter to cast an illusion spell so that it is permanent until dispelled, either by the caster or someone else who has detected the illusion. This ability may be used with any spell in the enchanter's *minor illusion* spell line. The illusion spell operates normally in all ways except that it remains in effect until dispelled. An enchanter may only have one greater illusion in effect at a time — casting a second spell as a greater illusion instantly ends any existing greater illusion spell. This greater enchantment may not be selected more than once.

Enchanted Jewelry Mastery: This greater enchantment can only be selected if the enchanter has four or more ranks of Trade Skill (jewelry making). Enchanted jewelry mastery provides three benefits to an enchanter: it grants a +4 competence bonus on all Trade Skill (jewelry making) checks; it reduces the cost of materials required to make any piece of magic jewelry by 10%; and it decreases the time needed to craft any jewelry using the skill by 25% (for more information on using Trade Skill (jewelry making), see Chapter 4: Skills and also "**Trade Skills**" in the *EverQuest:*

Game Master's Guide). This greater enchantment may not be taken more than once.

Greater Specialization: Upon reaching 12th level, the enchanter must choose one school of magic for which he has already taken the School Specialization feat. He gains Greater Specialization for that school. The enchanter may only ever gain Greater Specialization for one school. For more information on schools of magic see Chapter 8: Using Magic.

All spells in the school the enchanter selects for Greater Specialization cost 10% fewer mana to cast, with a minimum cost of 1 mana. For example, an enchanter who has taken Greater Specialization (conjuration) would pay only 45 mana to cast *Kintaz's animation*, rather than the standard 50 mana.

An enchanter should consider carefully what spells he most often uses before selecting a school for Greater Specialization. Many enchanters choose the alteration school, as it includes all of their charm, buff, and debuff spells, or the conjuration school, as it includes their *mesmerize* spell line and their animation and summoning spells.

Starting Package: Quarterstaff, adventurer clothes, spellbook, 4 daggers, backpack, bedroll, candle, flint and steel, ink (1-ounce vial), inkpen, small steel mirror, belt pouch, 6 days' rations, rope (hemp, 50 ft.), sewing needle, soap (1 pound), waterskin, 11 gold pieces.

Arrialla

High Elf Enchanter

Fair of head and heart, Arrialla's birth brought great joy to her family and to the people of Felwithe. Born within the comfort of noble privilege, she thrived on the vast wealth of magical knowledge available to the Koada'Dal. Following in the family tradition, she delved into the quiet, peaceful studies available to her through the temple of Tunare. Great was her ambition to serve as an instrument of light. However, as the world opened up around her, so did the sorrow of reality well within her young spirit.

Outings beyond Felwithe only brought unrest to the young high elf. Poverty and hunger were mere concepts drawn from a book for her, and the sight of suffering stirred something within her that begged to be recognized. Tunare's teachings offered no comfort, and even the strong words of her brother — paladin and sworn protector of the temple — did little to enlighten her.

Ignoring the blind religious devotion so popular within Felwithe, Arrialla sought to explore the greater good within all, yet she lacked the means to know the truth of the world. The Craftkeepers — in their vigilant desire to uncover the heart of all knowledge — took notice of Arrialla in her quiet torment, and before long they offered her more than the sparkling fish-filled pools of her youth. Then, the disappearance of her brother some years later served as a call to adventure. She left the sanctuary of a warm meal and a soft bed behind and ventured forth into the world of Norrath.

Experimenting with the form-altering illusions of her newfound craft, she lived among the other races for long periods of time. Embedding herself firmly within the cultures around her, Arrialla sought growth through empathic experience. However, each new experience only confirmed how truly sheltered and naïve her upbringing had made her. Her lesson was clear: None were beyond redemption or incapable of goodness if they were given ample opportunity to choose right over wrong.

In Felwithe, her status as a compassionate and noble soul grew to new heights — a platitudinous status she chose to reject as empty of any real concern for others. From cherub to phantasmist to philosopher-activist, she now seeks nothing less than divine omniscience through the clarity of great enchantments so that she might see the path for all Norrath's salvation and safety.





Magician

Conjuror, elementalist, summoner and mage are other names often used in Norrath that apply equally well to the arcane spellcasters most commonly called magicians. As delvers into elemental lore, magicians are able to conjure and control aspects of the four elements: air, earth, fire and water. Magicians can make use of their elemental mastery directly, by unleashing rains of fire on their enemies, or more subtly, by conjuring items and then forging raw elemental energy into them so that they allow their user to, for instance, float on air or breathe underwater.

Most societies treat magicians with great respect. They often hold positions of power and are seen as leaders within their communities. Among magic scholars, magicians are respected for their research into and advancement of all arcana related to elemental powers and conjuration.

Attributes: Magicians have a wide selection of elemental allies they can call to their aid, and can equip themselves and their companions with a variety of conjured supplies and items. Magicians also have a broad selection of attack spells, being second only to wizards in the amount of direct damage they can cause with their elemental evocations. Their rigorous arcane training leaves most magicians little time to develop their physical combat abilities, although some magicians are known to multiclass in order to acquire combat training so they can do battle alongside their conjured elementals.

Magicians are the most self-sufficient of all the arcane spellcasters, able to feed, bandage, and defend themselves with their conjurations. A magician almost always has more summoning spells she'd like to access than she has spell slots available, and must learn to prepare for most situations in advance. Wise magicians summon their equipment before combat and then replace those spells with more battle-ready magics.

The elemental creatures a magician summons are the most direct expression of her combined knowledge of conjuration and elementalism, so it is no surprise that magicians often seek out artifacts that allow them to conjure and control ever more powerful elementals, as well as shields and weapons the elementals can use once summoned.

Questing: The constant demand for the gems necessary to summon elemental creatures drives many magicians to go questing, hoping either to find the gems themselves or to earn enough money to buy the needed materials from merchants. Magicians are often driven to find lost lore as are other spellcasters, and sometimes undertake such missions for arcane societies or for their own guilds.

Magicians are comfortable traveling in almost any land, as they can create the supplies they need rather than deal with local merchants or farmers. Magicians are thus well regarded as members of questing groups, since they add not only their mystic might and elemental allies, but also their ability to go for long intervals without having to restock supplies at every civilized outpost.

Religion: Magicians of faith generally revere either those gods common in their homelands or those related to a particular element, such as Solusek Ro or Prexus. Many magicians are nonworshippers, however, feeling no particular dedication to a divine being or a religious code. Some clerics claim that magicians' ability to summon food and allies leads them to think they are gods themselves, though magicians generally scoff at such simplistic characterizations. Whatever their reasons, magicians of various alignments and backgrounds tend to consider themselves free agents, guided only by their own sense of morality and ethics rather than any religious doctrine.

Culture and Training: A magician's training is in many ways the most practical of all the spellcasters, as it includes lessons on how to use the equipment they summon — after all, what use are bandages if you have no idea how to apply them? Magicians also spend a great deal of time studying creatures both mundane and elemental, seeking to learn ways to best husband their pets' resources. They also study the arcane formulae and magical writings that are the hallmark of all arcane spellcasters.

Such intense study often leaves little time for social interaction, and many magicians suffer in social settings; in fact, many get along better with the pets they summon than with other thinking, speaking companions. Their self-sufficiency adds to this tendency toward isolation, such that many magicians spend a great part of their lives away from other civilized folk.

Interaction: Many magicians are aloof individuals who deal with others only when circumstances require them to. As a result, many people are cautious when approaching a magician, even one who has shown a willingness to converse or be friendly. Common folk deal with magicians as rarely as possible, and other spellcasters and people of power tend to approach them in a formal manner. Those who call a magician friend have learned that his initial stiffness was merely due to his feeling awkward, and that magicians can be as true and trusting as any other characters one might get to know.

There is no question that magicians add to the efficacy of any groups they join. A competent magician works very well with a single warrior and a priest, but can enhance any group's performance. Magicians combine particularly well with clerics, paladins, and shamans, as they summon elementals to assist in combat, wreathing allies in auras of protective flame while fending off or eliminating attackers with evocations, all the while depending on their spellcasting allies for healing.

Alignment: Magicians of every alignment can be found. Orderly magicians often engage in long-term quests and rely on their harmful magics only when a situation dictates the need. Discordant magicians are more likely to use their spells for any reason that strikes their fancy, summoning elementals to play fetch and elemental daggers to throw for sport or to impress observers. Good-aligned magicians show a strong concern for the creatures they summon, and often send them home in the midst of battle if they are wounded, rather than allowing them to suffer the pain of having their mortal form killed. Evil magicians tend to see everything as little more than a tool, including the creatures they summon and other living beings around them.

Class Rules

The game rules for playing a magician are listed below.

Abilities: The most important ability for a magician is her Intelligence, since all her spellcasting is tied to it. Dexterity is an important secondary ability, as magicians generally do not wear heavy armor. High Constitution scores are also useful to a magician, allowing her the hit points to risk getting closer to combat so that she may cast her short-range offensive spells. Magicians often have low Strength scores, depending on their spells to inflict damage.

Race: Dark elves, Erudites, gnomes, high elves, and humans can be magicians.

Hit Dice: A 1st-level magician starts play with hit points equal to 4 plus his Constitution modifier. Thereafter, he receives 1d4 + Con modifier hit points at each magician level.

Skills: The magician's class skills (and the key ability for each skill) are Channeling (Con), Heal (Wis), Knowledge (mysticism) (Int), Knowledge (planar travel) (Int), Meditation (Int), Profession (Wis), Spellcraft (Int), Spot (Wis), and Trade Skill (Int or Wis).

At 1st level a magician receives a number of skill points equal to (4 + Int modifier) x 4. He gets an additional 4 + Int modifier skill points at each magician level after 1st.

Starting Proficiencies: Magicians begin play proficient with all simple weapons in the one-hand blunt, two-hand blunt, piercing, and throwing weapon categories.

Spellcasting: Magicians are arcane spellcasters, and can cast spells of the levels shown on **Table 3–3**. The magician's list of spells is detailed in Chapter 10: Spells. A magician has a mana pool and prepares and gains spells just as any other dedicated spellcaster.

Table 3-10: Magician Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Starting proficiencies, spellcasting
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	Bonus mystic feat
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	School Specialization
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	Greater magic
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6	+4	+4	+8	Greater Specialization
13	+6	+4	+4	+8	
14	+7	+4	+4	+9	
15	+7	+5	+5	+9	Bonus mystic feat
16	+8	+5	+5	+10	
17	+8	+5	+5	+10	
18	+9	+6	+6	+11	Greater magic
19	+9	+6	+6	+11	
20	+10	+6	+6	+12	
21	+10	+7	+7	+12	Bonus mystic feat
22	+11	+7	+7	+13	
23	+11	+7	+7	+13	
24	+12	+8	+8	+14	Greater magic
25	+12	+8	+8	+14	
26	+13	+8	+8	+15	
27	+13	+9	+9	+15	Bonus mystic feat
28	+14	+9	+9	+16	
29	+14	+9	+9	+16	
30	+15	+10	+10	+17	Greater magic

Bonus Mystic Feat: At 3rd level a magician gains a bonus mystic feat. To select a mystic feat, she must meet all the feat's normal requirements. She gains additional mystic feats at 15th, 21st, and 27th level.

School Specialization: At 6th level a magician gains the School Specialization feat as a bonus feat.

Greater Magic: As a magician gains in power, she learns the use of special abilities known as greater magics. She gains the first of these abilities at 9th level, gaining another at 18th, 24th, and 30th level. The greater magics are selected from the list below, and once selected cannot be changed.

Elemental Pact: This greater magic allows a magician to summon an elemental without using spell components. The magician must choose one of the four elements with which to make the elemental pact (air, earth, fire or water), and thereafter she need not have material components for any spells that summon an elemental of that element. This greater magic may be selected more than once, with a different element chosen each time.

Mend Companion: This greater magic allows the magician to heal her summoned creatures. As an attack action she may mend with a touch any creature she has summoned through her spells. Mend companion is a spell-like ability. The total amount of mending the magician may do each day is equal to her Intelligence modifier multiplied by her magician level. For example, a 5th-level magician with an Intelligence modifier of +3 could mend her summoned creatures for a total of 15 hit points each day. She may divide this mending up into several uses and among any number of recipients, as long as she does not exceed her total mending allowed per day. This greater magic may not be selected more than once.

Instant Elemental: A magician who selects this greater magic is able to cast one elmental summoning spell (any spell in the *elementalkin* spell lines) per day as a free action instead of the casting time noted in the spell description. The summoning works normally in all other regards. This greater magic may not be selected more than once.

Reclaim Energy: This greater magic allows a magician to recover some of the mana used to summon a pet by dismissing it prior to the end of the summoning spell's duration. Mana is reclaimed in this way only if the magician ends the summoning spell early. If the pet is killed, dispelled, or the spell's duration ends normally, no mana is recovered. This greater magic functions similarly to the *reclaim energy* spell, but it is an extraordinary ability that functions as a free action.

If the magician has selected this greater magic once, she recovers 75% of the mana used to summon a pet whenever she ends the relevant summoning spell early. If the magician has selected reclaim energy twice, she recovers 90% of the mana spent. This greater magic may not be selected more than twice.

Turn Summoned: This greater magic allows a magician to turn summoned beings. This works similarly to the turn undead ability (see "**Turning**" in Chapter 12: Combat) except that instead of affecting undead, this ability affects all creatures summoned by conjuration magic and all creatures of the elemental and outsider types (unless such creatures are encountered on their own plane, such as when facing an abhorrant on the Plane of Hate as opposed

Akhbar

Erudite Magician

Knowledge thrived in the marble halls of Erudin, but no name inspired as much dedication and love for the arcane mysteries as that of Akhbar. Present students within the enlightened society would have given much to follow in the footsteps of one of Odus's greatest and most renowned arch magi.

Born within the confines of a lower class family, young Akhbar found himself urged by his parents to earn a respectable living as a local scribe or cleric. After watching the great gatecallers inside Erudin Palace, Akhbar knew he could not settle for the simple life of a sage or cleric. A greater vocation called out to him.

Because of his family's inability to afford the expensive tuition required to attend the prestigious school, Akhbar struck a bargain with instructor Vasile. In exchange for tutoring Akhbar in the ways of the magician, Vasile set aside numerous tasks and duties for the young Erudite to accomplish.

Though the lower class apprentice caused many a raised eyebrow in the elitist Erudite caster community, Akhbar quickly proved himself a worthy recipient and extraordinary scholar. His desire to tame and master the elements pushed him further and harder than the average pretentious student, and soon he was making his way across the lands of Antonica and Faydwer and using the skills of the gatecallers to further his mastery.

While visiting his homeland, he happened upon a Teir'Dal wizard who was attempting to purchase spell components from within the illustrious arcane halls. Her tone grew dangerously insistent as she argued with the suspicious vendor. The infamy of her race would have made this task impossible if not for Akhbar's kind intervention. No stranger to prejudice, he quietly stepped forth and acquired the desired components for the beautiful dark elf.

Alluveal and Akhbar's friendship grew over the years, regardless of the ideologies of their people. The rumor that the two may be more than mere comrades garners little reaction from the pair, who value knowledge and mastery above all else.



to facing one in Neriak). Turn summoned may be used a number of times per day equal to 1 + the magician's Charisma modifier (minimum once per day). This greater magic may selected more than once: each additional selection increases the number of times per day the magician may turn summoned creatures by 2.

Greater Specialization: Upon reaching 12th level, the magician must choose one school of magic for which he has already taken the School Specialization feat. He gains Greater Specialization for that school. The magician may only ever gain Greater Specialization for one school. For more information on schools of magic see Chapter 8: Using Magic.

All spells in the school the magician selects for Greater Specialization cost 10% fewer mana to cast, with a minimum cost of 1 mana. For example, a magician who has taken Greater Specialization (conjuration) would pay only 18 mana to cast *dimensional hole*, rather than the standard 20 mana.

A magician should consider carefully what spells he most often uses before selecting a school for Greater Specialization. Many magicians choose the conjuration school, allowing them to replace a valued pet more easily when it falls in combat, and to obtain more summoned materials with less mana cost. A few magicians who concentrate more heavily on elemental spells that damage their enemies directly choose the evocation school.

Starting Package: Dagger, adventurer clothes, spellbook, backpack, bedroll, candle, flint and steel, fishing pole, ink (1-ounce vial), inkpen, small steel mirror, belt pouch, 6 days' rations, rope (hemp, 50 ft.), waterskin, 15 gold pieces.

Erudite Starting Package: Dagger, adventurer clothes, spellbook, backpack, bedroll, hooded lantern, oil (1 pint), flint and steel, ink (1-ounce vial), inkpen, scrollcase, parchment (10 sheets), sealing wax, small steel mirror, belt pouch, 6 days' rations, sewing needle, soap (1 pound), waterskin, 4 gold pieces.



Necromancer

The necromancer is an arcane spellcaster who traffics in death. From killing her opponents with wasting diseases or stealing their life force (and possibly thereby restoring her own) to commanding spirits from beyond the grave, a necromancer gains access to many potent death magics through the study of her foul art. No wonder, then, that necromancers are hated and reviled by most civilized people and treated with dread respect by those who do accept them. A necromancer has dedicated herself to the study of knowledge deemed forbidden by most of the world, and must bear the stigma that accompanies her nefarious pursuits. For most necromancers this is a small price to pay, however; to them, the power they gain far outweighs the social acceptance they lose.

Attributes: Time spent in dark tombs and musty libraries does little for a necromancer's physical prowess. Like other devoted arcane spellcasters, necromancers tend toward physical frailty and generally make poor melee combatants. They must compensate for these weaknesses with a careful selection of spells and preparation. Summoning an undead ally is a good start, assuming the necromancer is somewhere remote enough that the sight of a hideously shambling skeleton won't cause a public outcry. The necromancer's ability to command powerful undead "pets" provides her with a ready bodyguard or an expendable melee attacker. Beyond the strength of their summoned undead, necromancers have potent offensive magic, as well. Many necromantic spells deal damage to opponents over time, gradually wasting targets away into poisoned and pus-ridden corpses. A mix of spells that protect or hide the necromancer and that hinder opponents by slowing or striking fear into them round out the necromancer's arsenal of magic.

Questing: Most necromancers are power-hungry at heart, and soon find themselves searching out spell components, arcane knowledge, or items of power. Even those who are taught in academies often chafe at the slow pace of their lessons, and venture forth on their own to learn at their own speed. Many young necromancers seek allies, those they can either rule or trust to aid them in their early travels.

Necromancers of dark races often join powerful political and religious organization, and may be sent by their orders to accomplish some task. The Teir'Dal society of necromancers and shadow knights loyal to Qüeen Cristanos Thex, called simply the Dead, is a good example of this kind of organization. Members of the Dead act similarly to evil clerics, spreading fear and hatred as a service to their god, Innoruuk.

Religion: Necromancers typically serve one of the dark gods nearly as faithfully as a cleric or shaman. The gods most commonly worshiped by necromancers are Bertoxxulous, Cazic-Thule, and Innoruuk. In lands where these gods are worshipped openly, the necromancer may actually have strong ties to a dark church and be treated much like a priest. In other lands, a necromancer may worship her dark god in secret, gathering in secrecy with like-minded worshippers.

Due to the dark nature of her studies, very few other gods ever accept a necromancer's worship, even if the necromancer is not herself evil. Some necromancers have reportedly claimed to serve Bristlebane Fizzlethorpe, Rallos Zek, or Veeshan, but such rumors have never been verified.

Culture and Training: The training of a necromancer is filled with study of the dead and dying. For most necromancers, true mastery cannot be achieved without seeing the suffering caused by the choking death of various poisons and the slow ravages of disease. In the black academies of Paineel and in the dark elven cities, entire courses of study teach a student how to profit from the pain of others (some twisted humorists like to call this universal necromancer's law the "No pain, no gain" rule). Even if a necromancer is not truly evil when she first sets foot on this course of training, she most likely will be by the end of it.

It is possible, although much more difficult, to learn necromancy through dedicated book study. A few necromancers learn their art secretly, from old and forbidden tomes, memorizing arcane formulas and the effects of a hundred vile curses. Most of these necromancers are no less twisted than their formally trained siblings, but rare exceptions do exist. Even these exceptions cannot hope to find acceptance among civilized peoples, however, as their very magic is considered foul and forbidden, no matter how they came to learn it.

In most areas, a necromancer is treated as a social outcast at best, attacked or arrested as a rule, and slain on sight at worst. However, they are well treated in lands controlled by the dark elves and the iksar, and among the Erudites of the city of Paineel. In these societies, necromancers are not only accepted, but important and powerful parts of common society. It would be a mistake, however, to assume that *any* necromancer can walk into the cities of the dark elves or iksar and be accepted — in fact, a necromancer who is neither a local nor known to the locals is liable to find herself dead shortly after she walks through the city gates.

Interaction: Necromancers are not accepted outside of a few Norrathian communities like Paineel and Neriak. In more peaceful lands they are immediately considered criminals and must work very hard to gain acceptance. For many necromancers this is not a problem, as they are more than willing to operate alone and, especially at higher levels, are easily able to do so. In fact, a necromancer who prefers to have someone watch her back (or at least to take some of the risk) has relatively few options.

However, not everyone avoids necromancers. As powerful spellcasters, they add a great deal to any group that includes them. It is not at all unusual for parties of dark elves, ogres, and trolls to work together and to include one or more necromancers among their number. Parties of iksar are also quite likely to include iksar necromancers. All of these races may occasionally accept necromancers of other races, although in most cases not without a great deal of suspicion and even animosity. Amoral people of other races may also find a necromancer useful enough to put aside their natural distaste for death magic, but such arrangements are always based on getting to know, and perhaps to trust, an individual necromancer.

Those few necromancers who do not wish to work with an evil party are the most limited in their choices. For such a necromancer, her best bet is to find a group in need of an arcane spellcaster and to assist them without consideration for herself. Although such help is not always welcome, a necromancer who saves the lives of a group of good-aligned questers may have taken the first step toward gaining their trust. This is a risk not many necromancers are willing to make, but those who do it successfully often live longer, happier lives.

Alignment: Most necromancers are evil, although they are divided evenly among the discordant, lawful, and neutral evil alignments. The temptation (or desire) to plague the living with the dead and to disturb otherwise peaceful spirits most often appeals to those who either crave power above all else or who actively wish to spread fear and destruction. Some necromancers are neutral rather than evil, and simply see necromancy as nothing more than another field of arcane study. Some very few necromancers are actually good in alignment, seeking to learn more of the dark art of death magic to better understand how to oppose the undead and other less beneficent necromancers.

Class Rules

The game rules for playing a necromancer are listed below.

Abilities: The most important ability for a necromancer is her Intelligence, since all her spellcasting is tied to it. Constitution is an important secondary ability, allowing a necromancer to survive damage that can't be avoided, as necromancers do not wear heavy armor. High Charisma scores are also useful to a necromancer, allowing her to overcome the natural revulsion civilized people often feel towards practitioners of the black arts. Necro-

Table 3-11: Necromancer Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+2	Starting proficiencies, spellcasting
2	+1	+2	+0	+3	
3	+1	+2	+1	+3	Death mastery
4	+2	+3	+1	+4	
5	+2	+3	+1	+4	
6	+3	+3	+2	+5	School Specialization
7	+3	+4	+2	+5	
8	+4	+4	+2	+6	
9	+4	+5	+3	+6	Bonus mystic feat
10	+5	+5	+3	+7	
11	+5	+5	+3	+7	
12	+6	+6	+4	+8	Greater Specialization
13	+6	+6	+4	+8	
14	+7	+7	+4	+9	
15	+7	+7	+5	+9	Death mastery
16	+8	+7	+5	+10	
17	+8	+8	+5	+10	
18	+9	+8	+6	+11	Bonus mystic feat
19	+9	+9	+6	+11	
20	+10	+9	+6	+12	
21	+10	+9	+7	+12	Death mastery
22	+11	+10	+7	+13	
23	+11	+10	+7	+13	
24	+12	+11	+8	+14	Bonus mystic feat
25	+12	+11	+8	+14	
26	+13	+11	+8	+15	
27	+13	+12	+9	+15	Death mastery
28	+14	+12	+9	+16	
29	+14	+13	+9	+16	
30	+15	+13	+10	+17	Bonus mystic feat

mancers often have relatively low Strength scores, depending on spells rather than weapons to inflict damage.

Race: Dark elves, Erudites, gnomes, humans, and iksar can be necromancers.

Hit Dice: A 1st-level necromancer starts play with hit points equal to 4 plus his Constitution modifier. Thereafter, he receives 1d4 + Con modifier hit points at each necromancer level.

Skills: The necromancer's class skills (and the key ability for each skill) are Channeling (Con), Heal (Wis), Knowledge (monster lore [undead]) (Int), Knowledge (mysticism) (Int), Knowledge (religion) (Int), Meditation (Int), Spellcraft (Int), Trade Skill (Int or Wis), and Undead Empathy (Cha).

At 1st level a necromancer receives a number of skill points equal to (4 + Int modifier) x 4. She gets an additional 4 + Int modifier skill points at each necromancer level after 1st.

Starting Proficiencies: Necromancers begin play proficient with all simple weapons in the one-hand blunt, two-hand blunt, piercing, and throwing weapon categories.

Spellcasting: Necromancers are arcane spellcasters, and can cast spells of the levels shown on **Table 3–3**. The necromancer's list of spells is detailed in Chapter 10: Spells. A necromancer has a mana pool and prepares and gains spells just as any other dedicated spellcaster.

Death Mastery: As a necromancer's power grows, she learns the use of special abilities known as death masteries. She gains the first of these abilities at 3rd level, gaining another at 15th, 21st, and 27th level. The death masteries are selected from the list below, and once selected cannot be changed.

Fear Storm: A necromancer who chooses the fear storm death mastery gains the ability to emanate an aura of fear. The aura is a mind-affecting spell-like ability that has a 20-foot radius area of effect centered on the necromancer. Fear storm is activated as an attack action and has a duration of 1 round per level. Creatures within or entering the area while fear storm is active must make a Will saving throw (DC 10 + 1/2 the necromancer's level) or become *frightened* for 1d6 rounds. Once a creature saves against a particular use of fear storm it need not continue to make saving throws against the same aura even if the creature remains with the area of effect.

Characters who are *frightened* suffer a –2 morale penalty to attack rolls, saves, and checks. They must flee from the necromancer as quickly as they can, although they can choose their path of flight. Once they are out of sight of the necromancer, they can act normally. However, for the duration of their fear effect, targets are forced to flee once more if the necromancer once again becomes visible to them. Targets unable to flee (if cornered or affected by a *root* spell for example) can fight, although they still suffer the –2 morale penalty listed above.

If the fear storm death mastery is selected once, the necromancer may use it once per day. If it is selected a second time, the necromancer may use it a number of times per day equal to one-fifth her level. Fear storm may not be selected more than twice.

Invisibility to Undead: With this death mastery, a necromancer may become invisible to undead creatures at will, as a standard

action. This supernatural ability acts as the *invisibility to undead* spell, except that the necromancer may make only herself invisible, and there is no mana cost nor any chance of the ability being interrupted. The necromancer may activate this ability as often as she wishes, although it is an attack action each time. This death mastery may not be selected more than once.

Rebuke Undead: The necromancer gains the ability to rebuke undead a number of times per day equal to 1 plus her Charisma modifier (minimum once per day). Rebuking undead is an attack action. Undead of a level/HD low enough to be destroyed are instead placed permanently under the control of the necromancer. This death mastery may be selected more than once: each additional selection increases the number of times per day the necromancer may rebuke undead by 3. For more information on rebuking undead see "**Turning**" in Chapter 12: Combat.

Restore Undead: This death mastery allows the necromancer to heal undead creatures as a spell-like ability. As an attack action, she may restore hit points to any undead creature (including those she summons by spells) with a touch. The total amount of damage the necromancer may restore each day is equal to her Intelligence modifier multiplied by her necromancer level. For example, a 7th-level necromancer with an Intelligence modifier of +4 could restore a total of 28 hit points to undead each day. She may divide these hit points up into several uses and among any number of recipients, as long as she does not exceed her total hit points per day. This death mastery may not be selected more than once.

School Specialization: At 6th level a necromancer gains the School Specialization feat as a bonus feat.

Bonus Mystic Feat: At 9th level a necromancer gains a bonus mystic feat. To select a mystic feat, she must meet all the feat's normal requirements. She gains additional mystic feats at 18th, 24th, and 30th level.

Greater Specialization: Upon reaching 12th level, the necromancer must choose one school of magic for which he has already taken the School Specialization feat. He gains Greater Specialization for that school. The necromancer may only ever gain Greater Specialization for one school. For more information on schools of magic see Chapter 8: Using Magic.

All spells in the school the necromancer selects for Greater Specialization cost 10% fewer mana to cast, with a minimum cost of 1 mana. For example, a necromancer who has taken Greater Specialization (conjuration) would pay only 36 mana to cast *haunting corpse*, rather than the standard 40 mana.

A necromancer should carefully consider what spells he uses most often before selecting one for Greater Specialization. A great number of necromancers choose the conjuration school, which allows them to summon their undead allies cheaply. Necromancers who concentrate on damaging spells are more likely to choose the alteration or evocation schools, both of which offer effective combat spells.

Starting Package: Club, dagger, traveler clothes, spellbook, backpack, bedroll, scrollcase, candle, chalk (1 piece), flint and steel, ink (1-ounce vial), inkpen, hooded lantern, oil (1 pint), belt pouch, 6 days' rations, rope (hemp, 50 ft.), sewing needle, sealing wax, spade, waterskin, tent, 4 bone chips, 10 gold pieces.

Dark Elf Starting Package: Club, dagger, adventurer clothes, spellbook, signet ring, backpack, bedroll, scrollcase, candle, chalk (1 piece), flint and steel, fishing pole, ink (1-ounce vial), inkpen, manacles, belt pouch, 6 days' rations, rope (hemp, 50 ft.), sewing needle, sealing wax, spade, waterskin, 4 bone chips, tent, 4 gold pieces.

Twede

Gnome Necromancer

Though born into a family of gnome paladins, Twede felt ill suited for the strict rituals of faith practiced by his father and brothers. Short and sleight, even for a gnome, he lacked the physical prowess necessary to follow in his ancestors' footsteps.

Naturally curious (and some say equally as devious,) he spent his time idly wandering the tunnels of Ak'Anon. Deep in the rocky heart of his home, Twede discovered gnomes unlike the cheerful, benevolent tinkerers he had grown up with. Trailed by skeleton servitors, these strange, pale gnomes walked the corridors muttering snatches of eldritch incantations and snarling at any living creature that happened across their path. Twede felt an instant belonging — a sense of *home* that he had yet to experience amid his devout family.

After years of study among the gnome necromancers, Twede left Ak'Anon and now wanders the shadows of Norrath. Ally to few and friend to even fewer, his bitter barbs and fascination with death tend to isolate him. Some claim he has known the bond of friendship but once — having inherited necromantic possessions from a former mentor or unknown family member. His travel possesses little rhyme or reason, but wherever he walks, death and disease soon follow.

The Sisters of Erollisi and the Karanas barbarians possess an acute hatred for Twede. The crimes committed against these peaceful folk not only furthered his experiments in necromantic power, but they also fed his desire to taste the darkest secrets of his profession. "They think they're happy and safe because they are strong, tall and beautiful, don't they?" one may overhear him whispering to his skeletal companion. "However, death comes to all — even the tall."





Shaman

Shamans are powerful priests who commune with spirits to command or cajole them into doing the shaman's bidding. Shamans are found only among less sophisticated societies, and yet, although some would call shamans primitive, they would take no offense to such remarks. Shamans would rather stand naked on a glacial peak calling up power from spirits than living clustered within the city walls of more "advanced" societies.

Because they come from fierce tribal societies, shamans excel at using their magic to make a clan of fierce warriors even more powerful. Tribes revere their shamans not only because they are spiritual leaders and links to their cultures' gods, but also for more practical reasons. The warriors of a shaman's society know that shamanic magic can turn them into unnaturally swift, strong, and rugged fighters. Shamans themselves are able combatants, though they will rely on their magic to overcome most obstacles. They can heal and augment allies or call down frost, poison, and pox on their enemies. Shamans eventually learn to summon spiritual allies to their aid as well. Their broad selection of spells allows shamans to approximate nearly any other spellcaster's abilities.

Attributes: Shamans are divine spellcasters, similar in nature to clerics and druids. Their magic tends to be somewhat more martial in nature than either of those classes, however, and they have a fair selection of arms and armor with which they are proficient. Shamans combine these traits with a broad group of spells that may not match other classes for raw power, but that have great utility. A shaman may not heal as well as a cleric, do direct damage as well as a wizard, or be able to summon as well as a magician, but his ability to do some of each of these things makes them no less powerful than these other casters. In addition, no other class can match a shaman when it comes to boosting or "buffing" the physical attributes of allies, and only a necromancer can match the potency of the shaman's poison- and disease-causing spells.

Questing: There are numerous forces that can cause a shaman to set forth on a quest. Shamans are expected to obey the orders of their orders and may be sent on any number of missions. All shamans receive vision quests, omens, and other messages from the spirit world which might suddenly send them off on a quest. A disturbing dream, an animal acting unusually, or even a storm may be taken as an omen requiring a quest to understand it. While more civilized races often scoff at a shaman's omens as mere fantasy, the shaman's power is quite real.

Shamans are often able to travel alone in places were most choose to go in only large numbers. The shaman is not invincible, but if carefully prepared with the right selection of spells and equipment can do quite well on his own. This independence is extremely helpful to small groups, who may need the versatile shaman to act in more than one role. With larger groups, however, the shaman is less likely to be seen as a vital member. A shaman's

Table 3-12: Shaman Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+2	Starting proficiencies, spellcasting
2	+1	+2	+0	+3	
3	+2	+2	+1	+3	
4	+3	+3	+1	+4	Spirit mastery
5	+3	+3	+1	+4	
6	+4	+3	+2	+5	
7	+5	+4	+2	+5	
8	+6	+4	+2	+6	Alchemy mastery, School Specialization
9	+6	+5	+3	+6	
10	+7	+5	+3	+7	
11	+8	+5	+3	+7	
12	+9	+6	+4	+8	Spirit mastery
13	+9	+6	+4	+8	
14	+10	+7	+4	+9	
15	+11	+7	+5	+9	
16	+12	+7	+5	+10	Greater Specialization
17	+12	+8	+5	+10	
18	+13	+8	+6	+11	
19	+14	+9	+6	+11	
20	+15	+9	+6	+12	Spirit mastery
21	+15	+9	+7	+12	
22	+16	+10	+7	+13	
23	+17	+10	+7	+13	
24	+18	+11	+8	+14	
25	+18	+11	+8	+14	Spirit mastery
26	+19	+11	+8	+15	
27	+20	+12	+9	+15	
28	+21	+12	+9	+16	
29	+21	+13	+9	+16	
30	+22	+13	+10	+17	Spirit mastery

aid is always good, but the shaman rarely brings talents to a large group that cannot be achieved by someone else.

Religion: Much as clerics are the center of religion in the civilized world, shamans are the guiding force of faith among the less "enlightened" races of Norrath. The barbarian Shamans of Justice are the keepers of law in the north, and nothing occurs in New Sebilis without the knowledge of the Scaled Mystics of the iksar. Shamans are held in high esteem in their homelands, often taking roles of royal advisors or even rulers. They generally have much looser organization than clerics, running their temples and shrines through informal tradition and personal popularity rather than codified rules. Of course, shamans of different races have very different backgrounds and traditions, and would most likely be insulted by the suggestion they were at all similar.

The one element that unites all shamans is their belief in and manipulation of spirits, but even here there is great diversity. The shamans of the Vah Shir believe the most powerful spirits are those of their ancestors, and their powers come primarily from this source. Other shamanistic races worship various gods and, through that worship, gain power over other natural, local, ancestral, or divine spirits.

Culture and Training: Shaman apprentices are often selected at a very young age to undertake the training needed to communicate with and command spirits. Even in organized shamanic groups, initiates are generally assigned to an older shaman for personal training, kept under his watchful eye until he is convinced they are ready to act on their own. A young shaman must prove himself to his mentor, his order, and his people before earning their trust or respect, and often undertakes missions for the good of the community to demonstrate his competence and integrity.

As a shaman earns the progressively higher regard of his peers and countrymen, he is trusted with more faith and power. Few groups of shamans have any real measure of rank, instead allowing the reputation of each shaman to convey upon him whatever authority he requires or deserves. Many shamans have no desire to control more than their own actions, while others advise or even command entire towns, perhaps eventually building their own holdings, some including a shrine for the training of younger shamans. This lack of fast rules and regulations is baffling to many other religious groups, but allows the shamans to react quickly to any serious threat, unfettered as they are by more sophisticated worshippers' bureaucracy.

Interaction: In many ways a shaman is treated as any other member of his community. If he has proven himself worthy of respect he receives it, and his counsel is heeded by many. If he has not proven himself, the shaman is treated with minimal deference. Few, however, are foolish enough to ignore the advice or warning of a shaman who is known to have faced and overcome adversity.

Shamans generally treat others as they expect to be treated, giving their respect to no one without some evidence that it is deserved, which can cause trouble in civilized lands. Once a shaman has placed his trust, however, he is steadfast in his support of his friends and allies. Shamans often trust their judgement over reason, seeing value in things that more "civilized" folk might not comprehend — the Shamans of Justice in Halas ignore the activities of the Rogues of the White Rose, for instance, for they believe that the Rogues also serve the Tribunal. While outsiders are surprised to see lawgivers in league with thieves, to the Shamans there is nothing odd or even hypocritical about their stand.

Alignment: Shamans may be of any alignment, but their alignment must be acceptable to the gods or spirits they serve. Barbarian shamans generally revere the Tribunal, who require all their servants be neutral, orderly neutral, or orderly good. Iksar shamans worship Cazic-Thule, and thus must be evil, while ogre shamans are servants of Rallos Zek and may be of any non-good alignment, as long as they are courageous and warlike. Troll shamans, known as the Dark Ones, serve both Cazic-Thule and Innoruuk and thus must be discordant evil; Dark Ones are likely the most vile, hateful, and despicable of all beings in Norrath, unwelcome even among dark elves or ogres. Vah Shir shamans follow the mystic path of Dar Khura and serve no one god, though their dedication to spiritual knowledge almost always results in orderly alignments.

Class Rules

The game rules for playing a shaman are listed below.

Abilities: The most important ability for a shaman is Wisdom, since of all his spellcasting is related to that ability. Strength and Constitution are important secondary abilities, as shamans often act as secondary fighters. Shamans often have relatively low Intelligence scores, depending on their natural instincts more than intellect or learning.

Race: Barbarians, iksar, ogres, trolls, and Vah Shir can be shamans.

Hit Dice: A 1st-level shaman starts play with hit points equal to 8 plus her Constitution modifier. Thereafter, she receives 1d8 + Con modifier hit points at each shaman level.

Skills: The shaman's class skills (and the key ability for each skill) are Alcohol Tolerance (Con), Channeling (Con), Handle Animal (Cha), Heal (Wis), Knowledge (folklore) (Int), Knowledge (mysticism) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Meditation (Wis), Profession (Wis), Ride (Dex), Sense Heading (Wis), Spellcraft (Int), Swim (Str), Trade Skill (Int or Wis), Trade Skill (alchemy) (Int or Wis), and Wilderness Lore (Wis). Shamans may also buy ranks of the exclusive Animal Empathy (Cha) skill as a cross-class skill.

At 1st level a shaman receives a number of skill points equal to (5 + Int modifier) x 4. He gets an additional 5 + Int modifier skill points at each shaman level after 1st.

Starting Proficiencies: Shamans begin play proficient with all simple and martial weapons in the one-hand blunt, two-hand blunt, and piercing weapon categories. They also begin play with the Armor Proficiency (heavy, light, and medium) and Shield Proficiency feats.

Spellcasting: Shamans are divine spellcasters, and can cast spells of the levels shown on **Table 3–3**. The shaman's list of spells is detailed in Chapter 10: Spells. A shaman has a mana pool and prepares and gains spells just as any other dedicated spellcaster.

School Specialization: At 8th level a shaman gains the School Specialization feat as a bonus feat.

Spirit Mastery: As a shaman's power grows, he learns to gain greater control over his spirit allies. He gains the first of these spirit masteries at 4th level, gaining another at 12th, 20th, 25th, and 30th level. The spirit masteries are selected from the list below, and once selected cannot be changed.

Hungry Spirits: This spirit mastery involves the shaman forging a pact with spirits who feed off the shaman's life force, in return providing the shaman with more magical power. Once per day, the shaman may summon the hungry spirits as a free action. The spirits feed from the shaman's life force for 1 round, dealing damage equal to the shaman's class level + Wis modifier. Tiny welts, bruises, and lacerations begin to appear on the shaman's body; although this process is painful, the shaman has inured himself to such pain and does not have to make Channeling checks to cast spells due to the damage caused by the hungry spirits. At the beginning of the shaman's turn on the following round, he regains a number of mana points equal to twice the amount of damage dealt by the hungry spirits. As with *cannibalize* spells, the life force drained by the hungry spirits cannot be healed for 12 hours, even by magical means. This spirit mastery may be selected more than once: each additional selection allows the shaman one additional use of this power each day.

Spirit Alchemy: This spirit mastery can only be selected if the shaman has 12 or more ranks in Trade Skill (alchemy). The shaman is now assisted by spirits whenever she uses her Trade Skill (alchemy) skill, reducing the cost of materials required to make any potion by 10% and decreasing the time needed to brew potions by 25% (for more information on shamans' use of Trade Skill (alchemy), see Chapter 4: Skills and also the "**Trade Skills**"

chapter of the *EverQuest: Game Master's Guide*). This spirit mastery may not be chosen more than once.

Spirit Lore: The shaman has learned secret lore from the spirits, granting him a bonus feat. The shaman must meet all of the feat's usual requirements. This spirit mastery may be selected more than once: each additional selection allows grants the shaman another bonus feat.

Totem Spirit: A shaman with this spirit mastery forges strong bonds with spirits, allowing him to call one for an unlimited period of time. The shaman may cast any one spell that provides a buff bonus and declare that spell a totem spirit spell, effectively granting the affected spell an unlimited duration. A shaman may only have one totem spirit spell in effect at a time. If the shaman casts a new spell using totem spirit, any existing totem spirit spell ends immediately. This spirit mastery may be selected only once.

Alchemy Mastery: Starting at 8th level, a shaman receives a +8 competence bonus on all Trade Skill (alchemy) checks.

Greater Specialization: Upon reaching 16th level, the shaman must choose one school of magic for which he has already taken the School Specialization feat. He gains Greater Specialization for that school. The shaman may only ever gain Greater Specialization for one school. For more information on schools of magic see Chapter 8: Using Magic.

All spells in the school the shaman selects for Greater Specialization cost 10% less mana to cast, with a minimum cost of 1 mana. For example, a shaman who has taken Greater Specialization (conjuration) would pay only 9 mana to cast *insidious malady*, rather than the standard 10 mana.

A shaman should consider carefully what spells he most often uses before selecting a school for Greater Specialization. Shamans who use mostly healing magic or spells to augment their allies are best served to take alteration, which also assists with many plant-based spells. However, shamans who are more interested in commanding natural forces to damage foes directly may prefer evocation.

Starting Package: Warhammer, leather armor, spellbook, traveler clothes, backpack, bedroll, fishing pole, flint and steel, 6 days' rations, torch, waterskin.

Ogre/Troll Starting Package: Large morningstar (2d6 damage), cloth armor, spellbook, peasant clothes, bedroll, flint and steel, 2 days' rations, sack, waterskin.



Woomp

Ogre Shaman

Woomp hails from an island in the Timorous Deep, which is an ocean that serves as a buffer between the continents of Kunark, Antonica and Faydwer. Son of the great chieftain Oowomp and born from a long line of shamans, Woomp made a reputation for himself within the ogre island community as a stout follower of Rallos Zek.

The war god served the ogres of Timorous well when he brought the newcomers from Antonica. Greedy for undiscovered treasure, the first explorers charged the village and promptly fell to the power of the ogres. Though visitors developed more caution when traveling through the Deep, the island continues to attract adventurers in search of fortune.

Oowomp instilled within his son a sense of purpose generally lost on the behemoths from Ogguk. Tales of the ogres from old, nurtured by the hand of Ralloz Zek himself, lingered in Woomp's mind. Gone were the days of blood and madness, for the ogres of Antonica — kin to Woomp and his people — sat idle in their huts and remained content within the jungles of Feerott. Too many remembered defeat at the hands of Dagnor and the dwarves, and not enough of them sought to do something about it.

The lessons from Norrath's history were not lost on Woomp, however. Oowomp spoke of Rallos Zek and his banishment to the outer planes. He also related how the ogres, struck dumb by the other gods, sank into ignorance, their conquests fading as quickly as their intelligence. Woomp took this particular lesson to heart.

Woomp now strives to return the ogre race to its full grandeur by releasing Rallos Zek from his bonds. The world exists only as a stepping stone to his ambition. Woomp often chuckles to himself when he thinks how little the people of Norrath may heed the return of Rallos's children, and he firmly believes that they will be torn asunder by the promise of bloodshed and the renewal of Norrath's mightiest race.



Wizard

Wizards are the undisputed masters of evocation magic, especially those spells that deal damage directly to a foe. A wizard can burn, freeze, shock, stun, numb, or smash a foe with elemental power and do so more quickly than any other spellcaster. Wizards also have a broad range of non-evocation spells that allow them to armor or teleport themselves and others, and to enhance sight, negate spells, and identify the function of magic items.

In many societies wizards are among the most common and respected of arcane spellcasters. In others they are considered wild canons, tolerated only because of their usefulness in times of war. Wizards in all nations have a reputation for being wild, brash, and hot-headed. In truth, most wizards are no more or less quick to anger than members of any other class. The difference is that when a wizard gets angry something generally gets blown up.

Attributes: Like most arcane spellcasters, wizards are defined primarily by the spells they know and how they use them. A careful wizard who prepares his spells thoughtfully is a force to be reckoned with. A truly rash wizard is likely not to live long, even though his death may be most spectacular. Wizards have more direct damage spells available than any other class, which also means they have more ways to go through mana in combat than any other class. A wise wizard soon learns what creatures are most resistant to which spells.

Wizards also have a wide range of teleportation spells, which can make them very popular with comrades who don't wish to walk across continents. Perhaps the most useful wizard teleport spells are those that can evacuate an entire group to a new location. Although these spells are only accessible at the higher wizard levels, once gained they give the wizard the power to instantly take himself and several allies out of a dangerous situation. More than one questing group has been saved by a wizard removing his allies from the midst of a losing fight.

Questing: Wizards are generally driven by a desire to learn things not found in any library or school. They often set out to search through ruins, dungeons, and lost cities in the hope of finding some scrap of information that was previously lost. Many wizards also search endlessly to discover what spells are best used against specific creatures. This information is not simply of academic interest to a wizard, for his offensive options are so vast that a wizard needs to know when it is best to have a selection of damaging spells and when just one is sufficient or useful (thus allowing him to leave other spell preparation slots open).

Much like warriors, wizards are often sought out by groups engaged in quests. In some cases the wizard is asked to do little more than teleport a group to some faraway local, and many wizards make a respectable living doing nothing else. Equally often, however, a wizard is sought because of his ability to deal great and terrible damage. Some challenges simply cannot be overcome without the proper application of arcane force, and the wizard is the best choice for such missions.

Religion: The deity most commonly worshiped by wizards is Solusek Ro, the master of fire and elemental power. Even some high elf wizards worship him, despite the devastation he once rained down on elven homes. Wizards who follow the Burning Prince are seekers of pure power, and worry little about social refinement or the expectations of society. Many do not even care what they might achieve with their power — acquiring it is an end in itself.

Among wizards who do not worship Solusek Ro, the numbers are evenly divided between those who accept no god and those who worship those deities common to their communities. Agnostic wizards tend to assume that divine magic is no different from elemental power, though perhaps with a different focus, and thus see no reason to revere any gods. Wizards who worship the gods of their people tend to be somewhat less devout than most followers, spending most of their time and effort searching for arcane knowledge rather than spiritual guidance, but a few are dedicated to furthering their gods' causes.

Culture and Training: Wizards learn from societies or academies of magic. The most open and accepting of these is the Academy of Arcane Science in Freeport. Primarily human in composition, the academy nonetheless accepts nearly any wizard once they have proven their intentions to be benign. To be accepted into any school of wizardry, a prospective student must be intelligent, determined, and courageous, for the powers wizards manipulate are not for the weak of heart. After acceptance into a school, students must spend years studying, although some exceptional students acquire their power much more quickly. The more quickly a student picks up wizardry, however, the more cautiously his teachers tend to treat him, fearing he has not had time to learn proper respect for the power he commands.

Interaction: Wizards are among the most powerful spellcasters, but are also among the most vulnerable. A wizard has few hit points, no spells to summon allies, and few defensive magics. As a result, wizards almost always travel with a group. This allows the wizard time and security necessary to cast the spells he needs to destroy opponents. Wizards generally learn to become good team players, and their intelligence usually makes them effective leaders.

Within their communities, wizards are often treated very differently. Dark elf wizards are second-class citizens in their native land, because they lack the necromantic skill that is so highly valued, but gain acceptance more easily among other (dark) races for the same reason. High elf and Erudite wizards are generally placed among the upper class in their homelands, but are still often treated with a level of caution because of their volatile power. Gnome and human wizards lack the automatic acceptance of their Erudite and high elf brothers, but are certainly treated with respect.

Alignment: Wizards are usually discordant, as the chaotic mind is more likely to understand such things as the wild nature of fire and the unpredictable force of thunder. In many ways this sets wizards apart from other arcane spellcasters, who tend to be more evenly distributed among the alignments. Wizards can be of any moral code, however, and equal numbers of evil, good, and neutral wizards exist.

Class Rules

The game rules for playing a wizard are listed below.

Abilities: The most important ability for a wizard is his Intelligence, since all his spellcasting is tied to it. Dexterity is an important secondary ability, as wizards generally do not wear heavy armors. High Constitution scores are also useful to a wizard, allowing him to sustain damage and still cast spells. Wizards often have low Strength scores, depending on their spells rather than might of arms to inflict damage.

Race: Dark elves, Erudites, gnomes, high elves, and humans can be wizards.

Hit Dice: A 1st-level wizard starts play with hit points equal to 4 plus her Constitution modifier. Thereafter, she receives 1d4 + Con modifier hit points at each wizard level.

Skills: The wizard's class skills (and the key ability for each skill) are Channeling (Con), Knowledge (any) (Int), Language (Int), Meditation (Int), Profession (Wis), Spellcraft (Int), and Trade Skill (Int or Wis).

At 1st level a wizard receives a number of skill points equal to (4 + Int modifier) x 4. He gets an additional 4 + Int modifier skill points at each wizard level after 1st.

Starting Proficiencies: Wizards begin play proficient with all simple weapons in the one-hand blunt, two-hand blunt, piercing, and throwing weapon categories.

Spellcasting: Wizards are arcane spellcasters, and can cast spells of the levels shown on **Table 3–3**. The wizard's list of spells

Table 3-13: Wizard Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Starting proficiencies, spellcasting
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	Quicken mastery
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	School Specialization
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	Bonus mystic feat
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6	+4	+4	+8	Greater Specialization
13	+6	+4	+4	+8	
14	+7	+4	+4	+9	
15	+7	+5	+5	+9	Greater wizardry
16	+8	+5	+5	+10	
17	+8	+5	+5	+10	
18	+9	+6	+6	+11	Bonus mystic feat
19	+9	+6	+6	+11	
20	+10	+6	+6	+12	
21	+10	+7	+7	+12	Greater wizardry
22	+11	+7	+7	+13	
23	+11	+7	+7	+13	
24	+12	+8	+8	+14	Bonus mystic feat
25	+12	+8	+8	+14	
26	+13	+8	+8	+15	
27	+13	+9	+9	+15	Greater wizardry
28	+14	+9	+9	+16	
29	+14	+9	+9	+16	
30	+15	+10	+10	+17	Bonus mystic feat

is detailed in Chapter 10: Spells. A wizard has a mana pool and prepares and gains spells just as any other dedicated spellcaster.

Quicken Mastery: At 3rd level a wizard gains the quicken mastery ability, which mimics closely the Quicken Spell feat (see Chapter 5: Feats). However, the wizard need not prepare a spell as a quickened spell in order to cast a quickened version of it. The wizard may decide at any time to cast a quickened version of any spell she currently has prepared, by simply paying the additional 300% mana cost. The wizard still may not quicken spells with a casting time of more than 1 full round, and may not cast more than one quickened spell each round. Quicken mastery can only be used to quicken wizard spells; if the wizard is multiclassed, she must learn and use the Quicken Spell feat, as usual, to affect any spells learned through another spellcasting class.

For example, Alluveal is a 5th-level wizard. She prepares the spell *column of frost*, which normally costs her 6 mana to cast. If Alluveal decides she needs to cast *column of frost* as a quickened spell, she must spend an extra 300% mana, or a total of 24 mana. If Alluveal doesn't have that much mana, she cannot cast the spell as a free action.

School Specialization: At 6th level a wizard gains the School Specialization feat as a bonus feat.

Bonus Mystic Feat: At 9th level a wizard gains a bonus mystic feat. To select a mystic feat, he must meet all the feat's normal requirements. He gains additional mystic feats at 18th, 24th, and 30th level.

Greater Wizardry: As a wizard gains in power, he learns the use of special abilities known as greater wizardries. He gains the first of these abilities at 15th level, gaining another at 21st and 27th. The greater wizardries are selected from the list below, and once selected cannot be changed.

Rapid Casting: This greater wizardry reduces the mana cost of casting a quickened wizard spell (using the quicken mastery ability) to only an additional 200% of the spell's mana cost.

If this greater wizardry is selected a second time, it reduces the mana cost of casting a quickened wizard spell (using the quicken mastery ability) to only an additional 150% of the spell's mana cost. This greater wizardry may not be selected more than twice.

Mana Burn: This greater wizardry allows the wizard to increase a spell's damage potential by channeling additional mana into the spell. The wizard can increase the damage inflicted by any one spell he casts by +50%, but must pay an additional 100% of the spell's mana cost to do so. Mana burn may be used once per day. This greater wizardry may be selected more than once: each additional selection allows the wizard to use mana burn one additional time per day.

Spell Fury: This greater wizardry enhances the potential damage output of any of the wizard's area of effect spells that allow a Reflex save for half damage. Any target of such a spell who fails the Reflex save DC by 10 or more takes an additional 50% damage. Targets with the improved evasion ability who fail the Reflex save by 10 or more take normal damage (not 150%).

For example, a wizard with spell fury casts *column of frost* (Reflex DC 19) for a total of 20 points of damage. One of the targets caught in the spell's area gets a total Reflex save result of only 5, thus missing her save DC by 10 or more (in this case, by 14). She takes an additional 50% hit point damage, for a total of 30 points of damage. Another character caught in the spell's area happens to be a rogue with improved evasion, who gets a total Reflex save result of only 9, thus also missing the DC by 10 or more (in fact, by 10 exactly). The rogue takes normal damage, rather than half — as his improved evasion ability would otherwise dictate — for a total of 20 points of damage.

This greater wizardry may not be selected more than once.

Spell Reinforcement: Once per day, the wizard can use this greater wizardry to extend his the duration of one spell by 50%. Spells with a normal duration of concentration, instantaneous, or permanent are not affected by this feat. The wizard need not prepare the spell with this ability, as he would with a metamagic feat; he may simply decide to reinforce a prepared spell when he begins casting it. If the reinforced spell is also prepared using the Extend Spell feat, its duration is extended by a total of 100%.

This greater wizardry may be selected more than once: each additional selection allows the wizard to use spell reinforcement one additional time per day.

Greater Specialization: Upon reaching 12th level, the wizard must choose one school of magic for which he has already taken the School Specialization feat. He gains Greater Specialization for that school. The wizard may only ever gain Greater Specialization for one school. For more information on schools of magic see Chapter 8: Using Magic.

All spells in the school the wizard selects for Greater Specialization cost 10% fewer mana to cast, with a minimum cost of 1 mana. For example, a wizard who has taken Greater Specialization (alteration) would pay only 90 mana to cast *abscond*, rather than the standard 100 mana.

A wizard should consider carefully what spells he most often uses before selecting a school for Greater Specialization. Wizards who concentrate on direct damage spells are likely to choose the evocation school, which includes a large number of damaging elemental spells. A wizard who does a great deal of teleporting, on the other hand, is more likely to choose the school of alteration, which also has a few non-damaging combat spells.

Starting Package: Quarterstaff, 2 daggers, adventurer clothes, spellbook, backpack, bedroll, common lamp, oil (1 pint), hourglass, flint and steel, ink (1-ounce vial), inkpen, scrollcase, small steel mirror, belt pouch, 6 days' rations, sewing needle, soap (1 pound), waterskin, 6 gold pieces.

High Elf Starting Package: Quarterstaff, 2 daggers, courtier clothes, spellbook, backpack, bedroll, flint and steel, ink (1-ounce vial), inkpen, scrollcase, small steel mirror, belt pouch, 6 days' rations, sewing needle, soap (1 pound), waterskin, 8 gold pieces.



Alluveal

Dark Elf Wizard

Born in the bowels of Neriak and bred to follow the word of Innoruuk, Alluveal learned at an early age how to manipulate arcane powers to her will. Lust for knowledge replaced the divine hatred innate to her people, much to the disapproval of her devout family. Daughter to Verina Tomb and sibling to a legacy of shadow knights and holy followers, Alluveal had her name penned in blood, along with the mark denoting a true follower, within the entrails of Innoruuk's divine book.

The irreverence of the Spurned, however, ensnared her young ideals, and the delicate words of wizardry began to replace her psalms to the dark god. Shrouded by Neriak's everlasting night, she crept away from the torturous screams of her mother's temple and sought instruction from the masters within less acceptable halls. Her recklessness and lack of patience evoked initial displeasure from the arcanists until Gath N'Mare recognized the feral talent and offered his guidance. Her skill grew quickly under the wizard's watchful eye, and N'Mare's careful instruction brought Alluveal a new sense of belonging — one she had never experienced in the presence of her family.

The way of the wizard brought forth even greater power to the young Teir'Dal. Bending and tearing space to her own ends, she opened the door to a new life. The caverns of Neriak could no longer contain her curiosity, and the spatial mysteries she uncovered served only to arouse a greater hunger within. Once she unlocked the secrets of the Norrath portals, adventure beckoned and easily lured her from the confines of the ebon city.

Though an insatiable yearning for exploration has numbed her to common prejudice, she still clings to her indigenous racial suspicions. However, Alluveal's chosen indifference toward Innoruuk's teachings has only weakened the bond with her people. Now she faces a gap between her and her fellow dark elves that even she — a master of bridging the great celestial rifts — cannot fully mend.

Dedicated Fighters

The fighter classes are those which eschew spellcasting ability, preferring instead puissance of arms or perhaps the mastery of mundane skills. Each fighting class has its own preferred styles and methods of combat, from the monk's vicious hand-to-hand fighting to the rogue's stealthy, lethal backstab or the warrior's sheer might of arms. At high levels, fighters gain access to far more disciplines — extraordinary or perhaps supernatural abilities that drastically increase the character's combat prowess — than do most other classes.

Fighter Class Descriptions



Monk

Monks are masters of unarmed combat, as well as of various martial techniques that require unprecedented unity of body and mind to perform. Monks often seem vulnerable with their small selection of arms and armor, but in fact a monk is among the most self-sufficient of all fighters, able to attack and defend himself while unequipped, eventually able to heal himself, to damage creatures vulnerable only to magic weapons, and even to remove his psyche from his body, causing nearby enemies to overlook him completely.

Most monks belong to monasteries or orders of like-minded monks who train and learn together. These orders are generally accepted by nearby communities, and are often seen as helpful for the defense and cultural enrichment of the community. Most monks are thought of as defenders of the common people, less arrogant than spell-wielding mages or heavily armored warriors. Of course there are exceptions to this generalization, but most monks are more easily accepted by common folk than are many other experienced questers.

Attributes: Monks are fighters first and foremost, but often they are also philosophers and artists or craftspersons. The advantages they have over other fighters are their self-sufficiency and mobility (they generally travel only lightly encumbered). A monk is always ready for action, and can launch himself from the deepest slumber into combat without needing to worry about putting on heavy armor or stringing a bow. At higher levels, a monk has an increasing number of combat options, and can knock over or stun an opponent rather than simply kill him.

Monks often serve as back-up or even front-line fighters, but they are also well equipped to be spies or scouts if a rogue or ranger is not available. The monk's modest need for equipment often means he can outfit himself well relatively sooner in his career than can other classes.

Questing: Monks are moved to undertake quests for much the same reasons as other fighters, perhaps to right wrongs or to make a mark on the world, as well as for many of the reasons cited by spellcasters, such as the need to learn more about the world or to seek out rare items. Many monks also undertake quests at the urging of their orders, either to further a particular cause or to prove themselves ready for the next stage of training. Many monastic orders have specific tests that every monk must undertake before he can move up through the ranks of the order, and monks might be forced to search far and wide for the things needed to pass these tests.

Many monks are also driven by a need to explore. Most monks spend years training before they are ready to travel the world safely, and are cloistered for much of this time. Once considered ready to be allowed out on their own, monks have often developed a great curiosity about the mysterious world around them.

Religion: Human and iksar monks have very different religious views. Iksar monks are generally members of the Swifttail caste, an order of monks dedicated to Cazic-Thule and to the rebuilding of the iksar empire. From their training grounds and temple known as the Court of Pain, the Swifttail seek to spread terror and fear in the name of Cazic-Thule, and use fear and violence as tools to restore the iksar to their rightful place as rulers of a great nation.

Human monks fall into two distinct groups — those who believe in no power beyond that of mind and body, and those who worship Quellious and who thus seek to ensure peace for all good peoples by facing and defeating the agents of fear and hatred. Both groups train rigorously to hone their bodies and minds, but while they may seem similar to the untrained observer, their ultimate goals are radically different.

Culture and Training: Iksar monks are generally chosen by the Hierophants of Cabilis to join the Swifttail caste even before they are hatched. They train from infancy to forge mind, body, and soul into a living weapon, dedicating and sacrificing their youth to master ancient combat arts. The Swifttail are honored in iksar culture, though not more so than most other powerful groups, and form a strong martial contingent within iksar society. Young iksar monks are regularly sent on missions to further iksar influence, and are often tested to see how they have progressed. Some iksar chafe at the restriction of such an ordered and militant life, of course, and set out to accomplish what they can on their own.

Human monks who acknowledge a god generally worship Quellious and seek to achieve peace within themselves and in and with the world at large. They understand the need to face and defeat those who oppose peace, most especially the servants of Innoruuk, and strive to become living weapons in the service of tranquility. These monks are well received in most lands, and are especially hated by those who worship Innoruuk.

Interaction: Many people find it difficult to befriend monks. Years of training, meditation, and contemplation brings out a forthrightness, zeal, and asceticism that most people find socially disconcerting. In lands unfamiliar with monks, their calm and unassuming attitude can easily be mistaken for arrogant aloofness.

Monks are sometimes thought to add little to a group that cannot be gained from some other class, but they also draw little from a group's resources. Monks can hold their own in a fight, serve as excellent scouts, have means to escape if things go badly, and can heal themselves when necessary. The monk's ability to stand on her own prevents her from using up spells more important to others. Monks are able to fill many different roles, making them a well-balanced and versatile addition to any group.

Alignment: Although monks may be of any alignment, the discipline needed to master a monk's abilities is most common in orderly individuals. Orders of monks are almost always orderly, as their name would suggest, and their goals and methodology generally weed out discordant monks early in training. There are a few discordant and malcontent masters of the monk's arts, however, ranging from wandering drunks to anarchists and even nihilists, and a similarly minded aspirant might be taught by one of these.

Monks are equally likely to be good, neutral, or evil. Neutral monks are often contemplatives who seek only to improve their understanding of themselves, often with little concern for the world around them. Good-aligned monks are generally defenders of the common people and champion ideals such as civilization, justice, and art. Evil monks are likely to be power-hungry individuals who seek to reach the pinnacle of personal development in order to dominate those around them.

Class Rules

The game rules for playing a monk are listed below.

Abilities: Strength, Dexterity and Wisdom are all important abilities for monks. Strength increases their ability to hit and do damage in melee combat. Dexterity helps keep lightly armored or unarmored monks from being hit, and Wisdom determines the effectiveness of many of the monk class abilities. Constitution is the most important secondary ability, increasing a monk's fortitude as well as the amount of physical punishment he can withstand. Monks often have relatively low Intelligence and Charisma scores.

Table 3-14: Monk Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+2	+1	Starting proficiencies, mend, mystic strike
2	+2	+2	+3	+2	Fire resistance, Improved Hand to Hand
3	+3	+2	+3	+2	Martial defense, round kick
4	+4	+3	+4	+3	Safe fall
5	+5	+3	+4	+3	Evasion, tiger claw
6	+6	+3	+5	+3	Parry
7	+7	+4	+5	+4	Feign death
8	+8	+4	+6	+4	
9	+9	+5	+6	+5	Double attack
10	+10	+5	+7	+5	Eagle strike, stunning blow
11	+11	+5	+7	+5	Improved evasion
12	+12	+6	+8	+6	Dragon punch/tail rake
13	+13	+6	+8	+6	
14	+14	+7	+9	+7	Improved Disarm
15	+15	+7	+9	+7	Flying kick
16	+16	+7	+10	+7	
17	+17	+8	+10	+8	Purify body
18	+18	+8	+11	+8	Riposte
19	+19	+9	+11	+9	Counterpunch
20	+20	+9	+12	+9	Discipline: Resistant
21	+21	+9	+12	+9	Discipline: Fearless
22	+22	+10	+13	+10	Discipline: Stone Stance
23	+23	+10	+13	+10	Discipline: Thunder Kick
24	+24	+11	+14	+11	Discipline: Whirlwind
25	+25	+11	+14	+11	Discipline: Void Dance
26	+26	+11	+15	+11	Discipline: Inner Flame
27	+27	+12	+15	+12	Discipline: 100 Fist
28	+28	+12	+16	+12	Discipline: Silent Fist
29	+29	+13	+16	+13	Discipline: Ashen Hand
30	+30	+13	+17	+13	Discipline: Triple Attack

Race: Only humans and iksar can be monks.

Hit Dice: A 1st-level monk starts play with hit points equal to 8 plus his Constitution modifier. Thereafter, he receives 1d8 + Con modifier hit points at each monk level.

Skills: The monk's class skills (and the key ability for each skill) are Alcohol Tolerance (Con), Balance (Dex), Climb (Str), Escape Artist (Dex), Heal (Wis), Jump (Str), Language (Int), Listen (Wis), Profession (Wis), Safe Fall (Dex), Sneak (Dex), Spot (Wis), Swim (Str), Trade Skill (Int or Wis), and Tumble (Dex).

At 1st level a monk receives a number of skill points equal to (4 + Int modifier) x 4. He gets an additional 4 + Int modifier skill points at each monk level after 1st.

Starting Proficiencies: Monks begin play proficient with all simple and martial weapons in the one-hand blunt, two-hand blunt, hand-to-hand, and throwing weapon categories. The monk also begins play with the Dual Wield and Hand to Hand feats.

Monks do not begin with any armor or shield proficiencies. When carrying a shield or wearing armor with an armor check penalty of –1 or greater, or in any case when wearing armor that weighs more than 12 pounds, monks cannot use the martial defense, feign death, evasion or improved evasion, or flying kick abilities or any of their disciplines, as well as the Improved Disarm feat if they gained it as the 14th-level monk special ability. Note that characters are not penalized when wearing armor with which they are not proficient as long as the armor imposes no armor check penalty, so monks are able to wear cloth armor or raw silk armor, for instance, without detriment.

Mend: A monk has the extraordinary ability to heal himself of damage through meditation and inner strength. Mend allows a monk to heal a number of hit points each day equal to his Wisdom modifier multiplied by his monk level. For example, a 3rd-level monk with a Wisdom modifier of +2 could mend up to 6 points of damage to himself per day. Using the mend ability is a standard action that does not provoke an attack of opportunity. The monk can divide this mending up into several uses, as long as he does not exceed his total mending allowed per day.

Mystic Strike: At 1st level a monk wearing magic gloves or gauntlets of any kind makes punch attacks that count as +1 weapons for the purpose of determining what kind of damage reduction they overcome (no actual enhancement bonus on attack or damage is granted unless the gloves themselves provide such a benefit). At 3rd level a monk wearing any kind of magic footwear may do the same when making kick attacks. At 5th level a monk can make such attacks with either punches or kicks even when not wearing magic gloves or footwear. At 10th level the monk can make unarmed attacks that are treated as +2 magic weapons for the purpose of determining what kind of damage reduction they overcome. This increases to +3 at 15th level, +4 at 20th level, and +5 at 25th level.

Fire Resistance: At 2nd level monks gain an inherent bonus of fire resistance (3).

Improved Hand to Hand: At 2nd level the monk receives the Improved Hand to Hand feat as a bonus feat.

Martial Defense: Beginning at 3rd level, the monk gains a dodge bonus to his Armor Class whenever he is not wearing armor that imposes an armor check penalty, not carrying a shield, and not more than lightly encumbered. This bonus is equal to one-third of the character's monk levels, rounded down (thus, +1 at 3rd–5th level, +2 at 6th–8th, +3 at 9th–11th, and so on). The monk loses this AC bonus any time he loses his Dexterity modifier bonus to AC.

Round Kick: At 3rd level the monk gains the ability to deliver an additional attack when fighting hand-to-hand. If the monk takes a full attack action while using any hand-to-hand weapon or unarmed strikes, she may deliver a round kick at her highest melee attack bonus as an additional attack, although all of her attack rolls that round (including the round kick attack) suffer a –2 penalty. The round kick attack does 1d8 points of damage, plus the monk's Strength modifier.

Safe Fall: At 4th level the monk's training grants him a +4 competence bonus on all Safe Fall checks.

Tiger Claw: At 5th level a monk's base unarmed attack damage increases to 1d8.

Evasion: At 5th level, if a monk makes his Reflex saving throw against any attack or effect that normally does only half damage on a successful Reflex save, the monk instead takes no damage. This is an extraordinary ability.

Parry: At 6th level a monk gains the Parry feat as a bonus feat (if he does not already have it), even if she does not meet all of the usual requirements for the feat.

Feign Death: At 7th level a monk gains the extraordinary ability to enter a transcendental "out-of-body" state, in which the monk slows his bodily processes to a virtual standstill and masks his spirit, thus hiding his psychic presence. Feigning death is a standard action that results in the monk's body slumping into a prone position and becoming comatose. While in this state, the monk can see and hear events taking place around him, but he has no sense of taste, touch, or smell, and feels no pain. The monk need not eat, sleep, drink or breathe while in this state, and cannot move. While in the trance, the monk is considered *helpless* (his Dexterity is treated as 0, and his Dexterity modifier to AC effectively becomes –5). In addition, opponents get a +4 circumstance bonus on attack rolls against the monk. Despite his being *helpless*, however, the monk is not subject to *coup de grace* attacks (see "**Attacks Against Helpless Targets**" in Chapter 12: Combat), since the feigned death state has halted the monk's vital processes; in fact, the monk takes only half damage from any successful attack on his comatose body.

Interestingly, while the monk is in the feign death state, his very existence becomes difficult for observers to note. Any creature who would normally perceive a monk using feign death, including even his allies, must make a Will save (DC 10 + monk's Wis modifier + 1/2 the monk's level). Creatures that have witnessed the monk use this ability at least once before (either earlier in the same encounter or previously, or else because they are his traveling companions) receive a +10 bonus on this save. If this save is successful, the creature notices the monk collapse and may act accordingly, but without good reason to think otherwise will most likely be convinced that the monk is dead upon even the closest observation.

On a failed save, the perceiving creature does not notice the monk and may not take any actions pertaining to him until the end of the feign death trance. Even if a creature fails the save while fighting with or looking directly at the monk, it immediately loses sight of (or interest in) him and subsequently "forgets" about him for the duration of the feigned death. It is as if, for a time, the monk had not been present at all.

A creature that succeeds at the Will saving throw to notice a monk who is feigning death can attempt to point the monk out to a second creature that has failed its save. The second creature may then make another Will saving throw each subsequent round with a +10 bonus on the save.

The monk can remain in the feign death state for up to 10 minutes per level. He may choose to end the trance at any time, but coming out of the trance is a full-round action, during which time creatures can perceive the monk normally. The monk is not considered *helpless* during the round, however. This full-round action can also include the move action required for the monk to get back to his feet, if he so desires.

When the state of feign death ends (either by choice or after 10 minutes per level), those witnessing the monk leave the death trance, who previously failed their saving throws, may roll again. Success on this roll allows the creature to recall the monk and any actions he might have taken.

A monk may feign death a number of times per day equal to his twice his Wisdom modifier.

Double Attack: At 9th level the monk gains the Double Attack feat as a bonus feat.

Eagle Strike: At 10th level the monk's base unarmed attack damage increases to 1d10.

Stunning Blow: At 10th level the monk gains the ability to make a stunning attack a number of times per day equal to the monk's Wisdom modifier. No more than one attack per round can be a stunning blow. The monk must announce that he is attempting a stunning blow before rolling to hit. If this attack successfully hits, the target must make a Fortitude saving throw (DC 10 + monk's Wis modifier + 1/2 the monk's level) or be *stunned* for 1 round. A *stunned* character cannot act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a *stunned* opponent. The monk may do either normal damage with the stunning attack or subdual damage, as he prefers. Creatures immune to critical hits are immune to the stun effect, but not to the other effects of the attack.

Improved Evasion: At 11th level a monk gains the improved evasion ability. This means that if the monk makes her saving throw against any attack or effect that normally does only half damage on a successful Reflex save, the monk instead takes no damage. Further, even if the monk fails the save, she takes only half damage. This is an extraordinary ability.

Dragon Punch/Tail Rake: At 12th level a monk's unarmed combat skills have grown greatly, allowing him to make a powerful additional unarmed attack in place of a round kick. Unlike the round kick, there is no attack penalty to the dragon punch or tail rake or to the other unarmed or hand-to-hand weapon attacks made the same round. If the monk is human this attack takes the form of a "dragon punch," an additional melee attack using the monk's full attack bonus. The dragon punch may only be used with the full attack action, and does 1d12 points of damage.

If the monk is an iksar, he masters the tail rake instead of the dragon fist. Again, this is an additional melee attack using the monk's full attack bonus, and may be used only with a full attack action. The tail rake does 1d10 points of damage, and is also considered a trip attack that does not allow the opponent to make a trip attack in response to the iksar's failed trip attempt.

Neither dragon punch nor tail rake can be used in the same round that a round kick is performed.

Improved Disarm: At 14th level the monk gains the Improved Disarm feat as a bonus feat even if he does not meet all of the feat's usual prerequisites.

Flying Kick: At 15th level the monk gains the ability to make a spectacular flying kick attack as a charge action. Normal modifiers for charging apply. However, this special charge attack requires the monk to move at least 10 feet, but no further than double his base speed, and to then make a successful Jump check (DC 15). If the Jump check fails, the monk simply stops at the end of his charge and may attack any creature within reach as a normal charge attack. If the Jump check is successful, the monk may make a single attack against any target along the continued path of his charge that falls within his jumping distance (leaping over obstacles and even opponents if the height of his jump allows it); the resulting flying kick deals 10d6 points of damage plus double the monk's Strength modifier to damage (rather than simply his Strength modifier) if it hits. If the flying kick hits, the monk also as a free action makes a bull rush attack against the target with a

Karrass

Iksar Monk

Karrass was hatched in the humid iksar egg communal, and his role in Cabilis society was already instilled within him. The murmuring of the nest guardians reverberated through his shell, whispering his destiny: *Serve the emperor.*

Annually, iksar merchants and citizens assemble near their doors and windows to watch the procession of Grandmaster Glox through the canals of East Cabilis. Each year, the venerable master chooses a new student to tutor in the traditional iksar hand-to-hand fighting styles. When young, Karrass stood in quiet awe as Glox stopped, turned and handed him his guild note.

Upon his arrival, Master Raska welcomed young Karrass with haughty indifference. "Welcome, whiff," he snorted. "A whiff is the sound of a tail striking air." Without warning, Master Raska spun around, his tail sweeping under the legs of the young iksar and landing Karrass dumbfounded on the floor. "I struck no air that time, whiff."

Karrass bore his lessons soundly and learned quickly that destiny is not something handed to you, but rather it is something nourished and tended like the hatchling eggs that nestled still and warm in their nest. "Who is the whiff now?" Karrass asked the day he finally dodged Master Raska's tail sweep.

Raska jumped into the air, aiming his foot. In one thunderous instant, Karrass found his face firmly fixed in the dust of the court. Raska chuckled. "You are."

Now a model swifttail, Karrass has moved beyond the walls of his city to assess the threat of the newcomers from across the sea. The wandering creatures that threatened to reclaim his city no longer seemed a concern with the coming of the ships. The explorers brought more than curiosity. They came with the glint of greed in their eyes and perhaps seek to bring more chaos to a land still wounded from the mistakes of its forefathers. This troubles Karrass deeply, but his assessment of the situation is as yet incomplete.

+8 circumstance bonus on the bull rush check. This does not provoke an attack of opportunity.

Purify Body: At 17th level the monk may purify his body once per day as a standard action that does not provoke an attack of opportunity. This supernatural ability cleanses the monk of all diseases and poisons, including any disease and poison magic currently affecting the monk (although it does not heal any damage already inflicted by such effects). Purify body also restores 1 negative level and up to 3 points of ability drain or damage, unless the monk has suffered these effects as a result of resurrection magic.

Riposte: At 18th level the monk qualifies to take the Riposte feat (she does not gain Riposte automatically, but may now purchase it normally).

Counterpunch: At 19th level the monk may use his dragon punch or tail rake in place of a normal unarmed attack whenever he makes an attack of opportunity. This does not affect the monk's use of such attacks on his own turn.

Disciplines: Beginning at 20th level, a monk begins to gain access to disciplines, special combat abilities that allow the monk to display amazing battle prowess. Each discipline is taxing and requires great concentration, making it impossible for a monk to use more than one discipline at any given time.

Additionally, after a monk stops using a discipline he may not resume its use or begin using another discipline until a period of time has passed, allowing him to recharge his body and refocus his thoughts. The amount of time he must wait after using a given discipline is listed in each discipline's description. The monk is free to fight and engage in other strenuous activity during this period between discipline uses, but cannot shorten the period even with devoted rest.

Resistant: At 20th level a monk gains the Resistant discipline. This discipline allows the monk to inure himself to the ravages of acid, cold, disease, electricity, fire, magic poison and sonic attacks. The monk may activate the Resistant discipline as a free action, gaining a bonus of resistance (10) to all of the aforementioned attack types (see "**Spell Special Effects**" in Chapter 8: Using Magic for more information on resistance). This discipline lasts for 1 hour once activated, though the monk



may end it early if he wishes. The monk may not activate another discipline for 12 hours after the Resistant discipline ends.

Fearless: At 21st level a monk gains the Fearless discipline. This discipline allows the monk to ignore the effects of *shaken*, *frightened*, or *panicked* conditions, as well as anything defined as a fear effect (certain spells or abilities with the [fear] descriptor have effects other than fear that may still affect the monk, but the fear effects of the spell will not). Activating this discipline is a free action that may be taken at any time (even when it is not the monk's action). This discipline lasts for 1 hour once activated, though the monk may end it early if she wishes. The monk may not activate another discipline for 12 hours after the Fearless discipline ends.

Stone Stance: At 22nd level a monk gains the Stone Stance discipline. This supernatural ability grants her damage reduction 30/– for 2 rounds. Activating Stone Stance is a free action. The monk may not activate another discipline for 6 hours after the Stone Stance discipline ends.

Thunder Kick: At 23rd level a monk gains the Thunder Kick discipline. Activating Thunder Kick is a free action. Once it is activated, the monk's single next successful flying kick deals 10d12 points of damage rather than 10d6. If the monk chooses to make the flying kick a bull rush as well, he receives a +12 bonus on the bull rush, rather than the flying kick's standard bull rush bonus of +8.

The Thunder Kick is also a stunning attack, forcing its target to make a Fortitude save (DC 10 + monk's Wis modifier + 1/2 the monk's level) or be *stunned* for 1d4 rounds. A stunned character cannot act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. Creatures immune to critical hits are immune to the stun effect of the Thunder Kick, but not the other effects.

The Thunder Kick is an extraordinary ability. Once it has been used, a monk cannot activate another discipline for 12 hours after the successful delivery of the Thunder Kick.

Whirlwind: At 24th level a monk gains the Whirlwind discipline. This extraordinary ability, activated as a free action, allows her to make an unlimited number of riposte attacks (see the Riposte feat in Chapter 5: Feats) without using up any of her attacks of opportunity each round. Note that the monk does not need to actually possess the Riposte feat to use the Whirlwind discipline. This discipline overrides the normal restriction of one attack of opportunity on any one target per round, allowing the monk to attack the same opponent multiple times if that opponent misses her with multiple attacks. The Whirlwind lasts for 1 round per level, although the monk may end it early if she so chooses. The monk may not activate another discipline for 24 hours after the Whirlwind discipline ends.

Void Dance: At 25th level a monk gains the Void Dance discipline. This extraordinary ability grants the monk a +20 dodge bonus to her Armor Class and a +20 bonus on all Reflex saves for 1 round per monk level. Activating the Void Dance discipline is a free action. The monk may not activate another discipline for 24 hours after the Void Dance discipline ends.

Inner Flame: At 26th level a monk gains the Inner Flame discipline. This extraordinary ability causes every successful melee attack made by the monk to deal double damage; this effect lasts for 2 rounds. Like any damage multiple, these are additive with other multiples, so that a monk using Inner Flame who scored a critical hit with her fist would do x3 damage, not x4 damage. Activating the Inner Flame discipline is a free action. The monk may not activate another discipline for 12 hours after the Inner Flame discipline ends.

100 Fist: At 27th level a monk gains the 100 Fist discipline. Once activated, this extraordinary ability gives the monk haste (8) (see "**Haste**" in Chapter 8: Using Magic) for 1 round per monk level. Activating the 100 Fist discipline is a free action. The monk may not activate another discipline for 12 hours after the 100 Fist discipline ends.

Silent Fist: At 28th level a monk gains the Silent Fist discipline. Activating the Silent Fist discipline is a free action. Once it is activated, the monk's next single successful unarmed attack (including a flying kick, dragon punch or tail strike) deals +6d6 additional points of damage. Additionally, the blow forces its target to make a Fortitude saving throw (DC 10 + monk's Str modifier + 1/2 the monk's level). If the defender fails his saving throw, he is *stunned* for 1d6 rounds. A stunned character cannot act and loses any Dexterity bonus to Armor Class. Attackers get a +2 circumstance bonus on attack rolls against a stunned opponent. Creatures immune to critical hits are immune to the stun effect of the Silent Fist, but not to the additional damage.

Silent Fist is an extraordinary ability. Once it has been used, a monk cannot activate another discipline for 6 hours after the successful delivery of the Silent Fist.

Ashen Hand: At 29th level a monk gains the Ashen Hand discipline. Activating the Ashen Hand discipline is a free action. Once it is activated, the monk's single next successful unarmed attack (including a flying kick, dragon punch or tail strike) deals +8d6 additional points of damage. Additionally, the blow forces its target to make a Fortitude saving throw (DC 10 + monk's Str modifier + 1/2 the monk's level). If the opponent fails this save, he is killed. Creatures immune to critical hits or backstabs are immune to the killing effect of an Ashen Hand strike, but not to the additional damage.

Ashen Hand is a supernatural ability. Once it has been used, a monk cannot activate another discipline for 48 hours after the successful delivery of the Ashen Hand.

Triple Attack: At 30th level a monk gains the Triple Attack discipline. This extraordinary ability allows the monk to figure her iterative attacks as if her weapon had delay (2) and, further, grants her an additional iterative attack during full attack actions. Thus a 30th-level monk using a quarterstaff — standard delay (5) — normally has five attacks at an unmodified +30/+25/+20/+15/+10; with Triple Attack, she would figure her attacks as if the staff had delay (2) and would also gain an additional attack, making her base attacks +30/+28/+26/+24/+22/+20.

Activating the Triple Attack discipline is a free action, and it lasts 1 round per level once activated. The monk may not activate another discipline for 12 hours after the Triple Attack discipline ends.

Starting Package: Nunchaku, 3 shuriken, sack, winter blanket, candle, belt pouch, 6 days' rations, rope (hemp, 50 ft.), sewing needle, soap (1 pound), waterskin, monk clothes, 2 gold pieces.



Rogue

Rogues are masters of stealth and deception. Though accomplished fighters on their own terms, their strengths lie more in their cunning and their ability to take advantage of any situation. Rogues can seek out and disable traps, move with remarkable silence, safely handle poisons, and master many small, easily concealed weapons. Few rogues are a match for a warrior in a straight fight, but then no self-respecting rogue would allow himself to be caught in such a circumstance.

Rogues are often perceived as underhanded, greedy, and even evil, but this is certainly not always the case. Many rogues follow respectable trades as bankers, traders, guards, scouts, and professional adventurers. Whether in service of king and country or in service to the highest bidder, rogues can also serve as agents of espionage by scouting enemy positions, infiltrating rival organizations as spies, damaging fortifications or weapon stockpiles, and even assassinating enemy leaders.

Rogues do tend to have a rebellious streak that causes them to chafe at the restrictions of society, and many feel a strong kinship with other rogues. Many rogue guilds operate secretly throughout Norrath to keep their members well informed, while also providing avenues for their members to procure or sell questionable items, and a few such organizations operate openly in larger towns and cities.

Attributes: A rogue has many skills at his disposal, and depends more than any other class on his skills to stay alive. A rogue must spend his skill points carefully, comparing the skills he buys with his preferred methods of fighting and dealing with people. Rogues have the largest list of class skills, but it is generally better for a rogue to specialize in a few areas than to have some small ability in all of them — a jack of all trades is master of none. Stealth is often a rogue's best friend, followed by his ability to manipulate people.

A rogue's martial skills are not inconsiderable by any means. Still, rogues cannot wear heavy armors and cannot take as much damage as paladins, rangers, shadow knights, or warriors. Thus, a rogue must remember his vulnerabilities in combat and try to make the most of his advantages. He can often overcome a more powerful foe by subterfuge, perhaps with a well-placed backstab. The smart rogue who discovers he is overmatched, however, generally has an escape route planned out already.

Questing: The life of a rogue often leads naturally to adventuring and questing, as rogues sometimes find themselves unwelcome in a particular town. Many are driven by both greed and curiosity, a powerful combination that can lead a rogue to places he rightly has no business being. Rogues occasionally accept quests on behalf of their guilds to prove their ability and increase their stature, or else hire on professionally with a group of questers as "treasure retrieval experts."

A rogue is an excellent addition to any group. His understanding of the urban setting and the seedier side of society is often unmatched, and can help a group find valuable information and avoid social pitfalls. A rogue also makes an excellent scout, second to none within a city setting and surpassed only by a ranger or perhaps a druid outdoors. A rogue is rarely chosen as a group's primary fighter, but can very ably assist sturdier combatants by flanking opponents and landing lethal backstabs amid the confusion of melee.

Religion: Some rogues are studiously agnostic, refusing to acknowledge any one god or code of morality. At the other end of the spectrum, some rogues feel they need all the help they can get and try to honor as many gods as they can. More than one rogue has become a local hero by making regular donations to churches and charities out of what would otherwise be considered ill-gotten gains. Most commonly, however, rogues tend to pay lip service to Bristlebane Fizzlethorpe, known as the King of Thieves. A few darker rogues turn to Innoruuk for divine aid, though these rogues may more properly be called assassins.

Culture and Training: Most rogues receive little or no formal training in academies or institutions. Most enter their profession as street waifs or untrained footpads who gain the attention of an older, more experienced rogue. After showing some talent for roguery, the youth might then be taken to a rogue's guild and granted the opportunity to learn from true masters of the trade. A few rogues are entirely self-taught, learning as they go and depending on natural talent to keep them alive. A very few rogues pick up their skills training for entirely separate professions, such as military spies or guardsmen who learn incidentally how to pick pockets while being taught to prevent others from doing so.

Table 3-15: Rogue Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Starting proficiencies
2	+1	+0	+3	+0	Sense traps
3	+2	+1	+3	+1	Backstab +1d6
4	+3	+1	+4	+1	Evasion
5	+4	+1	+4	+1	Rogue ability
6	+4	+2	+5	+2	Backstab +2d6, Parry
7	+5	+2	+5	+2	
8	+6	+2	+6	+2	Dual Wield
9	+7	+3	+6	+3	Backstab +3d6
10	+8	+3	+7	+3	Rogue ability, Weapon Specialization (piercing)
11	+8	+3	+7	+3	Double Attack
12	+9	+4	+8	+4	Backstab +4d6
13	+10	+4	+8	+4	
14	+11	+4	+9	+4	
15	+12	+5	+9	+5	Rogue ability, backstab +5d6
16	+12	+5	+10	+5	Riposte
17	+13	+5	+10	+5	
18	+14	+6	+11	+6	Backstab +6d6
19	+15	+6	+11	+6	
20	+16	+6	+12	+6	Rogue ability, discipline: Counterattack
21	+16	+7	+12	+7	Backstab +7d6
22	+17	+7	+13	+7	Discipline: Deadeye
23	+18	+7	+13	+7	
24	+19	+8	+14	+8	Backstab +8d6
25	+20	+8	+14	+8	Rogue ability, discipline: Nimble
26	+20	+8	+15	+8	Discipline: Kinesthetics
27	+21	+9	+15	+9	Backstab +9d6
28	+22	+9	+16	+9	
29	+23	+9	+16	+9	Discipline: Blinding Speed
30	+24	+10	+17	+10	Backstab +10d6, discipline: Duelist

There are exceptions to this rule. Dark elf rogues are often trained in official schools, where they either learn the arts of stealth or die trying. Gnomish rogues are also taught in academies, but generally these are schools dedicated to clockworks and mechanics, where a gnomish rogue learns to identify and disable traps and other mechanical oddities as part of a broader technical education.

Many cities have an "understanding" about more thievish rogues, allowing the reprobates to operate, even in organizations, as long as they don't steal so much as to drive away trade. In fact, some rogues' guilds are remarkably protective of their home towns and defend them vehemently against external threats (including foreign rogues). Most thieves' guilds, however, are far less beneficial to their home towns, but may still fight to protect them from destruction.

Interaction: Rogues are often masters of trickery, fast talking, and misdirection. Many rogues can get themselves into a city even when guards at the gate are looking for a reason to exclude them. Most run afoul of the law at some point, but many are able to talk or bribe their way out of such difficulties or escape from whatever cell they find themselves in.

As members of a group, rogues have a great deal to offer when allowed to work in their own way. Rogues can get to places many other characters cannot and can take advantage of such positions in unique ways. If forced to protect a specific member of a party or to hold the line of defense as if he was a warrior, a rogue cannot make the best use of his skills. A similar principal applies to rogues out of combat — to be fully effective, a rogue generally needs to be allowed the freedom to work in his own way, rather than being saddled with a task by a leader with less flexible tactics. Note, however, that some rogues are liable to take leagues when offered only a few inches.

Alignment: Rogues can be of any alignment, but very few are orderly. Good-aligned rogues tend to be rakish and lighthearted, if not endearing, making an effort to steal from the rich rather than the needy and share what wealth they do purloin. Neutral rogues are more businesslike, seeing their skills as valuable services they can hire out to the highest bidder or use for their own gain. Evil rogues are generally driven by greed and selfishness, and a few genuinely enjoy causing pain and suffering.

Class Rules

The game rules for playing a rogue are listed below.

Abilities: The most important ability for a rogue is Dexterity, since it is crucial to many of her skills and to defense. Strength is also important to increase the rogue's ability to hit and do damage in melee combat. Intelligence is also important, as the rogue's number of skill points is often crucial to his survival. Charisma can be important as well to many rogue class skills.

Race: Barbarians, dark elves, dwarves, gnomes, half elves, halflings, humans, Vah Shir, and wood elves may all be rogues.

Hit Dice: A 1st-level rogue starts play with hit points equal to 8 plus his Constitution modifier. Thereafter, he receives 1d8 + Con modifier hit points at each rogue level.

Skills: The rogue's class skills (and the key ability for each skill) are Alcohol Tolerance (Con), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (local lore) (Int), Knowledge (street smarts) (Int), Language (Int), Listen (Wis), Pick Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Safe Fall (Dex), Search (Int), Sense Motive (Wis), Sneak (Dex), Spot (Wis), Trade Skill (Int or Wis), Tumble (Dex), and Use Rope (Dex).

At 1st level a rogue receives a number of skill points equal to (6 + Int modifier) x 4. He gets an additional 6 + Int modifier skill points at each rogue level after 1st.

Rogues begin play with 4 bonus ranks in Language (Thieves' Cant).

Starting Proficiencies: Rogues begin play proficient with all simple and martial weapons in the one-hand blunt, one-hand slashing, piercing, archery, and throwing weapon categories. They also begin with the Armor Proficiency (light) feat.

Whenever a rogue wears medium armor and/or carries a shield, the additional weight, noise, and restricted movement prevent him from using his sense traps and evasion abilities, as well as the improved evasion, uncanny dodge, and opportunist special abilities. Heavy armor prevents him from using any of the above abilities, as well as his backstab (including the chaotic stab and crippling strike special abilities) and any of his rogue disciplines.

Sense Traps: At 2nd level a rogue becomes so attuned to her surroundings that she has a chance of sensing traps simply by passing near them. The rogue is allowed to make a Search check if she approaches to within 5 feet of any trap (or trap trigger) as if she were actively searching for it, although the DC of the Search check is 10 higher than normal. If the check succeeds, she knows only that there is a trap next to her — she does not learn the exact location or nature of the trap, although she may subsequently make a normal Search check in an effort to learn more.

Backstab: Starting at 3rd level, a rogue can strike an opponent unable to defend itself for bonus damage. Any time the rogue is wielding a piercing weapon and the rogue's target is denied its Dexterity bonus to AC (whether it actually has a Dexterity bonus or not), or when the rogue flanks the target (see **"Strength in Numbers"** in Chapter 12: Combat), the rogue's attack deals extra damage. This extra damage is +1d6 at 3rd level, plus an additional +1d6 every three levels thereafter as shown on **Table 3–15: Rogue Level Progression**. Backstab damage is never multiplied on critical hits or through other abilities that multiply damage.

Ranged attacks may count as backstabs, but only if the target is within 30 feet of the rogue. Beyond that range it is impossible to maintain the accuracy required for a backstab attack. Any target that is immune to critical hits is also immune to backstab damage. The rogue must be able to see the target well enough to select a specific part of the target to strike and must be able to reach the torso or main body of the target. The rogue cannot backstab a concealed or amorphous opponent, for example, and can't backstab when striking the limbs, head, or tail of a target whose body is beyond reach.

Evasion: At 4th level, if a rogue wearing light armor or no armor and not carrying a shield makes a saving throw against any attack or effect that normally does only half damage on a successful Reflex save, the rogue instead takes no damage. This is an extraordinary ability.

Rogue Ability: At 5th level and again at 10th, 15th, 20th and 25th level, the rogue may select one of the following abilities.

Poison Expert: The rogue has learned enough about the concoction and use of poison that he gains a +4 competence bonus on Trade Skill (make poison) checks. The rogue never risks accidentally poisoning himself when applying poison to a weapon (normally characters have a 5% chance of poisoning themselves when applying poison to a weapon — see the *EverQuest: Game Master's Guide* for more information). See **"Trade Skill"** in Chapter 4: Skills and also the trade skill item section of the *EverQuest: Game Master's Guide* for more information on types of poisons and rules for creating them.

Poison Master: A rogue who had previously become a poison expert has now mastered the art of making and using poisons. The rogue gains a +8 competence bonus on Trade Skill (make poison). This bonus does not stack with that received from poison expert.

Improved Evasion: The rogue gains the improved evasion ability. This means that if the rogue wearing light armor or no armor and not carrying a shield makes his saving throw against any attack or effect that normally does only half damage on a successful Reflex save, the rogue takes no damage. Further, even if the rogue fails the save, he takes only half damage. This is an extraordinary ability.

Uncanny Dodge: The rogue has an uncanny ability to react to danger. She retains her Dexterity bonus to AC (if any) even if caught flat-footed or if struck by an invisible attacker. She cannot be flanked in combat except by a character whose rogue class levels are at least 4 higher than her own. Further, she gains a +2

bonus on Reflex saving throws made to avoid traps and a +2 dodge bonus to AC against attacks by traps.

Chaotic Stab: As a full attack action, the rogue may attempt a backstab attack as if he were flanking an opponent who he is not actually flanking. The chaotic stab imposes a –4 penalty on the rogue's attack roll, and if it hits it delivers only one-half the rogue's normal backstab damage.

Crippling Strike: When the rogue damages an opponent with a backstab (or chaotic stab) attack, the opponent also takes 1 point of temporary Strength damage. See the "Introduction" in *EverQuest: Monsters of Norrath* for more information on ability damage.

Opportunist: Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack uses up all of the rogue's attacks of opportunity for that round — even a rogue with the Combat Reflexes feat can't make another attack of opportunity if he has used the opportunist ability in the same round, and he cannot use this ability in a round in which he has already made an attack of opportunity. Note, however, that a rogue using the Counterattack discipline is not actually using attacks of opportunity to counterattack, so he can make an opportunist attack while using the Counterattack discipline.

Feat: The rogue may gain a bonus combat feat in place of a rogue ability. He must meet all the usual requirements for the bonus feat. At 10th level or higher, the rogue may select the Weapon Specialization feat with any piercing weapon (so long as the rogue has already taken the Weapon Focus feat with that weapon).

Skills: The rogue gains 3 + Int modifier skill ranks to spend on any of her class skills. Level limits on maximum skill ranks in any one skill still apply.

Parry: At 6th level a rogue gains the Parry feat as a bonus feat (if he does not already have it), even if he does not meet all of the usual requirements for the feat.

Dual Wield: At 8th level a rogue qualifies to take the Dual Wield feat (she does not gain Dual Wield automatically, but may now purchase it normally).

Weapon Specialization (Piercing): At 10th level a rogue qualifies to take the Weapon Specialization feat with any piercing weapon (she does not gain Weapon Specialization automatically, but may now purchase it normally). The rogue must already have taken the Weapon Focus feat with the weapon before he can specialize with it as well.

Double Attack: At 11th level a rogue qualifies to take the Double Attack feat (he does not gain Double Attack automatically, but may now purchase it normally).



Dandaek

Dwarf Rogue

Rogue for hire and friend to the shadow, Dandaek's career as a troubleshooter and problem solver began during his youth in Kaladim. Son of a wealthy merchant, Dandaek learned quickly the value of the gold piece and its effect on the inhabitants of Norrath.

Trade flourished for his father and stretched fast across the Ocean of Tears and into Antonica. After all, gold knew no difference between race, creed or social standing. The citizens of Kaladim did not always view the world as thus, and word reached his competitors that Dandaek's family business was in the habit of selling wares and trading information to human, troll, Teir'Dal and ogre alike.

Shamed and dishonored by greedy rivals, his father drunk himself into an early grave, leaving the cloak of his own failure for Dandaek to wear. His family torn asunder by the ruinous secrets, Dandaek left Kaladim in search of his own fortune.

The dwarf showed a excellent talent in keeping to the darker corners of the world, for only there could he gather valuable information and pass it on to the highest bidder. If he could not enjoy the fruits of his father's labor, then he would benefit from the very thing which brought about his downfall.

His skill and obsession as an information gatherer led him to the continent of Odus, where he crept past the Paineel guards and discovered the hidden entrance to the Hole. Paineel was once a city of magnificent beauty, and some speculate that the Heretics of Paineel dug too closely to the realm of the Underfoot. The minions of Brell, led by Master Yael, were released, and they destroyed all in their path and left behind a ghost town full of untouched treasure. Not a nook or cranny exists within the Hole that eludes Dandaek's keen eye.

Dandaek's expertise has grown beyond the mysteries of the ruins of old Paineel. His adventures into Kunark's lost City of Mist and Charasis have earned him a reputation as master of his trade. Few locks withstand his delicate touch, and no rumor slips by without his careful consideration. He keeps to the underbelly of society, following the local rumors in hopes of opening up an endless world full of secrets few in Norrath have witnessed.

Riposte: At 16th level a rogue qualifies to take the Riposte feat (he does not gain Riposte automatically, but may now purchase it normally).

Disciplines: Beginning at 20th level, a rogue begins to gain access to disciplines, special combat abilities that allow the rogue to display amazing battle prowess. Each discipline is taxing and requires great concentration, making it impossible for a rogue to use more than one discipline at once.

Additionally, after a rogue stops using a discipline she may not resume its use or begin using another discipline until a period of time has passed, allowing her to recharge her body and refocus her thoughts. The amount of time she must wait after using a given discipline is listed in each discipline's description. The rogue is free to fight and engage in other strenuous activity during this period between discipline uses, but cannot shorten the period even with devoted rest.

Counterattack: At 20th level a rogue gains the Counterattack discipline. This extraordinary ability, activated as a free action, allows her to make an unlimited number of riposte attacks (see the Riposte feat in Chapter 5: Feats) without using up any of her attacks of opportunity each round (although she is still limited to no more than one attack of opportunity on any one target per round). Additionally, all such Riposte attacks gain a +10 bonus on the attack roll. Note that the rogue does not need to actually possess the Riposte feat to use the Counterattack discipline. The Counterattack lasts for 1 round per level, although the rogue may end it early if she so chooses. The rogue may not activate another discipline for 24 hours after the Counterattack discipline ends.

Deadeye: At 22nd level a rogue gains the Deadeye discipline. This extraordinary ability grants the rogue a +20 bonus on all attack rolls for 2 rounds. This bonus does not increase the rogue's chance to score a critical hit, however — that is, if one of his attacks is a critical threat, he does not get the +20 bonus on his roll to confirm the critical. Activating the Deadeye discipline is a free action. The rogue may not activate another discipline for 12 hours after the Deadeye discipline ends.

Nimble: At 25th level a rogue gains the Nimble discipline. This extraordinary ability grants the rogue a +20 dodge bonus to his Armor Class for 1 round per level. Activating the Nimble discipline is a free action. The rogue may not activate another discipline for 12 hours after the Nimble discipline ends.

Kinesthetics: At 26th level the rogue gains the Kinesthetics discipline. This extraordinary ability allows the rogue to make all iterative attacks at his full attack bonus for 3 rounds (i.e., as if his weapons had a delay of 0), as long as he is using a single one-handed weapon. Activating the Kinesthetics discipline is a free action. The rogue may not activate another discipline for 12 hours after ending the Kinesthetics discipline.

Blinding Speed: At 29th level a rogue gains the Blinding Speed discipline. This extraordinary ability gives the rogue haste (8) (see "**Haste**" in "**Special Spell Effects**" in Chapter 8: Using Magic) for 1 round per level. Activating the Blinding Speed discipline is a free action. The rogue may not activate another discipline for 12 hours after the Blinding Speed discipline ends.

Duelist: At 30th level a rogue gains the Duelist discipline. This extraordinary ability causes every successful attack made by the rogue to deal double damage; this effect lasts for 2 rounds. Like any damage multiple, these are additive with other multiples, so a rogue using Duelist who scored a critical hit with a longsword would do x3 damage, not x4 damage. Activating the Duelist discipline is a free action. The rogue may not activate another discipline for 12 hours after the Duelist discipline ends.

Starting Package: Short sword, studded leather armor, sling, 10 bullets, dagger, thieves' tools, adventurer clothes, backpack, bedroll, candle, flint and steel, belt pouch, 6 days' rations, rope (silk, 50 ft.), sewing needle, waterskin, whetstone, 22 gold pieces.



Warrior

Warriors are the backbone of nearly every military on Norrath. They patrol the frigid canyons of ice surrounding Halas, march through the halls of Neriak, and stand firm at the gates of Kaladim, putting their lives on the line to support their lords and destroy their enemies. As a warrior's power grows, he learns to use his favored weapons more efficiently than any other fighting class, parrying, blocking, and disarming with an ease borne of dedicated weaponry training. Eventually he gains disciplines which seem almost magical, even though they are no more than the product of his legendary battle prowess.

Warriors can be noble heroes, ruthless mercenaries, or vile bandits. All that unites them is skill at arms and the willingness to defeat their foes with blood and steel. Many warriors are local heroes and figures of romance in their homelands and the subject of more than their fair share of bardic songs. Warriors often rise to positions of rulership, becoming barons, dukes, mercenary captains, brigand kings, and warlords.

Attributes: A warrior is a dedicated fighter, able to endure more damage than any other class. A warrior may use any weapon and wear any armor, but is most effective when clad in heavy armor and engaged in melee combat. She should always make maximum use of her abilities and strengths, fighting with either weapon and shield, a two-handed weapon, or two one-handed weapons. The warrior has little else to commend her, and depends on her fighting skills for survival.

This is not to say a warrior is somehow less useful or valuable than a spellcaster, for few enemies can manage spellcasting while facing a competent warrior at close range. A warrior must take the front, thus buying her allies — archers, priests, scouts, and mages — the time and distance they need to be most effective. A warrior has no need to carefully dole out mana or hoard her resources. If she has any hope of overcoming a foe, she must most often plow directly in and keep swinging as long as she has breath. When she is near death, the warrior actually becomes more dangerous, as her killer instinct overcomes her, engendering a bloodthirsty, berserk rage.

Questing: Warriors set forth on quests for numerous reasons. Many are members of guilds or orders that seek to protect a particular lord or land, sending their members forth to face their enemies wherever they are found. Younger warriors often set forth to prove themselves, hoping to perform acts worthy of song and glory. Older warriors often seek an opportunity to make their fortune or carve a small empire out of some section of wilderness. Some warriors desire nothing more than the next opponent against which (or whom) to test themselves, and constantly wander in search of the ultimate challenge to their skills.

Many questing groups seek out a warrior as soon as possible. Though smaller parties often prefer some other fighting class that can fill more than one role, such as a paladin or ranger, the larger the group gets, the more likely it is to need at least one dedicated warrior.

Religion: The most common god worshiped by warriors is Rallos Zek, the Warlord. His patronage of the strong and brave appeals to warriors of nearly all races and alignment. Some warriors find little comfort in the endless conflict Rallos Zek represents, however, and instead turn to the gods who defend their homeland. A fair number of warriors are extremely devout, which is unsurprising when you consider they constantly risk their lives in direct melee combat. A warrior does not draw any of her power from a god, however, and agnostic warriors are just as determined to survive as their religious brethren.

Culture and Training: Warriors generally begin training as children, although their training may well come from their parents or a family friend rather than an established fighting school. In the rougher parts of the world, such as Halas and the

Innothule Swamps, the life of a warrior comes naturally to all who don't seek other professions. The constant threat of gnolls, spiders, wolves, frogloks and skeletons defines the early years of every barbarian, iksar, ogre, and troll, and thus produces many warriors.

In more civilized lands, many children strive to become warriors when they grow up. Many sign up for a stint in the local guard or use their income to train at an academy of arms. After a year or two of hard training facing local drunks and thugs, as well as perhaps the occasional skirmish in real skirmishes or even open battle, these warriors are often no less hardened or dangerous than those who grew up in constant danger.

Interaction: Warriors are a critical element to many questing groups, for no other class is able to survive the punishment a warrior can. A warrior who has mastered the Taunt skill can be worth her weight in gold, for not only can she hold foes at bay, she is often able to keep them so enraged with her that they ignore other members of her party. Often a warrior becomes the lynchpin of a questing group, with a cleric keeping the warrior healed and buffed, a rogue positioning himself to flank opponents while the warrior keeps them occupied, and a wizard throwing well placed firebolts to finish off their foes.

Townsfolk tend to be cautious of warriors. Many commoners who are threatened by violence assume that, because a warrior is good at fighting, she must like it — and thus she is part of the problem with the world. This attitude frequently changes, however, once the commoner has been saved from some threat by a stalwart warrior's blade.

Alignment: Warriors can be of any alignment. Good-aligned warriors sometimes defend the downtrodden and use their might at arms to defend their homelands. Neutral warriors seek positions that give them the most profit and security. Evil warriors take what they want with little concern for others. Those who are orderly often form companies and practice a regular set of combat exercises every day, while discordant warriors often spend as much time enjoying themselves as practicing, and may get the most exercise in barroom brawls.

Class Rules

The game rules for playing a warrior are listed below.

Abilities: The most important ability for a warrior is unquestionably Strength, since it increases her ability to hit in melee and to inflict damage. Constitution is a close second in importance, however, increasing the amount of punishment a warrior can take. Warriors tend to have relatively low Intelligence and Wisdom, depending on others to do the complex thinking.

Race: Barbarians, dark elves, dwarves, gnomes, half elves, halflings, humans, iksar, ogres, trolls, Vah Shir, and wood elves can all be warriors.

Hit Dice: A 1st-level warrior starts play with hit points equal to 12 plus his Constitution modifier. Thereafter, he receives 1d12 + Con modifier hit points at each warrior level.

Skills: The warrior's class skills (and the key ability for each skill) are Alcohol Tolerance (Con), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (warcraft) (Int), Profession (Wis), Ride (Dex), Swim (Str), Taunt (Cha), and Trade Skill (Int or Wis).

Table 3-16: Warrior Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Starting proficiencies, berserking
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	Taunt
4	+4	+4	+1	+1	Bonus feat, Weapon Specialization
5	+5	+4	+1	+1	
6	+6	+5	+2	+2	Parry
7	+7	+5	+2	+2	Dual Wield
8	+8	+6	+2	+2	
9	+9	+6	+3	+3	Bonus feat, Double Attack
10	+10	+7	+3	+3	
11	+11	+7	+3	+3	Bonus feat
12	+12	+8	+4	+4	
13	+13	+8	+4	+4	Bonus feat
14	+14	+9	+4	+4	Riposte
15	+15	+9	+5	+5	
16	+16	+10	+5	+5	Bonus feat
17	+17	+10	+5	+5	
18	+18	+11	+6	+6	Bonus feat
19	+19	+11	+6	+6	Area Taunt
20	+20	+12	+6	+6	Discipline: Resistant
21	+21	+12	+7	+7	Discipline: Fearless
22	+22	+13	+7	+7	Discipline: Evasive
23	+23	+13	+7	+7	Discipline: Warrior's Charge
24	+24	+14	+8	+8	Discipline: Mighty Strike
25	+25	+14	+8	+8	Discipline: Defensive
26	+26	+15	+8	+8	Discipline: Furious
27	+27	+15	+9	+9	Discipline: Precision
28	+28	+16	+9	+9	Discipline: Fell Strike
29	+29	+16	+9	+9	Discipline: Fortitude
30	+30	+17	+10	+10	Discipline: Aggression

At 1st level a warrior receives a number of skill points equal to (3 + Int modifier) x 4. He gets an additional 3 + Int modifier skill points at each warrior level after 1st.

Starting Proficiencies: Warriors begin play proficient with all simple and martial weapons in the one-hand blunt, one-hand slashing, two-hand blunt, two-hand slashing, archery, hand-to-hand, throwing, and piercing weapon categories. They also begin play with the Armor Proficiency (heavy, light, and medium) and Shield Proficiency feats.

Berserking: Warriors are tenacious fighters, unwilling to admit defeat even when approaching the brink of death. A warrior reduced to one quarter or less of her maximum hit points immediately enters a berserk fury, a feral state much like that of a cornered wolf. This fury grants her a +2 bonus on all melee attack and damage rolls and a +2 dodge bonus to AC. In this state, the warrior cannot use any skills or feats that require concentration or calm thought (including any skill having Intelligence or Wisdom as its key attribute).

A warrior's berserk fury lasts a number of rounds equal to her warrior level + Con modifier, or until her current hit points once again exceed one quarter of her hit point total (whichever occurs first). The warrior may also attempt a Will save (DC 15) to voluntarily come out of the berserk fury. A warrior may never go berserk except when damaged to below one quarter of her hit point total; this situation is the trigger for the berserking ability. Thus, there is no limit to the number of times per day that a warrior may go berserk, but she may only do so as a result of her hit points being reduced to one quarter or less.

For example, Vagner, a 3rd-level barbarian warrior, and his allies are fighting a group of gnolls. After several rounds of fighting, Vagner's hit points are reduced from his normal total of 40 to just 9, at which point he immediately enters the berserk state. This happens the moment his hit points reach 10 or fewer (one quarter of 40 hit points), even if it is not presently Vagner's turn. In the following round, Vagner's companion Halwain, a cleric, fears for the barbarian's safety, and so casts *minor healing* on him for 7 points of healing. The warrior's berserk fury instantly dissipates, since he's now at 16 hp. Then, only a round later in the same combat, Vagner gets hit for another 8 points of damage, bringing him down to 8 current hit points, so his berserk rage returns once again. Since Vagner has a +4 Con modifier, this rage will last either 7 rounds (warrior level + Con modifier), or else until his hit points once again rise above 10.

Bonus Feat: At 2nd level a warrior gains a bonus combat feat. He must meet all of the usual requirements of the feat. The warrior gains additional combat feats at 4th, 9th, 11th, 13th, 16th, and 18th level. Many warriors choose the Weapon Focus feat at 2nd level if they do not already possess it.

Taunt: At 3rd level the warrior gains a +2 competence bonus on all Taunt checks. This bonus increases as the warrior progresses in level, rising by +1 per five levels thereafter. Thus the bonus is +3 at 8th level, +4 at 13th, +5 at 18th, +6 at 23rd, and +7 at 28th.

Weapon Specialization: At 4th level the warrior qualifies to take the Weapon Specialization feat (he does not gain Weapon Specialization automatically, but may now purchase it normally). The warrior must already have taken the Weapon Focus feat with any weapon he chooses for specialization.

Parry: At 6th level the warrior gains the Parry feat as a bonus feat (if he does not already have it), even if she does not meet all of the usual requirements for the feat.

Dual Wield: At 7th level the warrior qualifies to take the Dual Wield feat (she does not gain Dual Wield automatically, but may now purchase it normally).

Double Attack: At 9th level a warrior qualifies to take the Double Attack feat (he does not gain Double Attack automatically, but may now purchase it normally).

Riposte: At 14th level a warrior qualifies to take the Riposte feat (he does not gain Riposte automatically, but may now purchase it normally).

Area Taunt: At 19th level the warrior may use the Taunt skill to taunt all enemies within a 20-foot radius. The warrior makes one Taunt check, and the result is opposed individually by every enemy within 20 feet of the warrior. The warrior may elect to use the Taunt skill on only one opponent if he desires, or on all enemies in the area. He may not selectively taunt multiple opponents within the area.

Disciplines: Beginning at 20th level, a warrior begins to gain access to disciplines, special combat abilities that allow the warrior to display amazing battle prowess. Each discipline is taxing and requires great concentration, making it impossible for a warrior to use more than one discipline at once.

Additionally, after a warrior stops using a discipline she may not resume its use or begin using another discipline until a period of time has passed, allowing her to recharge her body and refocus her thoughts. The amount of time she must wait after using a given discipline is listed in each discipline's description. The warrior is free to fight and engage in other strenuous activity during this period between discipline uses, but cannot shorten the period even with devoted rest.

Resistant: At 20th level a warrior gains the Resistant discipline. This discipline allows the warrior to inure herself to the ravages of acid, cold, disease, electricity, fire, magic poison and sonic attacks. The warrior may activate the Resistant discipline as a free action, gaining a bonus of resistance (10) to all of the aforementioned attack types (see **"Spell Special Effects"** in Chapter 8: Using Magic for more information on resistance). This discipline lasts for 1 hour once activated, though the warrior may end it early if she wishes. The warrior may not activate another discipline for 12 hours after the Resistant discipline ends.

Fearless: At 21st level a warrior gains the Fearless discipline. This discipline allows the warrior to ignore the effects of *shaken*, *frightened*, or *panicked* conditions, as well as anything defined as a fear effect (certain spells or abilities with the [fear] descriptor have effects other than fear that may still affect the warrior, but the fear effects of the spell will not). Activating this discipline is a free action that may be taken at any time (even when it is not the warrior's action). This discipline lasts for 1 hour once activated, though the warrior may end it early if she wishes. The warrior may not activate another discipline for 12 hours after the Fearless discipline ends.

Evasive: At 22nd level a warrior gains the Evasive discipline. This extraordinary ability grants the warrior a +5 dodge bonus to her AC. Activating the Evasive discipline is a free action and it lasts for 1 minute per level, although the warrior may end it early if she so chooses. The warrior may not activate another discipline for 6 hours after the Evasive discipline ends.

Warrior's Charge: At 23rd level a warrior gains the Warrior's Charge discipline. This extraordinary ability grants the warrior a +20 bonus on all attack rolls for 2 rounds. This bonus does not increase the warrior's chance to score a critical hit, however — that is, if one of his attacks is a critical threat, he does not get the +20 bonus on his roll to confirm the critical. Activating the Warrior's Charge discipline is a free action. The warrior may not activate another discipline for 12 hours after the Warrior's Charge discipline ends.

Mighty Strike: At 24th level a warrior gains the Mighty Strike discipline. This extraordinary ability causes the warrior's critical threat range with any melee weapon to increase by 6 points. Thus, a warrior using a longsword (which normally threatens a critical on a roll of 19 or 20) scores a critical threat on 13–20. This increase stacks normally (additively) with modifiers from *keen* weapons or the Improved Critical feat, so that a warrior using Mighty Strike with a *keen longsword* scores a critical threat on 11–20, and, if the same warrior also has Improved Critical (longsword), on 9–20. Activating the Mighty Strike discipline is a free action. The warrior may not activate another discipline for 24 hours after the Mighty Strike discipline ends.

Defensive: At 25th level the warrior gains the Defensive discipline. This supernatural ability grants her damage reduction 10/– for 1 minute per level, although the warrior may end Defensive early if she so chooses. Activating the Defensive discipline is a free

action. The warrior may not activate another discipline for 6 hours after the Defensive discipline ends.

Furious: At 26th level the warrior gains the Furious discipline. This extraordinary ability allows her to make an unlimited number of attacks of opportunity for 1 round per level (though she still cannot make more than one attack of opportunity against a single target in a round), and gives her a +20 bonus on all attack rolls on her attacks of opportunity during that time. Activating the Furious discipline is a free action. The warrior may not activate another discipline for 24 hours after the Furious discipline ends.

Precision: At 27th level the warrior gains the Precision discipline. This extraordinary ability allows the warrior to gain a +5 bonus on all her attack rolls for 1 minute per level, although the warrior may end Precision early if she so chooses. Activating the Precision discipline is a free action. The warrior may not activate another discipline for 12 hours after the Precision discipline ends.

Fell Strike: At 28th level a warrior gains the Fell Strike discipline. This extraordinary ability causes every successful attack made by the warrior to deal double damage; this effect lasts for 2 rounds. Like any damage multiple, these are additive with other multiples, so that a warrior using Fell Strike who scored a critical hit with a longsword would do x3 damage, not x4. Activating the Fell Strike discipline is a free action. The warrior may not activate another discipline for 12 hours after the Fell Strike discipline ends.

Fortitude: At 29th level a warrior gains the Fortitude discipline. This extraordinary ability makes the warrior effectively invulnerable to hit point damage for 1 round. All other forms of damage (ability score loss or damage, negative levels, etc.) can affect the warrior normally, as can non-damaging effects, but the warrior takes no hit point damage from



Vagner

Barbarian Warrior

Son of a chieftain from north of Halas, Vagner left the Everfrost Mountains to seek his destiny. Marked with the vigor of youth and armed with a blade handed down to him by his father, he fought his way past the gnolls of Blackburrow and into the lands of Qeynos.

Though his reputation as a fierce slayer of gnolls grew, his destiny urged him to greater things. Joining with Halwain, cleric of Rodcet Nife, Vagner sought to cross the great continent of Antonica in search of his higher calling. With the hills of Qeynos to their backs, they entered the Plains of Karana.

The journey turned perilous when the two found themselves face to face with a beady-eyed werewolf that had found their campfire. Outmatched by the snarling foe, the two stood their ground until Halwain had run out of healing prayers and Vagner hung onto life by a thread. One arrow shot from the darkness, and then another flew forth, until finally the beast slumped to the ground with a shudder. A wood elf stepped quietly into the firelight, and then he kneeled before them to bind their wounds. "These lands are not safe for ones so young, and ones so . . . stubborn to retreat," he chuckled. "I am Fyodor," he said. "Rest tonight and tomorrow I shall guide you through the plains."

Fyodor proved an invaluable guide, and once the two were safe in the Commonlands near the city of Freeport, he vanished as quickly as he had first appeared. Freeport provided a new source for adventure as Vagner's company grew in number. Gifted in the ways of leadership, Vagner led the Wolves of Freeport — a company of heroes bound by common dreams and destiny — back to his homeland to answer the threat of oncoming war. The dragon Vox had assembled an army of ice giants and goblins to assault the barbarian city of Halas.

Victory, however, came at a price. After the bittersweet triumph, the Wolves of Freeport disbanded from his company one by one, returning home or seeking out other destinies. Wanderer, warrior and reluctant leader, Vagner now seeks to bring hope where only darkness exists. Though his enemy knows no specific name, his sword serves the greater good of Norrath and defends her against the persistent forces of evil.

any source. Activating the Fortitude discipline is a free action. The warrior may not activate another discipline for 24 hours after the Fortitude discipline ends.

Aggressive: At 30th level a warrior gains the Aggressive discipline. This extraordinary ability grants the warrior a +5 bonus on all weapon damage rolls for 2 minutes per level (one hour at 30th level), although the warrior may end it early if she so chooses. Activating the Aggressive discipline is a free action. The warrior may not activate another discipline for 12 hours after the Aggressive discipline ends.

Starting Package: Greatsword, broad sword, scale mail, large steel shield, traveler clothes, backpack, bedroll, winter blanket, fishing pole, flint and steel, belt pouch, 6 days' rations, rope (hemp, 50 ft.), sewing needle, torch, waterskin, whetstone, 2 gold pieces.

Ogre/Troll Starting Package: Greataxe, hide armor, large wooden shield, traveler clothes, backpack, bedroll, flint and steel, 6 days' rations, waterskin, whetstone, 2 gold pieces.

Hybrid Classes

The hybrid classes are, as might be guessed, those which combine the spellcasting ability of dedicated spellcasters with the combat prowess of the dedicated fighting classes. Although they do not excel as greatly in either area as do the "pure" classes, hybrids' combination of magical and physical skill often makes them potent adversaries and highly sought-after allies.

Spellcasting

All hybrid spellcasters, whether arcane or divine, use the following table to determine their spells available, by class level. However, hybrids have a caster level of only their hybrid class level –4. Thus a 12th-level hybrid has an effective caster level of 8 (see "**Caster Level**" in Chapter 8: Using Magic). The various lists of spells available by hybrid class are detailed in Chapter 10: Spells.

Table 3-17: Hybrid Caster Spells by Level

Hybrid Class Level	Available Spell Level
1–4	None
5–6	1
7–8	2 or less
9–10	3 or less
11–12	4 or less
13–14	5 or less
15–16	6 or less
17–18	7 or less
19–20	8 or less
21–22	9 or less
23–24	10 or less
25–26	11 or less
27+	12 or less

Spell Preparation: A hybrid spellcaster prepares, casts, and gains spells in precisely the same manner as does a dedicated spellcaster.

Mana: All hybrid spellcasters have mana, as do dedicated spellcasters. However, a hybrid's mana pool has a maximum capacity equal to double the hybrid's relevant ability modifier (Int for shadow knights, Wis for beastlords, paladins, and rangers) per caster level. Thus an 11th-level hybrid (caster level 7) with a stat modifier of +3 has a mana pool of (3 x 2) x 7, or 42 mana. Hybrids recover mana as do dedicated spellcasters. (Although hybrids do not receive Meditation as a class skill, they may buy it as a cross-class skill.)

Hybrid Class Descriptions



Beastlord

Beastlords roam the wilds of Norrath, akin more to the birds and beasts than to members of their own race. Called by spirits to leave their normal life behind, the beastlord becomes versed in the ways and speech of animals. Beastlords develop the ferocity of a predatory animal in combat and the magical ability of one attuned to the spirits of nature.

While beastlords befriend and command many animals, they eventually develop a spiritual affinity for one specific animal companion which they make their warder. The warder becomes the beastlord's loyal companion and, when augmented by the beastlord's spells, can become every bit as ferocious in combat as the beastlord herself.

Attributes: Beastlords are capable fighters even when using only their bare hands or hand-to-hand weapons. As they advance in level they also gain the ability to cast divine spells, many of which are similar to shaman spells. At 5th level, the beastlord also gains a warder animal companion, which is a powerful force once enhanced by the beastlord's unique spells. The warder becomes a subsidiary character that accompanies the beastlord and provides extra capabilities both in and out of combat.

Questing: Beastlords prefer to live in the wildlands. Their desire to master forces of spirit and ways of animals leads them to explore the world, especially the wilder, untrodden parts of Norrath. The beastlord's order may call upon him for services to further its goals, or the spirits themselves may intervene in a beastlord's life, asking or commanding services from him.

Often the goals of a beastlord will mirror those of other adventurers, especially druids, rangers, and shamans. They may join forces with others to combat forces inimical to the natural order of the world, such as a sudden, inexplicable ailment among the beasts of the plains or the genocidal poaching of trophy or treasure hunters.

Religion: Vah Shir beastlords do not pay tribute to any deity, and only a few iksar beastlords do so. Their focus is on the world of spirits and the souls of beasts more than the organized worship of any particular god. Ogre beastlords are most often indoctrinated into their race's worship of Rallos Zek. Trolls likewise worship Cazic-Thule or Innoruuk, while barbarian beastlords usually follow their cultural practice of honoring the Tribunal.

Culture and Training: As might be expected, most beastlord orders follow the social rules of nature, not unlike packs of predators in the wild. The leader of the order, the alpha wolf as it were, commands his or her order and brooks no challenge to authority, but is also respected as the protector of the order's interests and welfare.

The training of new beastlords is the responsibility of elder members of the pack. Lessons are taught through direct, sometimes painful experience. Young beastlords are given bits of accumulated knowledge, but they are expected to pursue their own lessons doggedly until they unlock for themselves the full meaning of any training exercise.

Interaction: Generally, societies that train beastlords are accepting of them, although many trolls have a difficult time understanding why beastlords would rather live with animals than eat them. To Vah Shir, the path of the beastlord is both cultural heritage and honorable pursuit. In any case, even if a beastlord is herself allowed into a city, this does not mean she can bring her wolf inside the city walls with her, warder or no. Societies that do not have beastlord traditions are wary of beastlords. Little could be cruder to an Erudite than a savage who willingly seeks to become even more like a wild animal than he already is — among Erudites, beastlords are treated with contempt and held in the same regard, socially and physically, that one might give to a wild predator.

However, adventurers who have the opportunity to work with a beastlord will recognize the many talents such a character can bring to a group. Still, aside from shamans, rangers, and druids, beastlords have a difficult time relating to other classes, and vice versa. Living in the wilds tends to limit a beastlord's mastery of civilized manners and common courtesies. For instance, diving into a companion's rations at mealtime, instead of respecting the sanctity of her personal belongings, can appear quite rude to anyone—particularly to the owner if she is unaccustomed to the beastlord's mindset.

Alignment: Beastlords can be of any alignment. The majority are discordant; animals follow but few laws, and none designed by people. Good-aligned beastlords generally seek to protect the natural order and befriend animals, whereas evil-aligned beastlords derive power from nature and command animals to their bidding.

Class Rules

The game rules for playing a beastlord are listed below.

Abilities: Beastlords are well served by having high Strength, Dexterity, and Constitution scores so they can deal out, avoid, and endure physical punishment. At higher levels beastlords' Wisdom takes on greater importance, as their spellcasting ability potential is tied to Wisdom. Charisma is of some importance to a beastlord, since several skills important to the class are based upon it. Beastlords often have relatively low Intelligence scores, as they rely on instinct and cunning more than logical thought and mental acuity.

Race: Barbarians, iksar, ogres, trolls, and Vah Shir can be beastlords.

Hit Dice: A 1st-level beastlord starts play with hit points equal to 8 plus his Constitution modifier. Thereafter, he receives 1d8 + Con modifier hit points at each beastlord level.

Skills: The beastlord's class skills (and the key ability for each skill) are Alcohol Tolerance (Con), Animal Empathy (Cha), Balance (Dex), Channeling (Con), Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Heading (Wis), Sense Motive (Wis), Sneak (Dex), Spot (Wis), Swim (Str), Trade Skill (Int or Wis), and Wilderness Lore (Wis). Beastlords may buy ranks of the exclusive Meditation (Wis) skill as a cross-class skill.

At 1st level a beastlord receives a number of skill points equal to (4 + Int modifier) x 4. He gets an additional 4 + Int modifier skill points at each beastlord level after 1st.

Starting Proficiencies: Beastlords begin play proficient with all simple and martial weapons in the one-hand blunt, two-hand blunt, hand-to-hand, and piercing weapon categories. They also begin play with the Armor Proficiency (light) and Shield Proficiency feats and the Hand to Hand feat.

Animal Speech: Beastlords have the extraordinary ability to speak with any animal by imitating its natural sounds and body language. Given the intelligence of most animals, this communication is crude to say the least, but sufficient for the beastlord to avert the attacks of all but the hungriest animals and to glean rudimentary information or small favors from animals. Although the animal will usually be friendly and helpful to a beastlord who

Table 3-18: Beastlord Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+2	+1	Starting proficiencies, animal speech, animal skills
2	+2	+2	+3	+2	Animal aura (1/day)
3	+3	+2	+3	+2	Improved Hand to Hand
4	+4	+3	+4	+3	
5	+5	+3	+4	+3	Spellcasting, warder
6	+6	+3	+5	+3	Animal speech (beasts), animal aura (2/day)
7	+7	+4	+5	+4	
8	+8	+4	+6	+4	Dual Wield
9	+9	+5	+6	+5	
10	+10	+5	+7	+5	Animal aura (3/day)
11	+11	+5	+7	+5	Animal speech (magical beasts)
12	+12	+6	+8	+6	Parry
13	+13	+6	+8	+6	
14	+14	+7	+9	+7	Animal aura (4/day)
15	+15	+7	+9	+7	
16	+16	+7	+10	+7	
17	+17	+8	+10	+8	
18	+18	+8	+11	+8	Animal aura (5/day)
19	+19	+9	+11	+9	
20	+20	+9	+12	+9	Riposte
21	+21	+9	+12	+9	Discipline: Resistant
22	+22	+10	+13	+10	Animal aura (6/day)
23	+23	+10	+13	+10	Discipline: Fearless
24	+24	+11	+14	+11	
25	+25	+11	+14	+11	
26	+26	+11	+15	+11	Animal aura (7/day)
27	+27	+12	+15	+12	Discipline: Protective Spirit
28	+28	+12	+16	+12	
29	+29	+13	+16	+13	
30	+30	+13	+17	+13	Animal aura (8/day), discipline: Bestial Rage

speaks its tongue, it is not in any way under the beastlord's control. However, the beastlord gains a +2 insight bonus on all Animal Empathy, Handle Animal and Ride checks relating to any creature with which he can communicate through animal speech.

At 6th level the beastlord can speak to any beast, and at 11th level, to any magical beast. *EverQuest: Monsters of Norrath* has more information on which creatures are animals, which are beasts, and which are magical beasts.

Animal Skills: The skills Animal Empathy, Handle Animal and Ride come easily to the beastlord due to her affinity for animals. Any time the beastlord purchases skill ranks in these skills (including those purchased at initial character creation), whether using skill points or training points, she gains two skill ranks for every one purchased. The beastlord still can not exceed the class skill rank limit in any of these skills, however (character level + 3). If the beastlord is only one rank from her level limit in one of the skills, she may still elect to purchase the one rank for normal cost, but forfeits the extra rank that would have taken her over the level limit in the skill.

Animal Aura: At 2nd level the beastlord is able to call upon animal spirits to imbue him with the aura of an animal. He may use this supernatural ability once per day at 2nd level and an additional time per day for every 4 additional class levels thereafter (twice per day at 6th level, thrice at 10th level, etc.). Invoking the aura is an attack action, and the aura will last for 1 round per level of the beastlord unless he chooses to dispel it sooner (which he may do as a free action). Only one aura may be active at any time. The beastlord may choose one of the following auras each time the ability is used:

Alligator: The beastlord gains a +2 bonus on Swim checks and a +1 natural bonus to Armor Class.

Bear: The beastlord gains a +2 buff bonus to Strength and +1d8 bonus hit points.

Eagle: The beastlord may use the Safe Fall skill even if he is untrained in it and gains a +2 bonus on Safe Fall and Spot checks.

Frog: The beastlord gains a +4 bonus on Jump checks.

Monkey: The beastlord may use the Tumble skill even if he is untrained in it and gains a +2 bonus on Climb and Tumble checks.

Rhinoceros: The beastlord gets an additional +2 bonus on attacks and damage when making charge attacks.

Scaled Wolf: The beastlord gains a bite attack in melee. If used as an additional attack during a full attack action, the bite is considered a second weapon that uses the beastlord's base attack bonus with a penalty of –5 to hit and deals 1d6 + 1/2 Str modifier points of damage. If he chooses to bite only (as an attack action), he does not suffer the –5 penalty to the attack roll and adds his full Strength bonus to damage.

Snake: The beastlord gains a +2 bonus on Bluff and Escape Artist checks.

Tiger: The beastlord gains a +2 bonus on Hide and Jump checks.

Wolf: The beastlord's base speed is increased by 10 feet.

Improved Hand to Hand: At 3rd level a beastlord gains the Improved Hand to Hand feat as a bonus feat.

Spellcasting: Beastlords are divine hybrid spellcasters, and can cast spells of the levels shown on **Table 3–17**. The beastlord's list of spells is detailed in Chapter 10: Spells. A beastlord has a mana pool and prepares and gains spells just as any other hybrid class.

Warder: At 5th level the beastlord's empathy with animals and his tie to the spiritual world allow him to form a unique companionship with a single animal, which becomes the beastlord's warder. Each race that produces beastlords has a certain type of animal it tends to adopt, due to both geography (the animal is found near the race's homeland) and custom. Barbarians typically take white wolves as warders, iksar take scaled wolves, ogres take bears, trolls take swamp alligators, and Vah Shir take tigers. Statistics for these warders are provided in *EverQuest: Monsters of Norrath* and many are also available online at www.EQrpg.com. See also the "Pets" sidebar in Chapter 8: Using Magic.

The beastlord may speak to his warder using the animal speech ability, and the warder always comprehends and obeys. Depending on the alignment of an individual beastlord, the relationship between the two can be one of deepest friendship or one of control and domination. Regardless of the nature of the relationship, the warder is spiritually bound to the beastlord and will serve the beastlord faithfully until its death. If a warder dies and is not restored to life through divine magic, the beastlord may seek out a new animal to replace the fallen warder. The search typically lasts one week, assuming the beastlord roams the terrain and climate appropriate to the animal type.

Dual Wield: At 8th level a beastlord gains the Dual Wield feat as a bonus feat.

Parry: At 12th level a beastlord gains the Parry feat as a bonus feat (if he does not already have it), even if he does not meet all of the usual requirements for the feat.

Riposte: At 20th level a beastlord qualifies to take the Riposte feat (he does not gain Riposte automatically, but may now purchase it normally).

Disciplines: Beginning at 21st level, a beastlord begins to gain access to disciplines, special combat abilities that allow the beastlord to display amazing battle prowess. Each discipline is taxing and requires great concentration, making it impossible for a beastlord to use more than one discipline at any given time.

Additionally, after a beastlord stops using a discipline he may not resume its use or begin using another discipline until a period of time has passed, allowing him to recharge his body and refocus his thoughts. The amount of time he must wait after using a given discipline is listed in each discipline's description. The beastlord is free to fight and engage in other strenuous activity during this period between discipline uses, but cannot shorten the period even with devoted rest.

Resistant: At 21st level a beastlord gains the Resistant discipline. This discipline allows the beastlord to inure himself to the ravages of acid, cold, disease, electricity, fire, magic poison and sonic attacks. The beastlord may activate the Resistant discipline as a free action, gaining a bonus of resistance (10) to all of the aforementioned attack types (see "**Spell Special Effects**" in Chapter 8: Using Magic for more information on resistance). This discipline lasts for 1 hour once activated, though the beastlord may end it early if he wishes. The beastlord may not activate another discipline for 12 hours after the Resistant discipline ends.

Fearless: At 23rd level a beastlord gains the Fearless discipline. This discipline allows the beastlord to ignore the effects of *shaken*, *frightened*, or *panicked* conditions, as well as anything defined as a fear effect (certain spells or abilities with the [fear] descriptor have effects other than fear that may still affect the beastlord, but the fear effects of the spell will not). Activating this discipline is a free action that may be taken at any time (even when it is not the beastlord's action). This discipline lasts for 1 hour once activated, though the beastlord may end it early if she wishes. The beastlord may not activate another discipline for 12 hours after the Fearless discipline ends.

Protective Spirit: At 27th level the beastlord gains the Protective Spirit discipline. This supernatural ability grants him damage reduction 20/– for 2 rounds. Activating the Protective Spirit discipline is a free action. The beastlord may not activate another discipline for 6 hours after the Protective Spirit discipline ends.

Bestial Rage: At 30th level a beastlord gains the Bestial Rage discipline. This extraordinary ability lasts for 2 rounds, causing every successful attack made by the beastlord during that time to deal double damage. As with any damage multiple, these are additive with other multiples, so a beastlord using Bestial Rage who scored a critical hit with her longsword would do x3 damage, not x4. Activating the Bestial Rage discipline is a free action. The beastlord may not activate another discipline for 12 hours after the Bestial Rage discipline ends.

Starting Package: Leather armor, shortspear, punching dagger, adventurer clothes, backpack, bedroll, winter blanket, fishing

pole, flint and steel, belt pouch, 2 days' rations, waterskin, whetstone, 5 gold pieces.

Ogre Starting Package: Leather armor, greatclub, short sword, adventurer clothes, backpack, bedroll, fishing pole, flint and steel, belt pouch, 2 days' rations, waterskin, whetstone, 5 gold pieces.

Basheera

Vah Shir Beastlord

Basheera was born to a prominent noble house in Shar Vahl, and she languished in the opulence of her plush couches and under the tender ministrations of her servants. When not on her couch, she idled the days away with wild ventures into Shar Vahl, rebelling against her family at every turn. Unable to control their spoiled and headstrong young daughter, Basheera's parents enlisted the help of Animalist Sahdi and ordered her to learn the disciplined way of the beastlords. She said goodbye to her luxurious lifestyle and took up residence within the training grounds of the beastlords.

Basheera had grown accustomed to ordering her servants, sleeping all hours of the day and eating only the choicest bits of food. Now, her world consisted of early mornings and rigorous physical activity. The young Vah Shir followed her orders begrudgingly and, over time, developed a strong respect for the beastlords. Respect turned to honor and honor turned to love. When she reached her first level of illumination, Animalist Sadhi led her through Hollowshade and into the Grimling Forests to the north. He ordered her not to return until she had found true enlightenment.

For days she wandered, seeking an omen. After a week of searching, she sat upon the shore of a small stream. Tears welled in her eyes. "I have failed," she whispered. "Someone please help." She buried her face in her arms and wept. At that moment, she felt the wetness of a tongue licking at her hand. The green eyes of a small tiger burned, strong and steady, into her own. She blinked back the tears and stared at the creature. They gazed at one another for an eternity until Basheera had no idea where her thoughts ended and the tiger's began.

She returned to her master, tiger in tow. "I know enlightenment now, Master Sahdi," she told him. "Juma found me when I could release my pride and ask for him. We are ready to learn more."

Basheera now roams the lands of Luclin in search of new experiences that may strengthen the bond with her warder. Juma, ever vigilant, grows in strength and spirit as the wisdom of his master expands. The adventurous beastlord seeks to find others who lack guidance as she once did and to help them find or regain the paths of their destinies.





Paladin

Paladins are holy fighters who combine martial skill with the holy zeal and power of clerics. They are among the most determined and most effective fighters in all Norrath, and generally band together in orders of knighthood. Where clerics are servants of their gods, paladins are the strong arm of the church, seeking out the enemies of their god and vanquishing them. Paladins understand that some evils cannot be reasoned with or reformed, but must be faced, fought, and destroyed. It is to this duty a paladin dedicates himself.

Within their homelands paladins are respected and often beloved figures of justice. They usually work closely with the churches and clerics of their god, but answer only to their superiors within their own order and to their god. The paladin's unfaltering fervor in combating evil in all its forms is generally reciprocated by those who promote evil causes. Such villains reserve a special hatred for paladins, plotting to corrupt and kill these paragons of virtue and valor at every opportunity.

Attributes: Paladins are first and foremost fighters, trained to use skill at arms to overcome their foes. They generally wear heavy armor as they charge into the thick of a fight and use heavy weapons to carve a swath through their opponents once they get there.

At higher levels, paladins develop the ability to cast divine spells similar to those of a cleric. While they never equal other priestly classes in spellcasting ability, paladins nevertheless possess enough defensive and curative spells and abilities to significantly augment any group.

Questing: Paladins are among the most frequent questers of all the classes. They are frequently sent by their orders to seek out and destroy evil (or to carry profane magic items to places where they can be destroyed), to patrol troubled areas and maintain the peace, and to accompany and protect allies of the order. The paladin's drive to serve his god is a powerful motivator, and many paladins find themselves far from home as a result of seeking to preserve their god's worshippers and destroy infidels.

Many good-aligned questing groups seek out the aid of a paladin, especially when facing creatures with supernatural powers. A paladin is able to survive diabolic foes that might kill a less holy man, and his dedication to any cause that promotes good is unquestioned. Paladins are often leaders themselves, gathering allies together to better serve his deity's needs. When a paladin is not in charge of the group he travels with, he is often a lieutenant and advisor.

Religion: A paladin serves one god with unflinching devotion. This is the focus of his life, the purpose that gives him a sense of meaning. A paladin accepts all those who fight for good, and usually feels a kinship with all servants of his god. Among the humans, Erollisi Marr, Karana, Mithaniel Marr, and Rodcet Nife all have orders of paladins. Dwarven, gnomish, and halfling paladins serve Brell Serilis exclusively. Erudite paladins include the Deepwater Knights of Prexus, as well as the Peacekeepers of Quellious. Half elves are accepted in human orders of paladins, as well as among the high elven Paladins of Tunare — the only goddess whom high elf paladins serve and whom they call Elf-Mother.

Culture and Training: The training of a paladin often starts very early, when she is taken as a squire by an older paladin or brought into an academy run by a paladin order. Young paladins must learn to master skill at arms and religious ceremony, and their strength of character is tested as scrupulously as their martial prowess. In many ways their training parallels that of young clerics. While clerics are taught the mastery of divine magics, however, paladins are taught just enough to prepare them for the development of those powers at a later time. A paladin's focus on battle leaves little room for scholastic or monastic study.

A paladin is a welcome sight to most people in her homeland, and is treated there with honor and respect — but she is also held apart from the common folk. While they trust her intentions and appreciate her devotion, most commoners do not understand what drives a paladin, and see her as somehow different from themselves. Occasionally a paladin's own code comes into conflict with the laws or desires of local rulers or merchants, which can lead to hard feelings or even civic unrest. Especially in those large cities such as Freeport, where such practices as bribery and smuggling are endemic, paladins are sometimes perceived as overbearing and self-righteous, rather than noble and honorable.

Interaction: Paladins are natural leaders, combining combat skills with strong wills, grace, and sense of purpose. When a paladin is himself leading or is supporting a leader, this works to the advantage of the whole team, and paladins often bring out the best in their allies. A paladin who trusts his allies and respects his leader is a powerful force, able to heal and to support with sword or spells at critical moments and throwing himself heart and soul into every effort. If a paladin is dubious of his allies' motives or feels a particular leader is not worthy of him, his doubt can lead to tension and difficulty.

Paladins are often thought of as stubborn and uncompromising, a stereotype that has some legitimacy. Paladins are unwilling to deal with evil creatures or to look the other why while a comrade commits a crime. Paladins are not necessarily stupid, however — they won't insist on attacking an undead lich that is clearly too powerful to defeat. Paladins see this not as cowardice, but as practicality, taking the time needed to gather the strength to overcome such a foe. A paladin is willing to die for his cause, but most paladins know they can do more good alive than dead.

Alignment: Paladins must be of good alignment, thought they may be of any good alignment. A paladin's devotion to his order often results in an orderly alignment, but many paladins believe in personal freedom enough to qualify as discordant. Paladins of Mithaniel Marr and Quellious are always orderly good. If for some reason a paladin becomes non-good, he immediately loses the ability to cast spells, lay on hands, and use disciplines, as well as his poison resistance. Moreover, he cannot gain any further paladin levels until his good alignment is restored.

Class Rules

The game rules for playing a paladin are listed below.

Abilities: The most important ability for a paladin is Strength, since it both increases his ability to hit and do damage in melee combat and allows him to wear heavy armors more effectively. Wisdom is also very important, as a paladin's spellcasting is tied to this ability. Paladins also tend to want high Constitution and Charisma scores, and are thus forced to settle for lower Dexterity and Intelligence scores.

Race: Dwarves, Erudites, gnomes, half elves, halflings, high elves, and humans can all be paladins.

Hit Dice: A 1st-level paladin starts play with hit points equal to 10 plus her Constitution modifier. Thereafter, she receives 1d10 + Con modifier hit points at each paladin level.

Skills: The paladin's class skills (and the key ability for each skill) are Alcohol Tolerance (Con), Channeling (Con), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (warcraft) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Taunt (Cha), and Trade Skill (Int or Wis). Paladins may buy ranks of the exclusive Meditation (Wis) skill as a cross-class skill.

At 1st level a paladin receives a number of skill points equal to (3 + Int modifier) x 4. He gets an additional 3 + Int modifier skill points at each paladin level after 1st.

Starting Proficiencies: Paladins begin play proficient with all simple and martial weapons in the one-hand blunt, one-hand slashing, two-hand blunt, two-hand slashing, and archery weapon categories. They also begin play with the Armor Proficiency (heavy, light, and medium) and Shield Proficiency feats.

Table 3-19: Paladin Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+1	Lay on hands, starting proficiencies
2	+2	+3	+0	+2	Poison resistance
3	+3	+3	+1	+2	Smithing
4	+4	+4	+1	+3	Slay undead
5	+5	+4	+1	+3	Spellcasting
6	+6	+5	+2	+3	
7	+7	+5	+2	+4	Holy steed
8	+8	+6	+2	+4	
9	+9	+6	+3	+5	Parry
10	+10	+7	+3	+5	
11	+11	+7	+3	+5	
12	+12	+8	+4	+6	Double Attack
13	+13	+8	+4	+6	
14	+14	+9	+4	+7	
15	+15	+9	+5	+7	
16	+16	+10	+5	+7	Riposte
17	+17	+10	+5	+8	
18	+18	+11	+6	+8	
19	+19	+11	+6	+9	
20	+20	+12	+6	+9	Improved lay on hands
21	+21	+12	+7	+9	Discipline: Resistant
22	+22	+13	+7	+10	
23	+23	+13	+7	+10	
24	+24	+14	+8	+11	Discipline: Fearless
25	+25	+14	+8	+11	
26	+26	+15	+8	+11	
27	+27	+15	+9	+12	Discipline: Holy Forge
28	+28	+16	+9	+12	
29	+29	+16	+9	+13	
30	+30	+17	+10	+13	Discipline: Sanctification

Lay on Hands: At 1st level a paladin gains the ability to cure wounds by placing his hands on a living target as an attack action (requiring a touch attack if the recipient is unwilling). The amount of damage the paladin may heal when laying on hands is equal to his Wisdom modifier plus his Charisma modifier multiplied by his paladin level. For example, a 6th-level paladin with a Wisdom modifier of +2 and a Charisma modifier of +3 could heal creatures for a total of (2 + 3) x 6, or 30 hit points. The paladin may not divide this healing up among a number of uses, but is limited to laying on hands once each day.

Poison Resistance: At 2nd level a paladin gains an inherent bonus of poison resistance (3) and gains a +2 bonus on all saving throws against poison.

Smithing: A paladin's focus on heavy arms and armor as the tools of his class makes her familiar with the methods of crafting and repairing such equipment. At 3rd level the paladin gains a +3 competence bonus on all Trade Skill (blacksmithing) checks.

Slay Undead: At 4th level a paladin's crusade against the undead has armed him with knowledge of their weaknesses. The paladin may score critical hits against undead normally, even though undead are normally immune to critical hits.

Spellcasting: Paladins are divine hybrid spellcasters, and can cast spells of the levels shown on **Table 3–17**. The paladin's list of spells is detailed in Chapter 10: Spells. A paladin has a mana pool and prepares and gains spells just as any other hybrid class.

Holy Steed: At 7th level the paladin's deity sends a holy steed to serve the paladin. This mount is a heavy warhorse that is divinely intelligent, strong, and loyal. Such warhorses are paragons of their breed, with powerful muscles rolling under lustrous coats. Should the paladin's steed die, another cannot be called for a year and a day. See the sidebar for information on the paladin's holy steed. Alternately, for those gnome or halfling (or even dwarven) paladins, statistics for a holy warpony are provided as well.

Not all dwarven, gnomish, or halfling paladins fancy riding into battle, however — or riding a horse anywhere else for that matter. Besides, warhorses and warponies don't fit in tunnels very well. At the GM's discretion, such paladins may receive the divine gift of a magic weapon in lieu of a holy steed. Such weapons normally take the form of whatever type of weapon the paladin favors and carry a +2 enhancement bonus on attack and damage, but GMs may customize the holy weapon at their discretion and may require the paladins to complete a quest to gain the item.

Parry: At 9th level a paladin gains the Parry feat as a bonus feat (if he does not already have it), even if she does not meet all of the usual requirements for the feat.

Double Attack: At 12th level a paladin qualifies to take the Double Attack feat (he does not gain Double Attack automatically, but may now purchase it normally).

Riposte: At 16th level a paladin qualifies to take the Riposte feat (he does not gain Riposte automatically, but may now purchase it normally).

Improved Lay on Hands: Beginning at 20th level, when the paladin uses her lay on hands ability the recipient is completely healed as per the spell *complete heal.*

Holy Steed (Sacred Heavy Warhorse)

	Large Magical Beast
Hit Dice:	7d10+21 (59 hp)
Initiative:	+1 (Dex)
Speed:	50 ft.
AC:	16 (–1 size, +1 Dex, +6 natural)
Attacks:	2 hooves +11 melee; bite +6 melee
Damage:	Hoof 1d6+5; bite 1d4+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Qualities:	Improved evasion, share spells, empathic link, share saving throws, spell resistance, scent
Saves:	Fort +8, Ref +6, Will +3
Abilities:	Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 8
Skills:	Listen +7, Spot +7

Carrying Capacity: A light load for a holy steed is up to 400 pounds; a medium load, 401-800 pounds; a heavy load, 801-1200 pounds. The steed can drag 6,000 pounds. A holy steed can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10).

Improved Evasion (Ex): If the steed makes its saving throw against any attack or effect that normally does only half damage on a successful Reflex save, the steed instead takes no damage. Further, even if the steed fails the save, it takes only half damage. This is a supernatural ability.

Share Spells: At the paladin's option, the paladin may have any buffing or defensive spell she casts on herself also affect her steed at no extra mana cost. The steed must be within 5 feet of the paladin when the spell takes effect. If the spell has a duration other than instantaneous, the spell stops affecting the steed if it moves farther than 5 feet away and will not affect the steed again even if the steed returns to the paladin before the duration expires. Additionally, the paladin may cast any spell that normally only affects herself on the steed instead (that is, the paladin may cast a spell with a range of "personal" as a touch spell if her horse is the recipient). In this case, the steed is free to move more than 5 feet from the paladin without risk of losing the spell effect. The paladin and the steed can share spells even if the spells normally do not affect creatures of the steed's type.

Share Saving Throws: The steed uses either its own base save or the paladin's for each of Fortitude, Reflex, and Will saves — whichever is higher in each case.

Empathic Link (Su): The paladin shares an empathic link with the holy steed to a distance of up to one mile. The paladin cannot see through the steed's eyes, but they can communicate telepathically. Intelligent divine horses may see the world differently from humans, so misunderstandings are always possible.

Spell Resistance: The steed's spell resistance equals the paladin's class level +5.

Smaller Holy Steeds (Sacred Warpony)

Dwarves, gnomes, and halflings need smaller steeds to suit their own frames. Their holy steeds use the statistics above except as noted below.

	Medium-Size Magical Beast
Speed:	40 ft.
AC:	17 (+1 Dex, +6 natural)
Attacks:	2 hooves +12 melee
Damage:	Hoof 1d3+5
Face/Reach:	5 ft. by 5 ft./5 ft.

Carrying Capacity: A light load for a Medium-size holy steed is up to 133 pounds; a medium load, 134-266 pounds; a heavy load, 267-400 pounds. The steed can drag 2,000 pounds.

Disciplines: Beginning at 21st level, a paladin begins to gain access to disciplines, special combat abilities that allow the paladin to display amazing battle prowess. Each discipline is taxing and requires great concentration, making it impossible for a paladin to use more than one discipline at once.

Additionally, after a paladin stops using a discipline he may not resume its use or begin using another discipline until a period of time has passed, allowing him to recharge his body and refocus his thoughts. The amount of time he must wait after using a given discipline is listed in each discipline's description. The paladin is free to fight and engage in other strenuous activity during this period between discipline uses, but cannot shorten the period even with devoted rest.

Resistant: At 21st level a paladin gains the Resistant discipline. This discipline allows the paladin to inure herself to the ravages of acid, cold, disease, electricity, fire, magic poison and sonic attacks. The paladin may activate the Resistant discipline as a free action, gaining a bonus of resistance (10) to all of the aforementioned attack types (see "**Spell Special Effects**" in Chapter 8: Using Magic for more information on resistance). This discipline lasts for 1 hour once activated, though the paladin may end it early if she wishes. The paladin may not activate another discipline for 12 hours after the Resistant discipline ends.

Fearless: At 24th level a paladin gains the Fearless discipline. This discipline allows the paladin to ignore the effects of *shaken*, *frightened*, or *panicked* conditions, as well as anything defined as a fear effect (certain spells or abilities with the [fear] descriptor have effects other than fear that may still affect the paladin, but the fear effects of the spell will not). Activating this discipline is a free action that may be taken at any time (even when it is not the paladin's action). This discipline lasts for 1 hour once activated, though the paladin may end it early if she wishes. The paladin may not activate another discipline for 12 hours after the Fearless discipline ends.

Holy Forge: At 27th level a paladin gains the Holy Forge discipline. This supernatural ability allows a paladin to channel holy energy into any weapon she wields, making every successful attack against undead with that weapon automatically threaten a critical hit. Each attack must be checked normally to see if the critical hit is confirmed (see "**Critical Hits**" in Chapter 12: Combat). This discipline lasts for 1 round per level once activated, though the paladin may end it early if she wishes. The paladin may not activate another discipline for 24 hours after the Holy Forge discipline ends.

Sanctification: At 30th level the paladin gains the Sanctification discipline. This discipline allows the paladin to cloak himself in holy energy, making him resistant to most spell effects. The paladin gains a bonus of spell resistance 40 for 1 minute (see **"Spell Resistance"** in Chapter Eight: Using Magic), although he may end Sanctification early if he wishes. The paladin may not activate another discipline for 24 hours after the Sanctification discipline ends.

Starting Package: Chain shirt, broad sword, large wooden shield, adventurer clothes, wooden holy symbol, backpack, bedroll, flint and steel, common lamp, oil (1 pint), belt pouch, 6 days' rations, rope (hemp, 50 ft.), soap (1 pound), waterskin, whetstone, 3 gold pieces.

High Elf Starting Package: Chain shirt, longsword, dagger, small steel shield, adventurer clothes, wooden holy symbol, signet ring, backpack, bedroll, flint and steel, belt pouch, 6 days' rations, rope (hemp, 50 ft.), soap (1 pound), waterskin, whetstone, 5 gold pieces.

Hurgadil

Dwarf Paladin

Hymn to the Underfoot
Behold the rock; the flesh of the earth
Whose veins creak with the glint of gold;
Axe-beaten, heavy, molten and old
Blessed be the forge and the hearth.

A paladin of Brell Serilis, Hurgadil entered the world through the rocky womb of Kaladim. Glory and honor fixed itself within the young dwarf, and he heard from an early age the calling of Brell Serilis. He desired little more than to carry out the justice of the Duke of Below and follow in the footsteps of his forefathers.

Tragedy befell Hurgadil, however, when his parents ventured forth on an expedition across the sea. Abundant letters describing the discovery of ice-blown lands suddenly stopped. Knights from Kaladim left to seek out the missing adventurers, and, like the explorers before them, disappeared into uncertainty. One evening, while Hurgadil patrolled the area just outside of Kaladim, a wounded dwarf messenger stumbled through the gates. Hurgadil rushed to aid him, binding the wounds with his own cloak. "The giants are coming," the dwarf gasped with his dying breath.

With the blessing of his knightly order, Hurgadil left the stone walls of Kaladim in search of the missing dwarves. His journey took him to the farthest corners of Norrath. Following the clues of his parents' letters, he traced their route in search of answers. Stepping foot on the icy continent of Velious, he found himself immersed in a land ravaged by war. He discovered fast friendship within the halls of Thurgadin and joined the strange, pale dwarves in their battle against the giants.

Hurgadil's search for his parents and the missing knights continues. Bound to his oath as guardian of the Coldain and friend to his new dwarven allies, he strives to protect them from the doom of impending war, hoping that his endeavors will uncover the whereabouts of his missing family.





Ranger

Rangers are archers and woodsmen who combine martial skill with the natural divine power of druids. Their prowess in the wilds is unmatched, and many a foe has been slain by a ranger's arrow without ever having known the ranger was nearby. Rangers can speak to animals, stalk silently through underbrush, and use outdoor environments to their advantage. Rangers are generally seen as powerful defenders of forests, although they can be found guarding nearly any natural locale: mountains, swamps, deserts — any place untouched by the hand of civilization

Some rangers guard against poachers and the incursion of destructive forces, acting as scouts, messengers, and frontier guards for many organizations. Other rangers enjoy personal freedom, going where they wish and taking up only those causes that move them personally. Regardless, rangers are often seen as folk heroes in their homelands, and many youths dream of taking up buckskin and bow to join their ranks.

Attributes: Rangers excel at ranged combat, though they are certainly no weaklings when engaged in melee. They are also masters of tracking, survival, and wilderness lore, and combine these skills with magic similar to, while perhaps never as potent as that of druids. In a wilderness setting, few can compete with a ranger.

However, a ranger must be cautious when engaging in combat. Lacking the heavy armors and copious hit points of warriors, most rangers must take advantage of their agility and ability to fight at range and thereby avoid damage. A ranger is at her best when she is able to shoot and move in a natural setting, where she can take advantage of her accuracy and familiarity with her surroundings to outstrip her foes.

Questing: Rangers spend most of their time wandering through wildernesses, and, as a result, their entire lives could be considered one long quest. Many rangers have acute wanderlust, and it is not unusual to find a ranger casually wandering hundreds of miles from her home. Rangers also tend to be relentless in the pursuit of their enemies, and have been known to track a foe across a continent if needed. Rangers who have close ties to a local government or to groups of clerics or druids may also accompany members of those groups who need to travel through the wilderness.

Many questing groups seek rangers out to become their guides, and some rangers make a practice of hiring out their services to such parties. A ranger who wishes to see more of the world with the added safety of numbers should have little trouble finding a group with whom to travel. Rangers are especially useful to small groups, who often find rangers to be invaluable additions.

Religion: Many rangers are followers of the same gods as druids — Karana or Tunare — and have strong ties to druidic circles. Other rangers work for churches of those gods, acting as scouts or perhaps as religious soldiers in much the same manner as paladins. Among

halfling rangers, worship of either Karana or Brell Serilis is most common. Most rangers, though, are fairly casual about their religious beliefs; their personal convictions may be strong, but they do not feel the need to force their beliefs upon others. Some rangers believe less in a specific god than in the divinity of nature itself, worshiping the power of the wilds in pristine, untamed places as others might worship their gods in built shrines.

Culture and Training: Rangers often form fellowships of various sizes outside the bounds of the communities they protect. Though these groups are not necessarily particularly insular, few people who are not rangers themselves join their fellowships, other than the occasional druid or hermit. Those who seek to become rangers, usually themselves children of rangers or youngsters from nearby communities, are given the opportunity to prove themselves worthy of training and aid. Many young wood elves and half elves spend their early youth running through the woods carrying supplies to and from ranger camps before they enter any formal period of instruction. By the time they are offered a chance to learn from an older ranger, such candidates are already at home in the wild.

Interaction: Rangers frequently don't get along well with city-dwellers and townsfolk, although this is mostly a matter of two groups simply not understanding one another. Most rangers think living inside a wall and sleeping under a roof each night is stifling, while many village inhabitants can't imagine choosing to live in the wild. Even the friendliest of rangers is likely to prefer to live outside the towns of their homeland, although the wood elf rangers of Kelethin seem fairly comfortable within that tree-city.

A ranger's need for personal space can assert itself when the ranger becomes part of a group. Rangers often wish to scout far ahead of a group they are traveling with, perhaps much to the consternation of group leaders. In the best case, the ranger is allowed to take advantage of her superior woodcraft and stealth if she stays within yelling distance of her allies. This kind of arrangement generally requires careful handling by the leader of such a party, however, or an understanding attitude from a group the ranger herself leads.

Alignment: A ranger can be of any alignment, although many are discordant. Most half elven, halfling, human, and wood elven rangers are neutral or good, but evil rangers can certainly be found, particularly among dark (NPC) races, such as goblins, orcs, and gnolls.

Class Rules

The game rules for playing a ranger are listed below.

Abilities: A ranger relies greatly on her Dexterity, as a high score both increases the accuracy of her ranged attacks and improves her Armor Class. Strength is also important to a ranger, especially if she can acquire or fashion a mighty bow to take advantage of a high Strength bonus. Many important ranger skills are Wisdom-based, as is her divine magic. Rangers often settle for lower Intelligence scores.

Race: Half-elves, halflings, humans, and wood elves can all be rangers.

Table 3-20: Ranger Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+2	+0	Starting proficiencies
2	+2	+2	+3	+0	Cold and fire resistance
3	+3	+2	+3	+1	Fletcher
4	+4	+3	+4	+1	Wilds mastery
5	+5	+3	+4	+1	Spellcasting
6	+6	+3	+5	+2	
7	+7	+4	+5	+2	
8	+8	+4	+6	+2	Weapon Specialization (archery)
9	+9	+5	+6	+3	Wilds mastery
10	+10	+5	+7	+3	Parry
11	+11	+5	+7	+3	Dual Wield
12	+12	+6	+8	+4	Double Attack
13	+13	+6	+8	+4	Bonus feat
14	+14	+7	+9	+4	Wilds mastery
15	+15	+7	+9	+5	
16	+16	+7	+10	+5	
17	+17	+8	+10	+5	
18	+18	+8	+11	+6	Riposte
19	+19	+9	+11	+6	Wilds mastery
20	+20	+9	+12	+6	Bonus Feat
21	+21	+9	+12	+7	Discipline: Resistant
22	+22	+10	+13	+7	
23	+23	+10	+13	+7	Wilds mastery
24	+24	+11	+14	+8	Discipline: Fearless
25	+25	+11	+14	+8	
26	+26	+11	+15	+8	
27	+27	+12	+15	+9	Discipline: Trueshot
28	+28	+12	+16	+9	Wilds mastery
29	+29	+13	+16	+9	
30	+30	+13	+17	+10	Discipline: Weapon Shield

Hit Dice: A 1st-level ranger starts play with hit points equal to 10 plus his Constitution modifier. Thereafter, he receives 1d10 + Con modifier hit points at each ranger level.

Skills: The ranger's class skills (and the key ability for each skill) are Alcohol Tolerance (Con), Animal Empathy (Cha), Channeling (Con), Climb (Str), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (local lore) (Int), Knowledge (monster lore) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Heading (Wis), Sneak (Dex), Spot (Wis), Swim (Str), Taunt (Cha), Trade Skill (Int or Wis), Use Rope (Dex), and Wilderness Lore (Wis). Rangers may buy ranks of the exclusive Meditation (Wis) skill as a cross-class skill.

At 1st level a ranger receives a number of skill points equal to (5 + Int modifier) x 4. He gets an additional 5 + Int modifier skill points at each ranger level after 1st.

Starting Proficiencies: Rangers begin play proficient with all simple and martial weapons in the one-hand blunt, one-hand slashing, piercing, two-hand blunt, two-hand slashing, archery, and throwing weapon categories. They also begin play with the Armor Proficiency (light and medium), Shield Proficiency, and Track feats.

Cold and Fire Resistance: At 2nd level a ranger gains an inherent bonus of cold and fire resistance (3). The ranger's training in harsh weather fortifies her body against the elements.

Fletcher: At 3rd level a ranger gains a +3 competence bonus on all Trade Skill (fletching) skill checks.

Wilds Mastery: As a ranger gains levels she learns to master the secrets of the wilderness. She gains the first of these wilds mastery abilities at 4th level, gaining another at 9th, 14th, 19th, 23rd, and 28th level. Each wilds mastery is selected from the list below, and once chosen cannot be changed.

Animal Voice: The ranger may choose a number of animal or beast species equal to 1 + the ranger's Int modifier, and learn to speak those creatures' tongues. If an animal or beast is not given as speaking a particular language in its description in *EverQuest: Monsters of Norrath*, then it speaks its own language not understood by any other species. Speaking an animal's or beast's language allows rudimentary

Quillaa

Wood Elf Ranger

The thick woods of Greater Faydark always offered solace to young Quillaa. Born to the north of Kelethin, she spent most of her childhood exploring the forest regions and tracking the animals that wandered near her home. Even the young orcs that made their way down from the stronghold of Crushbone became mere nuisances as her skill with the bow and the sword improved.

Unfortunately, Quillaa's family did not possess the same skills, and she returned home one afternoon to find her parents and siblings slain. Examining the tracks just outside, she followed the trail north to Crushbone. Fearless and intent upon revenge, she entered the keep and began to lay waste to everything that moved. By the time her rage had cooled, dozens of orc bodies were scattered in bloody jumble around her. One by one, she scalped them and returned to Kelethin to offer up evidence to prove to the people of Greater Faydark that they were no longer as safe as they all had imagined.

After the death of her family, Quillaa set off on another tracking excursion, but this time she did not seek to return home. Kelethin offered no more to her than the pain of her loss. She journeyed across Faydark, and, near the mountains of Butcherblock, she came into the company of Halwain, cleric and follower of Rodcet Nife.

She prefers the comfort of the forest and trusts few who intrude into her life without invitation. Only Halwain, in his quiet determination, broke through the sturdy walls of her mistrust, and the two fell into fast friendship.

Unable to change the past, Quillaa is driven by the need to help others. In doing so, she hopes to reconcile the tragedy that befell her family and put to rest the haunting visions of their demise. Quillaa now accompanies Halwain on his quest to rid the world of undead. As the Estate of Unrest beckons to her ambitious friend, she accompanies him and aids the general population of Antonica against the enemies of Norrath.



communication with the creature, which, although usually friendly and helpful to one who speaks its tongue, is not in any way under the ranger's control. However, the ranger also receives a +2 bonus on Animal Empathy, Handle Animal, and Ride checks relating to any animal or beast whose language she can speak. This wilds mastery may be selected multiple times: each selection adds to the ranger's repertoire a number of animal or beast languages equal to 1 + the ranger's Int modifier.

Archer: The ranger may calculate her iterative attacks with any ranged weapon as if the weapon were one delay category faster. For example, a ranger with a +9 base attack bonus using a longbow, standard delay (5), would calculate her ranged attacks as if the longbow was a quick delay (4) weapon. Thus, instead of receiving two attacks at +9/+4, she would gain three iterative attacks at +9/+5/+1. This wilds mastery may not be chosen more than once.

Favored Terrain: The ranger designates a particular type of wilderness terrain as her favored terrain. While in this terrain, the ranger gains a +2 competence bonus on Animal Empathy and Handle Animal checks involving native animals, and on all Hide, Listen, Search, Sense Heading, Sneak, Spot, and Wilderness Lore checks. She also gains a +2 competence bonus on Knowledge (nature) checks relating to or involving this terrain type. This wilds mastery may be taken multiple times, and the same terrain can be chosen more than once; in this case, the competence bonus is increased by +2 for each repeated selection. The most common types of terrain are arctic, desert, forest, hills, marsh, mountains, plains, and water (ocean/lake/river).

Improved Track: If the ranger fails a Wilderness Lore check while attempting to track, she can retry after only half the time normally required (30 minutes outdoors or 5 minutes indoors). Further, the ranger can track while moving her normal speed without suffering the usual –5 penalty for doing so. This wilds mastery may not be chosen more than once.

Sylvan Grace: The ranger suffers no penalty for moving at up to her normal speed while using the Hide or Sneak skills, and suffers only a –10 penalty for doing so while running or charging. This ability applies only in outdoor, wilderness settings, and cannot be used in heavy armor. This wilds mastery may not be chosen more than once.

Trackless Step: The ranger leaves no trail in natural surroundings. She can only be tracked by ranger or druid of a level higher than her own ranger level, and even such characters suffer a –10 penalty to Wilderness Lore checks when attempting to track her. This ability cannot be used in heavy armor. This wilds mastery may not be chosen more than once.

Woodland Stride: The ranger may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed without suffering damage or other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the ranger normally. This ability cannot be used in heavy armor. This wilds mastery may not be chosen more than once.

Spellcasting: Rangers are divine hybrid spellcasters, and can cast spells of the levels shown on **Table 3–17**. The ranger's list of spells is detailed in Chapter 10: Spells. A ranger has a mana pool and prepares and gains spells just as any other hybrid class.

Weapon Specialization (archery): At 8th level the ranger qualifies to take the Weapon Specialization feat with any bow. The ranger must already have taken the Weapon Focus feat with the bow before he can specialize with it as well.

Parry: At 10th level a ranger gains the Parry feat as a bonus feat (if he does not already have it), even if he does not meet all of the usual requirements for the feat.

Dual Wield: At 11th level a ranger qualifies to take the Dual Wield feat (he does not gain Dual Wield automatically, but may now purchase it normally).

Double Attack: At 12th level a ranger qualifies to take the Double Attack feat (she does not gain Double Attack automatically, but may now purchase it normally).

Bonus Feat: At 13th level and again at 20th level, the ranger gains any one of the following feats as a bonus feat: Weapon Focus (any archery weapon), Weapon Specialization (any archery weapon), Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, or Shot on the Run. The ranger must meet all the usual requirements of the feat in order to select it as a bonus feat.

Riposte: At 18th level a ranger qualifies to take the Riposte feat (he does not gain Riposte automatically, but may now purchase it normally).

Disciplines: Beginning at 21st level, a ranger begins to gain access to disciplines, special combat abilities that allow the ranger to display amazing battle prowess. Each discipline is taxing and requires great concentration, making it impossible for a ranger to use more than one discipline at once.

Additionally, after a ranger stops using a discipline she may not resume its use or begin using another discipline until a period of time has passed, allowing her to recharge her body and refocus her thoughts. The amount of time she must wait after using a given discipline is listed in each discipline's description. The ranger is free to fight and engage in other strenuous activity during this period between discipline uses, but cannot shorten the period even with devoted rest.

Resistant: At 21st level a ranger gains the Resistant discipline. This discipline allows the ranger to inure herself to the ravages of acid, cold, disease, electricity, fire, magic poison and sonic attacks. The ranger may activate the Resistant discipline as a free action, gaining a bonus of resistance (10) to all of the aforementioned attack types (see **"Spell Special Effects"** in Chapter 8: Using Magic for more information on resistance). This discipline lasts for 1 hour once activated, though the ranger may end it early if she wishes. The ranger may not activate another discipline for 12 hours after the Resistant discipline ends.

Fearless: At 24th level a ranger gains the Fearless discipline. This discipline allows the ranger to ignore the effects of *shaken*, *frightened*, or *panicked* conditions, as well as anything defined as a fear effect (certain spells or abilities with the [fear] descriptor have effects other than fear that may still affect the ranger, but the fear effects of the spell will not). Activating this discipline is a free action that may be taken at any time (even when it is not the ranger's action). This discipline lasts for 1 hour once activated, though the ranger may end it early if she wishes. The ranger may not activate another discipline for 12 hours after the Fearless discipline ends.

Trueshot: At 27th level a ranger gains the Trueshot discipline. This extraordinary ability lasts for 2 rounds, causing every successful ranged attack made by the ranger during that time to deal double damage. Like any damage multiple, these are additive with other multiples, so that a ranger using Trueshot who scored a critical hit with a shortbow would do x4 damage, not x6 damage. Activating Trueshot is a free action. The ranger may not activate another discipline for 24 hours after the Trueshot discipline ends.

Weapon Shield: At 30th level the ranger gains the Weapon Shield discipline. This extraordinary ability, when activated, grants the ranger a +15 dodge bonus to AC against all melee attacks for 1 round per level. The ranger may not activate another discipline for 24 hours after ending the Weapon Shield discipline.

Starting Package: Studded leather armor, handaxe, dagger, longbow, 20 arrows, adventurer clothes, backpack, bedroll, winter blanket, fishing pole, flint and steel, bullseye lantern, oil (1 pint), belt pouch, 2 days' rations, rope (hemp, 50 ft.), sewing needle, spade, waterskin, whetstone, 4 gold pieces.

Wood Elf Starting Package: Studded leather armor, shortsword, handaxe, longbow, 20 arrows, adventurer clothes, backpack, bedroll, winter blanket, fishing pole, flint and steel, belt pouch, 2 days' rations, rope (hemp, 50 ft.), sewing needle, soap (1 pound), spade, waterskin, whetstone, 5 gold pieces.



Shadow Knight

The shadow knight combines martial skill with the black arts of necromancy. Although many consider her the antithesis of the paladin, the shadow knight is truly far more than a mere servant of evil gods. She is a horrid merging of the arts of war with a necromancer's fell magic. A competent shadow knight is an army of one, able to bring death with a touch or summon dark energies or skeletal servants with arcane magics, and to do so while wading into combat wielding a sword and wearing heavy armor.

Shadow knights are hated and reviled in all peaceful lands, but some still walk openly there, confident in their power to survive any challenge. Only a fool would presume that he controls a shadow knight, although shadow knights may well ally themselves to others for a time or may band together to achieve common goals. At best, a dark master might bully a weaker shadow knight into obedience for a time, or ally itself with her once she grows too powerful to be controlled safely.

Attributes: Shadow knights are mighty fighters who relish and revere death. Despite being arcane spellcasters, they generally use those heavy arms and armor commonly seen only on warriors and clerics. More frighteningly, they can call forth their death magics freely, even in the most restrictive and hampering of armors. While their dark magics never reach the depth of potency a true necromancer can achieve, shadow knights are well able to enhance their already formidable effectiveness on the battlefield.

Shadow knights use their necromancy to draw strength and vitality from their opponents. They summon undead creatures to assist them in battle, and the greatest shadow knights have the dreaded ability to deliver a life-sucking touch attack that can kill instantly all but the doughtiest of opponents, while absorbing fallen enemies' life energy into themselves.

Questing: Those shadow knights who bow to the will of a master or order are often sent on missions to further the cause of their superior(s). These missions almost invariably involve the distribution of pain, misery, and disease in otherwise peaceful lands. Shadow knights might also be sent to instigate problems for specific groups or organizations dedicated to the common good, and to undertake missions designed to bring down powerful forces of justice. Shadow knights may be assigned as personal guards for an allied cleric or necromancer, although only younger shadow knights typically agree to such assignments.

When not given tasks directly by their order or when powerful enough to choose their own paths, shadow knights take up missions of their own design, seeking fortune and treasures to augment their considerable powers. It is not unknown for a shadow knight to attempt to conceal her true nature and travel in this way to lands where her vocation is outlawed, but only the most cunning usually succeed at such efforts. An independent shadow knight is much more likely to join a band of mercenaries or bandits (or worse), who care nothing for her moral code and appreciate only her might. Many shadow knights, perhaps naturally, rise to command such organizations, sending or leading their followers on quests for even greater power.

Religion: Shadow knights are usually acolytes of Bertoxxulous, Cazic-Thule, or Innoruuk. Within their own churches, shadow knights are accorded the same respect and honor paladins receive from their temples. However, even clerics of the dark gods know to tread lightly in a shadow knight's presence, for the knights' power is their own — arcane and not divinely granted. Shadow knights sow discontent, fear, and suffering because they wish to, not because they are commanded to, and their relationships with the evil gods are more in the nature of alliance than covenant.

Culture and Training: Most shadow knights pursue a simple and direct goal — to gather as much personal power as possible. They may have become shadow knights due to an early interest in learning both combat skills and necromantic arts, or they may actually have been trained by older shadow knights to serve as vassals. However, a shadow knight's main loyalties lie only with herself, and while she may join a group or guild to bolster her chance of survival for a time, she's likely to remain a member only so long as it suits her purpose. Of course, if the shadow knight can wrest control of such an organization, it becomes another tool in her search for power.

Generally, many shadow knight trainees die for every one who survives to learn the harm touch. To become a shadow knight, a youth must not only learn battle skills and arcane lore, she must also share a certain intimacy with death. This combination of aptitudes leads to the development of the dark aura critical to the shadow knight's success: it is this aura that allows her to cast her spells while armored, to harm creatures with but a touch, and eventually to learn the disciplines of Unholy Aura and Leechcurse. Initiate shadow knights are tested in a series of horrifying trials which most do not survive. Even a 1st-level shadow knight has already proven herself to have an exceptional talent for the dark arts.

Interaction: Shadow knights are feared and honored among the dark elves, iksar, ogres, and trolls. Erudite shadow knights from Paineel are less respected by their people early in their careers, as most Erudites find the notion of using weapons to be distasteful, but as the shadow knight grows in power and magical ability, they are able to overcome these racial biases and claim positions of great authority. Human shadow knights almost never work openly within their own homelands, but may have the support of secret organizations found in sewers and dark corners of their cities.

For a group willing to accept her, a shadow knight has much to offer. She is a powerful fighter, able to bring down foes that might at first seem much too powerful for her. With a careful combination of melee prowess, necromantic magic, and the harm touch ability, a shadow knight will allow a group of heroes (or perhaps anti-heroes) to bring down foes that might otherwise destroy them. One drawback to the presence of a shadow knight is the hatred she elicits from others, for herself and her group, and there is always the risk that she plots to wrest control of the group for herself.

Alignment: Shadow knights are necessarily evil, and most are discordant; some are neutral evil, while a small few are orderly. Regardless, all shadow knights exude an almost perceptible aura of death and malevolence, brought about through their familiarity with the darkest arcane arts, that cannot be maintained by any person of non-evil alignment. Without this aura, a shadow knight cannot cast spells in armor without suffering a chance of arcane spell failure. Further, a non-evil shadow knight loses the powers of harm touch and disease resistance, and access to all of her shadow knight disciplines.

Class Rules

The game rules for playing a shadow knight are listed below.

Abilities: A shadow knight relies greatly on her Strength, as a high score in this ability makes her a more effective fighter. A shadow knight's magical abilities are based on her Intelligence, making this ability important to her as well. A high Constitution score can give her the extra hit points the shadow knight needs to survive against her many enemies, including guards and crusaders who feel she should be killed on sight. Shadow knights often have relatively low Dexterity scores, which is largely irrelevant for those who wear heavy armor, and they tend to have low Wisdom scores as well.

Race: Dark elves, Erudites, gnomes, humans, iksar, ogres, and trolls can all be shadow knights.

Hit Dice: A 1st-level shadow knight starts play with hit points equal to 10 plus his Constitution modifier. Thereafter, he receives 1d10 + Con modifier hit points at each shadow knight level.

Table 3-21: Shadow Knight Level Progression

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+1	Starting proficiencies, harm touch
2	+2	+3	+0	+2	Disease resistance
3	+3	+3	+1	+2	
4	+4	+4	+1	+3	Finishing Blow
5	+5	+4	+1	+3	Armored casting, spellcasting
6	+6	+5	+2	+3	
7	+7	+5	+2	+4	Unholy steed
8	+8	+6	+2	+4	
9	+9	+6	+3	+5	Parry
10	+10	+7	+3	+5	
11	+11	+7	+3	+5	
12	+12	+8	+4	+6	Double Attack
13	+13	+8	+4	+6	
14	+14	+9	+4	+7	
15	+15	+9	+5	+7	
16	+16	+10	+5	+7	Riposte
17	+17	+10	+5	+8	
18	+18	+11	+6	+8	
19	+19	+11	+6	+9	
20	+20	+12	+6	+9	Leech touch
21	+21	+12	+7	+9	Discipline: Resistant
22	+22	+13	+7	+10	
23	+23	+13	+7	+10	
24	+24	+14	+8	+11	Discipline: Fearless
25	+25	+14	+8	+11	
26	+26	+15	+8	+11	
27	+27	+15	+9	+12	Discipline: Unholy Aura
28	+28	+16	+9	+12	
29	+29	+16	+9	+13	
30	+30	+17	+10	+13	Discipline: Leechcurse

Skills: The shadow knight's class skills (and the key ability for each skill) are Alcohol Tolerance (Con), Bluff (Cha), Channeling (Con), Intimidate (Cha), Knowledge (monster lore [undead]) (Int), Knowledge (mysticism) (Int), Knowledge (warcraft) (Int), Ride (Dex), Taunt (Cha), and Trade Skill (Int or Wis). Shadow knights may also buy ranks of the exclusive skills Meditation (Wis) and Undead Empathy (Cha) as cross-class skills.

At 1st level a shadow knight receives a number of skill points equal to (3 + Int modifier) x 4. He gets an additional 3 + Int modifier skill points at each shadow knight level after 1st.

Starting Proficiencies: Shadow knights begin play proficient with all simple and martial weapons in the one-hand blunt, one-hand slashing, two-hand blunt, two-hand slashing, archery, and piercing weapon categories. They also begin play with the Armor Proficiency (heavy, light and medium) and Shield Proficiency feats.

Harm Touch: At 1st level a shadow knight gains the supernatural ability to cause wounds merely by touching on an opponent. Once per day, the shadow knight may make a melee touch attack at his full attack bonus to deliver the harm touch. The harm touch causes 3 points of damage per shadow knight level, although if the opponent makes a successful Fortitude save (DC 10 + shadow knight's Int modifier + 1/2 the shadow knight's level), he takes only half damage. Harm touch may be used an attack action, or, if the shadow knight takes a full attack action, he may make one extra attack at his full base attack bonus to deliver the harm touch (in addition to any iterative attacks). A failed attack roll does not expend the shadow knight's daily use of this ability.

Disease Resistance: At 2nd level a shadow knight gains an inherent bonus of disease resistance (3) and gains a +2 bonus on all saving throws against disease.

Finishing Blow: Shadow knights are masters at delivering death. At 4th level a shadow knight gains the Finishing Blow feat as a bonus feat, despite the fact that she does not meet the usual requirements for the feat.

Armored Casting: A shadow knight's facility with death magics and practice at armored movement allows her to cast her spells more readily than any necromancer. Although her power is limited, the magic comes easily at her call, even when her words and gestures are not perfectly articulated. As a result, a shadow knight suffers no chance of arcane spell failure when casting spells from the shadow knight spell list, no matter how heavy or restrictive her armor. Many necromancers scoff at shadow knights as being sloppy casters, but it is this very lack of precision that allows shadow knights to cast freely even when accoutered in the heaviest of plate armors.

Spellcasting: Shadow knights are arcane hybrid spellcasters, and can cast spells of the levels shown on **Table 3–17**. The shadow knight's list of spells is detailed in Chapter 10: Spells. A shadow knight has a mana pool and prepares and gains spells just as any other hybrid class.

Unholy Steed: At 7th level the shadow knight's deity sends a unholy steed to serve the shadow knight. This mount is a heavy warhorse that is diabolically intelligent, strong, and loyal. Should the shadow knight's steed die, another cannot be called for a year

and a day. Domesticated animals tend to be spooked by the presence an unholy steed. Even common folk are frightened by the sight of these ebony-skinned, unnaturally gaunt creatures with their jaundiced eyes, fiendishly sharp teeth, and their stink of disease and decay. See the sidebar for information on the shadow knight's unholy steed.

Parry: At 9th level a shadow knight gains the Parry feat as a bonus feat (if he does not already have it), even if she does not meet all of the usual requirements for the feat.

Double Attack: At 12th level a shadow knight qualifies to take the Double Attack feat (he does not gain Double Attack automatically, but may now purchase it normally).

Riposte: At 16th level a shadow knight qualifies to take the Riposte feat (he does not gain Riposte automatically, but may now purchase it normally).

Leech Touch: Upon reaching 20th level, when the shadow knight uses his harm touch he gains a number of hit points equal to the amount his victim loses from the harm touch. Victims with extra temporary hit points (such as from an enchanter's *rune* line of spells) still take harm touch damage as normal, but any hit points taken from the victim's temporary hit points are not gained by the shadow knight. In any case, the shadow knight cannot gain more hit points than the victim's current hit point total +10: if the victim is slain by the harm touch, the shadow knight gains only the number of hit points' damage required to kill the victim (normally, enough to take the victim to –10 hit points). Any siphoned hit points that would take the shadow knight above his normal hit point maximum are ignored.

Disciplines: Beginning at 21st level, a shadow knight begins to gain access to disciplines, special combat abilities that allow the shadow knight to display amazing battle prowess. Each discipline is taxing and requires great concentration, making it impossible for a shadow knight to use more than one discipline at once.

Additionally, after a shadow knight stops using a discipline she may not resume its use or begin using another discipline until a period of time has passed, allowing her to recharge her body and refocus her thoughts. The amount of time she must wait after using a given discipline is listed in each discipline's description. The shadow knight is free to fight and engage in other strenuous activity during this period between discipline uses, but cannot shorten the period even with devoted rest.

Resistant: At 21st level a shadow knight gains the Resistant discipline. This discipline allows the shadow knight to inure herself to the ravages of acid, cold, disease, electricity, fire, magic poison and sonic attacks. The shadow knight may activate the Resistant discipline as a free action, gaining a bonus of resistance (10) to all of the aforementioned attack types (see "**Spell Special Effects**" in Chapter 8: Using Magic for more information on resistance). This discipline lasts for 1 hour once activated; though the shadow knight may end it early if she wishes. The shadow knight may not activate another discipline for 12 hours after the Resistant discipline ends.

Unholy Steed (Profane Heavy Warhorse)

	Large Magical Beast
Hit Dice:	7d10+21 (59 hp)
Initiative:	+1 (Dex)
Speed:	50 ft.
AC:	16 (–1 size, +1 Dex, +6 natural)
Attacks:	2 hooves +11 melee; bite +6 melee
Damage:	Hoof 1d6+5; bite 1d4+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Qualities:	Improved evasion, share spells, empathic link, share saving throws, spell resistance, scent
Saves:	Fort +8, Ref +6, Will +3
Abilities:	Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 8
Skills:	Listen +7, Spot +7

Carrying Capacity: A light load for an unholy steed is up to 400 pounds; a medium load, 401-800 pounds; a heavy load, 801-1200 pounds. The steed can drag 6,000 pounds. An unholy steed can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10).

Improved Evasion (Ex): If the steed makes its saving throw against any attack or effect that normally does only half damage on a successful Reflex save, the steed instead takes no damage. Further, even if the steed fails the save, it takes only half damage. This is a supernatural ability.

Share Spells: At the shadow knight's option, the shadow knight may have any buffing or defensive spell she casts on herself also affect her steed at no extra mana cost. The steed must be within 5 feet of the shadow knight when the spell takes effect. If the spell has a duration other than instantaneous, the spell stops affecting the steed if it moves farther than 5 feet away and will not affect the steed again even if the steed returns to the shadow knight before the duration expires. Additionally, the shadow knight may cast any spell that normally only affects herself on the steed instead (that is, the shadow knight may cast a spell with a range of personal as a "touch" spell if her horse is the recipient). In this case, the steed is free to move more than 5 feet from the shadow knight without risk of losing the spell effect. The shadow knight and the steed can share spells even if the spells normally do not affect creatures of the steed's type.

Share Saving Throws: The steed uses either its own base save or the shadow knight's for each of Fortitude, Reflex, and Will saves, whichever is higher in each case.

Empathic Link (Su): The shadow knight shares an empathic link with the unholy steed to a distance of up to one mile. The shadow knight cannot see through the steed's eyes, but they can communicate telepathically. Intelligent profane horses may see the world differently from other sentient beings, so misunderstandings are always possible.

Spell Resistance: The steed's spell resistance equals the shadow knight's class level +5.

Ogre and Troll Unholy Steeds

Ogres and trolls need larger steeds to carry their larger frames. Their unholy steeds use the statistics above except as noted below.

	Huge Magical Beast
AC:	17 (–2 size, +1 Dex, +8 natural)
Attacks:	2 hooves +10 melee; bite +5 melee
Damage:	Hoof 1d8+5; bite 1d6+2

Carrying Capacity: A light load for a Huge unholy steed is up to 633 pounds; a medium load, 634-1266 pounds; a heavy load, 1267-1,900 pounds. The Huge steed can drag 9,500 pounds.

Iksar Unholy Steeds

Cazic-Thule sends iksar shadow knights an ebony-scaled giant lizard for use as their unholy steed. The lizard's statistics conform to those of typical shadow knights' steeds except as noted below.

	Large Magical Beast
Speed:	40 ft.
AC:	17 (–1 size, +1 Dex, +7 natural)
Attacks:	Bite +11 melee, 2 claws +6 melee; or tail slap +11 melee
Damage:	Bite 1d8+5; claw 1d4+2; tail slap 1d4+5 and trip

Trip (Ex): If the lizard's tail slap hits a Medium-size or smaller opponent, it may immediately attempt to trip that opponent. See "**Trip**" in Chapter 12: Combat for rules on trip attacks.

Carrying Capacity: A light load for an iksar steed is up to 350 pounds; a medium load, 351-700 pounds; a heavy load, 701-1,050 pounds. The steed can drag 5,250 pounds.

Fearless: At 24th level a shadow knight gains the Fearless discipline. This discipline allows the shadow knight to ignore the effects of *shaken*, *frightened*, or *panicked* conditions, as well as anything defined as a fear effect (certain spells or abilities with the [fear] descriptor have effects other than fear that may still affect the shadow knight, but the fear effects of the spell will not). Activating this discipline is a free action that may be taken at any time (even when it is not the shadow knight's action). This discipline lasts for 1 hour once activated, though the shadow knight may end it early if she wishes. The shadow knight may not activate another discipline for 12 hours after the Fearless discipline ends.

Unholy Aura: At 27th level a shadow knight gains the Unholy Aura discipline, allowing her to channel greater power into her leech touch ability. The Unholy Aura is a free action to activate, and cloaks the shadow knight in a flickering black aura that remains until the next time she hits successfully with her leech touch ability. This enhanced harm touch causes 5 points of damage per shadow knight level and has a Fortitude save DC of 10 + shadow knight's Int modifier + the shadow knight's class level (not 1/2 the shadow knight's level). The shadow knight may not activate another discipline for 12 hours after the Unholy Aura discipline is discharged.

Leechcurse: At 30th level the shadow knight gains the Leechcurse discipline, allowing her to revitalize herself with life energy drained from her opponents in melee combat. The discipline is a free action to activate, and lasts for 2 rounds once activated. Leechcurse causes all damage inflicted by the shadow knight in melee combat during that time to be transferred to her, as if through the leech touch ability. Thus, if an opponent is slain, the shadow knight gains only the number of hit points' damage required to kill the victim (normally, enough to take the victim to –10 hit points). Any siphoned hit points that would take the shadow knight above her normal hit point maximum are ignored. The shadow knight may not activate another discipline for 24 hours after the Leechcurse discipline ends.

Starting Package: Greataxe, light flail, chain shirt, adventurer clothes, backpack, bedroll, flint and steel, manacles, 2 days' rations, rope (hemp, 50 ft.), torch, waterskin, 3 gold pieces.

Ogre/Troll Starting Package: Halberd, spiked gauntlet, scale mail, traveler clothes, backpack, bedroll, flint and steel, manacles, 2 days' rations, rope (hemp, 50 ft.), sack, waterskin, 3 gold pieces.



Elmerg
Troll Shadow Knight

In a culture built on treachery, hate and violence, Elmerg stood as a model example among his corrupt, vile people. Young in the gill and ambitious to a fault, it was inevitable that he would enter into the shadowy order of the Greenblood Knights. Where Tunare smiled upon her Koada'Dal holy warriors, Cazic Thule scourged the trolls with a thirst for blood unmatched by many.

Quick to prove his fierceness, Elmerg slaughtered his way through the froglok stronghold of Guk, paying little attention to the route he had taken during the bloodshed. It was only with the fortunate assistance of another adventuring troll that Elmerg escaped the depths of his foolhardiness and made it back into the murky daylight of his home.

Once his wounds healed (along with his pride,) Elmerg listened to his rescuer speak of great lands beyond the swamps of Innothule. His people, content to waste away within the troll city of Grobb, seemed to lack the vision he was born with. Hate with honor, or without — a lesson taught to him by the Greenbloods — opened his eyes to a new ambition. Trolls, in their physical superiority, were the hammer of Norrath, not the anvil.

Elmerg's lofty realization spurred him to leave the swamp and actively search for other races that shared his immediate need for adventure. Striking north, he aided groups of humans and elves against the raiding orcs that threatened the desert sands of Ro. He quickly built a reputation and lined his pockets with the spoils of adventure.

Under the guise of a strong arm for hire, Elmerg now offers his services to greedy adventurers in hopes that his exposure will provide him with insight into the many strengths and weaknesses of all Norrath's races.



Chapter Four: Skills

Some wizards are expert spellcasters but have few other skills worth mentioning, while other wizards are, for instance, adept craftspersons as well. Most clerics can talk for hours about the precepts of their own religions (and perhaps the flaws of others') and other esoteric matters, but a few are master negotiators and counselors. One barbarian warrior might be a sluggish, heavily armored hulk, while another is an athlete without peer, able to swim wide lakes, climb high cliffs, and leap broad chasms. The differences between these characters lie in the skills each has chosen to develop.

Overview of Skills

A character's skills are capabilities that can improve as the character gains levels. A player chooses skills when creating a character by spending the character's initial skill points. At each level after 1st, the character gains additional skill points to spend, as well additional training points that may be used to purchase skills (see "**Class Advancement**" in Chapter 3: Classes for more information on gaining levels and training points). Each particular skill has a total bonus that includes the number of ranks a character has in that skill, the modifier for the skill's key ability, and several other possible modifiers such as synergy, racial, or other types of bonuses. The higher a skill's total bonus, the better a character is at that skill.

Acquiring Skills:

Characters have a number of skill points at each character level based on their race and their class levels. Depending on a character's class (and sometimes race), some skills are "class skills" and some are "cross-class." Gaining cross-class skills costs 2 skill points or 5 training points per skill rank, while class skills cost 1 skill point or 3 training points per rank. Each rank in a skill equates to a +1 bonus when making a skill check (see "**Using Skills**"). The maximum number of ranks a character can have in a class skill is equal to her total character level +3. The maximum ranks a character can have in a cross-class skill is half that number.

Note that characters gain skill points after first level based on their unmodified Intelligence. That is, their Intelligence without bonuses from items or spells. For this purpose, Intelligence gained by virtue of training points is not considered a modification, so the character does benefit from that.

Starting skill points and skill points per level for each class are:

Table 4-1: Skill Points by Class

Class	1st level Skill Points	per Level after 1st
Bard	(8 + Int Modifier) x 4	8 + Int Modifier
Beastlord	(4 + Int Modifier) x 4	4+ Int Modifier
Cleric	(3 + Int Modifier) x 4	3 + Int Modifier
Druid	(4 + Int Modifier) x 4	4 + Int Modifier
Enchanter	(4 + Int Modifier) x 4	4 + Int Modifier
Magician	(4 + Int Modifier) x 4	4 + Int Modifier
Monk	(4 + Int Modifier) x 4	4 + Int Modifier
Necromancer	(4 + Int Modifier) x 4	4 + Int Modifier
Paladin	(3 + Int Modifier) x 4	3 + Int Modifier
Ranger	(5 + Int Modifier) x 4	5 + Int Modifier
Rogue	(6 + Int Modifier) x 4	6 + Int Modifier
Shadow knight	(3 + Int Modifier) x 4	3 + Int Modifier
Shaman	(5 + Int Modifier) x 4	5 + Int Modifier
Warrior	(3 + Int Modifier) x 4	3 + Int Modifier
Wizard	(4 + Int Modifier) x 4	4 + Int Modifier

Example:

Anna is creating a new 1st-level barbarian warrior, Taravel, with the following modified ability scores: Str 15 (+2), Dex 9 (–1), Con 14 (+2), Int 13 (+1), Wis 12 (+1), Cha 10 (+0). She starts with (3 + 1) x 4 = 16 skill points. Anna decides that she wants to buy the class skills Climb and Jump, and the cross-class skill Heal, and that she wants Taravel to be able to craft her own metal weapons and items. Dividing her skill points evenly, she starts with the following skill values:

Skill	Skill Points Spent	Total Ranks	Ability Bonus	Total Skill Bonus
Climb (Str)	4	4	+2	+6
Heal (Wis) (cc)	4	2	+1	+3
Jump (Str)	4	4	+2	+6
Trade Skill (blacksmithing) (Wis)	4	4	+1	+5

When Taravel reaches 2nd level, she gains another (3 + 1) = 4 skill points. Anna puts one point each into Climb and Heal (raising this cross-class skill by only half a rank), and uses the remaining two to buy a new cross-class skill, Handle Animal. She decides not to spend any of her training points on skills. Now, her skills look like this:

Skill	Skill Points Spent	Total Ranks	Ability Bonus	Total Skill Bonus
Climb (Str)	5	5	+2	+7
Handle Animal (Cha) (cc)	2	1	+0	+1
Heal (Wis) (cc)	5	2 1/2	+1	+3
Jump (Str)	4	5	+2	+6
Trade Skill (blacksmithing) (Wis)	4	4	+1	+5

When Taravel gets to 3rd level, Anna can increase her current skills (perhaps putting another skill point into Heal, thus getting her full 3 ranks), or buy new skills.

Using Skills

When a character uses a skill, he makes a skill check to see how well he does: the higher the check, the better the result; the harder the task, the higher the number a character needs to roll.

To make a skill check, the player rolls 1d20 and adds his or her character's skill modifier for the appropriate skill. The check may be modified by other miscellaneous or conditional modifiers as well, including racial bonuses, armor check penalties, or other circumstances.

Natural 20s and Natural 1s: For checks made against a Difficulty Class, a natural roll of 20 is an automatic success and a natural 1 is an automatic failure; for opposed checks or for tasks the GM rules impossible (as opposed to "practically impossible," explained below), this rule does not apply, nor does it apply when the GM rules a task so simple that no roll is required — in such a case, even a natural 1 would succeed. Note that taking 20 on a roll (see "**Checks Without Rolls**," below) does not equate to rolling a natural 20 under any circumstances, and thus never grants automatic success.

Skill Checks Against a Difficulty Class

Many skill checks are made against a Difficulty Class (DC). The DC is a number that the character must tie or beat on his skill check to succeed. Most skills list the DCs for specific and common tasks in their skill descriptions, but some sample task DCs are listed below:

Table 4-2: Sample Difficulty Classes

Task Difficulty	DC	Skill	Example
Very easy	0	Listen	Hear someone scream nearby
Easy	5	Swim	Swim across a slow-moving watercourse
Average	10	Spot	Spot a group of skeletons 30 feet away in a lightly forested area
Tough	15	Language: Dark Elf	Understand the speech of a dark elf when you barely know his language
Challenging	20	Climb	Climb the nearly vertical wall of an old ruin
Formidable	25	Intimidate	Intimidate a powerful ogre warrior while standing in your sleepwear
Heroic	30	Jump	Leap across a 25-foot-wide gorge
Super-Heroic	35	Escape Artist	Wriggle free of a set of masterwork manacles
Nearly Impossible	40	Wilderness Lore	Track a giant snow spider across a glacier at night during a hail storm that has been blowing for several hours since the spider passed

Opposed Skill Checks

Some skill checks are opposed checks. These are made against a random number, which is usually another character's or creature's skill check result. For example, Hide checks are generally opposed by potential observers' Spot checks. Whoever gets the higher result wins the contest. For ties on opposed checks, the character with the higher total skill bonus wins; if these scores are the same, the character with the higher relevant key ability score wins.

For example, Ceyko, a ranger with a 15 Dexterity and 14 ranks in Sneak (total Sneak bonus +16) is furtively approaching a 1st-level warrior who has no ranks in Listen but a 16 Wisdom and the Alertness feat (total Listen bonus +5). The ranger rolls poorly, a 3, for a Sneak result of 19, while the guard rolls a 14, for a Listen result of 19. Because the opposed checks have resulted in a tie, the (vastly more experienced) ranger wins the check.

If, during a tie, both characters have the same total skill bonus and their relevant statistics are equal, and if the circumstances warrant a draw or deadlock of some kind, the contest may remain undecided (GM's discretion) — otherwise, flip a coin.

Getting a natural 20 on an opposed check does not grant automatic success, nor does a natural 1 mean automatic failure.

Retries

In general, the character can try a skill check again if he fails, and can keep trying indefinitely. Certain skills, however, have consequences of failure that must be taken into account. Some skills are virtually useless once an attempt to accomplish a particular task has failed, while for other skills additional successes are meaningless once a character has succeeded at a given task. If a skill carries no penalties for failure and a character has a great deal of time to spare, the player can "take 10" or even "take 20" (see "**Checks Without Rolls**"), assuming that the character goes at the task long enough and carefully enough to succeed eventually.

Untrained Skill Checks

In many cases, if a character attempts to use a skill she doesn't possess, she makes a skill check as normal. If such a check is possible for a particular skill, it is marked "untrained" in its skill description. In this case, the character's check is not modified by skill ranks because she doesn't have any ranks in the skill. She may have other modifiers, though, such as racial bonuses and the ability modifier for the skill's key ability.

Other skills can be used only if the character is trained in the skill. Such skills are noted with a "T" next to the skill name on **Table 4–4: Skills**, and are marked "trained" in their skill descriptions.

Favorable and Unfavorable Conditions

Some situations make a skill less or more difficult to use, resulting in either a bonus or penalty to the skill modifier or a change to the DC of the skill check. The GM can alter the odds of success in four ways to take exceptional circumstances into account:

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance.

2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance.

3. Reduce the DC by 2 to represent circumstances that make the task easier.

4. Increase the DC by 2 to represent circumstances that make the task harder.

A bonus to the character's skill modifier and a reduction in the DC have the same result: they increase the chance that the character will succeed. But they represent different conditions, and sometimes that difference is significant. Bonuses and penalties to the skill check are normally applied for conditions that affect the character's ability, while increasing or decreasing the DC signifies conditions external to the character that nevertheless affect the difficulty of a task's success. For example, having clawed climbing gloves will improve a rogue's ability to climb, and thus provide a bonus to his Climb check. Climbing a crumbling wall covered with slippery lichen, on the other hand, will raise the DC that the rogue must meet on his skill check to climb that particular wall.

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 attack actions (also called standard actions), move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity (see "**Actions**" in Chapter 12: Combat). Some skill checks are instantaneous, representing reactions to an event, or are included as part of an action. These skill checks are not considered actions. Other skill checks repre-

sent part of a character's movement or combat activity. The distance a character jumps when making a Jump check, for example, is part of the character's move action. Some skills take 1 or more rounds to attempt; their skill descriptions often specify how much time an attempt normally requires.

Practically Impossible Tasks

In general, to even attempt something that's practically impossible requires that the character have at least 10 ranks in the appropriate skill; the enormity of the difficulty imposes a penalty of –20 on the character's roll or +20 to the DC (which amounts to about the same thing). Practically impossible tasks are hard to delineate ahead of time. They're accomplishments that represent incredible, almost logic-defying skill and luck. The GM decides on the fine distinction between what is *actually* impossible (i.e., no roll is allowed) and what is merely *practically* impossible.

Extraordinary Success

If a character has at least 10 ranks in a skill and beats the DC by 20 or more on a normal skill check, he has completed the task impossibly well. The GM must decide the ramifications of such an extraordinary result.

Checks without Rolls

Taking 10: When a character is not in a rush and is not being threatened or distracted, she may choose to take 10 on a skill check. The player does not roll 1d20 for the check, but instead calculates the result as if the character had rolled a 10. It is not normally possible to take 10 in combat.

Taking 20: When the character has plenty of time and is neither threatened nor distracted, and when the skill being attempted carries no penalty for failure, she can take 20. The player does not roll 1d20 for the check, but instead calculates the result as if the character had rolled a 20. Taking 20 means the character is concentrating carefully and trying until she gets it right. Taking 20 generally requires about twenty times as long as making a single normal check would take — generally 2 minutes for a skill that can normally be attempted within a standard 6-second round.

Combining Skill Checks

Often several characters attempt some action and each succeeds or fails on her own, but when two or more try the same skill at the same time and to the same end, their efforts may converge. In such cases, one character is considered the leader of the effort and makes the applicable skill check, while each helper makes his or her own skill check against DC 10. (No character can take 10 on these checks.) For each helper who succeeds, the leader gets a +2 circumstance bonus to the primary check; these bonuses stack. In many cases, an assistant's help won't be beneficial, or only a limited number of characters can help at once. The GM limits cooperation as she sees fit under the given conditions.

Skill Synergy

It's also possible for a character to have two or more skills that complement each other. 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 **Table 4–3: Skill Synergies**. Some synergy bonuses apply all the time, and others only apply to certain uses of the skill receiving the bonus. For further information regarding synergistic skills, see the appropriate skill descriptions.

Table 4–3: Skill Synergies

Characters with 5+ ranks in:	Gain a +2 Synergy bonus to:
Animal Empathy	Handle Animal*, Taunt*
Bluff	Diplomacy, Disguise*, Intimidate, Pick Pocket
Escape Artist	Use Rope*
Handle Animal	Ride
Jump	Safe Fall, Tumble
Knowledge*	Various skills
Language*	Read Lips
Profession*	Various skills
Profession (herbalist)	Heal
Sense Heading	Wilderness Lore*
Sense Motive	Diplomacy, Intimidate*
Trade Skill*	Appraise
Trade Skill (brewing)	Alcohol Tolerance
Trade Skill (make poison)	Heal*
Trade Skill (tinkering)	Disable Device
Tumble	Balance, Jump, Safe Fall
Undead Empathy	Taunt*
Use Rope	Climb*, Escape Artist*

*Under some circumstances. See the description of the skills involved.

Ability Checks

Sometimes a character tries to do something to which no specific skill applies directly. In these cases, the character makes an ability check: the roll of 1d20 plus the appropriate ability modifier. Ability checks are most often Strength checks used to break objects or burst some restraint, although there are times when any ability might be used to perform some unskilled task. The GM assigns a DC for these checks based on information found in the *EverQuest: Game Master's Guide*. For ease of play, a few basic ability check DCs are provided here, however.

Check used to:	Ability Used	DC
Break down flimsy door	Str	11
Break down stout door	Str	18
Break down stout, barred door	Str	25
Lift small wrought-iron gate	Str	18
Lift a portcullis	Str	25
Burst typical rope bonds	Str	23
Bend average iron bar	Str	24
Recall phrase's exact wording after 1 day	Int	14
Recall phrase's exact wording after 1 week	Int	21
Turn every eye in a ballroom as one enters	Cha	23

For example, Michelle wants her paladin Eweniel to smash through a heavy, brass-bound door. The GM consults the table above (or the *EverQuest: Game Master's Guide*), and tells Michelle the DC for breaking down this door is 20. Michelle rolls 1d20, getting a 14, and adds Eweniel's Strength bonus of +1, resulting in a total of 15. The door is unmoved, and Eweniel rubs her sore shoulder, but she can decide to try again next round. She can even take 20 (over the course of a couple of minutes), but of course that makes a lot of noise, giving whatever's behind the door plenty of time to prepare for the paladin's arrival.

Note that creatures larger or smaller than man-sized get size bonuses and penalties on Strength checks used to smash or break objects, as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Small –4, Tiny –8, Diminutive –12, Fine –16.

Table 4-4: Master Skills Chart

	Brd	Bst	Clr	Drd	Enc	Mgn	Mnk	Nec	Pal	Rgr	Rog	Shd	Shm	War	Wiz
Alcohol Tolerance	C	C	*	C	*	*	C	*	C	C	C	C	C	C	*
Animal Empathy (Cha) T	X	C	X	C	*	X	X	X	X	C	X	X	*	X	X
Appraise (Int)	C	*	*	*	C	*	*	*	*	*	C	*	*	*	*
Balance (Dex) A	C	C	*	*	*	*	C	*	*	*	C	*	*	*	*
Bluff (Cha) L	C	*	*	*	C	*	*	*	*	*	C	C	*	*	*
Channeling (Con)	*	C	C	C	C	C	*	C	C	C	*	C	C	*	C
Climb (Str) A	C	C	*	*	*	*	C	*	*	C	C	*	*	C	*
Diplomacy (Cha) L	C	*	C	*	*	*	*	*	C	*	C	*	*	*	*
Disable Device (Int) T	*	X	X	X	X	X	X	X	X	X	C	X	X	X	X
Disguise (Cha)	C	*	*	*	*	*	*	*	*	*	C	*	*	*	*
Escape Artist (Dex) A	C	*	*	*	*	*	C	*	*	*	C	*	*	*	*
Forgery (Int) L	*	*	*	*	*	*	*	*	*	*	C	*	*	*	*
Gather Information (Cha) L	C	*	*	*	*	*	*	*	*	*	C	*	*	*	*
Handle Animal (Cha) T	*	C	*	C	*	*	*	*	*	C	*	*	C	C	*
Heal (Wis)	*	C	C	C	*	C	C	C	C	*	*	*	C	*	*
Hide (Dex) A	C	C	*	*	*	*	*	*	*	C	C	*	*	*	*
Intimidate (Cha)	*	*	*	*	C	*	*	*	C	*	C	C	*	C	*
Jump (Str) A	*	C	*	*	*	*	C	*	*	C	*	*	*	C	*
Knowledge (all) (Int) T	C	*	*	*	*	*	*	*	*	*	*	*	*	*	C
Knowledge (folklore)	C	*	*	*	*	*	*	*	*	*	*	*	C	*	C
Knowledge (geography)	C	*	*	C	*	*	*	*	*	*	*	*	*	*	C
Knowledge (local lore)	C	*	C	*	*	*	*	*	*	C	C	*	*	*	C
Knowledge (monster lore)	C	*	*	*	C	*	*	C+	*	C	*	C+	*	*	C
Knowledge (mysticism)	C	*	C	*	C	C	*	C	*	*	*	C	C	*	C
Knowledge (nature)	C	C	*	C	*	*	*	*	*	C	*	*	C	*	C
Knowledge (planar travel)	C	*	*	*	*	C	*	*	*	*	*	*	*	*	C
Knowledge (religion)	C	C	C	*	*	*	*	C	C	*	*	*	C	*	C
Knowledge (street smarts)	C	*	*	*	*	*	*	*	*	*	C	*	*	*	C
Knowledge (warcraft)	C	*	*	*	*	*	*	*	C	*	*	C	*	C	C
Language (Int) T	C	*	C	*	*	*	C	*	*	*	C	*	*	*	C
Listen (Wis)	C	C	*	*	*	*	C	*	*	C	C	*	*	*	*
Meditation (Int, Wis, or Cha) T	*	*	C	C	C	C	X	C	*	*	X	*	C	X	C
Perform (Cha)	C	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Pick Lock (Dex) T	C	*	*	*	*	*	*	*	*	*	C	*	*	*	*
Pick Pocket (Dex) AT	*	*	*	*	*	*	*	*	*	*	C	*	*	*	*
Play Brass Instrument (Con) T	C	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Play Percussion Instrument (Dex) T	C	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Play String Instrument (Dex) T	C	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Play Wind Instrument (Dex) T	C	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Profession (Wis) T	C	C	C	C	C	C	C	*	C	C	C	*	C	C	C
Read Lips (Int) TL	*	*	*	*	*	*	*	*	*	*	C	*	*	*	*
Ride (Dex)	*	C	*	C	*	*	*	*	C	C	*	C	C	C	*
Safe Fall (Dex) AT	*	X	X	X	X	X	C	X	X	X	C	X	X	X	X
Search (Int)	*	*	*	*	*	*	*	*	*	*	C	*	*	*	*
Sense Heading (Wis) T	C	C	*	C	*	*	*	*	*	C	*	*	C	*	*
Sense Motive (Wis)	C	C	C	*	C	*	*	*	C	*	C	*	*	*	*
Sneak (Dex) A	C	C	*	*	*	*	C	*	*	C	C	*	*	*	*
Spellcraft (Int) T	*	*	C	C	C	C	*	C	*	*	*	*	C	*	C
Spot (Wis)	*	C	*	*	*	C	C	*	*	C	C	*	*	*	*
Swim (Str) W	C	C	*	C	*	*	C	*	*	C	*	*	C	C	*
Taunt (Cha)	*	*	*	*	*	*	*	*	C	C	*	C	*	C	*
Trade Skill (all) (Int or Wis) T	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
Trade Skill (alchemy) T	X	X	X	X	X	X	X	X	X	X	X	X	C	X	X
Trade Skill (tinkering) T	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Tumble (Dex) AT	C	*	*	*	*	*	C	*	*	*	C	*	*	*	*
Undead Empathy (Cha) T	X	X	X	X	X	X	X	C	X	X	X	*	X	X	X
Use Rope (Dex)	*	*	*	*	*	*	*	*	*	C	C	*	*	*	*
Wilderness Lore (Wis)	C	C	*	C	*	*	*	*	*	C	*	*	C	*	*

A: This skill suffers an armor check penalty.
L: This skill is language-dependent. See the skill description for details.
T: This skill may only be used trained.
W: This skill suffers a penalty of -1 for each 5 pounds of gear the character is carrying or wearing.
C: Class skill.
*: Cross-class skill.
X: Restricted skill not available to this class.

+: Necromancers and shadow knights may purchase Knowledge (monster lore [undead]) as a class skill, but purchase all other types of Knowledge (monster lore) as cross-class skills.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers.

Skill Description Format

The format for skill descriptions is listed below, along with brief explanations of what the various terms used in those descriptions mean. The heading lines for each skill include the following information (headings that do not apply to a particular skill are omitted in that skill's description):

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

[Class Name] Only: The skill is exclusive to a certain class or classes. A character not of these classes cannot take the skill. If this heading is omitted, the skill is not exclusive.

Untrained/Trained: If "Trained" is included below the skill name line, the character must have at least 1 rank in the skill or a related skill bonus from a feat, racial bonus, or skill synergy to use it. If the skill is listed as "Untrained," the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the "Special" section (see below).

Armor Check Penalty: Apply any armor check penalty to skill checks for this skill. Note that a character wearing armor without the appropriate Armor Proficiency feat suffers its armor check penalty to all skills involving physical movement (including Ride) and all skills with Dexterity as their key ability.

Language-Dependent: This skill usually requires a Language check if those affected by or exposed to the skill are not fluent in the speaker's language (see the Language skill). If this notation is marked by an asterisk (*), then the skill is language-dependent only in certain circumstances, as explained in the skill's description.

The headings are followed by a brief description of what using the skill represents. After the description are three other types of information:

Check: What a character can do with a successful skill check, how much time it takes to make a check, and the check's DC.

Retry: Any conditions that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill can be retried without any inherent penalty other than consuming additional time.

Special: Any extra facts or situations that apply to or stem from the skill, such as rules regarding untrained use, synergy bonuses to other skills, or benefits that certain characters receive because of class or race.

Alcohol Tolerance (Con)

Untrained

This skill allows warrior, wizard, and farmer alike to hold his drink and resist the intoxicating effects of heavy consumption.

Check: Before a character makes any Fortitude save to resist the inebriation penalties of alcohol consumption, he rolls an Alcohol Tolerance check. Compare the result of the check to the table below to determine the bonus he receives to the Fortitude save.

Check Result	Fortitude Save Bonus
16–20	+2
21–25	+4
26–30	+6
31–35	+8
36+	+10

For more information on the effects of alcohol, see the *EverQuest: Game Master's Guide*.

Animal Empathy (Cha)

Trained; Beastlord, Druid, Ranger, Shaman Only

This skill allows a character to keep guard animals calm and quiet in her presence, to call gentle creatures to her, or to keep hostile or hungry animals at bay while she backs off.

Check: The character can improve the attitude of an animal with a successful check. To use the skill, the character and the animal must be able to study each other, noting one another's body language, vocalizations, and general demeanor. This means that the character must be within 30 feet under normal conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time in some cases. This skill works best on animals. The character can use it with a –4 penalty on beasts or magical beasts. The chart below shows what a creature's new attitude is, based on its initial attitude and the degree of success of the Animal Empathy check.

Animal's Initial Attitude	New Attitude				
	Ready to Attack or Threatening	Dubious or Apprehensive	Indifferent or Amiable	Kind, or Allied	Warm
Ready to Attack or Threatening	19 or less	20–24	25–35	35–49	50+
Dubious or Apprehensive	4 or less	5–14	15–24	25–39	40+
Indifferent or Amiable	–	0 or less	1–14	15–29	30+
Kind, Warm or Allied	–	–	0 or less	1–19	20+

Retry: As with attempts to influence people, retries on the same animal generally don't work (or at least don't work any better), whether the character has succeeded or not.

Special: A character with 5 or more ranks in Animal Empathy gets a +2 synergy bonus on Handle Animal and Taunt checks involving animals. A character with 9 or more ranks in Animal Empathy gets a +2 synergy bonus on Handle Animal and Taunt checks involving beasts.

Appraise (Int)

Untrained

This skill allows a character to determine the approximate market value of items, from ruined bear furs to high-quality plate armor.

Check: The character can appraise common or well-known objects to within 10% of their value (DC 12). Failure means the character estimates the value somewhere between 50% and 150% of the actual value — the DM secretly rolls 2d6+3, multiplies by 10%, adjusts the actual value by that percentage, and tells the character that value for the item. Thus, for a common or well-known item, a character's chance of estimating the value to within 10% is fairly high; even if he fails the check in such a case, the character has a good sense of basic market value. Note that the value determined is what the character believes he can get for the item from a reasonably friendly merchant — it often costs 10–50% more to buy a similar item.

Rare or exotic items require a successful check against DC 15, 20, or higher, depending on the relative rarity of an item to the local market. If successful, the character estimates the value at 70% to 130% of its actual value. The GM secretly rolls 2d4+5, multiplies by 10%, 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.

Normally, only mundane items can be appraised, but a character can use this skill on magic items if the properties of the item are known (if only some properties are known, the character gets a value based only on those properties).

Appraising most items normally takes 1 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% to 150% (2d6+3 x 10%). A

magnifying glass grants a +2 circumstance bonus to Appraise checks involving any item that is small or highly detailed, such as a gem or finely engraved object. A merchant's scale gives a +2 circumstance bonus to Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

A character with 5 or more ranks in any Trade Skill gets a +2 synergy bonus on checks to appraise products of that particular Trade Skill.

Balance (Dex)

Untrained; Armor Check Penalty

A character with this skill can maintain his balance on narrow or uneven surfaces.

Check: The character can walk on a precarious surface as a move action. A successful check lets the character move at half speed along the surface for 1 round. A failure means that 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 made against a character forced to make a Balance check are normally made as if the character were off balance: They gain a +2 attack bonus, and the character loses any Dexterity bonus to AC. If the character has 5 or more ranks in Balance, then the character can retain the Dexterity bonus to AC (if any) in the face of attacks. If the character takes damage, the character must make a check again to avoid falling.

Accelerated Movement: The character can try to walk a precarious surface more quickly than normal. If she accepts a –5 penalty, the character can move at her normal speed as a move action. Moving twice the character's speed in this fashion is a double-move action, as normal, and requires two checks per round.

Special: A character with 5 or more ranks in Tumble gets a +2 synergy bonus on Balance checks.

Bluff (Cha)

Untrained; Language-Dependent*

Bluffing is the fine art of convincing someone to believe what you wish rather than the truth. This can cover everything from bald-faced lying to subtle prevarication, and even to misleading body language.

When used verbally, Bluff is a language-dependent skill, requiring a Language check if the bluffer and victim are not both fluent in the language spoken (see the Language skill).

Check: A Bluff check is normally opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances in particular can weigh heavily against the bluffing character: The bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc. If it's important, the GM 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 the target, 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, he has seen through the bluff (and would have done so even if it had not entailed any demand on him).

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 that the character wants him 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.

Sample Bluff	Sense Motive modifier
The bluff plays to target's own beliefs or desires.	–5
"That high elf has been flirting with you all evening — I think you should go talk to her"	
The bluff doesn't require much belief or action on the target's part.	+0
"No, I just arrived here, Guard Leremen. I didn't see what happened."	
The bluff lacks some supporting evidence, or requires some risk on the target's part.	+5
"I am a very rich man, and if you defend me from these orcs I shall repay you well!"	
The bluff is hard to believe or requires the target to accept great risk.	+10
"I am a secret agent in the service of Antonious Bayle, and have his permission to smuggle these dark elves into the city, so there's no need to alert the captain of the guard.	
The bluff is outrageous or requires mortal risk on the target's part.	+20
"Despite all appearances, this ragged skull cap is actually a lore item of great power worth 300 platinum imperials, but I'm prepared to let you have it for just 100!"	

Feinting in Combat: The character can also use Bluff to mislead an opponent in combat so that he can't dodge the character's next attack effectively. Doing so is a miscellaneous attack action that does not draw an attack of opportunity. If the bluff is successful, the next attack the character makes against the target does not allow him to use his Dexterity bonus to Armor Class (if any). This next attack must be made on or before your next turn, however. Feinting in this way against a non-humanoid is difficult because it's harder to read a strange creature's body language; the character suffers a –4 penalty to such an attempt. Against a creature of animal intelligence (Int 1 or 2) it's even harder: the character suffers a –8 penalty. Against a nonintelligent creature, bluffing as a feint is impossible.

Creating a Diversion to Hide: The character can use Bluff to help him hide. A successful Bluff check can give the character the momentary diversion he needs to attempt a Hide check while people are aware of him. (See the Hide skill description.)

Retry: Generally, a failed Bluff check makes the target too suspicious for the bluffing character to try another bluff in the same circumstances. Feinting in combat may be retried freely.

Special: A character with 5 or more ranks in Bluff gets a +2 synergy bonus on Diplomacy, Intimidate, and Pick Pocket checks. The character also gets a +2 synergy bonus on Disguise checks when she knows that she is being observed and tries to act in character.

Channeling (Con)

Untrained

Channeling is the skill spellcasters use to fuel their spells with mana. Normally, spellcasters can channel mana this way without difficulty and need not make a Channeling skill check to cast spells under ideal conditions. However, not all spells are cast in the sanctity of a temple or arcane study. When casting spells while traveling in a rowboat across a stormy Ocean of Tears or while trying to unleash a *blizzard blast* on a fire giant that is crushing the

caster underfoot, the spellcaster needs to make a Channeling skill check to cast the spell successfully.

Check: The character uses this skill to maintain the level of concentration needed for spellcasting in the face of other distractions. The table below summarizes various types of distractions that require a character to make a Channeling check while casting a spell. "Spell level" refers to the level of the spell the character is trying to cast. Casters who fail a required Channeling skill check also fail to cast their intended spell. There is no mana cost for the failed spell.

DC	Distraction
10 + damage dealt + spell level	Injury from any source 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 1 action).
10 + 1/2 the continuous damage last dealt + spell level	Suffering automatic/continuous damage
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).
15 + spell level	Casting defensively (so as not to provoke attacks of opportunity).
20 + spell level	Grappling or pinned. (Can only cast spells without somatic components and whose material component is in hand).
5 + spell level	Jostled, entangled, or prone.
10 + spell level	Vigorous motion (on a moving mount, bouncy wagon ride, small boat in rough water, below decks 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	Extreme motion (earthquake, tumbling down a cliff, in the crow's nest of a ship during a hurricane).
5 + spell level	Weather is a high wind carrying blinding rain or sleet.
10 + spell level	Weather is wind-driven hail, dust, or debris.
15 + spell level	Weather is a serious storm with thunder, high winds and precipitation.

In all cases, "spell level" refers to the level of spell the channeling individual is trying to cast.

Retry: Yes, though a success doesn't cancel the effects of a previous failure.

Special: A character with the Combat Casting feat gets a +4 bonus to Channeling checks made to cast a spell while on the defensive.

Climb (Str)

Untrained; Armor Check Penalty

From scrambling through rough-hewn passages to climbing trees and city walls, a character uses this skill to get places inaccessible to people simply walking or running.

Check: With each successful Climb check, the character can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-half the character's speed as a miscellaneous full-round action. The character can move half that far, one-fourth of the character's speed, as a miscellaneous move 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 the character falls from whatever height he has already attained. A climber's kit grants a +2 circumstance bonus to Climb checks.

The DC 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, but not both.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a typical tree.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a sparse tree. An unknotted rope.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no foot holds. A perfectly smooth, flat vertical surface can not be climbed.
–10*	Climbing in a tunnel or chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).
–5*	Climbing a corner where the character 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.

Being Attacked While Climbing: Since the character can't move to avoid a blow while climbing, enemies can attack the character as if she were stunned: An attacker gets a +2 bonus to attack, and the character loses any Dexterity bonus to her Armor Class. A character cannot use a shield while climbing. A character who takes damage while climbing must make a Climb check against the DC of the slope or wall. Failure means the character falls from her current height and sustains the appropriate falling damage (see "**Falling Damage**" in Chapter 12: Combat).

Accelerated Climbing: The character may try to climb more quickly than normal. As a miscellaneous full-round action, the character can attempt to cover her normal speed in climbing distance, but suffers a –5 penalty on Climb checks and must make two checks each round. Each successful check allows the character to climb a distance equal to one-half the character's speed. By accepting the –5 penalty, the character can move half her speed as a move action rather than her full speed as a full-round action.

Making Handholds and Footholds: The character can make his or her own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with an iceaxe or similar implement can cut holds in an ice wall.

Catching One's Self When Falling: It's practically impossible to catch one's self on a wall while falling. If a falling character tries to do so, he must make a Climb check (DC = wall's DC + 20). It is much easier for a character to catch himself on a slope (DC = slope's DC + 10).

Special: Someone using a rope can haul a character upward (or lower her downward) through sheer strength. A character can lift twice his maximum heavy load (see "**How Much Can I Carry**" in Chapter 11: Adventuring) in such a manner. A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on Climb checks involving climbing a rope, a knotted rope, or a rope and wall combination.

Diplomacy (Cha)

Untrained; Language-Dependent

Characters use Diplomacy to negotiate deals with potential employers, haggle for better prices with merchants, talk their way past hostile guards, or even beg strangers for a few spare coins. A character skilled in diplomacy knows etiquette, social grace,

proper modes and forms of address, and so on, and can use this knowledge to sway others or to offer up a good impression.

Diplomacy is a language-dependent skill, requiring a Language check if the speakers are not both fluent in the same language (see the Language skill).

Check: 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 in which two advocates or diplomats plead opposite cases in a hearing before a third party. Diplomacy is generally at least a full-round action.

Bargaining: A character may use Diplomacy to negotiate a lower price for goods or items. Both sides make Diplomacy checks: A successful check by the buyer lowers the asking price by 5% for every three points by which the check succeeds, to a maximum discount of 25%. A successful check by the seller raises the price by a similar amount, with no hard limit to the maximum sale price. Note, however, that most NPCs will not pay more than 200% of the standard local price for any item listed in Chapter 7: Equipment, regardless of the check result, except under special circumstances (GM's discretion). Prices for other rare or unusual merchandise or art objects can reach any height. Player characters buying goods are never required to pay any price, of course, regardless of the check results; they may always simply refuse the deal and walk away.

Begging: A character can use Diplomacy to beg for spare coins. This is an opposed roll made against a target's Will save. In general, a character can convince a target to give him one silver piece for each point by which his Diplomacy check exceeds the target's Will save, although the majority of targets never give more than 10% of their money on hand, no matter how successful the begging attempt. A character who seems wealthy or respectable actually suffers penalties to Diplomacy checks made to beg (at the GM's discretion), and a character who begs regularly is likely to develop an unsavory reputation and suffer penalties to Diplomacy checks made for any other purpose.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile. It is generally considered exceptionally poor taste to continue to bargain for an item once a price has already been settled, and characters who do so will usually alienate merchants or vendors entirely — and don't forget that word travels fast through the marketplace.

Normal: Charisma checks to influence NPCs or to beg or bargain are generally considered untrained Diplomacy checks.

Special: 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 (Int)

Trained

Characters use this skill to jam, break, or sabotage mechanical items and devices, ranging from simple locks and wagon wheels to traps and complex clockwork creations. Such efforts require 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 appropriate tools (or thieves' tools) imposes a –2 circumstance penalty. The use of masterwork tools grants a +2 circumstance bonus to Disable Device checks.

Check: The GM makes the Disable Device check so that the character doesn't necessarily know whether she has succeeded. The amount of time needed to make a check and the DC for the check depend on how tricky the device is. Disabling a simple device takes 1 round (and 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 to 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 DC of 10. More intricate and complex devices have a higher DC.

If the check 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 it's 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 or reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap or cleverly sabotage a clock work device

In any case, if the character attempts to leave behind no trace of the tampering, add 5 to the DC.

Bypassing Traps: A rogue or bard with 5 or more ranks in Disable Device can attempt to study a trap to determine how it is triggered and what effect triggering it has. This has a DC 10 higher than disabling a trap. Once a rogue has determined how a trap functions, he can generally bypass it (and get any companions with him past it) without setting it off or disarming it.

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

Disabling Devices in Combat: A character attempting to disable some item must be reasonably stationary for the time taken in the effort, thus losing any Dexterity bonus to AC and granting opponents' attacks against him a +4 bonus to hit. Items to be disabled must also be reasonably stationary — you can't make a Disable Device check against a clockwork attacker that's trying to kill your party, although you can make one against the same device if it's pinned or standing still.

Disabling Tinkered Devices: The DC to jam, break, or sabotage a device created by the Trade Skill (tinkering) skill is 5 less than the DC to create the item.

Retry: Yes, though the character must be aware that she has failed in order to try again.

Special: Gnomes gain Disable Device as a class skill regardless of their class upon reaching 8th level. A gnome with 5 or more ranks in Trade Skill (tinkering) gets a +2 synergy bonus on Disable Device checks.

Disguise (Cha)

Untrained; Language-Dependent*

Characters use the Disguise skill to make themselves or others look different. For instance, a dark elf character may disguise herself as a high elf or half elf when she wishes to enter cities not normally open to her people.

Crafting a believable disguise requires at least a few props, some makeup, and 1d3 x 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, the character might, with little or no actual disguise, make herself seem like a traveler even if she is a local.

Diplomacy is a language-dependent skill whenever the character in disguise interacts verbally with observers, requiring a Language check if the speakers are not both fluent in the same language (see the Language skill).

Check: The character's Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. The character makes only one Disguise check even if several observers make Spot checks. The GM makes the character's Disguise check secretly so that the character is not sure how good the disguise is. If the character doesn't draw any attention to herself, however, others do not get to make Spot checks. If the

character comes to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), the GM can assume that such observers are taking 10 on their Spot checks. The effectiveness of the character's disguise depends in part on how much she is attempting to change her 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 (youth, adulthood, middle age, old, venerable).

If the character is impersonating a particular individual, those familiar with that person get a bonus on their Spot checks (and are automatically considered to be suspicious of the character, so opposed checks are always invoked).

Familiarity	Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimates	+10

Usually, an individual makes a check for detection immediately upon meeting the character, and then for 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 skill bonus for the group. For example, if a character is trying to pass for a merchant at a bazaar, the GM can make one Spot check per hour for the people she encounters using a +1 bonus on the check to represent the average of the crowd (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 that a disguise was attempted they'll be more suspicious.

Special: A character with 5 or more ranks in Bluff gets a +2 synergy bonus on Disguise checks if she knows she is being observed and tries to act in character.

Escape Artist (Dex)

Untrained; Armor Check Penalty

The Escape Artist skill is used to get free from objects, creatures, or magical effects that bind or grapple the character, as well as to fit through small spaces and cluttered areas.

Check: Making a check to escape from being bound up by ropes, manacles, or material restraints (except a grappler or some spell effects) requires 1 minute of work. Escaping a net or a *root* spell is a full-round action. Note that Escape Artist cannot be used to escape the effects of a *snare* spell, but can be used to slip free of the pinning force of a *root* spell. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the size of the space.

Restraint	DC
Ropes	Binder's Use Rope check at +10
Net	20
Manacles	By construction of manacles (generally DC 30, 35 for masterwork manacles)
Tight space	30
Grappler	Grappler's grapple check
Magical effect	Effect's save DC + 10*

*If the spell or effect allows no save, use 20 + the save DC it would have if it did allow a save.

Moving through Tight Spaces: The DC listed above is for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as a chimney or crawlspace, the GM may call for multiple checks. A character can't get through a space through which her head does not fit.

Escaping a Grappler: The character can make an Escape Artist check opposed by the opponent's grapple check to get out of a grapple or a pinned condition (so that the character is just being grappled). The check is made as an attack action, so if the character escapes the grapple, he can move in the same round. See "**Grapple**" in Chapter 12: Combat.

Retry: The character can make repeated checks after a failed check if the character is squeezing through a tight space. If the situation permits, the character can make additional checks or even take 20 as long as he is not being actively opposed in the attempt by some force or creature.

Special: A character with 5 or more ranks in Escape Artist gets a +2 synergy bonus on Use Rope checks to bind someone. A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on Escape Artist checks when escaping from tied bonds.

Forgery (Int)

Untrained; Language-Dependent

Characters use the Forgery skill both to create written documents that appear to have been written or authorized by someone else and to detect such documents created by others.

Forgery is a language-dependent skill, requiring a Language check if the forger is not fluent in the language in which she is attempting to forge (see the Language skill). However, if the forger is copying a piece of text directly, she gains a +5 circumstance bonus to the Language check.

Check: To forge a document on which the handwriting is not specific to a person (military papers, a government decree, a business ledger, or the like), the character needs only to have seen a similar document before and gains a +8 bonus on the roll. If a character wishes to forge a signature, the autograph of the person to be imitated is needed as an original, and the forger gains a +4 bonus on the roll. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

Forgery requires writing materials appropriate to the document being forged, enough light to write by, wax for seals (or other accessories as appropriate), and some time. Forging a very short and simple document takes about 1 minute. Longer or more complex documents take at least 1d4 minutes per page. The GM makes the Forgery check secretly, so that the forging character is not sure how good the forgery is. As with Disguise, however, the character doesn't need to make a check until someone actually examines the work. When this occurs, a Forgery check is made, opposed to a Forgery check by the person who examines the document to check its authenticity. The reader gains bonuses or penalties to his or her check as described in the table below.

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

As with Bluff, a document that contradicts procedure, orders, or previous knowledge or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Retry: Not usually. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else, or a similar forgery created by the same forger might fool the same person. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document — he may seek a second opinion, however, and grant the new reader a bonus for being suspicious.

Gather Information (Cha)

Untrained; Language-Dependent

Characters use Gather Information to chat with innkeepers, dig up gossip, and pump locals for information on specific topics, but also to spread rumors or circulate specific information.

Gather Information is a language-dependent skill, requiring a Language check if the intelligence gatherer is not fluent in the same language as his sources (see the Language skill).

Check: By succeeding at a skill check (DC 10) — given an evening with a few well-spent coins used to make friends by buying drinks and such — the character can get a general idea of the major local news items, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information. If the character wants to find out about a specific rumor or secret or a specific item, or wants to obtain a map or do something else along those lines, the DC is 15 to 25 or higher. The GM may determine that finding such specific information requires a longer period of time.

Retry: Yes, but it generally takes at least a few hours or so for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Handle Animal (Cha)

Trained or Untrained (see text)

The Handle Animal skill allows a character to safely handle domestic animals, pushing them for maximum performance, and to raise and train animals and other wild creatures.

Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle a domestic animal	Varies	10
"Push" a domestic animal	Varies	15
Teach the animal tasks	2 months	15
Teach the animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + HD of animal
Rear a beast	1 year	20 + HD of beast
Train a wild animal	2 months	20 + HD of animal
Train a beast	2 months	25 + HD of beast

Time: For a task with a specific time frame, the character must spend half this time (for at least 3 hours per day per creature being handled) working toward completion of the task before the character makes the skill check. If the check fails, the character can't attempt to teach, rear, or train that creature. If the check succeeds, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If the time is interrupted or the task is not followed through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

Handle a Domestic Animal: This refers to commanding a trained dog, driving beasts of labor, tending to tired horses, and so forth.

"Push" a Domestic Animal: This refers to getting more effort out of a creature than it usually gives, such as commanding a poorly trained dog or driving a stubborn mule or camel for extra effort.

Teach an Animal Tasks: This refers to teaching a domestic animal some elementary tricks. The character can train one type of animal per rank (each particular type is 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, and the character can teach 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 the given breed of animal, such as training a dog to be a riding animal. Alternatively, 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 when whistled for, or teaching a falcon to pluck objects from someone's grasp.

Rear a Wild Animal (or Beast): This refers to raising the wild creature from infancy so that it becomes domesticated. A handler can rear up to three creatures of the same type at once. A successfully domesticated animal or beast can be taught tricks at the same time that it's being raised, or can be trained later as a domesticated animal.

Train a Wild Animal (or Beast): This refers to training the wild creature to do certain elementary tricks, but only at the trainer's command. The creature is still wild, though usually controllable.

Retry: For handling and pushing domestic animals, yes. For training and rearing, no.

Normal: An untrained character can use a Charisma check to handle or push animals, but cannot train them.

Special: A character with 5 or more ranks in Animal Empathy gets a +2 synergy bonus on Handle Animal checks with animals. A character with 9 or more ranks in Animal Empathy gets a +2 synergy bonus on Handle Animal checks with beasts. A character with 5 or more ranks in Handle Animal gets a +2 synergy bonus on Ride checks.

Heal (Wis)

Untrained

The Heal skill allows a character to staunch and bind an ally's wounds, treat creatures for the effects of poisons and disease, assist patients in long-term recovery, and tend to injuries causing penalties or disabilities.

Check: The DC and effect depend on the task the character attempts. In general, healing can only be attempted on a creature of roughly the same physical type as the healer.

Task	Time	DC
First aid	1 action	15
Bind wounds	10 minutes	10 + 4 per extra attempt
Long-term care	1 day	15
Treat injury	Varies	15
Treat poison	Varies	Poison's DC
Treat disease	Varies	Disease's DC

First Aid: First aid refers to stabilizing 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 healing character can make her stable. The injured character regains no hit points, but she does stop losing them. This check can be made as an attack or a move action.

Bind Wound: A character may use bandages to bind the wounds of a target (including himself), thereby restoring hit points lost due to injury. Binding wounds takes ten minutes, during which time both the healer and the patient must be relatively still and uninterrupted. A successful check restores a number of hit points equal to one-half the healer's total Heal ranks. A patient may be treated in this way more than once, but each successive bind wound attempt on an individual within the same 24-hour period increases the DC by +4 per attempt after the first. Thus, the second bind wound attempt that day has a DC of 14, the third DC 18, etc. Additionally, once a healer fails on any attempt, he may not attempt to bind that same subject's wounds again for 24 hours, although a different healer may attempt the bind the subject's wounds, beginning with the last DC at which any other healer failed.

A character cannot be restored to more than 50% of her maximum total hit points through this skill unless the healer has 15 or more ranks in Heal. If the healer has 15 or more ranks in Heal, he may restore a subject up to no higher than 70% of her maximum hit points. Bind wound attempts offer no benefit to characters whose current hit points are already above this 50%/70% limit. Any extra hit points healed from bind wounds that would take a subject over this limit are lost. Each attempt at binding wounds, whether successful or not, requires a few items and supplies (bandages, salves, and so on), which are expended in the attempt.



Long-Term Care: Providing long-term care means treating a wounded person for a 24-hour period. If the daily Heal check is successful, the healer enables the patient to recover hit points or ability score points (lost to temporary damage) at twice the normal rate for that day: 2 hit points per level for each day of light activity, and 2 ability score points per day; if the patient also gets complete bed-rest while in the healer's care, the patient gets 3 hit points per level for each day (but still only 2 ability score points per day). A healer can tend up to six patients at a time. The check does require 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 healer cannot give long-term care to herself.

Treat Injury: A creature with a wound that imposes a penalty (such as its speed being reduced by a caltrop wound) can be treated by this aspect of the Heal skill. A successful Heal check (DC 15) removes the penalty. Treating such a wound requires at least ten minutes, but usually not more than half an hour.

Treat Poison: To treat poison means to tend an individual who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, the healer makes a Heal check. The poisoned character uses the healer's result in place of her saving throw if the healer's Heal result is higher.

Treat Disease: To treat a disease means to tend a diseased individual. Every time the diseased character makes a saving throw against disease effects, the healer makes a Heal check. The diseased character uses the healer's result in place of his or her saving throw if the healer's Heal result is higher.

Retry: Yes, except as noted for bind wound, but a new roll (such as for treating poison) does not offset the effect of having failed a roll — any damage taken since the failed roll is not negated.

Special: A healer's kit grants a +2 circumstance bonus on Heal checks made to administer first aid, bind wounds, administer long-term care, or treat wounds. The healer's kit does not help when attempting to treat poison or disease. A character with 5 or more ranks in Profession (herbalist) gets a +2 synergy bonus on Heal checks.

Hide (Dex)

Untrained; Armor Check Penalty

From lurking in the shadows to taking cover behind a tree, characters use the Hide skill to remain unseen, whether moving or stationary.

Check: The character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to one-half normal speed and still hide at no penalty. At anywhere between one-half and normal speed, the character suffers a –5 penalty. It's practically impossible (–20 penalty) to hide while running or charging.

If people are observing the character, even casually, the character can't hide. The character can turn a corner or maneuver around some obstacle so that she is out of sight and then hide, but observers then know at least roughly where the character went. If the character's observers are momentarily distracted in some other way (as by a Bluff check), she can attempt to hide: while the others turn their attention from the character, she can attempt a Hide check if she can get to a hiding place of some kind (as a general guideline, the hiding place has to be within 1 foot per rank the character has in Hide). This check, however, is at –10 because the character has to move fast.

Creating a Diversion to Hide: The character can use Bluff to help herself hide. A successful Bluff check can give the character the momentary diversion she needs to attempt a Hide check while people are aware of the character.

Special: Creatures larger or smaller than Medium-size get size bonuses or penalties on Hide checks: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16. These modifiers are noted in each character race description.

Dark elves, halflings, and wood elves always receive Hide as a class skill, regardless of class, and begin play with 4 bonus ranks in it.

Characters of the rogue class do not suffer penalties for attempting to hide while moving, even if running or charging.

Intimidate (Cha)

Untrained; Language-Dependent

This skill is used to threaten, bully, and cow others, generally in an effort to force them do something they don't wish to — although most ogres and trolls like to intimidate people just for fun.

Intimidate is a language-dependent skill, requiring a Language check if the intimidator is not fluent in the same language as his target (see the Language skill). However, because anger and threatening gestures are fairly universal, he gets a +5 circumstance bonus to this Language check.

Check: The character can frighten another individual with a successful check. The character makes an Intimidate check opposed to either the target's Will save or the target's own Intimidate check, whichever provides the better bonus. Any bonuses that the target may have on saving throws against fear apply to the opposed save or check, and creatures immune to fear are also immune to intimidation. If the check is successful, the target becomes *shaken* for 1d4 rounds (–2 morale penalty on attack and damage rolls and on skill checks). An Intimidate check is normally an attack action, but may take longer under certain circumstances. The GM may decide other effects of intimidation as the situation demands, at her discretion.

Retry: Generally, retries do not work. Even if the initial check succeeds, the target can only be intimidated so far, and an immediate retry doesn't help; once the *shaken* effect ends, another attempt may be made. Once a check fails, the target is immune to Intimidate attempts by that character for 24 hours.

Special: A character with 5 or more ranks in Bluff gets a +2 synergy bonus on Intimidate checks.

Jump (Str)

Untrained; Armor Check Penalty

When a character tries to jump over, across, or past something, this skill is used to determine how far she can get.

Check: The character jumps a minimum distance plus an additional distance depending on the amount by which the Jump check result exceeds 10. The maximum distance of any jump is a function of the character's height.

Type of Jump	Min Distance	Additional Distance	Max Distance
Running jump*	5 ft.	+1 ft./1 point above 10	Height x 6
Standing jump	3 ft.	+1 ft./2 points above 10	Height x 2
Running high jump*	2 ft.	+1 ft./4 points above 10	Height
Standing high jump	2 ft.	+1 ft./8 points above 10	Height x 2/3
Jump back	1 ft.	+1 ft./8 points above 10	Height

*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 base speeds of 30 feet. If the character has a lower speed (as a result of race, or from armor worn or encumbrance, for instance), reduce the distance jumped proportionally. If the character has a higher speed, increase the distance jumped proportionally. A character who has the Run feat and who makes a running jump increases the distance or height he clears by one-fourth, but not past the maximum. For example, Niktik, a gnome rogue (base speed 20 feet, Jump bonus +5), tries to leap an 8-foot wide trench as he flees his pursuers, and his player rolls a 14 on the check, for a result of 19. The result is 9 more than 10, so if Niktik had a base speed of 30 feet, he would jump 9 more than 5 feet, or 14 feet. Because his base speed is only two-thirds the standard rate of 30 feet, however, Niktik jumps 14 x 2/3 feet, or 9 feet, 4 inches — luckily, still well over the 8 feet he needs to clear the trench.

Distance moved by jumping is normally counted against a character's maximum movement in a round. Thus, Niktik, in the above example, includes the 9 feet he jumps over the trench in the 80 feet he travels this round (a character without the Run feat moves four times his base speed when he runs full out).

If a character intentionally jumps down from a height, he might take less damage than if he simply fell. In such a case, if the character succeeds at a Jump check (DC 15), he takes damage as if he had plummeted 10 fewer feet than he actually did.

Special: A character with 5 or more ranks in Tumble gets a +2 synergy bonus on Jump checks.

Knowledge (Int)

Trained or Untrained (see text)

Knowledge is actually a number of separate skills. For instance, a character could have Knowledge (arcana). The character's ranks in that skill don't affect any checks the character happens to make regarding geography, for example. The character could have several Knowledge skills, each with its own ranks, each purchased as a separate skill. A Knowledge skill represents a study of some body of lore, possibly an academic or even scientific discipline. Below are some typical fields of study (a GM may create or allow other fields).

- Art and literature (artists, famous pieces and texts, ballads, plays, legends)
- Construction and engineering (edifices, dams, bridges, roads, castles).
- Folklore (legends and myths, superstitions, cultural/racial lore, folk remedies)
- Geography (continents, cities, natural features, landmarks, people, customs).
- History (rulership, wars and conflicts, migrations, notable events and catastrophes).
- Local lore (local customs, personalities and factions, laws, traditions).
- Monster lore (habits, habitat, strengths, weaknesses, vulnerabilities) [The character must choose one creature type — i.e., aberrations, magical beasts, etc. — see *EverQuest: Monsters of Norrath* for details on creature types.]
- Mysticism (arcane mysteries, symbols, prophecy, spellcasting guilds and factions).
- Nature (flora and fauna, weather, climate and natural cycles).
- Peerage (bloodlines and genealogies, heraldry, mottoes, inheritance, factions, laws and duties).
- Planar travel (various planes of existence, planar inhabitants, interplanar magic).
- Religion (deities, myths, churches, temples and factions).
- Street smarts (gangs and factions, lying low, bribery, gambling)
- Warcraft (tactics, leaders, strategy, siegecraft, cultural histories of warfare)

Check: Answering a question within a character's field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No, not until the character gains a rank in that particular Knowledge skill. The check represents what the character knows, and thinking about a topic a second time doesn't let a person know something he has never learned in the first place.

Normal: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge (and thus can only attempt a Knowledge check with a DC of 15 or lower).

Special: Certain Knowledge skills are likely to grant synergy bonuses to other skills, particularly under specific circumstances, at the GM's discretion. For example, a character with 5 or more ranks in Knowledge (the planes) might get a +2 synergy bonus to Spellcraft checks relating to planar travel spells, or a character with 5 or more ranks in Knowledge (local lore) might get a +2 synergy bonus to Gather Information checks made in his home town.

Language (Int)

Trained

Though the Common tongue of the humans is a nearly universal trade tongue, most races have their own languages as well. Characters begin the game with 4 (or sometimes 3) ranks in one or more native languages, and can buy more ranks in Language, just like any other skill.

Having 1 rank in a particular language means the character can speak a few simple words, while having 2 ranks means the character can construct and comprehend basic sentences. With 3 ranks, the character can easily communicate most simple concepts. At 4 ranks, the character is as fluent as an average native speaker (though he may still have an accent). With 5 or more ranks, the character begins to understand the origins of various words and gain a scholarly knowledge of obscure points of linguistics, and is capable of masking a foreign accent. It is possible to have more than 5 ranks in a language, but no real benefit is gained for doing so unless perhaps one is a translator or the like. Player characters are assumed to be literate in any language they speak (the character's Language ranks apply to both spoken and written language), though a player may choose to make her character illiterate if she so chooses.

The languages of Norrath include Barbarian, Combine, Common, Dragon, Dwarvish, Elder Dragon, Elder Elvish, Elder Teir'Dal, Elvish, Erudian, Faerie, Froglok, Gnoll, Gnomish, Goblin, Halfling, Kobold, Lizardman, Ogre, Old Erudian, Orcish, Teir'Dal, Thieves' Cant, and Troll.

Check: Speakers with 3 or more ranks in a language generally don't need to make language checks to hold simple, casual conversation with other speakers who also have 3 or more ranks. (If a character is straining to overhear a conversation, that's a Listen check.) However, characters with little skill in a language or fluent listeners trying to make sense of broken speech are generally required to make a Language check to communicate or grasp ideas of any complexity. Total the number of ranks of the given language that any two speakers have between them, and consult the table below for the appropriate DC.

The Speakers:	DC to Convey Complex Idea
Have 3 or fewer ranks between them	20
Have 4–5 ranks between them	15
Have 6 or more ranks between them	10
Are actively trying to communicate	–2*
Are fluent in similar dialects (e.g. Elvish and Elder Elvish)	+2**

*Lower the applicable DC by this amount.

**This is a competence bonus granted to both characters' checks.

Language skill becomes very important in conjunction with language-dependent skills such as Bluff, Diplomacy, Disguise, Forgery, Gather Information, Intimidate, Read Lips, or Sense Motive which often require that a character understand or be understood, as described in each of those skills. The Taunt skill is not technically language-dependent, although a taunted target's ability to understand the taunter is a factor in the success or failure of the taunt, as described in that skill's description. Under specific circumstances, Knowledge, Perform, Profession, and Trade Skill may all require Language checks as well, at the GM's discretion. Language checks made in conjunction with any of the above skills are almost always considered free actions.

A character with 5 or more ranks in a language can also attempt to discern whether another speaker is truly a native. This is an opposed Language check. If the listener succeeds, and the speaker is not a native, this information is discovered. If it's truly important, the GM may make this roll.

Retry: Characters attempting to understand each other may retry as often as they wish, subject only to the limits of time and patience. Once a character has missed a roll to decipher a particular statement or concept, however, she cannot try again.

Special: A character with 5 or more ranks in any Language gets a +2 synergy bonus to Read Lips checks involving that tongue.

Listen (Wis)

Untrained

This skill is used to hear noises or stealthy movement and to overhear whispered conversations.

Check: To see if a character has heard some specific noise, a Listen check is made against a DC that reflects how quiet the noise is. The GM may make the Listen check so that the character doesn't know whether he has failed or there is actually nothing to hear. The table below gives some average DCs for Listen checks in typical situations (the checks are made within 10 feet of the sound produced).

DC	Sound
0	People talking softly
5	A person in medium armor walking slowly (10 ft./round) and trying not to make noise
10	An unarmored person walking slowly (15 ft./round) and trying not to make any noise
15	A 1st-level rogue walking slowly (15 ft./round) and using her Sneak skill
20	A cat stalking
30	An owl gliding in for a kill
+1	Per 10 feet of distance
+5	Through a door
+15	Through a stone wall
+2	Strong winds or loud voices
+4	Severe winds or hailstorm
+8	Windstorm or amid large-scale battle

In each of the above cases, the listed DC would normally be replaced by an opposing Sneak check — the listed DC simply represents a near-average result for the situation, given as a point of reference.

Passive Listening: If making a Listen check for a character with no particular reason to believe there is anything he wants to hear, or who is trying to remain alert for a long period of time, it is reasonable for a GM to assume the character takes 10. If the character is distracted, a –1 to –5 circumstance penalty is also appropriate.

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 had failed to hear previously.

Special: When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.

Meditation (Varies)

Untrained; Spellcasters (or Bards) Only

The character has learned to calm her mind and spirit and attune herself to the flow of mana, allowing her to recover expended mana and to prepare spells or songs more quickly (see Chapter 3: Classes and Chapter 8: Using Magic for more information).

Check: The primary use of Meditation is to speed a spellcaster's recovery of mana. There is no check required for this. Spellcasters add their ranks in Meditation to their appropriate attribute modifier (Intelligence for arcane spellcasters, Wisdom for divine spellcasters, and Charisma for bards) to determine how much mana they recover per hour of rest. Thus, a wizard with an 18 Intelligence (+4 modifier) and 5 ranks in meditation recovers 4 + 5, or 9 mana per hour of rest.

The Meditation skill also allows a spellcaster to prepare a spell (or a bard to prepare a song) so that it may be cast. To prepare a spell (or song), the caster must spend time studying his spellbook in order to

place the new spell in one of his eight prepared spell slots. To place a spell into a slot, he must have access to his spellbook to study, and he must have an open spell preparation slot (if no slots are open, the caster must select a spell already prepared and remove it instantly as a free action before attempting to fill the newly open slot with a new spell choice). The caster must then make a Meditation skill check with a DC of 10 + the level of the spell to be prepared. A successful check means the spell is placed in the prepared spell slot. The base time to prepare a spell is a number of full-round actions equal to the spell's level, minus the character's ranks in the Meditation skill, to a minimum of one full-round action.

Preparing a spell provokes attacks of opportunity (see "**Attacks of Opportunity**" in Chapter 12: Combat for more information), and if the caster is injured by such an attack, then the attempt to prepare the new spell is interrupted and fails. If the caster was replacing an already prepared spell with a new one, and the preparation attempt fails, then the old spell is still removed from its slot. Newly prepared spells may not be available for immediate use (see "**Recast**" in Chapter 8: Using Magic).

Normal: Spellcasters without any ranks in the Meditation skill still recover mana based on their appropriate attribute bonus. Thus, a spellcaster unskilled in Meditation but having a key attribute of 18 would recover 4 mana per hour of rest.

Perform (Cha)

Trained or Untrained (see text)

A character uses the Perform skill to entertain tavern patrons with epic poems, juggle for her supper, distract guards with tasteless limericks, and while away the time on long trips. Perform is actually a number of separate skills. A character could have several Perform skills, each with its own ranks, each purchased as a separate skill. For instance, a character could have 6 ranks in Perform (dance) and 3 ranks in Perform (singing). Neither of these skills affect her checks for attempting to play a flute. Possible Perform types include ballad, buffoonery, comedy, dance, drama, drums, epic, flute, harp, horn, juggling, limericks, lute, mime, ode, pipes, singing, juggling, and storytelling.

Characters of any class may take Perform skills or attempt performances untrained. Only bards have the special training to make use of these skills to create magical music. In fact bards' mastery of instruments is treated separately as Play Instrument skills to differentiate them from those mundane uses of musical instruments possible through the Perform skill. Bards may use their Play Instrument skill at any time in place of the appropriate Perform skill if they desire to put on a nonmagical musical performance.

Bard characters are obliged to excel at Perform (singing) as their ability to twist their magical songs together for simultaneous effects is dependent on their mastery of singing (see "**Song Twisting**" in Chapter 9: Songs).

Check: The character can impress audiences with her talent and skill.

DC	Performance
10	Routine performance. Trying to earn money by playing at this level in public is essentially begging. The character earns 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, the character can earn 1d10 sp/day.
20	Great performance. In a prosperous city, the character can earn 3d10 sp/day. With time, the character 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/day. With time, the character 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/day. With time, the character may draw attention from distant potential patrons or even from royalty.

A masterwork musical instrument gives a +2 circumstance bonus to Perform checks that involve the use of that instrument.

Retry: Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Normal: A character must be trained to play a musical instrument, although most other kinds of performance can be attempted untrained.

Special: In addition to using the Perform skill, a character could entertain people as above with tumbling, tightrope walking, and spells (especially illusions).

Pick Lock (Dex)

Trained

Characters use the Pick Lock skill to unlock doors, chests, padlocks, manacles, and anything else shut with a mechanical device. Such efforts require at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, etc.). Attempting a Pick Lock check without a set of thieves' tools carries a –2 circumstance penalty, even if a simple tool of some kind is employed. The use of masterwork thieves' tools grants the check a +2 circumstance bonus.

Check: Opening a lock generally entails 1 full-round action and a successful check.

Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing Lock	40

Normal: Untrained characters cannot pick locks, but may force them open.

Pick Pocket (Dex)

Trained; Armor Check Penalty

The Pick Pocket skill allows a character to cut purses, appear to pull coins from children's ears, or slip a dagger up his sleeve unseen.

Check: A 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 is determined to note where the item went. When a character is performing this skill under close observation, his skill check is opposed by the observer's Spot 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, the character must make a skill check against DC 20 to successfully loot the item. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if her check result beats the character's Pick Pocket check result, regardless of whether the character successfully pilfered the item.

Retry: A second Pick Pocket attempt against the same target, or an attempt watched by the same observer, has a DC +10 higher than the first skill check if the first check failed or was noticed.

Special: A character with 5 or more ranks in Bluff gets a +2 synergy bonus on Pick Pocket checks.

Play Brass Instruments (Con)

Trained; Bard Only

This is a skill exclusive to bards, used to bring the magic out of music. The ability to play brass instruments in nonmagical performance is covered by the Perform skill. A bard with this skill is proficient in the use of all brass instruments.

Check: A bard may always opt to use Play Brass Instruments in place of a Perform check for a mundane musical performance. A masterwork musical instrument gives a +2 circumstance bonus to Play Instrument checks.

Special: Characters other than bards cannot use the Play Brass Instruments skill. A bard must have at least 1 rank in Play Brass Instruments to attempt to use the skill to achieve an instrument bonus on a song tied to the use of brass instruments.

Play Percussion Instruments (Dex)

Trained; Bard Only

Play Percussion Instruments is the same as Play Brass Instruments except that the skill relates to percussion instruments.

Play String Instruments (Dex)

Trained; Bard Only

Play String Instruments is the same as Play Brass Instruments except that the skill relates to stringed instruments.

Play Wind Instruments (Dex)

Trained; Bard Only

Play Wind Instruments is the same as Play Brass Instruments except that the skill relates to wind instruments.

Profession (Wis)

Trained

Profession is actually a number of separate skills. For instance, a character could have ranks in Profession (farmer). The character's ranks in that skill don't affect any checks the character happens to make for mining or sailing, for example. The character could have several Professions, each with its own ranks, each purchased as a separate skill. While Trade Skills represents a skill in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. To draw a modern analogy, if an occupation stems from a service industry, it's probably a Profession. If it's in the manufacturing sector, it's probably a Trade Skill.

Professions include apothecary, artist, boater, bookkeeper, driver, farmer, fisher, guide, herbalist, herdsman, innkeeper, lumberjack, miller, miner, porter, rancher, sailor, scribe, siege engineer, stablehand, tanner, teamster, and woodcutter.

Check: 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 profession's daily tasks, how to supervise untrained helpers, and how to handle common problems that arise on the job.

For example, a sailor knows how to tie several basic knots, how to tend and repair sails, and how to stand a deck watch at sea. The GM sets DCs for specialized tasks or for standard tasks performed in stressful or hazardous situations.

Retry: An attempt to use a Profession skill to earn an income cannot be retried. The character is stuck with whatever weekly wage the check result brought the character. Another check may be made after a week to determine a new income for the next week. An attempt to accomplish some specific task can usually be retried.

Normal: Untrained laborers and assistants earn an average of 1 silver piece per day.

Special: Certain Professions are likely to grant synergy bonuses to other skills, particularly under specific circumstances, at the GM's discretion. For example, a character with 5 or more ranks in Profession (lumberjack) might get a +2 synergy bonus to Climb checks when climbing trees, or a character with 5 or more ranks in Profession (sailor) might get a +2 synergy bonus to Use Rope checks involving making knots.

Read Lips (Int)

Trained; Language-Dependent

This skill can be used to understand what is said by a character observed through a looking glass, to communicate even when temporarily deafened, or to receive information from someone unable or unwilling to make noise.

Read Lips is a language-dependent skill, requiring a Language check if the speaker and the lip reader are not both fluent in the same language (see the Language skill).

Check: The character must be able to see the speaker's lips move as she talks (normally from within 30 feet of the speaker). The base DC is 15, or higher for complex speech or an inarticulate speaker. The character has to concentrate on reading lips for a full minute before making the skill check, and can perform no other action during this minute. The character can move at up to half speed but no faster, and must maintain a line of sight to the lips being read.

If the check succeeds, the character can understand the general content of a minute's worth of speaking, but usually still misses certain details. If the check fails, the character can't read the speaker's lips. If the check fails by 5 or more, the character draws some incorrect conclusion about the speech. The GM rolls the check so the character doesn't know whether she has misconstrued the speaker's lip movements.

Retry: Each Read Lips check represents an attempt to read one minute of communication. The skill can be used once per minute.

Special: A character with 5 or more ranks in any Language gets a +2 synergy bonus to Read Lips checks involving that tongue.

Ride (Dex)

Untrained

This skill represents a character's ability to control a steed, perform difficult or dangerous maneuvers while mounted, and fight from the saddle.

When a character selects this skill, he chooses a particular type of mount with which he is familiar. For this purpose, "horses" includes mules, donkeys, and ponies. If the character uses the skill with a different mount (such as riding a giant lizard when the character is used to riding horses), his Ride ranks are effectively reduced by 2 (to a minimum of 0). If the character uses this skill with a very different mount (such as riding a griffin when the character is used to riding horses), his Ride ranks are effectively reduced by 5 (to a minimum of 0).

Check: Typical riding actions don't require checks. The character can saddle, mount, ride, and dismount from a mount without a problem. Mounting or dismounting is a move action. Some tasks require checks:

Riding Task	DC
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Leap	15
Control mount in battle	20
Fast mount or dismount	20*
Cover	15
Soft fall	5

*Armor check penalty applies.

Guide with Knees: The rider can react instantly to guide his mount with his knees so that he can use both hands in combat. Make the check at the start of the rider's round. If the rider fails, he can only use one hand this round because he needs to use the other to control the mount.

Stay in Saddle: The rider can react instantly to try to avoid falling when his mount rears or bolts unexpectedly or when the rider takes damage.

Fight with Warhorse: If the rider directs a war-trained mount to attack in battle and makes this Ride check, the rider can still make his own attack or attacks normally.

Leap: The rider can get a mount to leap obstacles as part of its movement. Use the rider's Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what the rider needs to roll to stay on the mount when it leaps.

Control Mount in Battle: As a move action in combat, a rider can attempt to control a mount that is not trained for combat. If the rider fails, he can do nothing else that round. The rider does not need to roll for warhorses or warponies or for other war-trained mounts.

Fast Mount or Dismount: The rider can mount or dismount as a free action. If the rider fails the check, mounting or dismounting is a move action. The rider can't attempt a fast mount or dismount if he couldn't perform the mount or dismount as a move action this round.

Cover: The rider can react instantly to drop down and hang alongside the mount, using it as one-half cover. The rider can't attack or cast spells while using the mount as cover. If the rider fails, he doesn't get the cover benefit.

Soft Fall: The rider reacts instantly to try to take no damage when he falls off a mount, such as when it is killed or when it falls. If the rider fails, he takes 1d6 points of falling damage.

Special: If the rider is riding bareback, he suffers a –5 penalty on Ride checks. A military saddle gives a +2 circumstance bonus to Ride checks related to staying in the saddle. A character with 5 or more ranks in Handle Animal gets a +2 synergy bonus on Ride checks.

Safe Fall (Dex)

Trained; Armor Check Penalty

The Safe Fall skill allows a character to fall great distances without being harmed.

Check: Whenever a character jumps or falls down a distance, she may make a Safe Fall check to reduce the effective distance of her jump. For a controlled jump down, the result of the character's Safe Fall check is doubled, and that value is subtracted from the distance jumped to determine the amount of damage the character takes. If the effective distance is reduced to less than 10 feet, the character takes no damage.

A character who falls unexpectedly is still allowed to make a Safe Fall check, but the result of the check is not doubled when determining the amount reduced from the distance fallen.

Normal: A character without Safe Fall may use a Jump check or a Tumble check to reduce the effective distance of her downward jump or fall.

Special: Vah Shir always get Safe Fall as a class skill, regardless of class, and begin play with 4 ranks in it. A character with 5 or more ranks in Jump or Tumble gets a +2 synergy bonus on Safe Fall checks. These bonuses stack.

Search (Int)

Untrained

A character uses this skill to actively and carefully check a small adjacent area for hidden or concealed items. Searching represents not only looking for such things visually, but also feeling for cracks, listening for hollow spaces and noticing slight changes in airflow.

Check: The character generally must be within 10 feet of the object or surface to be searched. It takes 1 full-round action to search a 5-foot by 5-foot area or a volume of goods 5 feet on a side.

Task	DC
Ransack a cluttered area to find a fist-sized item	10
Ransack a cluttered area to find a coin-sized item	15
Notice a secret opening, a simple trap, or an obscure sign	20
Find a nonmagical trap not of stone (rogue or bard only)	21+
Notice an extremely obscure clue	25+
Find a magic trap (rogue or bard only)	25+ level of spell used to create trap
Notice a well-hidden secret opening	30+



While anyone can use Search to find a trap whose DC is 20 or less, only a rogue or bard can use Search to locate traps with higher DCs. Bards can use Search to locate traps with DCs as high as 30; a rogue has no limit to the DC of traps he can potentially discover. As most traps have DCs of at least 20 (higher if well hidden), bards and rogues can become highly desirable allies in areas where such devices are plentiful.

Special: A character who does not have the Track feat can use the Search skill to find tracks (at any DC), but can only follow the tracks if the DC is 10 or less.

Sense Heading (Wis)

Trained

From barbarians trying to sniff out the north wind to rangers examining lichen formations and Erudites memorizing star charts, characters use the Sense Heading skill to learn which way is north and where they are in the world.

Check: By concentrating for 1 minute, the character can find true north in relation to herself (DC 15). If the check fails, the character cannot determine direction. On a natural roll of 1, the character errs and mistakenly identifies a random direction as true north. The GM makes the character's check secretly so that she doesn't know whether she has succeeded or erred.

Sense Heading can also be used to determine a character's approximate location in Norrath. Such an effort requires a character to know which way is north and to be able to see stars or the position of the sun. With a successful check (DC 15), a character learns her rough global longitude and latitude (though different cultures record this information differently).

Retry: Yes, though if a character misapprehends true north she has no way of knowing it.

Normal: Untrained characters are not attuned to their innate direction sense, but could determine direction by finding obvious clues or signs.

Special: Dwarves gain Sense Heading as a class skill regardless of their class, and they begin play with 4 bonus ranks in it. A character with 5 or more ranks in Sense Heading gets a +2 synergy bonus on Wilderness Lore checks to avoid getting lost.

Sense Motive (Wis)

Untrained; Language-Dependent*

This skill is used to observe a person's mannerisms, body language, and speech in an effort to judge their trustworthiness. A character might use Sense Motive to see through a rogue's lies, to notice something amiss with a subtly enspelled companion, or to realize the local mayor is hiding something when he claims there are no rooms available in town.

When used to discern falsehoods or other verbal incongruities or irregularities, Sense Motive is a language-dependent skill, requiring a Language check if the speakers are not both fluent in the language (see the Language skill).

Check: A successful check allows the character to avoid being bluffed (see the Bluff skill) or taunted (see the Taunt skill). The character can also use the skill to tell when something odd is going on that she would otherwise be unaware of, or to assess someone's trustworthiness. This skill can be used reactively (as when opposing someone's Bluff or Taunt), but otherwise takes at least 1 minute per attempt — and a character could spend a whole evening trying to sense the motives of the people around her in a social setting.

Hunch: This use of the skill essentially means making a snap assessment of the social situation. The character can get the gut feeling from another's behavior that something is wrong, such as when the character is talking to an impostor. Alternatively, the character can get the feeling that someone is trustworthy. Such an attempt requires at least one full minute of interaction, and the DC for the attempt is 20 (though it could be higher in certain disconcerting circumstances).

Sense Enchantment: The character can tell that someone's behavior is being influenced by an external magical effect (by definition, a mind-affecting effect), such as *Solon's song of the sirens*, even if that person isn't aware of the effect herself. Such an attempt requires at least one full minute of interaction, and the DC for the attempt is 25 (higher if the character is in an unfamiliar social setting, such as trying to discern the unusual behavior of an alien or exotic creature).

Retry: No. However, a character gets a Sense Motive check for each Bluff check made against her.

Special: A character with 5 or more ranks in Sense Motive gets a +2 synergy bonus on Diplomacy checks. A character with 5 or more ranks in Sense Motive gets a +2 synergy bonus on saves or checks used to resist the Intimidate skill.

Sneak (Dex)

Untrained; Armor Check Penalty

This skill can be used to sneak up on guards, slip away quietly through forests, and move noiselessly through ruins and catacombs.

Check: The character's Sneak check is opposed by the Listen check of anyone who might hear him. The character can move up to one-half normal speed and still sneak at no penalty. At anywhere between one-half and normal speed, the character suffers a –5 penalty. It's practically impossible (–20 penalty) to sneak while running or charging.

Special: Halflings and Vah Shir gain the Sneak skill as a class skill regardless of their class, and begin play with 4 bonus ranks in it.

Spellcraft (Int)

Trained

Spellcraft is the skill used by characters to recognize magical effects, and to decipher, learn and prepare spells.

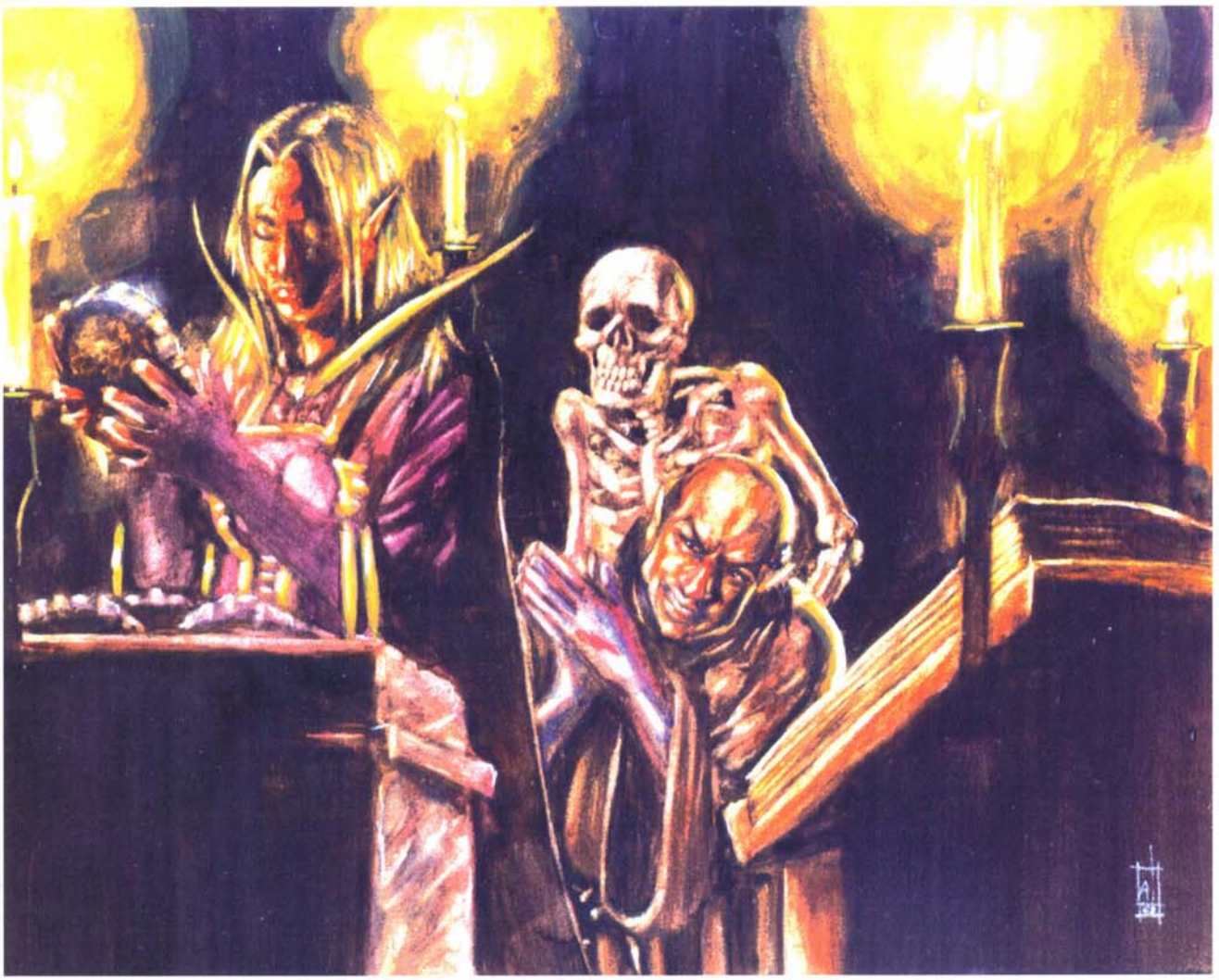
Check: The character can identify spells and magic effects.

DC	Task
15 + spell level	Identify a spell being cast. (The character must see or hear the spell's somatic or verbal components.) No retry.
15 + spell level	Learn a spell from a spellbook or scroll. No retry for that spell until the character gains at least 1 rank in Spellcraft (even if she finds a different source from which to learn the spell).
15 + spell level	Prepare a spell from a borrowed spellbook. One try per day.
20 + spell 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.
20 + spell level	Identify materials created, shaped, or summoned by magic, such as noting that a conjured dagger is the result of a *summon dagger* spell. No retry.
20 + spell level	Decipher a written spell (such as a scroll). One try per day.
30 or higher	Understand a strange or unique magical effect, such as the wards surrounding an enchanted forest. 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 description.

Spell Research: Pure arcane spellcasters can use the Spellcraft skill to study and develop spells, rather than find them or buy them from magic vendors. Many of the rarest and most valuable spells can only be acquired through such use of the Spellcraft skill.

To research a particular spell, a spellcaster must be of a high enough level and of the appropriate class to cast the spell, and must have gathered the necessary research materials. The different classes use different research materials (enchanters use Tomes of Enchantment, magicians use Elemental Grimoires, necromancers use Books of Dark Binding, and wizards use Lexicons) and require different components to experiment upon. Normally, these components can



only be discovered as treasure from defeated monsters or other spellcasters. They can rarely be found for sale in marketplaces. A GM may also, at his discretion, allow the Spellcraft skill to be used to research new and unique spells. Further details on spell research are provided in the *EverQuest: Game Master's Guide*.

Spot (Wis)

Untrained

A character uses this skill to notice bandits hiding in ambush, to pick out opponents fleeing through the woods or lurking in the shadows, or to locate a friend's face in a crowd.

Check: The Spot skill is used primarily to detect characters or creatures that are hiding. The Spot check is normally opposed by the Hide check of the creature trying to remain unseen. Sometimes a creature isn't intentionally hiding, but is still difficult to see, so a successful Spot check is necessary to notice it. A Spot check result of greater than 20 can generally let the character become aware of an invisible creature near the character (though the character can't actually see the invisible creature). Spot is also used to oppose someone's Disguise check.

Condition	Penalty
Spotter distracted	–5
Per 10 feet of distance	–1
Light precipitation	–2, double range penalties
Heavy precipitation	–4, double range penalties
Mist, light fog	–6, triple range penalties
Strong storm	–8, triple range penalties
Heavy fog	Impossible beyond 5 feet

Passive Spotting: If making a Spot check for a character with no particular reason to believe there is anything he wants to see, or who is trying to remain alert for a long period of time, it is reasonable for a GM to assume the character takes 10. If the character is distracted, a –1 to –5 circumstance penalty is also appropriate

Retry: The character can make a Spot check every time he has a chance to see something in a reactive manner. As a full-round action, the character may try to spot something he had failed to notice previously.

Special: When several characters are looking for the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.

Swim (Str)

Untrained

This skill allows characters to dive into seas, swim across rivers, navigate submerged tunnels, or search the bottoms of riverbeds.

Check: A successful Swim check allows the character to swim one-quarter of her base speed as a move action or one-half speed as a full-round action. Roll once per round. If the character fails, she makes no progress through the water. If the character fails by 5 or more, she goes under and starts to drown.

If the character is underwater (whether drowning or swimming), she suffers a cumulative –1 penalty to her Swim check for each consecutive round she has been underwater. The DC for the Swim check depends on the water:

Water Conditions	DC
Calm water	10
Rough water	15
Stormy water	20

For each hour that the character swims, she must make a Swim check against DC 20 or take 1d6 points of subdual damage from fatigue.

Retry: Yes, a check is required each round.

Special: Instead of an armor check penalty, a swimming character suffers a penalty of –1 to all Swim checks for each 5 pounds of gear she is carrying or wearing. Iksar always get Swim as a class skill, regardless of class, and gain a +8 racial bonus to Swim checks.

Taunt (Cha)

Untrained

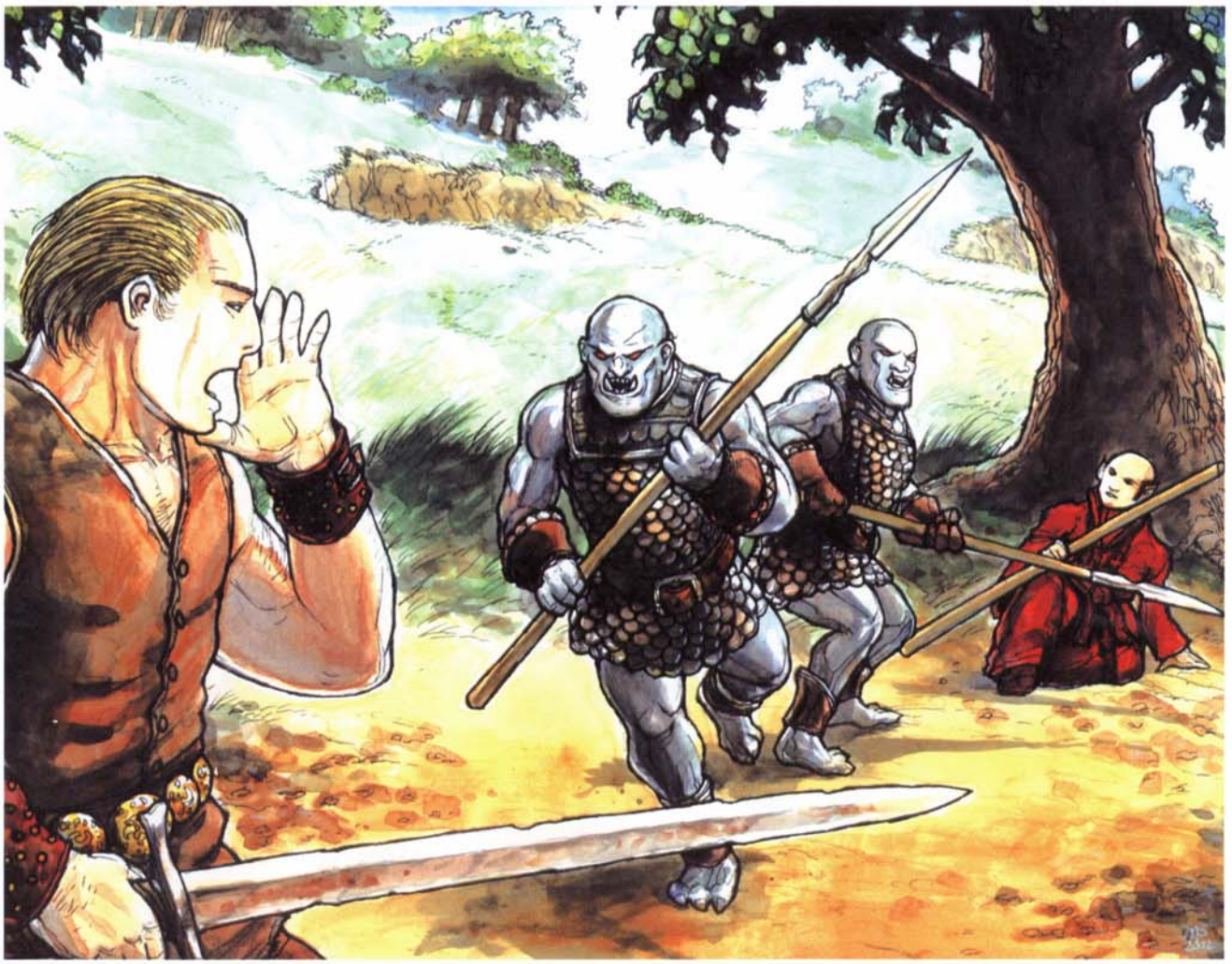
Taunting is the art of angering and annoying opponents so that they attack you in preference to all other opponents, even if that's a tactically unwise decision for them.

Check: A Taunt check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a taunt check. Four circumstances can work against the taunter: (i) The target is already attacking someone else; (ii) the target is of animal intelligence or lower (Int 2 or less); (iii) the target is above animal intelligence but cannot understand the taunter (for example, it does not speak the same language; this may require a Language check); or (iv) the target realizes that attacking the taunter may be tactically unwise. Each of these circumstances adds a bonus to the Sense Motive check of the creature being taunted, as listed below.

Target's Conditions	Sense Motive Bonus
Attacking someone else	+10
Animal intelligence	+5
Doesn't understand taunt	+5
Tactically unwise	+10

Taunting is a move action. A successful Taunt check indicates that the target might move toward the taunter — depending on the target's intelligence and ranged attack options — but certainly focuses all of its attacks on the taunter for 1 round (and possibly longer if it closes to melee). The target attacks the taunter as intelligently and effectively as it can, but if it knows it cannot attack him, it is likely to ignore the taunt. Targets affected by more than one characters' Taunt skill will attack the character who taunted them most recently. If the taunter damages a target on the same round he tries to taunt it, he receives a +5 circumstance bonus to his Taunt check.

For example, Karesh, a warrior with Charisma 16 and 8 ranks in Taunt, sees a wolf attacking her wizard companion 75 feet away. She knows she can't reach the wolf in one round, so she tries to goad the wolf into coming to her instead. Karesh first fires an arrow at the wolf to get its attention, striking it for 7 points of damage; she then makes a Taunt check, rolling a 9 and adding her Taunt bonus of +11 and her +5 circumstance bonus for having damaged the wolf this round, for a total of 25. However, the wolf gains +10 to its Sense Motive check because it is already fighting something else, +5 for not understanding Karesh's taunts, and another +5 because of its animal intelligence; the GM rolls a 6 on the wolf's Sense Motive check, so, with its +20 bonus (and +1 for its Wisdom score), it gets a total of 27. The wolf keeps attacking the wizard. If Karesh had rolled an 11 or higher, the wolf would turn to attack her instead, most likely for the remainder of the combat (unless it were then taunted by someone else).



Creatures flatly unwilling to fight, such as pacifistic or incapable creatures, or those that are currently routing or fleeing, are unaffected by any use of the Taunt skill. Further, creatures immune to mind-influencing effects are immune to Taunt, although certain intelligent monsters that are technically immune might well choose to attack an impertinent taunter.

Retry: Sometimes continuing to taunt a creature after a failed attempt is irritating enough to be more effective. In general, a character may retry the Taunt skill freely each round, and may even take 10 or 20 on the check given enough time.

Special: A character with 5 or more ranks in Animal Empathy gets a +2 synergy bonus on Taunt checks involving animals. A character with 9 or more ranks in Animal Empathy gets a +2 synergy bonus on Taunt checks involving beasts. A character with 5 or more ranks in Undead Empathy gets a +2 synergy bonus on Taunt checks involving undead.

Trade Skill (Int or Wis)

Trained; Trade Skill (Alchemy), Shaman Only; Trade Skill (Tinkering), Gnome Only

Trade Skill is actually a number of separate skills. For instance, a character could have Trade Skill (pottery). The character's ranks in that skill don't affect any checks the character happens to make for baking or tailoring, for example. The character could have several trade skills, each with its own ranks, each purchased as a separate skill. With only a few ranks, Trade Skill can be used to craft many sorts of mundane items, but as a trade is mastered, progressively more fantastic items can be created if the right components are available. A skill designed to allow a character to perform a service is a Profession, not a Trade Skill.

Each Trade Skill has a number of items that can be created by its use. To make an item, the character must have the minimum ranks in the Trade Skill listed for the item, the basic tools of his Trade Skill, a recipe or procedure outlining how the item is made, and the exact ingredients listed in the recipe.

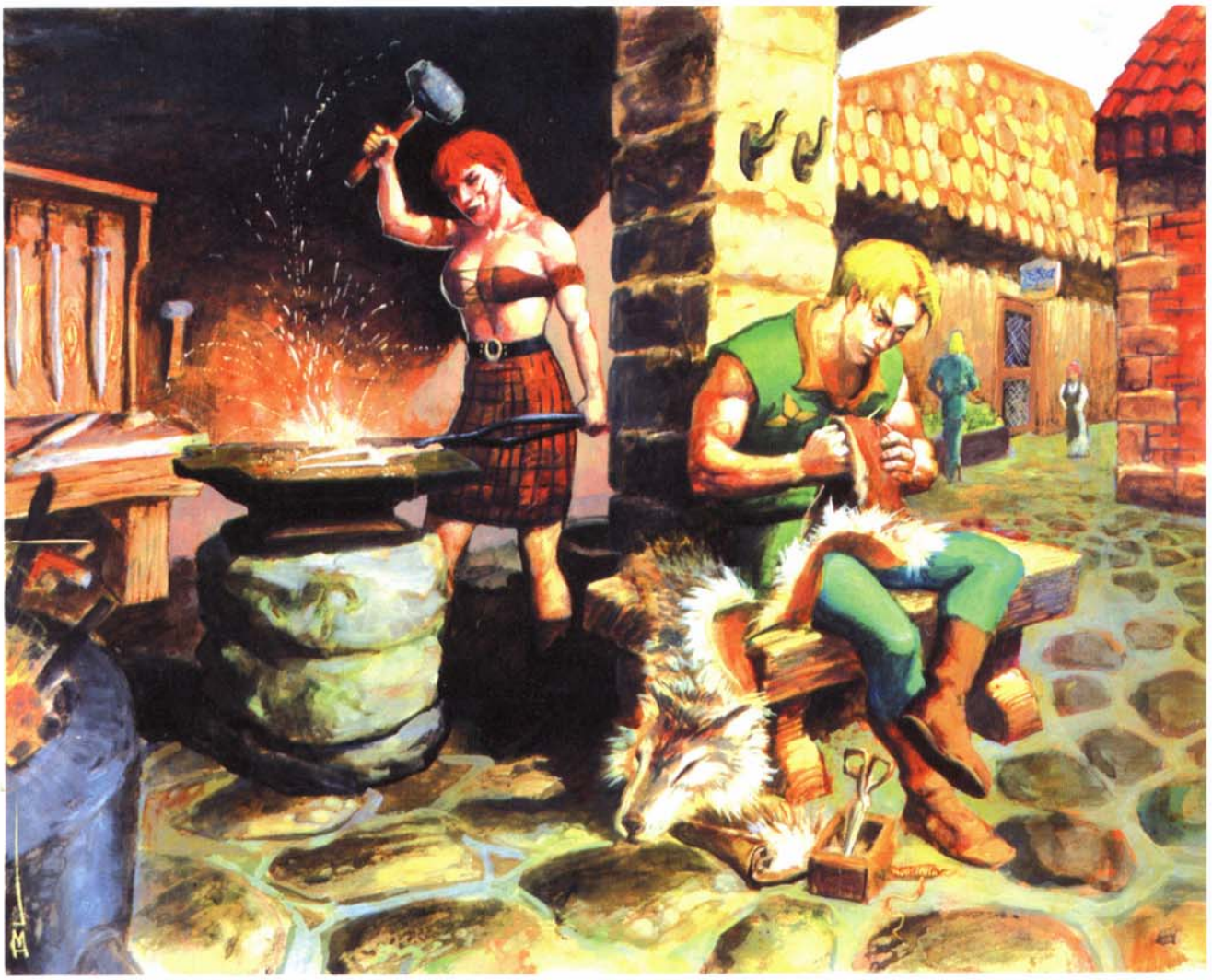
The Trade Skills (and their core tools) are alchemy (medicine bag), baking (oven, spit, mixing bowl), blacksmithing (forge), brewing (brewing barrel), fletching (fletching kit), jewelry making (jeweler's kit), make poison (vials), pottery (pottery wheel, kiln), tailoring (tailor's kit), and tinkering (toolbox).

Check: Skill checks for Trade Skills can use the character's Wisdom or Intelligence as the skill's key ability, whichever is higher.

A 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 make poison trade skill can only be used this way if the character is in an area with a thieves' guild and/or (black) market that will sell such goods). 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 that arise on the job.

However, the real benefit of trade skills are the items a character is able to craft with them. When a character has a recipe for a particular item that can be made with a trade skill he knows, and has all the necessary materials and ingredients for it, he can make a Trade Skill check to see if he successfully makes the item. The *EverQuest: Game Master's Guide* has extensive information on the use of Trade Skill and the mundane, masterwork, and magic items that can be created through its use.

Normal: Untrained laborers and assistants earn an average of 1 silver piece per day.



Special: Gnomes gain Trade Skill (tinkering) as a class skill regardless of their class. Trade Skill (alchemy) is an exclusive skill of the shaman class and is available only to them.

A character with 5 or more ranks in Trade Skill (brewing) gets a +2 synergy bonus to Alcohol Tolerance checks. A character with 5 or more ranks in Trade Skill (make poison) gets a +2 synergy bonus to Heal checks made to treat poison. A gnome with 5 or more ranks in Trade Skill (tinkering) gets a +2 synergy bonus to Disable Device checks. A character with 5 or more ranks in any Trade Skill gets a +2 synergy bonus on checks to appraise products of that particular Trade Skill.

Undead's Initial Attitude	New Attitude				
	Ready to Attack or Threatening	Dubious or Apprehensive	Indifferent or Amiable	Kind, or Allied	Warm
Ready to Attack or Threatening	19 or less	20–24	25–35	35–49	50+
Dubious or Apprehensive	4 or less	5–14	15–24	25–39	40+
Indifferent or Amiable	–	0 or less	1–14	15–29	30+
Kind, Warm or Allied	–	–	0 or less	1–19	20+

Tumble (Dex)

Trained; Armor Check Penalty

Characters can use this skill to dive past opponents, to perform tumbling passes and acrobatics, and to roll safely out of falls. The character can't use this skill if her speed has been reduced by armor or excess gear or loot.

Check: The character can land softly when she falls or tumbles past opponents. The character can also tumble to entertain an audience (as with the Perform skill).

DC	Task
15	Treat a fall as if it were 10 feet shorter when determining damage. (This does not stack with the benefits gained from Safe Fall.)
15	Tumble up to 20 feet through threatened spaces (as part of normal movement), suffering no attacks of opportunity for doing so. Failure means the charac ter may still tumble up to 20 feet, but suffers attacks of opportunity normally, and stops adjacent to the first opponent that hits successfully with an attack of opportunity.
25	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 op portunity normally.

Retry: An audience, once it has judged a tumbler uninteresting, is not receptive to repeat performances. The character using Tumble to reduce falling damage can do so 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 gets a +2 synergy bonus on Balance and Jump checks. A character with 5 or more ranks in Tumble gets a +3 dodge AC bonus (instead of +2) when executing the fight defensively option; he gets a +6 dodge AC bonus (instead of +4) when executing the total defense option. See Chapter 12: Combat for details on fighting defensively and total defense.

Undead Empathy (Cha)

Trained; Necromancer, Shadow Knight Only

This skill allows those steeped in the dark arts to interact safely with the simplest forms of undead, keeping them at bay or even winning their alliance.

Check: The character can improve the attitude of an undead creature with a successful check. To use Undead Empathy, the character must be close enough to study the undead and exude an aura of dark energies that affect the undead. This means that the character must be within 30 feet, under normal conditions. Generally, influencing an undead in this way takes 1 minute, but, as with influencing people, it might take more or less time. This skill works on any mindless undead, and on intelligent undead with a CR no more than half the character's level. The chart below shows the new attitude of the undead, based on its initial attitude and the degree of the Undead Empathy check.

Retry: No. In general, a failed roll normally means the undead either attacks or flees.

Special: A character with 5 or more ranks in Undead Empathy gets a +2 synergy bonus to Taunt checks involving undead and are able to use the Taunt skill on undead even if the undead is immune to mind-affecting powers.

Use Rope (Dex)

Untrained

This skill represents a mastery of knot-tying, rope splicing, and basic rope-making.

Check: Most tasks with a rope are relatively simple.

DC	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	Convert several weaker cords into a strong rope.
15	Splice two ropes together (takes 5 minutes)

When the character binds another individual with a rope, any Escape Artist check that the bound individual makes is opposed by the character's Use Rope check. The character gets a special +10 bonus on the check because it is easier to bind someone than to escape from being tied up. The character doesn't make the character's Use Rope check until someone tries to escape.

Special: A silk rope gives a +2 circumstance bonus on Use Rope checks. A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on Climb checks involving climbing a rope, a knotted rope, or a rope and wall combination, as well as a +2 synergy bonus on Escape Artist checks when escaping from tied bonds. A character with 5 or more ranks in Escape Artist gets a +2 synergy bonus on Use Rope checks to bind someone.

Wilderness Lore (Wis)

Untrained

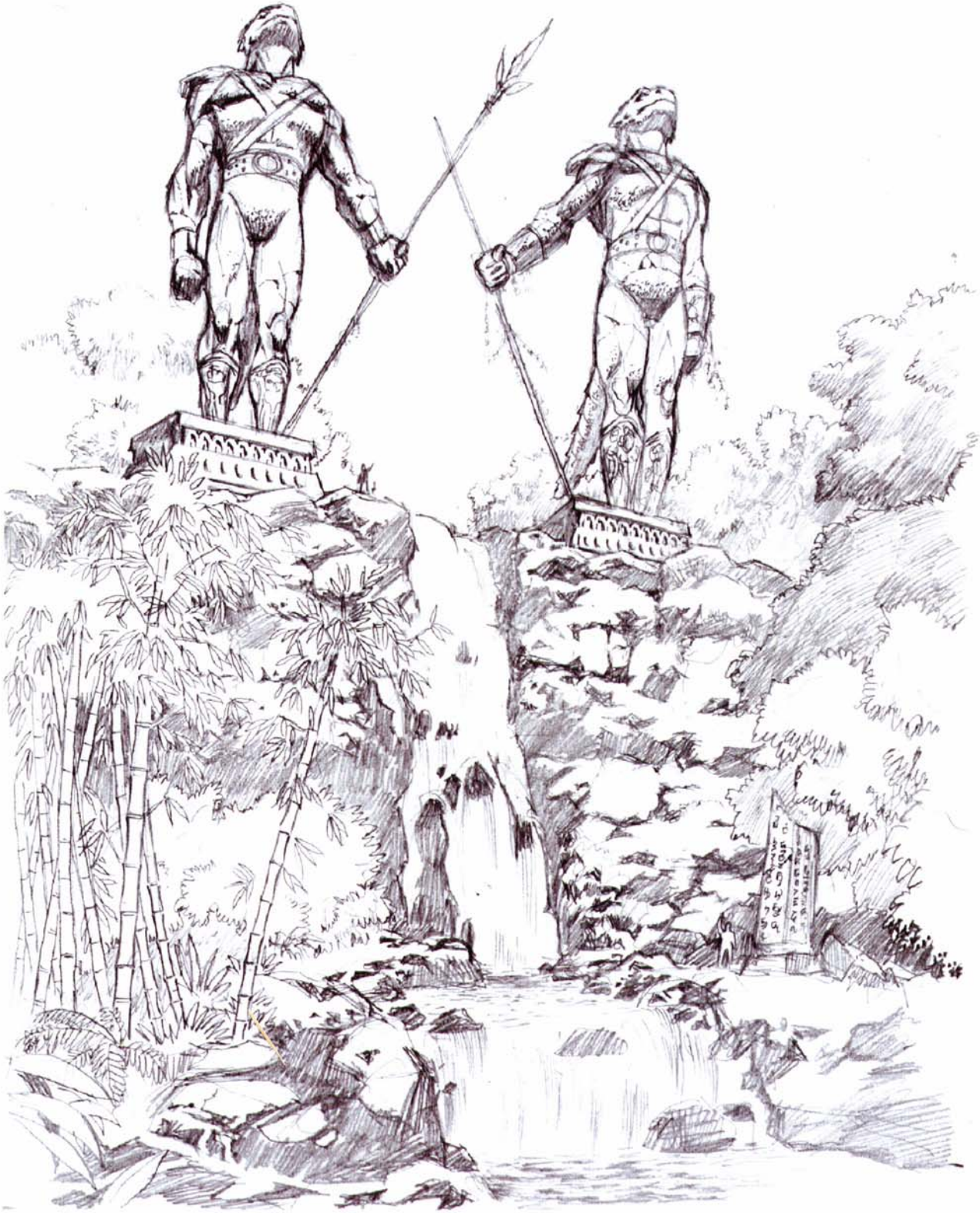
This skill allows a character to make his way in the wilds. He can forage for food or trap small game, recognize signs of nearby predators, and locate or construct shelter from the elements. With the Track feat, he can also track foes or prey through he wilderness.

Check: The character can keep himself and others safe and fed in the wild.

DC	Task
10	Get along in the wild. Move up to one-half the character's overland speed while hunting and for aging (no food or water supplies needed). The char acter can provide food and water for one other person for every 2 points by which his check result exceeds 10.
15	Gain +2 on all Fortitude saves against severe weather while moving up to one-half the character's over land speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every point by which the 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 the next check is made. To avoid getting lost or to 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: Iksar and wood elves always get Wilderness Lore as a class skill, regardless of class. Wood elves begin play with 4 bonus ranks in Wilderness Lore. A character with 5 or more ranks in Sense Heading gets a +2 synergy bonus on Wilderness Lore checks to avoid getting lost.





Chapter Five: Feats

A veteran warrior cleaves through a mob of ice goblins that sought to overwhelm him. A half elven ranger tracks a dark elf spy through a sandstorm in the Desert of Ro. A wizard and her companions fall prey to an ambush from froglock ghouls, so she empties her mana reserves to rush the casting of an evacuation spell. All of these heroic abilities come from feats. Feats are special abilities that characters gain from their race and class, or by spending the training points they receive when they gain levels. Feats do not have ranks like skills: a character either has a feat, or he doesn't. Nor do feats have rolls or checks to pass or fail: a character's feats are abilities that are always available, although a feat may have a roll closely associated with it, such as an attack roll or skill check. Many feats form feat chains, however, where an improved version of a feat or a related feat can only be selected after the character has acquired a prerequisite feat.

Acquiring Feats

All characters start play with one feat chosen at character creation. This feat is in addition to any received as class or racial bonus feats. Characters may purchase additional feats as they advance in level using training points as described in Chapter 3: Classes. A bonus feat, such as those granted to certain classes and races, does not count against the character's normal number of feats, but a character generally must qualify for the feat by meeting its prerequisite (see below), unless the class or racial ability that grants the bonus feat specifically allows the character to disregard such prerequisites.

Types of Feats

Combat Feats

Combat feats represent a large percentage of the total number of feats, and all relate to actions taken during combat situations. Some classes get bonus combat feats at various levels.

General Feats

General feats are just that, miscellaneous feats such as Ambidexterity which provide the character with certain bonuses not linked directly to combat or mysticism.

Mystic Feats

Mystic feats are feats that relate to spellcasting in some general way. Most of the spellcasting classes receive a few bonus mystic feats at higher levels.

Metamagic Feats

Metamagic feats are a class of mystic feats that allow a spellcaster to alter a spell in some way, generally enhancing some part of its effect. Metamagic feats add to the mana cost of a spell, and that cost must be paid each time the enhanced spell is cast. A spellcaster must decide whether he will enhance a spell with a metamagic feat when he prepares the spell, and the metamagic remains attached to the spell until he takes the time to prepare a new spell (although it is possible to prepare a spell twice in two different slots, once with a metamagic feat and once without). A spell may be prepared with multiple metamagic feats, but they must all be used (and their mana cost paid) each time the spell is cast. It is important to note that bardic songs cannot be enhanced with metamagic feats — only spells. Also, spells with no mana cost cannot be enhanced with metamagic feats, and spells altered by metamagic feats always cost at least one additional mana, even if the normal casting cost of the spell is only one mana.

In all ways, a metamagic spell operates at its original level, even though it costs more mana to cast. Saving throw modifiers for the spell are not changed (unless stated otherwise in the feat description). The modifications made by these feats apply only to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

For example, the human wizard Tal Belzon has the Still Spell metamagic feat, and decides to prepare the 11th-level spell *abscond* as a still spell. He now must spend 50% more mana each time he casts *abscond* (paying 150 instead of 100 mana) as prepared, but need not make any somatic gestures when casting the spell. If Tal Belzon had prepared *abscond* with both the Still Spell and Silent Spell feats, he would have to pay both their mana costs (for a total of 100% additional, or 200 mana), but would cast the spell with no vocal or somatic components.

Feat Descriptions

Feat Description Blocks

Here is the format for feat descriptions.

Feat Name [Type of Feat]

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a skill (and the number of ranks required in that skill), or a character or class level that a character must have in order to acquire this feat. A character may gain a prerequisite at the same time he gains the feat that requires it. For example, a warrior who reaches 4th level gains one class bonus feat for being a 4th-level warrior and also decides to spend training points to purchase a feat. She could, therefore, take Weapon

Focus, and at the same time take Weapon Specialization, which lists both Weapon Focus and warrior (level) 4+ as prerequisites.

If a character loses a feat's prerequisite (such as a warrior with the Power Attack feat, which has a prerequisite of Str 13+, having her Strength debuffed to 12 or less), she loses the ability to use that feat (in this case losing Power Attack and by extension any other feats the warrior has with Power Attack as a prerequisite, such as Cleave). Once the prerequisite is restored, the character regains use of the feat.

This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite, or may have several alternative prerequisites, only a few of which must be met. These are always detailed in the prerequisite line.

A short description of what the feat does or represents in plain language.

Benefit: What the feat enables the character to do.

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

Special: Additional facts about the feat.

Alertness [General]

The character is particularly perceptive.

Benefit: The character gets a +2 bonus on all Listen and Spot checks.

Ambidexterity [General]

Prerequisite: Dex 15+.

The character can use either hand with equal aptitude.

Benefit: The character ignores all penalties for using an off hand. The character is neither left- handed nor right-handed.

Normal: Without this feat, a character suffers a –4 penalty to attack rolls, ability checks, and skill checks made using her off hand. 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 feat helps offset the penalty for fighting with two weapons.

Armor Proficiency (heavy) [Combat]

The character is proficient with heavy armors, including banded and plate armors.

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

Benefit: When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Pick Pocket, Safe Fall, Sneak, and Tumble checks.

Normal: A character who is wearing armor with which he is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Instead of an armor check penalty, a swimming character suffers a penalty of –1 to all Swim checks for each 5 pounds of gear she is carrying or wearing.

Armor Proficiency (light) [Combat]

The character is proficient with light armors, including cloth and leather armors.

Benefit: When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Pick Pocket, Safe Fall, Sneak, and Tumble checks.

Normal: A character who is wearing armor with which he is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Instead of an armor check penalty, a swimming character suffers a penalty of –1 to all Swim checks for each 5 pounds of gear she is carrying or wearing.

Armor Proficiency (medium) [Combat]

The character is proficient with medium armors, including ring mail and chain.

Prerequisites: Armor Proficiency (light).

Benefit: When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Pick Pocket, Safe Fall, Sneak, and Tumble checks.

Normal: A character who is 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.

Special: Instead of an armor check penalty, a swimming character suffers a penalty of –1 to all Swim checks for each 5 pounds of gear she is carrying or wearing.

Bash [Combat]

The character is skilled at making attacks with a shield.

Prerequisites: Shield Proficiency.

Benefit: If the character is carrying a shield, he may make a bash attack with it as an attack action; alternatively, he may make an additional attack at his highest attack bonus a part of a full attack action, in which case this attack and all other attacks made during the same round suffer a –2 penalty on their attack rolls. The shield bash is not considered an off-hand attack

(no off-hand penalties apply), and does not negate the character's shield bonus to AC. The attack deals 1d6 points of blunt damage for Large characters, 1d4 for Medium-size characters, or 1d3 for Small characters, plus one-half the character's Strength modifier.

If a character uses the bash attack as an attack of opportunity to interrupt a spellcaster, the caster's Channeling check against damage taken from a successful bash attack suffers a +2 penalty to its DC.

Normal: Without the Bash feat, a character making an attack with a shield suffers all off-hand penalties, including the halved damage bonus for Strength on a successful hit, and loses his shield bonus to AC. See the description of shields in Chapter 7: Equipment for more information.

Special: A shield with a magic enhancement bonus is treated as a magic weapon with the same bonus for determining what forms of damage reduction it can overcome; however, the enhancement bonus of the shield is not added to the attack or damage rolls of the bash attack. Magic shields with no enhancement bonus are treated as having a +1 enhancement for this purpose. For more information on damage reduction, see "**Damage Reduction**" in Chapter 8: Using Magic.

Beggar [General]

The character is skilled at convincing people to give him things out of pity.

Benefit: When making Diplomacy checks to beg, the character receives a +4 bonus and will receive twice the coin on a successful attempt (up to 25% of the donator's money on hand). This bonus does not apply to any other use of the Diplomacy skill.

Blind-Fight [Combat]

The character has trained to fight in circumstances where he cannot see his target.

Benefit: In melee combat, every time a character misses an opponent because of concealment, she can reroll the percentile miss chance one time to see if she actually hits. Further, an invisible attacker gets no bonus to hit the character in melee, and the character doesn't lose her Dexterity bonus to Armor Class against the invisible attacker. The invisible attacker's bonuses do still apply for ranged attacks, however. 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, instead of one-half.

Brutish [General]

The character has a particularly menacing appearance.

Benefit: A character with the Brutish feat uses his Strength modifier for the Intimidate skill rather than his Charisma modifier. An ogre or troll character may add both his Charisma and his Strength modifiers together for the purpose of Intimidate checks if he wishes.

Cleave [Combat]

The character is trained to take advantage of openings caused by dropping an opponent in melee combat.

Prerequisites: Str 13+, Power Attack.

Benefit: If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), he 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. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. The character can use this ability once per round.

Combat Casting [Mystic]

The character is trained to cast spells in combat.

Benefit: The character gets a +4 bonus to Channeling checks made to cast a spell while on the defensive.

Combat Reflexes [Combat]

The character is trained to make the most of opportunities opponents give him in melee combat.

Benefit: The character may make a number of additional attacks of opportunity each round equal to her Dexterity modifier, but still may make only one attack of opportunity per enemy. The character may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity each round, and cannot do so while flat-footed.

Special: A rogue with the Combat Reflexes feat who uses her opportunist ability forgoes all other attacks of opportunity in that same round.

Deflect Arrows [Combat]

The character is able to knock aside arrows with his bare hands.

Prerequisites: Dex 13+, Hand to Hand.

Benefit: The character must have at least one hand empty and free in order to use this feat. Once per round when the character would normally be hit with a ranged weapon, the character may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). If the character succeeds, he deflects the weapon. The character must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon is a free action. Exceptional ranged weapons such as energy bolts or siege ammunition can't be deflected.

Dodge [Combat]

Prerequisite: Dex 13+.

The character can keep a careful eye on one especially dangerous opponent.

Benefit: During the character's action, she designates an opponent and receives a +1 dodge bonus to Armor Class against attacks from that opponent until her next turn. The character can select a new opponent on any action. A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose any dodge bonuses.

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

Double Attack [Combat]

The character has developed a fast fighting style.

Prerequisite: Monk 9+, paladin 12+, ranger 12+, rogue 11+, shadow knight 12+, or warrior 9+.

Benefit: A character with the Double Attack feat figures his iterative attacks as if his weapon's delay were 1 point lower. Thus a character with a +9 base attack bonus using a standard delay weapon (having a delay of 5, normally granting him two attacks at +9/+4) figures his attacks as if it were quick delay (4), granting him three attacks at +9/+5/+1.

Special: Monks gain this feat as a bonus feat at 9th level.

Dual Wield [Combat]

The character has developed a naturalized two-weapon combat style.

Prerequisite: Bard 11+, beastlord 8+, monk 1+, ranger 11+, rogue 8+, or warrior 7+.

Benefit: The character may wield a one-handed melee weapon in each hand. He must declare one weapon to be his primary weapon and the other his off-hand weapon.

When taking an attack or full attack action, the character gains one additional attack with his off-hand weapon at his full attack bonus, but with a flat –5 penalty. This attack is made instead of a normal off-hand attack, and is the unique circumstance under which a character may make more than one attack using only an attack action.

Normal: A character without this feat can fight with two weapons but suffers penalties to attack for each weapon (see "**Attacking with Two Weapons**" in Chapter 12: Combat).

Special: Monks receive this feat as a bonus feat at 1st level. Beastlords receive this feat as a bonus feat at 8th level. A character who possesses both the Improved Two-Weapon Fighting and Dual Wield feats may make two attacks with his off-hand weapon at –5 and –10, respectively.

Endurance [General]

The character is especially hardy.

Benefit: Whenever the character makes a Constitution check or Fortitude save for performing a physical action that extends over a period of time (running, swimming, holding her breath, and so on), she gets a +4 bonus to the roll.

While fatigued, the character can still run at triple speed (but no faster) or charge, although she still suffers the –2 penalty to Strength and Dexterity. While exhausted, the character may move at three-quarters speed and suffers only a –4 penalty to Strength and Dexterity.

Normal: Fatigued characters cannot run or charge, and suffer a –2 penalty to Strength and Dexterity. Exhausted characters move at half normal speed, cannot run or charge, and suffer a –6 penalty to Strength and Dexterity.

Enlarge Spell [Metamagic, Mystic]

The character has learned to imbue spells with extra mana to make them cover a larger area.

Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance are not altered. A spell whose area or effect is determined by its range (such as *project lightning*) has the dimensions of its area or effect increased proportionally. An enlarged spell uses 50% more mana than the spell normally costs, so an enlarged casting of a spell that normally costs 50 mana will cost 75 mana.

Special: A spellcaster must decide whether he will enhance a spell with a metamagic feat when he prepares the spell, not when he casts it.

Extend Spell [Metamagic, Mystic]

The character has learned to charge spells with extra mana, making them last longer.

Benefit: An extended spell lasts half again as long as normal (i.e., 150% total duration). Spells with a duration of concentration, instantaneous, or permanent are not affected by this feat. An extended spell uses 50% more mana than the spell normally costs, so an extended casting of a spell that normally costs 50 mana will cost 75 mana.

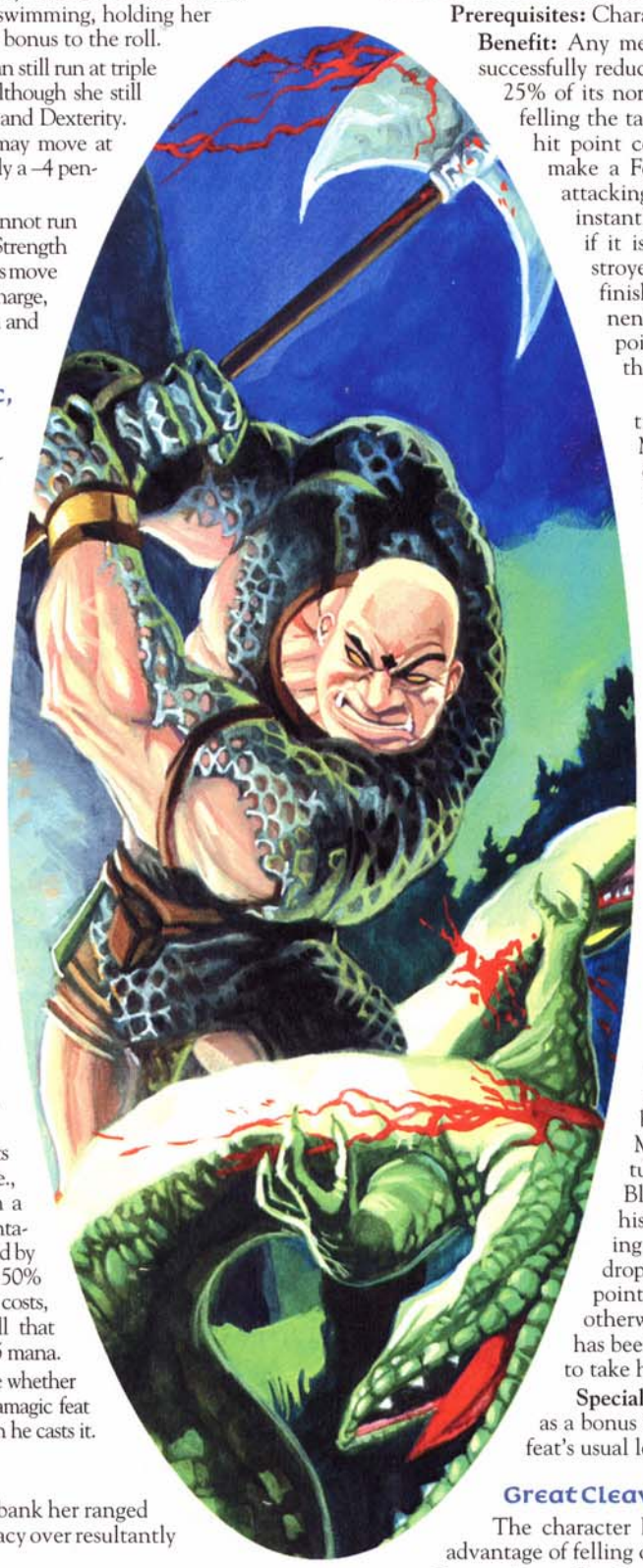
Special: A spellcaster must decide whether he will enhance a spell with a metamagic feat when he prepares the spell, not when he casts it.

Far Shot [Combat]

The character has learned to bank her ranged attacks while maintaining accuracy over resultantly longer ranges.

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 the character uses a thrown weapon, its range increment is doubled.



Finishing Blow [Combat]

The character has mastered the art of the lethal blow, and often kills or incapacitates a badly wounded creature with a single vicious (or underhanded) attack.

Prerequisites: Character level 21+.

Benefit: Any melee attack by the character that successfully reduces a target's current hit points to 25% of its normal total or less has a chance of felling the target instantly. If the 25% current hit point condition is met, the target must make a Fortitude save (DC 10 + 1/2 the attacking character's level) or be reduced instantly to –1 hit points (or be destroyed if it is a creature that is normally destroyed at 0 hit points or below). A finishing blow attack against an opponent with more than 25% of its hit points simply has no effect (other than to do its normal damage).

For example, Elmerg, a 9th-level troll shadow knight, ambushes Murellae, a wood elf warrior, and does a considerable amount of damage to her. (She is at only 28 hit points, down from her usual total of 80. Of course, the GM does not inform Elmerg's player of her situation, nor that she may be forced to make a save against his finishing blow on his next successful attack — the GM simply explains that she is clearly wounded, but that she's still fighting). On her turn, Murellae tries to break away from Elmerg to give herself time to drink a potion, but she does not account for the troll's 10-foot reach; as she moves away, she provokes an attack of opportunity from him (see **"Provoking an Attack of Opportunity by Moving"** in Chapter 12: Combat). Elmerg's attack of opportunity hits for 11 points of damage, bringing Murellae down to 17 hit points (25% of 80 hit points is 20 hp), so the finishing blow condition has been met: Murellae must now make a Fortitude save against Elmerg's Finishing Blow DC of 14 (base 10, +4 for 1/2 his levels). She rolls poorly, just missing the Fort save, so Elmerg's attack drops Murellae immediately to –1 hit points, rather than the 17 hp she would otherwise have had remaining. Murellae has been vanquished, and Elmerg has yet to take his actions for this round.

Special: Shadow knights receive this feat as a bonus feat at 4th level, regardless of the feat's usual level requirement.

Great Cleave [Combat]

The character has mastered the ability to take advantage of felling opponents in melee combat.

Prerequisites: Str 13+, Power Attack, Cleave, base attack bonus +4 or higher.

Benefit: As Cleave, except that the character has no limit to the number of times she can use it per round.

Great Fortitude [General]

The character is extremely resilient.

Benefit: The character gets a +2 bonus on all Fortitude saving throws.

Hand to Hand [Combat]

The character has learned to make deadly blows while unarmed.

Benefit: The character is considered to be armed even when unarmed: Armed opponents do not get attacks of opportunity when the character attacks them unarmed, and the character himself gets an attack of opportunity against any opponent who makes an unarmed attack against him (assuming the opponent does not also have the Hand to Hand feat or a similar ability).

Special: Beastlords and monks receive this feat as a bonus feat at 1st level.

Healing Adept [Mystic]

The character is an extremely powerful healer.

Prerequisites: Caster level 21+.

Benefit: Whenever the character casts a spell that heals hit points, the number of hit points restored by the spell is increased by 25%.

Special: The prerequisite for this feat refers to caster level, not class level, so hybrid character classes must be 25th level or higher to receive this feat.

Heighten Spell [Metamagic, Mystic]

The character has learned to fuel his spells with extra mana, making them more powerful.

Benefit: A heightened spell has a higher spell level than normal (up to 15th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs) are calculated according to the heightened level. Note that the feat has no effect on spell variables like range that are caster level dependent — it only affects those that are spell level dependent. The heightened spell costs 100% more mana to cast for every additional spell level, so heightening a spell that normally costs 50 mana by one level will cost 100 mana.

For example, the spell *mesmerize* is a 2nd-level spell for enchanters that normally costs 3 mana to cast. An enchanter can use the Heighten Spell feat to make the spell's effective level 5 (3 levels higher, for a 300% increase in mana cost), thus making the spell's mana cost 12 and making it more difficult to resist.

Improved Bash [Combat]

The character delivers particularly powerful Bash attacks.

Prerequisites: Str 13+, Bash, base attack bonus +6 or higher

Benefit: As the Bash feat, except that damage is increased to 1d8 for Large characters, 1d6 for Medium-size characters and 1d4 for Small characters, and there is a chance the attack may stun its target.

If the shield bash attack does 8 or more points of damage, it also forces the target to make a Fortitude save (DC 10 + basher's Str modifier). If the target fails his saving throw, he is *dazed* for 1 round (until just before his next action). A *dazed* character can take no actions but can defend himself normally. Spellcasters dazed in the middle of casting a spell automatically fail to cast. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be dazed by bash attacks.

Special: The benefits of this feat do not stack with those from the Hand to Hand or Improved Hand to Hand feats, as Improved Bash attacks are considered armed attacks.

Improved Critical [Combat]

The character has learned to strike vital blows more often with his chosen weapon.

Prerequisites: Proficient with weapon, base attack bonus +8 or higher.

Benefit: The character chooses a particular type of weapon, such as a short sword or a greatclub. When using this selected type of weapon, the character's threat range is doubled. For example, a short sword normally threatens a critical on natural roll of 19 or 20; if a character has Improved Critical (short sword), her threat range with it becomes 17 through 20 (twice the standard range).

Note: "*Keen*" magic weapons also double their normal, nonmagical threat range. As with all multiples, these are additive with other multiples. Thus, a character with Improved Critical (short sword) and a *keen short sword* would have the base threat range tripled, not quadrupled (15-20, not 13-20).

Special: The character can gain this feat multiple times. The effects do not stack. Each time a character takes the feat, it applies to a new weapon.

Improved Dodge [Combat]

The character can make a special effort to avoid being hit by one or more foes.

Prerequisite: Dex 13+, Dodge, base attack bonus +6 or higher.

Benefit: During the character's action, she designates an opponent and receives a +2 dodge bonus to Armor Class against attacks from that opponent, or designates two opponents and receives a +1 AC bonus against each of them. The character can select a new opponent on any action. Because dodge bonuses stack, the character may also apply the bonus gained from the Dodge feat independently of the above bonuses. Thus, the character may gain the further +1 AC bonus from Dodge against one of the opponents designated by this feat, or choose another opponent altogether. A condition that makes a character lose her Dexterity bonus to Armor Class (if any) also makes her lose all dodge bonuses.

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

Improved Disarm [Combat]

The character has mastered the art of disarming his opponents safely.

Prerequisites: Parry

Benefit: When the character attempts to disarm a defender, he does not draw an attack of opportunity from the defender, nor does the defender have an opportunity to disarm him as a result of a failed disarm attempt.

Improved Hand to Hand [Combat]

The character is a skilled unarmed fighter.

Prerequisites: Hand to Hand

Benefit: The character's base unarmed damage increases by one dice increment (1d4 becomes 1d6, 1d8 becomes 1d10, etc.), and the character may choose to deal either real or subdual damage with unarmed attacks, at her option, with no penalty to the attack roll.

Special: Beastlords receive this feat as a bonus feat at 3rd level, as do monks at 2nd level.

Improved Healing [General]

The character heals at an unusually fast rate.

Prerequisites: Character level 11+.

Benefit: When determining how many hit points the character recovers through natural healing, treat him as if he were 5 levels higher. For example, a 12th-level barbarian warrior would recover 17 hit points for a full day's rest, rather than the usual 12 for a character of his level.

Special: A character with fast healing (troll or iksar) recovers hit points on a per-hour basis rather than per-day. Thus, a 12th-level iksar warrior with this feat would gain 17 hit points for a full hour's rest, rather than the usual 12 for a character of his level with fast healing.

Improved Initiative [Combat]

The character has a remarkable reaction time.

Benefit: The character gets a +4 bonus on initiative checks.

Improved Parry [Combat]

The character is an expert at fighting in a defensive manner.

Prerequisite: Int 13+, Parry.

Benefit: When the character uses the attack action or full attack action in melee, she can take a penalty of as much as –10 on her base attack bonus and add the same number (up to +10) to her Armor Class. In any case, this number may not exceed the character's base attack bonus. The changes to attack rolls and Armor Class last until the character's next action. The bonus to Armor Class gained through this feat is a dodge bonus.

Improved Resistance (varies) [General]

The character has developed a powerful resistance to one attack form.

Prerequisites: Character level 21+, Resistance (for the same attack type).

Benefit: The character may select any resistance type for which he has already purchased the Resistance feat and his resistance to that type becomes a bonus of (8). For example, if Hurgadil has already taken the Resistance (cold) feat and selects the Improved Resistance (cold) feat, then he now has a bonus of cold resistance (8). The character's saving throw bonus to that type of attack also increases to +4.

Special: The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new resistance type (for which the character must already have the Resistance feat).

Improved Slam [Combat]

The character delivers particularly powerful slam attacks.

Prerequisites: Str 13+, Slam feat or natural slam attack, base attack bonus +6 or higher

Benefit: The character's slam damage is increased by one dice-size increment (i.e., 1d4 becomes 1d6, 2d6 becomes 2d8, etc.), and there is a chance the slam attack may stun its target.

If the slam does 8 or more points of damage, it forces the target to make a Fortitude save (DC 10 + attacker's Str modifier), in addition to dealing damage normally. If the target fails his saving throw, he is *dazed* for 1 round (until just before his next action). A *dazed* character can take no actions but can defend himself normally. Spellcasters who are dazed in the middle of casting a spell automatically fail to cast. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be dazed by slam attacks.

Special: The benefits of this feat do not stack with those from the Hand to Hand or Improved Hand to Hand feats, as slam attacks are considered armed attacks. Creatures with natural slam attacks can take this feat.

Improved Trip [Combat]

The character is adept at taking advantage of tripped or thrown opponents.

Prerequisites: Int 13+, Parry.

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. The character effectively throws her opponent to the ground and follows up with a standard attack against him. Note that, because the tripped opponent is now prone, the second attack gets a +4 circumstance bonus.

Normal: See "**Trip**" in Chapter 12: Combat.

Improved Two-Weapon Fighting [Combat]

The character has trained extensively in the art of fighting with two weapons.

Prerequisites: Two-Weapon Fighting and Ambidexterity feats or Dual Wield feat, base attack bonus of +9 or higher.

Benefit: This feat allows a masterful fighter to make an additional off-hand attack whenever he is fighting with two weapons during a full-round iterative attack action. This additional off-hand attack suffers a further –5 penalty in addition to the penalty for the character's first off-hand attack. Thus, a character with Dual Wield and Improved Two-Weapon Fighting would make primary hand attacks normally, plus two additional off-hand attacks with penalties of –5 and –10 respectively. Note that this feat does not allow a character who also has Dual Wield to make a second off-hand attack during a normal attack action.

By comparison, a character using a light off-hand weapon and having the Two-Weapon Fighting, Ambidexterity, and Improved Two-Weapon Fighting feats would make two off-hand attacks at –2 and –7, and would also suffer a –2 penalty to each of her primary hand's iterative attacks.

Normal: See "**Attacking with Two Weapons**" in Chapter 12: Combat.

Iron Will [General]

The character possesses extraordinary mental strength.

Benefit: The character gets a +2 bonus on all Will saving throws.

Leadership [General]

The character has earned the trust and loyalty of one or more followers.

Prerequisites: Character level 6+.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers. See **Table 5–2** for the sort of cohort and the number of followers the character can recruit.

Table 5-1: Leadership Modifiers

General Leadership Modifiers

The Leader Has a Reputation of	Leadership Modifier
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	–1
Aloofness	–1
Cruelty	–2

Cohort-Only Leadership Modifiers

The Leader	Leadership Modifier
Has a familiar/paladin's warhorse/ animal companion	–2
Has a faction score with cohort's group	Faction score.
Caused the death of a cohort	–2*

*Cumulative per cohort killed.

Follower-Only Leadership Modifiers

The Leader	Leadership Modifier
Has a stronghold, base of operations, guildhouse, and so on	+2
Moves around a lot	–1
Caused the death of other followers	–1

Special Cohorts: With the GM's permission, a leader may seek out a special cohort who is not a member of the standard PC races (the common races).

Followers: A leader attracts followers with gear appropriate to NPCs of their level. As the leader's Leadership score rises, he can attract more followers. If his Leadership score goes down, some followers may desert.

Replacing Cohorts and Followers: If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that in this case the leader also picks up a reputation of failure, which decreases his Leadership score.

Table 5–2: Leadership

Leadership Score	Cohort Level	Number of Followers by Level						
		1st	2nd	3rd	4th	5th	6th	7th
1 or less	-	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-	-
6	4th	-	-	-	-	-	-	-
7	5th	-	-	-	-	-	-	-
8	5th	-	-	-	-	-	-	-
9	6th	-	-	-	-	-	-	-
10	7th	5	-	-	-	-	-	-
11	7th	6	-	-	-	-	-	-
12	8th	8	-	-	-	-	-	-
13	9th	10	1	-	-	-	-	-
14	9th	15	1	-	-	-	-	-
15	10th	20	2	1	-	-	-	-
16	11th	25	2	1	-	-	-	-
17	11th	30	3	1	1	-	-	-
18	12th	35	3	1	1	-	-	-
19	13th	40	4	2	1	-	-	-
20	13th	50	5	2	1	1	-	-
21	14th	60	6	3	1	1	-	-
22	15th	75	7	4	2	1	-	-
23	15th	90	9	4	2	1	1	-
24	16th	110	11	5	2	1	1	-
25	17th	135	13	5	2	1	1	-
26	17th	150	15	6	3	1	1	1
27	18th	170	18	6	3	1	1	1
28	19th	190	21	6	3	2	1	1
29	19th	210	24	7	4	2	1	1
30	20th	240	28	7	4	2	1	1
31	21st	260	32	7	4	2	1	1
32	21st	280	36	7	4	2	2	1
33	22nd	310	42	8	5	2	2	1
34	23rd	340	48	8	5	2	2	1
35+	23rd	360	54	8	5	3	2	2

Leadership Score: A character's Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, **Table 5–2: Leadership** allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in **Table 5–1: Leadership Modifiers**.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of his own level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level.

Lightning Reflexes [General]

The character is able to quickly remove himself from sudden danger.

Benefit: The character gets a +2 bonus to all Reflex saving throws.

Mental Clarity [Mystic]

The character recovers mana at an unusually quick rate.

Prerequisites: Meditation (15+ ranks).

Benefit: When determining how rapidly the character recovers mana, treat him as if he had 5 more ranks of the Meditation skill than he actually does. For example, a wizard with a Meditation bonus of +19 (15 ranks, Int modifier +4) with the Mental Clarity feat recovers 24 mana for a full hour's rest, rather than the 19 he would otherwise get.

Mobility [Combat]

The character is trained to avoid dropping his guard when moving in melee combat.

Prerequisites: Dex 13+, Dodge.

Benefit: The character gets a +4 dodge bonus to Armor Class against attacks of opportunity provoked by his moving out of or within a threatened area. A condition that makes a character lose his Dexterity bonus to Armor Class (if any) also makes him lose all dodge bonuses.

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

Mounted Archery [Combat]

The character is trained to make ranged attacks from horseback.

Prerequisite: Mounted Combat, Ride (4+ ranks).

Benefit: The penalty the character suffers when using a ranged weapon from horseback is halved to –2 instead of –4 if her mount is taking a double move, or –4 instead of –8 if her mount is running.

Mounted Combat [Combat]

The character is trained to fight in melee from a mount.

Prerequisite: Ride (4+ ranks).

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 is greater than the attack roll (essentially, the Ride check becomes the mount's Armor Class if it's higher than the mount's regular AC).

Mystic Capacity [Mystic]

The character has a particularly great capacity for preparing and retaining spells or songs.

Prerequisite: Ability to cast 1st-level spells.

Benefit: The character gains one additional spell or song preparation slot, allowing the character to have one more prepared at a time. This feat may be taken a maximum of eight times.

Parry [Combat]

The character has learned to fight in a defensive manner when needed.

Prerequisite: Int 13+.

Benefit: When the character uses an attack action or full attack action in melee combat, she can take a penalty of as much as –5 on her base attack bonus and add the same number (up to +5) to her Armor Class. In any case, this number may not exceed the character's base attack bonus. The changes to attack rolls and Armor Class last until the character's next action. The bonus to Armor Class gained through this feat is a dodge bonus. This feat is called Expertise in other fantasy role-playing game systems.

Normal: A character without the Parry feat can fight defensively while using the attack or full attack action, taking a –4 penalty on attacks and thus gaining a +2 dodge bonus to Armor Class.



Point Blank Shot [Combat]

The character is especially accurate when making ranged attacks from a close range.

Benefit: The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Power Attack [Combat]

The character can deliver particularly powerful blows in melee combat.

Prerequisite: Str 13+.

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls for one round. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Precise Shot [Combat]

The character is trained to make extremely accurate shots when firing into melee combat.

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.

Quick Draw [Combat]

The character can draw a weapon with remarkable speed.

Prerequisite: Base attack bonus +1 or higher.

Benefit: The character can draw a weapon as a free action instead of as a move action. He does not draw attacks of opportunity for doing so.

Quest Spell [Metamagic, Mystic]

The character has learned to buffer spells with extra mana, making them safe for members of his questing group.

Benefit: When preparing a spell with the Quest Spell metamagic feat, a spellcaster may designate up to five other creatures as being part of his questing party. Any creatures may be part of a questing party, and it takes 1 full-round action to change the current members of the party for the purpose of this feat. A spellcaster is always considered part of his own questing party. Quest spells never harm, affect, or hamper members of a spellcaster's questing party, even if they are the targets of the spell or caught within its area or effect. A quest spell requires 50% more

mana than the spell normally costs, so a Quest Spell casting of a spell that normally costs 50 mana will cost 75 mana.

The caster may apply this feat multiple times to the same casting, selecting 5 additional creatures for the questing party and paying 50% additional mana per use of the feat. Thus, using Quest Spell, a caster might have ten questing party members selected when he prepares a spell and thus pay an additional 100% of the normal mana cost of the spell with each casting.

Quicken Spell [Metamagic, Mystic]

The character has learned to cast spells very quickly by using far more mana.

Benefit: The Quicken Spell metamagic feat reduces the casting time of spells: Spells that normally require 1 action to cast may be cast as a free action when quickened. The character can perform another action, even casting another spell, in the same round during which he casts a quickened (free action) spell. The character may only cast one quickened spell per round.

Spells with a casting time of 1 full round may be quickened to a 1-action cast time. A spell whose normal casting time is more than 1 full round cannot be quickened.

A quickened spell uses up 300% more mana than the spell normally costs, so a quickened casting of a spell that normally costs 50 mana will cost 200 mana.

Rapid Shot [General]

The character can make ranged attacks much more quickly than most.

Prerequisites: Dex 13+, Point Blank Shot.

Benefit: The character may make one extra attack per round with a ranged weapon. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a –2 penalty. The character must take a full attack action to use this feat.

Resistance [General]

The character has developed a natural resistance to one form of attack.

Prerequisites: Character level 11+.

Benefit: The character gains a bonus of resistance (4) to one particular attack type, which is chosen when this feat is acquired. The attack types are acid, cold, disease, electricity, fire, magic, poison, or sonic. The character also receives a +2 bonus to saving throws against the chosen attack type.

Special: The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new resistance type.

Ride-By Attack [Combat]

The character is trained to make swift melee strikes from horseback.

Prerequisites: Mounted Combat, Ride skill (4+ ranks).

Benefit: When the character is mounted and uses the charge action, she may move and attack as with a standard charge and 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 for moving through the spaces he threatens.

Riposte [Combat]

The character has trained to retaliate quickly when an opponent misses him.

Prerequisites: Bard 29+, beastlord 20+, monk 18+, paladin 16+, ranger 18+, rogue 16+, shadow knight 16+, or warrior 14+.

Benefit: A character with the Riposte feat may take an attack of opportunity against any opponent who attacks and misses him in melee combat. The character must be threatening the space the opponent occupies, and the riposte attack counts against the total number of attacks of opportunity the character may make each round. As per standard attack of opportunity rules, only one attack of opportunity can be made against any single opponent in a round, whether the attack of opportunity is due to Riposte or as a result of some other provocation.

Run [General]

The character can move more quickly.

Benefit: When running, the character moves five times normal speed instead of four times normal speed. If the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum allowable for the character's height.

School Specialization [Mystic]

The character has gained advanced expertise with spells from one school of magic.

Prerequisites: Ability to cast 2nd-level spells, must know at least one spell from the school to be specialized in.

Benefit: The character picks one school of magic (abjuration, alteration, conjuration, divination, or evocation). The character gets a +2 bonus to all Channeling and Spellcraft checks made involving spells or effects from that school.

Special: This feat may be taken more than once, applying to a different school of magic each time it is taken.

Shield Proficiency [Combat]

The character is proficient with shields of all types.

Benefit: The character can use a shield and suffer the standard armor check penalties on only Balance, Escape Artist, Hide, Jump, Pick Pocket, Safe Fall, Sneak, and Tumble checks.

Normal: A character who is using a shield with which he is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Climb checks cannot be made with a shield in hand. Instead of an armor check penalty, a swimming character suffers a penalty of –1 to all Swim checks for each 5 pounds of gear she is carrying or wearing.

Shot on the Run [Combat]

The character can make ranged attacks while on the move.

Prerequisites: Dex 13+, Dodge, Mobility, Point Blank Shot.

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

Silent Spell [Metamagic, Mystic]

The character has learned to cast spells without speaking by expending more mana.

Benefit: A silent spell can be cast with no verbal components. Spells that normally have no verbal components are not affected. A silent spell uses up 50% more mana than the spell normally costs, so a silent casting of a spell that normally costs 50 mana will cost 75 mana.

Skill Talent [General]

The character is particularly talented in a specific skill.

Benefit: The character chooses one skill. She gets a +3 bonus on all skill checks with that skill.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

Slam [Combat]

The character is particularly large and powerful, able to deliver smashing blows with knees, forearms, elbows, shoulders, and the like.

Prerequisites: Size Large or larger.

Benefit: The character may make a slam attack either as an attack action or as an additional attack within a full attack action.

The slam attack is always at the character's highest attack bonus, although if it is used as part of a full attack action, the slam and all other attacks made during the round suffer a –2 penalty to the attack roll. Regardless, the slam deals 1d6 points of blunt damage for Large characters (1d4 points of damage for barbarians), plus the character's Strength modifier. Slam attacks can be made with virtually any part of the body other than fists or feet. This attack is otherwise treated as an armed attack: the character does not provoke attacks of opportunity for fighting unarmed when he attacks in this way.

Normal: Without the Slam feat, a character making an attack without a weapon is considered unarmed, and does only 1d4 points of damage (Large characters) or 1d3 points of damage (Medium-size characters), plus Strength modifier. Further, attacking unarmed provokes attacks of opportunity (see "**Attacks of Opportunity**" in Chapter 12: Combat).

Special: If the character is wearing a magic item with an enhancement bonus in an applicable body location such as a knee or shoulder (see the *EverQuest: Game Master's Guide* for more information on body locations of magic item slots), then the item is treated as a magic weapon with the same bonus for determining what forms of damage reduction the slam attack can overcome. However, the enhancement bonus is not actually added to the attack or damage rolls of the slam attack. Magic items with no enhancement bonus are treated as having a +1 enhancement for this purpose. For more information on damage reduction, see "**Damage Reduction**" in Chapter 8: Using Magic.

Special: Ogres and trolls receive this feat as a bonus feat at 1st level. Barbarians also receive this feat at 1st level, despite the fact that they are not technically Large creatures. The benefits of this feat do not stack with those from the Hand to Hand or Improved Hand to Hand feats, as slam attacks are not considered unarmed attacks.

Spell Focus [Mystic]

The character's spells of a selected school are more potent than normal.

Benefit: The character chooses a school of magic, such as conjuration. All saving throw DCs for spells she casts from the selected school are increased by +2.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new school of magic.

Spirited Charge [Combat]

The character is particularly proficient with mounted charges.

Prerequisites: Mounted Combat, Ride-By Attack, Ride (8+ ranks).

Benefit: When mounted and using the charge action, the character deals double damage with a melee weapon (or triple damage with a lance).

Spring Attack [Combat]

The character is trained to make lightning-quick melee attacks while on the move.

Prerequisites: Dex 13+, Dodge, Mobility, base attack bonus +4 or higher.

Benefit: When using the attack action with a melee weapon, the character can move both before and after the attack, provided that his total distance moved is not greater than his speed. Moving in this way does not provoke an attack of opportunity from the defender the character attacks. The character can't use this feat if he is in heavy armor.

Normal: A character cannot move, take an attack action, and then move again, even if one of those moves is only a 5-foot step.

Still Spell [Metamagic, Mystic]

The character has learned to cast spells without hand gestures by expending more mana.

Benefit: A still spell can be cast with no somatic components. Spells that normally have no somatic components are not affected. A still spell uses up 50% more mana than the spell normally costs, so a still casting of a spell that normally costs 50 mana will cost 75 mana

Sunder [Combat]

The character is particularly adept at breaking opponents' weapons.

Prerequisites: Str 13+, Power Attack.

Benefit: When the character strikes at an opponent's weapon (see "**Attack a Weapon**" in Chapter 12: Combat), she does not provoke an attack of opportunity.

Swift [General]

The character is unusually fleet of foot.

Prerequisites: Dex 13+, Run.

Benefit: The character's base speed is increased by 10 feet.

Special: This feat may be taken only once.

Toughened [General]

The character is unusually hard to kill.

Benefit: The character gains a number of hit points equal to 1 + the character's base Fortitude save bonus (as found on the level progression charts for each class in Chapter 3: Classes). Thus, a 5th-level warrior who takes this feat gains 1 + 4, or 5 hit points. This bonus to hit points increases retroactively as the character gains levels and his base Fortitude save thus increases, so that when the above warrior reaches 6th level (and his base Fortitude save bonus increases to +5), he gains another bonus hit point from this feat.

Special: A character may gain this feat only one time.

Track [General]

The character is able to find and follow tracks, as well as learn details about the creatures that made the tracks.

Prerequisites: Wilderness Lore (1+ ranks).

Benefit: To find tracks or to follow them for one mile requires a Wilderness Lore check. The character must make another Wilderness Lore check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge. The character moves at half normal speed (or at normal speed with a –5 penalty on the check). The DC 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 the 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). The creature might leave some traces (broken branches, tufts of hair) but leaves 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. The creature leaves only traces (scuff marks, displaced pebbles).

Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked*	Fine +8, Diminutive +4, Tiny +2, Small +1, Medium-size 0, Large –1, Huge –2, Gargantuan –4, Colossal –8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility**	Overcast or moonless night +6, Moonlight +3, Fog or precipitation +3
Tracked party hides trail (and moves at half speed)	+5, or the tracked party's average Wilderness Lore skill bonus, whichever is higher.

*For a group of mixed sizes, apply only the modifier for the largest size category.

**Apply only the largest modifier from this category.

If the character fails a Wilderness Lore check, she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

The greater the amount by which the Wilderness Lore check result exceeds the DC required for the tracking attempt, the more information provided.

Check Exceeded DC by:	Information Gained
5 or less	The approximate number and average size of the creatures in the group and the approximate amount of time passed since their passage
6–10	The precise number of creatures and their race or species (if the tracker knows of their species) and their approximate height and weight
11–15	The creatures' basic activities while they made the trail and their general physical and mental condition (e.g., fatigued, curious and playful, anxious to cover ground)
16 or more	Knowledge of the creatures' finer motor movements (e.g., what direction they were looking, how they moved their arms and head and other appendages) sufficient to reconstruct much of what the creatures were doing while making the tracks

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Special: Rangers receive this feat as a bonus feat at 1st level; druids receive it as a bonus feat at 4th level.

Trample [Combat]

The character is trained to overrun opponents when mounted.

Prerequisites: Mounted Combat, Ride skill (4+ ranks).

Benefit: When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the character's mount. If the target is knocked down, the character's mount may make one hoof attack against the target, gaining the standard +4 circumstance bonus on attack rolls against prone targets.



Two-Weapon Fighting [Combat]

The character has learned to fight with a weapon in each hand.

Benefit: The character's penalties for fighting with two weapons are reduced by 2.

Special: This feat has no effect on two-weapon combat using the Dual Wield feat.

Weapon Class Proficiency (Archery) [Combat]

The character is trained in the use of a propelled ranged weapon, such as a shortbow or a sling.

Benefit: The character makes attack rolls with the chosen weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Special: Paladins, rangers, rogues, shadow knights, and warriors begin play proficient with all weapons in the archery category. The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

Weapon Class Proficiency (Hand-to-Hand) [Combat]

This feat acts as the Weapon Class Proficiency (archery) feat, except that it applies to hand-to-hand weapons.

Special: Beastlords, monks, and warriors begin play proficient with all weapons in the hand-to-hand category.

Weapon Class Proficiency (One-Handed Blunt) [Combat]

This feat acts as the Weapon Class Proficiency (archery) feat, except that it applies to one-handed blunt weapons.

Special: Bards, beastlords, clerics, druids, monks, paladins, rangers, rogues, shadow knights, shamans, and warriors begin play proficient with all weapons in the one-handed blunt category. Enchanters, magicians, necromancers, and wizards begin play proficient with all simple weapons in the one-handed blunt category.

Weapon Class Proficiency (One-Handed Slashing) [Combat]

This feat acts as the Weapon Class Proficiency (archery) feat, except that it applies to one-handed slashing weapons.

Special: Bards, paladins, rangers, rogues, shadow knights, and warriors begin play proficient with all weapons in the one-handed slashing category. Druids begin play proficient with scimitars.

Weapon Class Proficiency (Piercing) [Combat]

This feat acts as the Weapon Class Proficiency (archery) feat, except that it applies to piercing weapons.

Special: Bards, beastlords, rangers, rogues, shadow knights, shamans, and warriors begin play proficient with all weapons in the piercing category. Enchanters, magicians, necromancers, and wizards begin play proficient with all simple weapons in the piercing category.

Weapon Class Proficiency (Throwing) [Combat]

This feat acts as the Weapon Class Proficiency (archery) feat, except that it applies to thrown weapons.

Note: A character might be proficient at throwing a weapon but not be proficient at wielding it in melee, or just the opposite, proficient with a weapon in melee but not proficient with using the same weapon for throwing attacks.

Special: Bards, beastlords, monks, rangers, rogues, and warriors begin play proficient with all weapons in the throwing category. Enchanters, magicians, necromancers, and wizards begin play proficient with all simple weapons in the throwing category.

Weapon Class Proficiency (Two-Handed Blunt) [Combat]

This feat acts as the Weapon Class Proficiency (archery) feat, except that it applies to two-handed blunt weapons. Such weapons include all blunt melee weapons that are one size larger than the character.

Special: Beastlords, clerics, druids, monks, rangers, shamans, and warriors begin play proficient with all weapons in the two-handed blunt category. Enchanters, magicians, necromancers, and wizards begin play proficient with all simple weapons in the two-handed blunt category..

Weapon Class Proficiency (Two-Handed Slashing) [Combat]

This feat acts as the Weapon Class Proficiency (archery) feat, except that it applies to two-handed slashing weapons. Such weapons include all slashing melee weapons that are one size larger than the character.

Special: Paladins, shadow knights, and warriors begin play proficient with all weapons in the two-handed slashing category.

Weapon Finesse [Combat]

The character can use a chosen light weapon in a very nimble fighting style.

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Benefit: The character chooses a particular quick delay or faster weapon (i.e., one with a delay of 4 or less, such as a dagger or rapier). With the selected weapon type, the character may apply her Dexterity modifier instead of her Strength modifier on attack rolls. However, since the character needs to be able to move her second hand to maintain her balance, she applies the armor check penalty of any shield she wears to her attack rolls while using this feat.

Special: The character can gain this feat multiple times. Each time a character takes the feat, it applies to a new weapon.

Weapon Focus [Combat]

The character has spent time honing her skill with a chosen weapon.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

Benefit: The character chooses a particular type of weapon, such as a broad sword or a sling. The character adds +1 to all attack rolls she makes using the selected type of weapon. A character can choose unarmed strike or grapple for Weapon Focus, and can even choose ranged touch spells or melee touch spells, in which case the character is especially good with spells of that type.

Special: The 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.

Weapon Specialization [Combat]

The character is especially good at inflicting damage with a chosen weapon.

Prerequisites: Weapon Focus, plus ranger 8+ (archery weapon only), rogue 10+ (piercing weapon only), or warrior 4+ (any weapon).

Benefit: The character chooses a particular type of weapon, such as a broad sword or a sling, with which he already has the Weapon Focus feat. The character gets a +2 bonus on all damage rolls with the chosen weapon. Rogues or warriors using this feat with a ranged weapon only receive the bonus if the target is within 30 feet. Rangers may take this feat only with an archery (bow) weapon, but get the damage bonus from this feat against any target within one range increment of their weapon (see Chapter 7: Equipment for information on range increments).

Special: The 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. A rogue who qualifies for this feat may select any piercing weapon, including archery weapons or throwing weapons with the piercing designation.

Whirlwind Attack [Combat]

The character has mastered the ability to attack everyone near him in melee combat.

Prerequisites: Int 13+, Dex 13+, Dodge, Mobility, Parry, Spring Attack, base attack bonus +4 or higher.

Benefit: When the character performs the full attack action, he or she can give up all regular attacks and instead make one melee attack at the full base attack bonus against each opponent within 5 feet.



Chapter Six: Description

Your character is far more than a collection of game statistics. She's a whole person with a distinct appearance, philosophy and style. This chapter asks you to explore many important details in rounding out your character.

Alignment

Alignment is a broad generalization of a person's moral attitude, providing a shorthand to tell GMs and players how a character values life and to what extent he believes in honor, authority and keeping commitments. Someone of a particular alignment might have one or two personality quirks that seem incompatible with her alignment. This is fine; alignments are guides, not laws, and even the best people have weak points.

Remember that alignments are descriptive, never prescriptive. A person may act however he or she wishes, and alignment follows. However, a person's alignment does concretely interact with the world and can't be taken lightly.

Good and Evil

The difference between good and evil is mainly defined by one's attitude toward preservation of life. Good creatures value and protect innocent life, and they accept moral consequences when they kill. They are prepared to make personal sacrifices to uphold their convictions. Evil creatures hurt and oppress others — innocent or otherwise. They often seek to escape the consequences of their behavior. Evil creatures are sometimes psychotic, with no internal sense of right and wrong, but a compulsion to kill and hurt.

Among the main civilized races, the Erudite, halfling, high elf, Vah Shir and wood elf races are generally good. The barbarian, dwarf and gnome races tend to be shades of neutral. The dark elf, iksar, ogre and troll races (as well as heretic Erudites) are evil. Humans and half elves can have any alignment.

Members of a given race who do not adhere to their race's general alignment must work to overcome preconceptions that NPCs carry about their behavior based on their appearance. However, calm, insightful thinkers know that not every member of any given race is automatically good or evil. Individual outlooks count for more than racial inclination.

Order and Discord

The difference between order and discord is usually defined by one's attitude toward external authority. Orderly creatures generally tell the truth, keep their word, obey superiors and accept tradition. They expect others to do likewise, though they are not necessarily naïve about others' willingness to do so. Discordant creatures generally follow their consciences, make decisions off the cuff and prefer new ideas to traditional ones. They expect others to do what seems best given the circumstances. Some people use the terms "lawful" and "chaotic" instead of orderly and discordant, though the latter terms are prevalent in Norrath.

Neutrality

Neutral creatures are not necessarily passive, but are sometimes uninvolved or confused when faced with moral choices. Those who have no strong convictions, or no desire for convictions, are generally neutral. Neutrality is usually due to a lack of consideration for good and evil, order and discord. Sometimes, however, neutrality is a studied moderation between two extremes, or a rejection of the consequences of choice.

Someone who is neutral with regard to good and evil sometimes helps and sometimes hurts but rarely goes out of the way to do either. Neutral creatures help people and organizations that are important to them personally but do not help or hurt based on any larger principle, and they rarely make sacrifices to do so.

A neutral creature with regard to order and discord has a healthy respect for authority and honor because these are useful concepts, but the creature can be swayed toward deceit with a little coercion.

Animals and other creatures who do not make moral distinctions are neutral.

The Nine Alignments

Alignments fall into nine categories, combinations of good and evil, order and discord and neutrality. They are described more fully below.

Neutral (N)

Neutral characters use their best judgment. Most don't have strong convictions concerning good, evil, order or discord. Some consider themselves beyond the petty or boring concerns of these outlooks. Others just don't think about it very hard. A neutral person certainly prefers good to evil but isn't committed to doing anything about it.

Discordant Neutral (DN)

These characters are unruly but not destructive. They follow their whims and don't care what other people think about their actions. These people are not crazy or suicidal, just unpredictable and unmindful of rule or law.

Orderly Neutral (ON)

These characters have a personal code that they adhere to strictly, and abide by local law to the best of their ability. They see order as important to their own functioning and to the function of all society. They usually refuse to break laws and prefer not to

associate with others who do not see the importance of organization and order.

Neutral Good (NG)

Neutral good characters work for the well-being of others given what they have. They see value in rules and use them when applicable, but they do not get trapped working within them or fighting them. Helping people is their main concern.

Neutral Evil (NE)

These characters are interested in evil purely for its own sake. They kill and destroy with no remorse. They don't justify what they do with a personal code and they don't go out of their way to do unpredictable or extravagant things. They simply commit evil acts for their own self-gratification.

Orderly Evil (OE)

An orderly evil character achieves ends by making and following a plan and playing by the rules. These rules might be highly personalized, but they firmly exist for the character. Structure creates strength, and strength allows one to rule. Societies of these people cause great evil together when bound by a common goal and laws.

Discordant Evil (DE)

These characters are unpredictable on top of being evil, ruthless and terrifying in their rush to destroy and kill. They are nearly immune to reason or pleas for mercy. They cause misery and mayhem simply because it pleases them.

Orderly Good (OG)

The orderly good combine the best aspects of honor and commitment with helping the needy. These people are not necessarily dull or hidebound. They simply understand the value of following rules of conduct for a better life and society, and promote those values when they have a chance.

Discordant Good (DG)

These characters know that good is measured internally, not by anyone else's standard. They help innocents and defend the unprotected without concern for expectation or law. Rules get in their way more often than help them, so they avoid order as much as possible.

Religion

Most creatures who walk in and beneath Norrath serve a patron deity. Some classes (such as cleric) require worshiping a deity, but the deities are common enough elements of people's lives that almost everyone chooses a god as patron deity. Of course, all gods are acknowledged. Choosing one god as a patron deity does not stop anyone from participating in rituals and offering sacrifices to other gods. Even gods of different alignments are revered, if not worshiped.

Some people choose agnosticism and follow no god. This is an acceptable choice, but religiously oriented characters and those who deal directly with life and death (cleric, druid, necromancer, paladin, ranger, shadow knight and shaman) may not choose this path. They cannot look away from the searing faces of the gods among them.

The standard choices by class and race are listed in Table 6–1 below. If you want your character to follow some other path, check with your GM. It's not impossible for an uncharacteristically evil dwarf to worship Innoruuk, but that dwarf had better be ready for trouble in her life.

Table 6-1: Deities by Race and Class

Race, Class	Deity
Barbarian	
Beastlord	The Tribunal, agnostic
Rogue	The Tribunal, Bristlebane, agnostic
Shaman	The Tribunal
Warrior	The Tribunal, Rallos Zek, agnostic
Dark Elf	
Cleric	Innoruuk
Enchanter	Innoruuk, agnostic
Magician	Innoruuk, agnostic
Necromancer	Innoruuk
Rogue	Bristlebane, Innoruuk, agnostic
Shadow knight	Innoruuk
Warrior	Innoruuk, Rallos Zek, agnostic
Wizard	Innoruuk, Solusek Ro, agnostic
Dwarf	
Cleric	Brell Serilis
Paladin	Brell Serilis
Rogue	Bristlebane, Brell Serilis, agnostic
Warrior	Brell Serilis, agnostic
Erudite	
Cleric	Prexus, Quellious
Enchanter	Prexus, Quellious, agnostic
Magician	Prexus, Quellious, agnostic
Necromancer	Cazic-Thule
Paladin	Prexus, Quellious
Shadow knight	Cazic-Thule
Wizard	Prexus, Quellious, Solusek Ro, agnostic
Gnome	
Cleric	Bertoxxulous, Brell Serilis, Bristlebane
Enchanter	Bertoxxulous, Brell Serilis, agnostic
Magician	Bertoxxulous, Brell Serilis, agnostic
Necromancer	Bertoxxulous
Paladin	Brell Serilis
Rogue	Bertoxxulous, Brell Serilis, Bristlebane, agnostic
Shadow knight	Bertoxxulous
Warrior	Bertoxxulous, Brell Serilis, Rallos Zek, agnostic
Wizard	Bertoxxulous, Brell Serilis, Solusek Ro, agnostic
Half-Elf	
Bard	Any except Bertoxxulous, Cazic-Thule and Innoruuk
Druid	Karana, Tunare
Paladin	Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife, Tunare
Ranger	Karana, Tunare
Rogue	Bertoxxulous, Bristlebane, Karana, Erollisi Marr, Rodcet Nife, Tunare, agnostic
Warrior	Bertoxxulous, Innoruuk, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife, Prexus, the Tribunal, Tunare, Rallos Zek, agnostic
Halfling	
Cleric	Bristlebane
Druid	Karana
Paladin	Brell Serilis
Ranger	Brell Serilis, Karana
Rogue	Brell Serilis, Bristlebane, agnostic
Warrior	Brell Serilis, Rallos Zek, agnostic

High Elf	
Cleric	Tunare
Enchanter	Karana, Erollisi Marr, Mithaniel Marr, Tunare, agnostic
Magician	Karana, Erollisi Marr, Mithaniel Marr, Tunare, agnostic
Paladin	Tunare
Wizard	Karana, Erollisi Marr, Mithaniel Marr, Solusek Ro, Tunare, agnostic
Human	
Bard	Any except Bertoxxulous, Cazic-Thule and Innoruuk
Cleric	Bertoxxulous, Innoruuk, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife
Druid	Karana, Tunare
Enchanter	Bertoxxulous, Innoruuk, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife, agnostic
Magician	Bertoxxulous, Innoruuk, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife, agnostic
Monk	Quellious, agnostic
Necromancer	Bertoxxulous, Innoruuk
Paladin	Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife
Ranger	Karana, Tunare
Rogue	Bertoxxulous, Bristlebane, Innoruuk, Karana, Erollisi Marr, Rodcet Nife, agnostic
Shadow knight	Bertoxxulous, Innoruuk
Warrior	Bertoxxulous, Innoruuk, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife, Rallos Zek, agnostic
Wizard	Bertoxxulous, Innoruuk, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife, Solusek Ro, agnostic
Iksar	All iksar worship Cazic-Thule only.
Ogre	
Beastlord	Cazic-Thule, Rallos Zek, agnostic
Shadow knight	Cazic-Thule, Rallos Zek
Shaman	Rallos Zek
Warrior	Cazic-Thule, Rallos Zek, agnostic
Troll	
Beastlord	Cazic-Thule, Innoruuk, agnostic
Shadow knight	Cazic-Thule, Innoruuk
Shaman	Cazic-Thule, Innoruuk
Warrior	Cazic-Thule, Innoruuk, Rallos Zek, agnostic
Vah Shir	
Bard	Agnostic
Beastlord	Agnostic
Rogue	Agnostic
Shaman	Agnostic
Warrior	Agnostic
Wood Elf	
Bard	Any, except Bertoxxulous, Cazic-Thule and Innoruuk
Druid	Tunare
Ranger	Tunare
Rogue	Bristlebane, Karana, Tunare, agnostic
Warrior	Karana, Tunare, Rallos Zek, agnostic

Deities

Gods are plentiful in the world of Norrath, and their presence is felt everywhere. Sometimes their handiwork is visible long ages after their actions. The gods struggle against each other constantly using the mortals who worship them as their agents. When more direct intervention is required, the gods may send their avatars to the lands of mortals to enact their will.

Agents of the gods are active in all corners of the world. Even clearly segregated cities devoted to good or evil gods often have one or two worshipers of an opposing god lurking somewhere within. Beyond the major gods, many more minor gods and powers exist in the universe, but those presented here are the major powers in the lives of Norrath residents.

The gods have alignments, but followers are not required to strictly adhere to a patron deity's alignment. Generally, a follower can be one step away from her deity's alignment and remain in good standing (see "**Table 3–6: Deity Alignment Requirements**").

Agnostic

Choosing not to believe in any god is perfectly acceptable in the polytheistic world of Norrath. Agnosticism carries a slightly different meaning in this world: Agnosticism is not an uncertainty about whether the gods exist. They do. The gods are evident and their followers manifest powers that can be directly traced to their patron deity. Rather, agnosticism means that a character chooses to pay homage to no particular patron deity, living free of the gods' influence as much as possible. This is a valid choice but can be dangerous. Choosing sides puts you in harm's way sometimes, but doing without gives you much less protection when forces align against you. Agnostic characters can be of any alignment.

Bertoxxulous



Bertoxxulous is the god of disease and death; his alignment is discordant evil. His title is the Plaguebringer. He associates with oozes, undead and all manner of evil creatures. Bertoxxulous is revered by necromancers and few others, but these worshipers are enough for him.

The Plaguebringer rules from his Crypt of Decay on the Plane of Disease. He has no allies among the gods but several enemies, including Tunare, Rodcet Nife, Karana, Mithaniel Marr and Rallos Zek. When Bertoxxulous appears, he usually looks like a hunchbacked human wearing tattered robes. His body is a rotting corpse with a handsome face on an otherwise grotesque head. His favored weapon is the scythe.

Brell Serilis

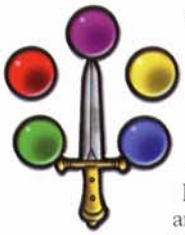


Brell Serilis is neutral, the god of the Underfoot of Norrath. He is also known as the Duke of Below. Cavern dwellers of all races under every continent claim him as their father, from dwarves to goblins to gnolls. Though members of races who are mortal enemies hotly deny that they sprang from the same god, there is more truth there than anyone would care to admit. Brell Serilis' followers are most at home when underground, lurking within or building onto the miles of caves and tunnels underneath Norrath.

Brell is allied with Bristlebane and opposed by Veeshan. The Duke of Below takes many forms but is most commonly depicted as a happy dwarf. His favored weapon is the pick. He rules the Plane of Underfoot.

Bristlebane

The god of fun and mischief, Bristlebane loves jokes, pranks and having fun. His alignment is discordant neutral. He is also known by his full name, Fizzlethorpe Bristlebane, and as the King of Thieves. Bards, rogues, thieves and entertainers revere him, though any are welcome who appreciate the values of wit, humor, quick thinking and charm. None of his followers may be of orderly alignment.



Bristlebane rules the Plane of Mischief. He has several allies and several foes at any given time, but he doesn't keep track of his enemies and assumes most gods enjoy a laugh enough to forgive his faults. Bristlebane has no set appearance but usually shows up as an entertainer or rogue of some humanoid race when he's causing mischief among mortals. His favored weapon is the dagger.

Cazic-Thule

Cazic-Thule is god of fear, and his alignment is neutral evil. He is also known as the Faceless. His followers live in fear of his anger. They believe that the only way to escape it is by spreading fear to others in the form of pain, torture and terrorist acts, all designed to cause their victims to live in fear of a sudden, unknown doom. Only lizardfolk tribes worship the Faceless, but his temples and followers are found in many places besides Kunark and are usually hidden. His followers are all evil.



Cazic-Thule is allied with Rallos Zek and Innoruuk, and he is the enemy of Mithaniel Marr and Erollisi Marr. He rules the Plane of Fear. He appears as a hulking, four-armed, bestial humanoid with a headlike protrusion, but no face. Cazic-Thule has no favored weapon.



Erollisi Marr



Erollisi is the goddess of love; her alignment is neutral good. She is also known as the Queen of Love. Erollisi is the object of worship of many paladins. Her followers promote good and champion the things they love passionately. They are not afraid to fight. In fact, the highest calling of Erollisi worshipers is to die defending something or someone they love. All her followers must be good.

The Queen of Love allies herself with Bristlebane, Rodcet Nife, Tunare, Quellious and her brother, Mithaniel Marr. Her enemies are Innoruuk, Cazic-Thule, Rallos Zek and Bertoxxulous. Erollisi appears as an attractive young human woman dressed for travel. Her favored weapon is the longbow. She rules the Plane of Love.

Innoruuk



Father of the dark elves and champion of destruction, Innoruuk is orderly evil. He is also called the Prince of Hate. His worshipers believe that hate is a driving force within the universe and that the creativity inspired by hate propels the devout to new heights of power. Kindness, mercy and love are the watchwords of weak fools who fail to understand the true power that awaits them in cruelty. Followers of Innoruuk are all evil and mostly dark elves.

Innoruuk's allies include Rallos Zek and Cazic-Thule, while Quellious, Mithaniel Marr and Erollisi Marr are chief among his enemies. Unsurprisingly, the evil god rules from the Plane of Hate. He appears as a gaunt, hunched dark elf with a clear gleam of hate in both eyes. His favored weapon is the rapier.

Karana

Karana is the discordant good god of rain and storms. His title is the Rainkeeper. His followers are those who spend time outside and depend on the benefits of rain for their livelihoods: farmers, herders, druids and rangers. All who worship the Rainkeeper understand the power of storms to destroy, revive and allow fresh starts. They are kind to travelers and often offer aid to any who need shelter for a night. His followers may not be orderly or evil.



Karana is allied with Mithaniel Marr and Tunare; his prime enemy is Bertoxxulous. He appears as a hunched, older human in long robes who leans heavily on his staff. The staff is his favored weapon. He rules the Plane of Storms.

Mithaniel Marr



Mithaniel Marr, god of valor, is orderly good. He is known to his followers as the Truthbringer or the Lightbringer. From the Plane of Valor, Mithaniel watches over his creations in Norrath, providing guidance and strength to paladins and other servants of good and light. In turn, these worshipers live by a moral code that emphasizes truth, honor and charity. His followers may be only orderly good or neutral good in alignment. Mithaniel Marr is the picture of paladinhood. He has long, flowing hair; wears shining silver full plate and wields a longsword that glows with numerous enchantments. Mithaniel Marr is allied with his sister, Erollisi Marr, and with Karana. Innoruuk, Cazic-Thule and Bertoxxulous are his hated enemies. He also has a friendly rivalry with Solusek Ro. His favored weapon is the longsword.

Prexus



Prexus is god of the seas, a deity of neutral alignment. His title is the Oceanlord. His followers include sailors and fishers across the world. They believe that life began in the water and that one day, when the waters rise and consume the land, the faithful will be saved. His followers work to protect the oceans of Norrath and teach respect for the awesome power of the sea. Followers of Prexus may not be evil.

Prexus is depicted as a merman wielding a short sword and small shield. His ally is Rodcet Nife, his enemy Bertoxxulous. His favored weapon is the short sword. He rules the Plane of Oceans

Quellious



Goddess of peace, Quellious is orderly good. She is known as the Tranquil. Her followers seek peace, but their peace is an inner calm, not necessarily pacifism. Knowledge is power to Quellious worshipers, and they seek to gain enlightenment and share it with those around them. They know that only through a shared understanding can universal peace be achieved. Her followers are often wanderers, searching for knowledge wherever they can find it. The goddess will not accept discordant or evil followers.

Appearing as a serene child, Quellious wears simple robes and radiates light. She is allied with Rodcet Nife and Erollisi Marr, and her enemies are Rallos Zek and Innoruuk. Quellious has no favored weapon. She rules the Plane of Tranquility.

Rallos Zek



God of strength and victory, Rallos Zek is neutral evil. He is also called the Warlord. A god of warriors, Rallos encourages his followers to fight hard and often, and they answer the call. Weakness can be followed only by death according to the theology of Zek, making the division between weak and strong easy to discern. Enlightenment comes only in conflict, when a worshiper learns whether he or she is weak or strong. Zek's worshipers can never be good.

A dark, grasping god, Rallos Zek is allied with Innoruuk and Cazic-Thule. His enemies are Quellious and Bertoxxulous. The Warlord appears as a hulking humanoid in ornamental full plate, wielding an enormous bastard sword. His race is hidden by a helm, and it could well be that Rallos prefers to appear as a member of no one race. Rallos Zek's favored weapon is the bastard sword. He rules the Plane of War.

Rodcet Nife



Rodcet Nife is the neutral good god of healing. He is also known as the Prime Healer. His followers are gentle, humble people who take the Nife Oath. The oath states that the followers will fight disease and death until one or the other claims him or her. Though gentle, Rodcet worshipers are not passive. They actively seek an end to disease and death; competent paladins and rangers number among them. They believe that with enough faith in the Prime Healer, the universe itself shall be mended and death banished. His followers can be only good.

Rodcet appears as a spindly humanoid of no known race, wearing a short robe. He has numerous allies, including Karana, Quellious, Erollisi Marr and Prexus. Only Bertoxxulous opposes him. Rodcet Nife has no favored weapon. He rules the Plane of Health.

Solusek Ro



God of fire, Solusek Ro is discordant neutral. He is also called the Burning Prince. Chaotic and destructive, Solusek favors burning away obstacles and impurities. His followers are not necessarily pyromaniacs, but they do tend to follow in his destructive footsteps and are aggressive and fearless as a way of life. They cannot be of orderly alignment.

From his Tower of Sol Ro, Solusek rules from the Plane of Sun. He wears golden ringmail armor and a crown of flame that obscures his countenance, making his face and skin appear featureless and blackened. He wields a spear of fire. He has no allies and no enemies, but he does maintain a friendly rivalry with Mithaniel Marr. His favored weapon is the spear.

The Tribunal



The Tribunal is six beings, rather than one, dedicated to justice. Their alignment is orderly neutral. The Tribunal is also known as the Council of Justice. Followers of the Tribunal are grimly dedicated to justice. Some practice this by becoming guards and magistrates, but many more exercise their faith by becoming roaming vigilantes. However, these worshipers are methodical and just in their actions, fearing retribution by their gods if they punish unjustly. Worshipers of the Tribunal are usually orderly and often good.

Tribunal members live on the Plane of Justice. They wear heavy, hooded cloaks and masks and simple, black clothing. They carry two-handed warhammers. The Tribunal has no allies and no enemies. The Tribunal's favored weapon is the two-handed hammer.

Tunare



Tunare is the goddess of growth and life. Her alignment is neutral good. Her title is the Mother of All. Creator of the high and wood elves, she still looks over and protects her children, and they return her affection by watching over creation, protecting it from any who would despoil nature. Her followers are almost exclusively elves of some sort and may be of any non-evil alignment.

Closely allied with Karana, Erollisi Marr and Rodcet Nife, Tunare is opposed to Bertoxxulous. Ruling from the Plane of Growth, Tunare appears as a beautiful older humanoid female wearing flowing robes and a crown of vines and leaves. Her favored weapon is the staff.

Veeshan



This enormous crystalline dragon is considered neutral. She is called the Wurmqueen and the Mother of All Wurms. She created all of dragonkind, including drakes, wyverns and any associated dragon-kin. Information on the Wurmqueen is hard to come by, and her nondraconic worshipers tend to be either bards whose worship of her is as much a quest for information as a reverence for the Wurmqueen herself or more primitive humanoid races who serve Veeshan's children in hopes of receiving wealth and power from dragon-kin.

Veeshan is depicted as an impossibly large dragon made of crystal. She lives on the Plane of Sky. She neither has nor wants allies, but she feels a deep, smoldering animosity toward Brell Serilis for breaking her claim on Norrath. Veeshan's favored weapons are claws and teeth.

Faction

Faction represents the consequences of a character's actions in the world of Norrath. Whom a character helps and whom he harms are represented by his faction scores. Faction is like a measure of reputation in that it quantifies the effects of what people see and hear about your behavior.

Faction is important because it represents a character's ability to get around and get along in various places. Characters with exceptionally high faction will be lauded as heroes among the people of that faction. Pubs will give free ale to the town hero, merchants will give the best prices so they can tell their friends that the character is their customer, town guardsmen will respect and admire the character, and political powers will be quick to lend their town's aid to the character. The people will also entrust their important (and often most rewarding) quests to those who have proven their service and friendship.

By contrast, characters with exceptionally low faction are attacked on sight as outlaws by the town guard. Merchants will summon the guard to get such villains out of their shops. The character may even become infamous, feared by commoners and most wanted by whatever passes for law enforcement among a faction. Bounties might be put on the character to reward those who mete out justice to enemies of the faction.

Faction is a local phenomenon. Word of mouth spreads your faction score among all the members of a particular community, until everyone knows whether you are trustworthy or reviled. Because of this communicative nature of faction, its measure tends to run only within specific communities. The Runnyeye Clan of goblins might consider you indifferently, but the Aqua-goblins still come after you with prejudice. And just because you've made nice with the local thieves guild doesn't mean the town guards like you any better. However, most city dwellers have the same faction, so once you're in the gates, you're relatively safe.

Alignment and Initial Faction

Initial faction score with a given group depends on your character's race. As shown on Table 6–3, each race has a predominant alignment, which strangers — even members of the same race — assume your character has. So even though your agnostic dark elf is discordant good, if she's never been to Rivervale, none of the halflings there know it. They'll react with as much suspicion and hatred as they would give any orderly evil, Innoruuk-worshipping dark elf.

When a PC of a particular race encounters an NPC for the first time (and nothing has altered the PC's faction score with that NPC), check the PC's race's predominant alignment against the NPC's faction alignment to determine the NPC's reaction and the PC's starting ranks in the NPC's faction. This outcome determines the NPC's initial treatment of the PC and the PC's initial faction ranks with the NPC's faction group.

Completely Opposed (OG and DE; DG and OE): Interaction between these alignments is always initially hostile. Merchants refuse to sell to the PC. Other NPC members of one group are "ready to attack" when they see members of another.

Opposed Good/Evil (OG and OE; NG and NE; DG and DE): Members of these alignment pairings are usually "threatening" to each other. Merchants usually refuse to sell to the PC, though if they do, their prices are considerably marked up. Other NPCs probably attack characters of opposed alignment, unless there's a good reason not to.

Dissimilar (N and OG, DG, OE or DE): Relations between these alignments often begin as "dubious" but can warm over time. Merchants generally still charge more than a fair market price. No one gets attacked without provocation.

One Step away from Neutrality (for example, ON and OE; NE and OE; N and NG): Most alignment pairings fall into this category. Members of these alignments are not immediately unfriendly, but they fail to understand each other's point of view, and settle for indifferent treatment. Merchants charge a regular price. They usually remain "indifferent" in their interaction until the faction gives them a reason to change their minds.

Opposed Order/ Discord (DG and OG; or DN and ON; or DE and OE): Members of these alignments are similar enough that they are "amiable" to one another. Their goals are close enough for them to work together, even if their methodology differs. Merchants charge a good price. The relationship is easy to improve.

Same (for example, DN and DN): Members of the same alignment usually have such a similar outlook that they are "kind" to other people and quickly open up in conversation. Merchants give a great price. Alliances are fairly easy to forge in this atmosphere.

Note that this system is used only for NPCs of the major races of Norrath. A PC's initial faction ranks with most monstrous race factions (such as those presented in *EverQuest: Monsters of Norrath*) will often be –10 for "ready to attack" no matter what the alignment comparison between the monster and the character may be.

Table 6-2: Initial Faction Rank

Alignment Comparison	NPC Reaction	Initial Faction Rank
Completely Opposed	Ready to Attack	–10
Opposed Good/Evil	Threatening	–6
Dissimilar	Dubious	–4
Opposed Order/Discord	Indifferent	0
One Step Removed	Amiable	+1
Same	Kind	+2

Table 6-3: Character Race Alignments

Race Name	Racial Alignment
Barbarian	N
Dark Elf	OE
Dwarf	ON
Erudite	OG
Gnome	DN
Half Elf	NG
Halfling	NG
High Elf	NG
Human	N
Iksar	NE*
Ogre	DE
Troll	DE
Vah Shir	OG
Wood Elf	DG

*Iksar are not trusted, even by other dark races. When determining their initial faction ranks with any non-iksar faction, treat the iksar's racial alignment as "completely opposed" no matter what the actual alignment comparison would yield.

Recording Faction

On your character record sheet, keep track of your character's faction with different groups he encounters. Start with initial faction as determined above (or for monstrous race factions as given to you by the GM). As you encounter different groups throughout your character's adventuring career, your GM will occasionally tell you to increase or decrease faction with a particular group or groups as a result of your character's actions.

Using Faction

A character's faction ranks adjust the result of any Charisma-based skill check that involves an NPC of a different faction. For example, when a halfling (NG) introduces himself to the Khala Dun warrior caste trainers (OG) in the Vah Shir city of Shar Vahl and asks the Khala Dun to train him, they view him as "amiable." His Diplomacy skill check receives a +1 faction bonus.

A character's faction also determines what quests an NPC might entrust to the character. The gnomes will not divulge the secrets of their *staff of the observer* to just anyone. You must usually earn a group's trust before it hands over its most valuable knowledge or entrusts you with quests critical to the group (quests that often bear the greatest rewards).

Gaining and Losing Faction

Since faction is so important, it's essential to know how to improve it. Basically, making significant contributions or setbacks to members of a group in front of witnesses raises and lowers faction.

Despite racial stereotypes that might set your initial faction level with some NPC groups to very low levels, your character can usually gain faction score with these groups. The most common way to do this is to lurk near the faction you'd like to improve, and see who the members have problems with. Solve whatever problem they might have and bring back proof of your actions, either through witnesses of your deeds or with a physical token of your accomplishment. Doing this repeatedly shows members of NPC groups that you are dedicated to eradicating their enemies, even if they don't initially trust you.

Another way to gain faction is to take on quests for people. In the beginning, they will probably ask small things of you to test your commitment. As your faction standing grows, you will be more welcome and trusted with larger and more important tasks.

At the same time, actions and quests can have negative consequences with other factions. Wood elves in Kelethin will warm to you as you show up with more and more Crushbone orc scalps, but the Crushbone orcs will hate you with a similarly increasing fervor as they lose warriors to your spells and blades.

A character's actions will eventually matter more than perceived or even real alignment. People tend to be pragmatic, after all. If your warrior undertakes quests to raise faction with a particular merchant, that merchant is likely to be willing to overlook differences in worldview for services rendered.

After adventure sessions, in addition to any experience reward your GM awards your character, the GM might also award positive or negative faction adjustments based on your actions and the events of the adventure.



Faction Limits

Faction limits come in two forms: absolute rank limits and faction group based limits.

Absolute rank limits are easy. Your faction ranks with any NPC group can never be less than –10 (ready to attack) or more than +6 (allied). Any adjustment that lowers your faction below –10 or raises it above +6 is ignored.

Group-based limits are the result of role-playing aspects of NPC interaction. Some people will always dislike other people, no matter what anyone does to try to change things. The best example of a permanent dislike or distrust exists between members of rival religions. A Bertoxxulous-worshiping necromancer will never be a fully trusted ally of clerics of the church of Tunare, no matter how many trees the necromancer plants. The deities section earlier in this chapter indicates which gods are allied and which are opposed.

Other groups are too insular, too psychotic or too superior in their thinking to ever trust or respectfully treat another person. For example, denizens of the Plane of Hate will never look warmly on anyone. Their lives are filled with the hatred and malevolence of their god Innoruuk. They kill anyone on sight who does not worship the Prince of Hate (and some who do).

You won't always know ahead of time if or how much your faction will change as a result of your actions or how much you'll ever be able to earn the trust of a desired group by doing things for them. Your GM will inform you of faction change, up or down, when it becomes appropriate. More information on faction adjustments and descriptions of the major factions in Norrath are provided in *EverQuest: Game Master's Guide*.

Faction Is a Guide, Not a Rule

One final thing to note on faction is that it is a guide to help show in game mechanics the reputation your character has built through role-playing and actions. Faction does not replace role-playing and does not turn every NPC of a faction into a clone of one another. Having a high faction with the halflings of Rivervale does not mean that every halfling there will treat the character well. An individual halfling who is by nature rude may still be rude to the town hero.

Also, an NPC's reaction to a character is not always based on true faction ranking. A militiaman in Freeport may treat a paladin amiably in public while plotting her demise in private. The faction ranks your GM asks you to record on your character sheet won't always tell you the whole picture about groups that are anonymous allies or hidden enemies of your character.

Vital Statistics

This section offers ideas to help shape your character's personality through name, gender, age, height and weight. These details are the basic daily realities with which each character lives. They'll shape your character by providing background and a physical sense of being.

Name

Give your character a name that fits his or her personality, history and race. Look at Chapter 2: Race to find example names that other characters of a given race might have.

Gender

Characters in Norrath may be either male or female. No stigma or limitations are attached to either choice.

Age

You may choose your character's age. Her starting age must be at least the minimum for your class and race but can be any age above that. Minimum starting age is defined as a race's adulthood age plus the number of dice rolled for class. For example, a human monk must be at least twenty (eighteen years plus two dice for monks).

Or use "**Table 6–4: Random Starting Ages**" below. If you randomly rolled your human monk's age, you would add 18 plus 2d6 years to find out how old he is.

When characters get older, their abilities begin to change, accruing penalties and bonuses. Physical ability scores decrease, and mental ability scores increase.

Characters who reach middle age receive a –1 penalty to Strength, Dexterity and Constitution and a +1 bonus to Intelligence, Wisdom and Charisma. Similarly, characters who reach old age suffer a –2 penalty to physical abilities and a +1 bonus to mental abilities. Those who attain venerable age take a –3 penalty to physical attributes and a +1 bonus to mental abilities. Effects of aging are cumulative. So, for instance, a venerable human has lost 6 points of Strength, Dexterity and Constitution and gained 3 points of Intelligence, Wisdom and Charisma. An ability score cannot be reduced to less than 1 through aging.

Table 6-4: Random Starting Ages

Race	Adulthood	Rogue, Shaman, Warrior	Bard, Beastlord, Paladin, Ranger, Shadow Knight	Cleric, Druid, Enchanter, Monk, Necromancer, Wizard
Barbarian	15	+1d4	+1d6	—
Dark elf	110	+4d6	+6d6	+10d6
Dwarf	40	+3d6	+5d6	+6d6
Erudite	20	—	+1d6	+3d4
Gnome	40	+4d6	—	+9d6
Half elf	20	+1d6	+2d6	+3d6
Halfling	20	+2d4	+3d6	+4d6
High elf	120	+4d6	+5d6	+9d6
Human	18	+1d4	+1d6	+2d6
Iksar	20	+1d6	+2d8	+4d6
Ogre	15	+1d8	+2d8	—
Troll	18	+1d6	+3d6	—
Vah Shir	18	+1d6	+2d6	—
Wood elf	100	+4d6	+5d6	+8d6

Table 6-5: Aging Effects

Race	Middle Age	Old	Venerable	Maximum Age
Barbarian	35	50	70	+3d12 years
Dark elf	200	290	375	+4d% years
Dwarf	125	180	250	+2d% years
Erudite	45	70	90	+4d12 years
Gnome	100	150	200	+3d% years
Halfling	50	75	100	+5d20 years
Half elf	55	90	110	+3d20 years
High elf	175	190	350	+4d% years
Human	40	60	75	+2d20 years
Iksar	50	75	100	+3d20 years
Ogre	30	45	60	+2d10 years
Troll	35	50	65	+2d12 years
Vah Shir	50	75	100	+2d20 years
Wood elf	150	225	300	+4d% years

If a character reaches venerable age, the GM consults the "**Maximum Age**" of Table 6–5 and rolls the dice for the character's race. The result is added to the venerable age number for the race to determine that character's lifespan. The GM keeps this number a secret. When the character reaches that age, he or she dies of old age that year (the time is at the GM's discretion).

Many characters have ceased their adventuring careers and settled down before any of these changes take effect, so they often do not affect PCs. However, NPCs and the rare old-age adventuring PC must pay attention to aging effects. Maximum age has no effect on death due to disease, accidents or combat; it is used simply to dictate when a character dies of old age.

Height and Weight

You may choose your character's height and weight, as long as you stay within the limits of a race's minimum and maximum. When you choose, think about your character's ability scores, body type and class. Physically weak characters might be shorter and frail, and a rogue might consider it an asset to be small and light. A strong character will be heavier just from the muscle mass; if your character is a fighting type, you might want to consider making her heavier.

Another option is to roll on "**Table 6–6: Random Height and Weight**" to determine these physical characteristics for your character. When using the table, begin with the base height listed for your character's race. Then roll dice as determined by your race's height modifier. Add the number to the base height to get your character's full height.

The same height modifier number is used to determine your character's weight. Once you roll the number of dice listed under weight modifier, multiply the two numbers together. Then add the product to the number in the base weight column to find your character's weight. So, height modifier times weight modifier plus base weight equals a character's weight.

Table 6-6: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Barbarian	5' 10"	+2d12"	160 lb	X(2d4) lb
Dark elf	4' 5"	+2d6"	85 lb	X(1d6) lb
Dwarf	3' 9"	+2d4"	120 lb	X(2d6) lb
Erudite	5'	+2d10"	90 lb	X(2d4) lb
Gnome	3'	+2d4"	50 lb	X1 lb
Half elf	4' 7"	+2d8"	100 lb	X(2d4) lb
Halfling	2' 8"	+2d4"	35 lb	X1 lb
High elf	4' 5"	+2d6"	85 lb	X(1d6) lb
Human	4' 10"	+2d10"	120 lb	X(2d4) lb
Iksar	4' 10"	+2d10"	120 lb	X(2d6) lb
Ogre	7' 6"	+2d12"	420 lb	X(2d8) lb
Troll	7'	+2d12"	385 lb	X(2d8) lb
Vah Shir	4' 10"	+2d10"	120 lb	X(2d6) lb
Wood elf	4' 5"	+2d6"	85 lb	X(1d6) lb

Looks, Personality and Background

Numerical statistics define how your character interacts with the game system, but your decisions about your character's looks, personality and background help decide how your character will interact with other characters. Spend some time thinking about these three attributes for a more well-rounded character. You don't need everything at the beginning; it's fine to add details as you go. But some thought up front gives you more to build on later.

Looks

Choose your character's appearance based on your race's description in Chapter 2: Races. Charisma roughly corresponds to attractiveness, so a high Charisma character will probably be better looking than one with a low Charisma.

In addition to facial features and skin tone, think about how your character dresses when he's not wearing armor. Think about whether he wears jewelry, has an unusual hairstyle or bears any distinguishing marks, such as tattoos, scars or missing fingers. You have many more ways to think about your character's appearance than just facial features.

Personality

Your character might be very different from you in personality, or he might be almost exactly like you. In any case, since you are playing the character, you are the best source of character inspiration. Your character might have traits that you aspire to, or she might represent the worst of some aspect of you. Another good source of inspiration is to think of a movie character who appeals to you and act like that person.

Your character's race and alignment are good starting places for further personality development, but don't get stuck on clichés. For instance, halflings might like food, but don't stop there. Is your halfling a picky eater? Does she dislike cooking? What's her favorite food?

To get a good grip on your character, think of three adjectives to describe her. Then think of some common actions that she might do that would demonstrate these adjectives to an outside observer.

Another good exercise is to name something that gets your character angry. Name something your character cares about the most. What is her long-term goal, the thing that would end her adventuring life if she could get it?

Background

Think a little bit about how your character got where he is. There are literally hundreds of questions you can ask about your character to learn more about him. Who were his parents? Where did he grow up? Is there a defining event in his childhood, something that changed his life? What about his adolescence? Does he get along with his parents now?

Why did she decide on the trade she has? Why did she decide to leave it for adventuring? Why did she pick the class she did?

Sitting around a campfire late at night, somebody's eventually going to ask questions about the people she's been fighting alongside. It might as well be you.

Customizing Your Character

On top of all this, you might want to think about other touches to make your character unique. Your GM might let you break the rules in some way, like swapping out racial abilties based on culture instead of biology. For instance, a barbarian raised in Erudin might be able to choose a different class or worship a different god based on the different cultural background, but she might not have a barbarian's racial cold resistance since she grew up in warm Erudin instead of a land of ice and snow.

Another option is to rename spells, skills and feats to better reflect your character's background. Rather than casting *Pendril's animation*, your enchanter might call his spell *dance of the daggers*. The effect remains the same, but the feel can be very different. You can also describe the physical manifestation of a spell, as long as it doesn't affect the game world significantly. Your GM will be the final arbiter on a spell effect's suitability.

A third customization option is in equipment. Your character's sword might look very different from another's. Or you might want a throwing stick to use as a ranged weapon. Find a similar item on the equipment list and discuss price and workability with your GM.

Chapter Seven: Equipment

If there's one thing nearly every town in Norrath has, it's merchants. Merchants buy and sell commodities of all sorts, and even if some towns are bigger than others, or more specialized, all people need a place to go to get the staples in life before they shell out for better swords, tougher armor, and new spells.

This chapter lists the standard, nonmagical items available for sale. Not every item is available in every shop, but what is available and where is up to your GM.

Starting with Nothing

A new character in the online version of *EverQuest* has very little in the way of equipment. The building process from nearly nothing to gaining your first decent weapon or piece of armor can be quite enjoyable. However, due to the difference between pen-and-paper and computer role-playing, that same level of detail can be tedious in a tabletop role-playing game. Rather than requiring new characters to kill snakes for a few weeks (for players to learn the computer interface as much as anything else) to get enough money to buy basic armor and weapons, this tabletop role-playing game assumes that characters have done that already or that they have savings before starting their adventuring life.

If your GM or some players within your group prefer to begin play with less equipment, that's perfectly fine, too. Being a poor peasant with nothing but Grandfather's rusty sword and a note of introduction to a guildmaster in the big city can be a great way to begin a hero's journey.

Starting Packages

Each class has a basic starting package of equipment detailed at the end of the class description in Chapter 3: Classes. If you don't like some aspect of starting equipment, swapping items out is fine as long as the total gold cost doesn't increase.

Shopping for Basic Equipment

Another way to equip your starting character is to determine how much money he has to spend, and then buy items from the equipment charts. Table 7–1 below lists how much wealth characters of different classes begin with if they choose to shop instead of beginning with a starting package.

When purchasing starting equipment this way, don't factor race or faction into prices. You can assume that your character has enough money or connections to get everything he needs to get started in the adventuring business, even if he didn't strictly buy it. Starting gold pieces (gp) represent the value of equipment your character has access to, not how much he spent in coins at the general store. Major starting cities have most things available at list price.

Table 7-1: Random Starting Gold Pieces

Class	Amount (gp)
Bard	4d4x10
Cleric	5d4x10
Druid	2d4x10
Enchanter	3d4x10
Magician	3d4x10
Monk	5d4
Necromancer	3d4x10
Paladin	6d4x10
Ranger	6d4x10
Rogue	5d4x10
Shadow Knight	6d4x10
Shaman	2d4x10
Warrior	6d4x10
Wizard	3d4x10

Availability

Items listed in this chapter are considered to be generally available in any of the major communities in Antonica. A lantern bought in Oggok might be oversized and ugly, but it works just as well as the finely crafted iron lanterns found in Kaladim shops. Items made by the Tinkering skill, such as compasses and magnifying glasses, are usually available only in the gnome city of Ak'Anon. When purchased outside Ak'Anon, their price is considerably higher.

More expensive trade skill items are only available in specific markets and then rarely. Most such items must be fashioned on one's own or specially requisitioned by an expert in the trade. Expect to pay accordingly. Magic items whose method of creation is unknown are rarer and more expensive still; most such items can be found only by seeking them out in the wild and mysterious corners of Norrath, not at the neighborhood market.

Wealth and Money

For the properly motivated, money is easy to come by in Norrath. Merchants in most cities have a constant bounty on small, fairly easily obtained items such as snakeskins or fire beetle eyes. They don't pay extremely well, but it's a start. However, wealth is different from money. Many people throughout the world have wealth tied up in land, tax concessions and goods and can exert considerable influence without dropping a coin.

Coins

The common coin for adventurers is the gold piece (gp). A skilled, but ordinary, artisan can earn a gold piece a day. The gold piece is the standard unit of measure for wealth.

Platinum pieces (pp) are more costly than gold; only the rich use platinum as currency. A platinum piece is worth 10 gold pieces. The standard coin among commoners is the silver piece (sp). A gold piece is worth 10 silver pieces. Similarly, each silver piece is worth 10 copper pieces (cp). A standard coin weighs about a third of an ounce. Fifty coins weigh one pound.

Wealth Other than Coins

A person's wealth is not entirely counted in coins. Many nonadventurers across the land are quite wealthy in land, trade goods, magic items, tax collection rights and resource rights. Also, gems and jewelry provide an excellent way to carry large sums of money without having to lug bags of coins all over the world.

Trade

Merchants are common and relatively unhindered by governments in Norrath. Most civilized societies see the benefits of easy trade and do not go out of their way to make it hard. Merchants and commoners sometimes trade goods without using currency. A rough guide to relative value of trade goods is given in "**Table 7–2: Trade Goods**," below.

Table 7-2: Trade Goods

Commodity	Cost
Chicken, 1	2 cp
Cinnamon, 1 lb.	1 gp
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. (sq. 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

Selling Loot

Generally, items can be sold for half their list price. This price can also be adjusted by a character's faction and the results of Appraise and possibly Diplomacy skill checks.

Commodities are the exception to the half-price rule. A commodity, in this sense, is a valuable good that can be easily exchanged 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 negligible to anyone but merchants.

Weapons

In a dangerous world, where unreasoning monsters wander the countryside, the only thing more useful than a good weapon is a variety of good weapons. "**Table 7–5: Weapons**" lists game statistics for most weapons. "**Table 7–19: Grenadelike Weapons**" provides statistics for less accurate, area-effect weapons such as acid and holy water.

Weapon Categories

Weapons are grouped into several different categories. These categories include the necessary skill to use a weapon (simple or martial), a weapon's effective range (melee or ranged, which includes both thrown and archery) and weapon size (Tiny, Small, Medium-size and Large).

The type of weapon is also indicated on Table 7–5. Weapon types are normally blunt, piercing or slashing, denoting both the manner in which they deal damage (this can be important, as some monsters are resistant to certain types of weapon damage) and the proficiency required to use the weapon without penalty. For example, a character may be proficient in all simple, one-handed blunt weapons, which allows her to effectively use all weapons that are in the simple weapon portion of Table 7–5, but not the ones in the martial. Of the simple weapons, she can effectively use any weapon that does blunt damage and is of a size small enough for her to wield in one hand (see below for rules on weapon size determining one- or two-handed use).

Some weapons, like bows, are listed with a weapon type such as archery (piercing), indicating that the weapon does piercing damage from arrows, but it requires the archery weapon proficiency, not the piercing weapon proficiency, to use it. Similarly, a weapon type of hand-to-hand (blunt) or hand-to-hand (slashing) would indicate that the character must be proficient with hand-to-hand weapons to use the weapon proficiently, even though the weapon deals blunt or slashing damage.

Finally, weapons that can be thrown are listed as such under the weapon type. For example, a dagger has a weapon type of "piercing/throwing," indicating that the dagger may be used in melee as a piercing weapon or may be thrown. Depending on which method of attack the dagger is used for, the attacker would want to be proficient in piercing weapons or in throwing weapons to avoid the nonproficiency penalty to attack rolls. Some characters may be experienced at using a dagger in melee to stab opponents but untrained at throwing it, and vice versa. When thrown the dagger deals piercing type damage. Weapons that can only be thrown and cannot be used proficiently in melee will have weapon type similar to archery. For example, darts are "throwing (piercing)" weapons.

If a character uses a weapon with which she is not proficient, she suffers a –4 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some can be thrown, too. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee. Apply a character's Strength bonus to damage dealt by thrown weapons but not to damage dealt by projectile weapons (except for mighty composite shortbows or longbows).

Tiny, Small, Medium-size and Large Weapons: The size of a weapon compared to a character's size determines whether for the character the weapon is light, proportionate or too heavy to use. A weapon is light if it is one size or smaller than the wielder's own size, such as a Medium-size human wielding a Small weapon. A character may use a weapon of her own size or smaller in one hand or a weapon one size larger in two hands. Characters may not use weapons that are more than one size larger then their own size; such weapons are too heavy and bulky to be used. A character must have the appropriate weapon proficiency feats to wield a weapon without penalty.

Thrown Weapons: These weapons can be thrown only one handed, and a character's Strength bonus is added to the damage. A character can throw a thrown weapon with one hand even if it would be two-handed due to the character's size. Doing so counts as a full-round action because the weapon is bulkier and harder to handle than most thrown weapons. Add the character's Strength bonus to damage.

Table 7-3: Delay and Iterative Attacks

Base Attack Bonus	Weapon (Delay 2)*	Iterative Attacks Weapon Very Quick (Delay 3)	Weapon Quick (Delay 4)
+0	+0	+0	+0
+1	+1	+1	+1
+2	+2	+2	+2
+3	+3/+1	+3	+3
+4	+4/+2	+4/+1	+4
+5	+5/+3/+1	+5/+2	+5/+1
+6	+6/+4/+2	+6/+3	+6/+2
+7	+7/+5/+3/+1	+7/+4/+1	+7/+3
+8	+8/+6/+4/+2	+8/+5/+2	+8/+4
+9	+9/+7/+5/+3/+1	+9/+6/+3	+9/+5/+1
+10	+10/+8/+6/+4/+2	+10/+7/+4/+1	+10/+6/+2
+11	+11/+9/+7/+5/+3	+11/+8/+5/+2	+11/+7/+3
+12	+12/+10/+8/+6/+4	+12/+9/+6/+3	+12/+8/+4
+13	+13/+11/+9/+7/+5	+13/+10/+7/+4/+1	+13/+9/+5/+1
+14	+14/+12/+10/+8/+6	+14/+11/+8/+5/+2	+14/+10/+6/+2
+15	+15/+13/+11/+9/+7	+15/+12/+9/+6/+3	+15/+11/+7/+3
+16	+16/+14/+12/+10/+8	+16/+13/+10/+7/+4	+16/+12/+8/+4
+17	+17/+15/+13/+11/+9	+17/+14/+11/+8/+5	+17/+13/+9/+5/+1
+18	+18/+16/+14/+12/+10	+18/+15/+12/+9/+6	+18/+14/+10/+6/+2
+19	+19/+17/+15/+13/+11	+19/+16/+13/+10/+7	+19/+15/+11/+7/+3
+20	+20/+18/+16/+14/+12	+20/+17/+14/+11/+8	+20/+16/+12/+8/+4
+21	+21/+19/+17/+15/+13	+21/+18/+15/+12/+9	+21/+17/+13/+9/+5
+22	+22/+20/+18/+16/+14	+22/+19/+16/+13/+10	+22/+18/+14/+10/+6
+23	+23/+21/+19/+17/+15	+23/+20/+17/+14/+11	+23/+19/+15/+11/+7
+24	+24/+22/+20/+18/+16	+24/+21/+18/+15/+12	+24/+20/+16/+12/+8
+25	+25/+23/+21/+19/+17	+25/+22/+19/+16/+13	+25/+21/+17/+13/+9
+26	+26/+24/+22/+20/+18	+26/+23/+20/+17/+14	+26/+22/+18/+14/+10
+27	+27/+25/+23/+21/+19	+27/+24/+21/+18/+15	+27/+23/+19/+15/+11
+28	+28/+26/+24/+22/+20	+28/+25/+22/+19/+16	+28/+24/+20/+16/+12
+29	+29/+27/+25/+23/+21	+29/+26/+23/+20/+17	+29/+25/+21/+17/+13
+30	+30/+28/+26/+24/+22	+30/+27/+24/+21/+18	+30/+26/+22/+18/+14

Base Attack Bonus	Weapon Standard (Delay 5)	Iterative Attacks Weapon Slow (Delay 6)	Weapon Very Slow (Delay 7)
+0	+0	+0	+0
+1	+1	+1	+1
+2	+2	+2	+2
+3	+3	+3	+3
+4	+4	+4	+4
+5	+5	+5	+5
+6	+6/+1	+6	+6
+7	+7/+2	+7/+1	+7
+8	+8/+3	+8/+2	+8/+1
+9	+9/+4	+9/+3	+9/+2
+10	+10/+5	+10/+4	+10/+3
+11	+11/+6/+1	+11/+5	+11/+4
+12	+12/+7/+2	+12/+6	+12/+5
+13	+13/+8/+3	+13/+7/+1	+13/+6
+14	+14/+9/+4	+14/+8/+2	+14/+7
+15	+15/+10/+5	+15/+9/+3	+15/+8/+1
+16	+16/+11/+6/+1	+16/+10/+4	+16/+9/+2
+17	+17/+12/+7/+2	+17/+11/+5	+17/+10/+3
+18	+18/+13/+8/+3	+18/+12/+6	+18/+11/+4
+19	+19/+14/+9/+4	+19/+13/+7/+1	+19/+12/+5
+20	+20/+15/+10/+5	+20/+14/+8/+2	+20/+13/+6
+21	+21/+16/+11/+6/+1	+21/+15/+9/+3	+21/+14/+7
+22	+22/+17/+12/+7/+2	+22/+16/+10/+4	+22/+15/+8/+1
+23	+23/+18/+13/+8/+3	+23/+17/+11/+5	+23/+16/+9/+2
+24	+24/+19/+14/+9/+4	+24/+18/+12/+6	+24/+17/+10/+3
+25	+25/+20/+15/+10/+5	+25/+19/+13/+7/+1	+25/+18/+11/+4
+26	+26/+21/+16/+11/+6	+26/+20/+14/+8/+2	+26/+19/+12/+5
+27	+27/+22/+17/+12/+7	+27/+21/+15/+9/+3	+27/+20/+13/+6
+28	+28/+23/+18/+13/+8	+28/+22/+16/+10/+4	+28/+21/+14/+7
+29	+29/+24/+19/+14/+9	+29/+23/+17/+11/+5	+29/+22/+15/+8/+1
+30	+30/+25/+20/+15/+10	+30/+24/+18/+12/+6	+30/+23/+16/+9/+2

*Although no weapons have a delay of 2, this column would be used for characters with a delay 3 weapon and the Double Attack feat, for example.

A character can effectively use a two-handed projectile weapon (such as a bow) only in two hands. If the character has a penalty for low Strength, apply it to damage rolls when she 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.

Unarmed Strikes: An unarmed strike is two size categories smaller than the size of the character making the strike.

Weapon Qualities

The following paragraphs flesh out the information in Table 7–5.

Cost: This is the weapon's cost in platinum pieces (pp) or gold pieces (gp). Cost includes miscellaneous gear that goes with the weapon, such as a scabbard for a sword or a quiver for arrows.

Damage: This column lists the damage dealt with a weapon when someone hits with it. If the listed damage has an "S" next to it, the weapon deals subdual damage rather than normal damage. If two damage ranges are given, then the weapon is a double weapon, and the character may make one extra attack with this weapon when making a full attack action (see "**Attacking with Two Weapons**" in Chapter 12: Combat for further information). Use the second damage figure given for the extra attack.

Critical: The column notes how often a weapon threatens a critical hit and how much extra damage it deals when a critical is scored. When a critical hit is scored, roll the damage with all modifiers two, three or four times, as indicated by its critical multiplier, and add all the results together. Remember that bonus damage represented as extra dice (such as from a backstab or a flaming sword) is not multiplied when a critical hit is scored.

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19–20/x2: The weapon scores a threat on a natural 19 or 20 and deals double damage on a critical hit.

18–20/x2: The weapon scores a threat on a natural 18, 19 or 20 and deals double damage on a critical hit.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment adds a cumulative –2 penalty to the attack roll. For example, a longbow has a 100-foot range increment. Any target within 100 feet has no range penalty. A target between 100 and 200 feet away accrues a –2 penalty to attack. A target between 200 and 300 feet away gives a –4 penalty, and so on.

Thrown weapons, such as throwing axes, have a maximum range of five range increments. Projectile weapons, such as bows, can shoot up to ten increments.

Improvised Thrown Weapons: Sometimes objects not crafted to be weapons get thrown. Because they are not designed for this use, characters who use improvised weapons are treated as nonproficient with them and suffer a –4 penalty on their attack rolls. Improvised thrown weapons have a range increment of 10 feet. Their size and damage must be adjudicated by the GM.

Weight: This column gives the weapon's weight.

Type: Weapons are classified according to types as discussed earlier in this chapter. If a weapon is of two types, a creature would have to be immune to both types of damage to have damage dealt by this weapon be ignored.

Delay: This number tells you a weapon's speed, which alters your rate of multiple attacks when making a full-round attack action. Standard weapons have one of three delay speeds: quick (delay 4), standard (delay 5) and slow (delay 6). Extraordinary and magical weapons (as detailed in the *Game Master's Guide*) may be very quick (delay 3) or very slow (delay 7). Feats such as Double Attack and the *haste* effects of some items and spells can also modify a weapon's effective delay rating, though no weapon's delay can ever go below 2. Table 7–3 shows how a weapon's delay affects its user's iterative attack bonus when taking a full attack action. Compare a character's base attack bonus as found on the character's class chart in Chapter 3 to the effective delay rating of the primary hand weapon she is wielding.



Note that a character never gets more than five attacks in a full-round attack action as a result of delay speed. Off-hand attacks, bash or slam attacks, *haste* effects that give extra attack actions, and other factors might allow more than five attacks in a round; the five-attack limit is based only on the attacks generated from the primary weapon in a full-round attack action.

Special: Some weapons have special features. See the weapon description for details.

Weapon Sizes and Damage

As a weapon gets larger or smaller, its damage changes according to the following progression:

Table 7-4: Weapon Size and Damage

Original Damage	One Size Smaller	One Size Larger
1d2	1	1d3
1d3	1d2	1d4
1d4	1d3	1d6
1d6	1d4	1d8
1d8	1d6	2d6
1d10	1d6	2d6
1d12	1d8	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 does 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 does less than 1 point of damage is useless.

Players with ogre and troll characters will especially want to consult this chart for improved weapon damage. Note that larger weapons are not commonly available in Norrath. Large or Huge weapons are typically available only in Grobb, Oggok and giant cities such as Kael Drakkal. Larger weapons bought outside these cities must be specially ordered, and the cost is at least doubled, depending on the weaponsmith's interaction with the buyer.

Gnomes and halflings will experience similar difficulties, though downgrading a weapon is rarely beneficial for a member of these smaller races. Still, as these races are welcome in more places, they can typically find weapons sized for them in most cities.

Weapon Descriptions

The weapons found on "**Table 7–5: Weapons**" are described below.

Arrows: An arrow used as a melee weapon is Tiny and deals 1d4 points of piercing damage (x2 crit). Since it is not designed for this use, characters are always considered nonproficient with it and suffer a –4 penalty on attack rolls. Arrows come in leather quivers that hold twenty arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Axe, Throwing: A throwing axe is lighter than a handaxe and balanced for throwing.

Brass Knuckles: Crude but effective, these consist of a fitted ring of heavy brass, iron or lead slipped around the hand to add crushing power to hand-to-hand strikes.

Bullets, Sling: Bullets are heavy lead spheres. They come in a leather pouch that holds ten bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.



Chain, Spiked: A spiked chain has a reach of 10 feet. It also can be used against an adjacent foe. Because the chain can wrap around an enemy's leg or other limb, a trip attack can be made with it. If a character using a spiked chain is tripped during his own trip attempt, the chain can be dropped to avoid a fall.

When using a spiked chain, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent).

Spiked-chain wielders who possess the Weapon Finesse feat may apply their Dexterity modifier instead of their Strength modifier to attack rolls with a spiked chain.

Clawed Handwrap: These odd and rare weapons are fashioned from three metal blades affixed to the back of the wielder's hand with leather cords. The effect is rather like the claws of a great cat, thus making the weapon popular among beastlords.

Club: A wooden club is so easy to find and fashion that it has no cost.

Dagger: The dagger is a common secondary weapon. The Weapon Finesse feat allows a character to use her Dexterity modifier instead of her Strength modifier to attack rolls with a dagger.

Dagger, Punching: This dagger puts 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, which is essentially a two-handed scimitar, has a curve that gives it a keener edge.

Flail, Heavy or Light: Those who fight with a flail may add a +2 circumstance bonus on the opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if the character fails to disarm the enemy). This weapon may also be used to make trip attacks. If the character is tripped during his or her own trip attempt, the flail can be dropped to avoid a fall.

Gauntlets: 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 breastplate) come with gauntlets.

Gauntlets, 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.

Glaive: A glaive has a reach of 10 feet. The weapon cannot be used against an adjacent foe.

Greataxe: Favored by the barbarians in Halas for its ability to hack through the thick hides of arctic creatures, the greataxe is a cumbersome but fearsome weapon.

Greatclub: A greatclub is a larger version of a regular club. It is often studded with nails or spikes or ringed by bands of iron. Nothing says "bash" quite so well to an ogre or troll as hearing the sound of a greatclub crushing an enemy.

Greatsword: Claymores, two-handed swords and other massive blades are collectively referred to as greatswords.

Guisarme: A guisarme has a reach of 10 feet. The weapon cannot be used against an adjacent foe. The guisarme's curved blade allows users to make trip attacks with it. If a character is tripped during his or her trip attempt, the guisarme can be dropped to avoid a fall.

Halberd: Normally, a character strikes with the halberd's axe head, but the spike on the end is useful against charging opponents. Because of the hook on the back of the halberd, a character can use it to make trip attacks. If a character is tripped during his or her own trip attempt, the halberd can be dropped to avoid a fall.

Hammer, Light: This weapon is a small sledge light enough to throw.



Javelin: This weapon is a light, flexible spear intended for throwing. It can be used in melee, but not well. Since it is not designed for this use, characters are always considered nonproficient with it and suffer a –4 penalty on attack rolls.

Kama: This weapon features a short wooden handle set with a short sickle blade.

Kukri: This heavy, curved dagger has its sharp edge on the inside of the curve.

Longbow: A character needs at least two hands to use a bow, regardless of the size of the bow. This bow is too big to use while mounted.

Longbow, Composite: A character needs at least two hands to use a bow, regardless of the size of the bow. 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 the bow remains bow shaped even when unstrung. It can be made with especially heavy pulls to take advantage of a character's above-average Strength.

Longspear: A longspear has a reach of 10 feet. It cannot be used against an adjacent foe.

Longsword: This 3-foot-long straight blade is a favorite for its light weight and hardy construction.

Net: A fighting net has small barbs in the weave and a trailing rope to control netted opponents. It can be used to entangle opponents.

When a net is thrown, make 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 is successful, the target is entangled. An entangled creature suffers –2 on attack rolls and a –4 penalty on effective Dexterity. The entangled creature can only move at 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 that the rope allows. If the entangled creature wishes to cast a spell, he must succeed at a Channeling check (DC 15).

The entangled creature can escape 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 creatures from Tiny to Large size. A net must be folded to be thrown effectively. The first time a net is thrown in a fight, the attacker must make a normal ranged touch attack roll. After the net is unfolded, the character 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 one to do so.

Nunchaku: This weapon is made from two short sticks connected by rope or light chain.

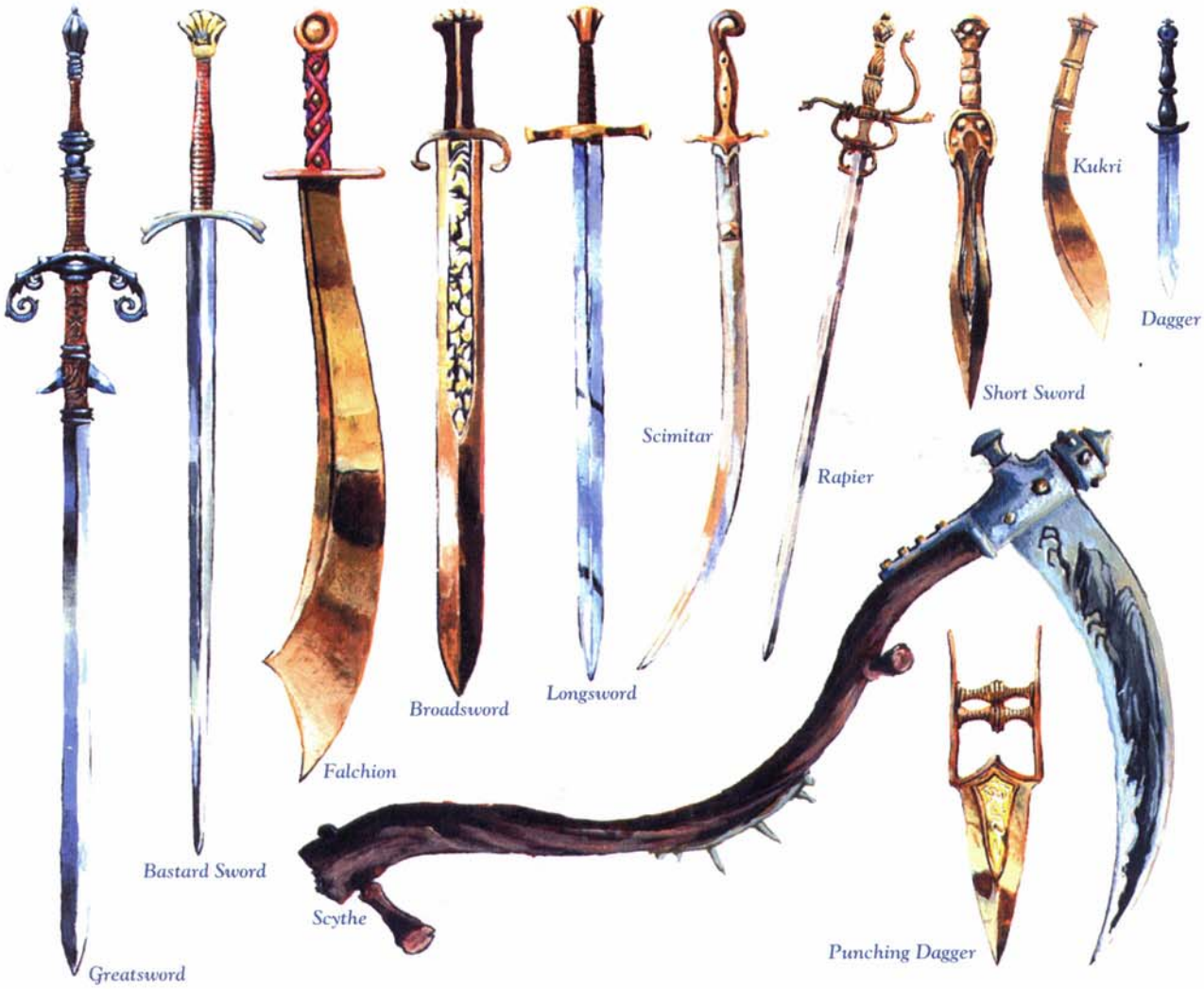
Pick, Heavy or Light: A pick is designed to concentrate its force on a small, penetrating point. A light or heavy pick resembles a miner's pick but is specifically designed for war.

Quarterstaff: A quarterstaff is a double weapon. A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

Ranseur: A ranseur has a reach of 10 feet. The weapon cannot be used against an adjacent foe. Add a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

Rapier: If they possess the feat, characters may use Weapon Finesse to apply their Dexterity modifier instead of the 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 him.



Scimitar: The curve on this blade makes the weapon's edge sharper.

Scythe: While it resembles the standard farm implement of the same name, this scythe is balanced and strengthened for war. The design of the scythe focuses tremendous force on the sharp point as well as allowing devastating slashes with the blade edge.

Shield Bash: An opponent can be bashed with a shield when it is used as an off-hand weapon (see shields below for more information). A Large character deals 1d6, a Medium-size character deals 1d4 and a Small character deals 1d3 points of damage (x2 crit) with a shield. (This damage may be increased with the Improved Bash feat; see Chapter 5: Feats). Tower shields cannot be used to perform the bash action. Used this way, the shield is a martial bludgeoning weapon. For purposes of attack penalties, treat a shield as a light weapon. If the shield is used as a weapon without the Bash feat, the wielder loses its AC bonus until her next action (usually until the next round).

Shortbow: A character must use two hands to use a bow, regardless of the size of the bow. A character who is Medium-size or larger can use this bow while mounted.

Shortbow, Composite: A character must use at least two hands to use a bow, regardless of the size of the bow. A character who is Small or larger can use this bow while mounted. Composite bows are made from laminated horn, wood or bone and built with a recurve, meaning that the bow remains bow shaped even when unstrung. It can be made with especially heavy pulls to take advantage of a character's above-average Strength.

Shortspear: Because a shortspear is not as long as a longspear, it can be thrown.

Shuriken: Up to three shuriken can be thrown per attack (all at the same target). Do not apply the attacker's Strength modifier to damage with shuriken. They are too small to carry the extra force that a strong character can usually impart to a thrown weapon.

Siangham: A short piercing weapon.

Sling: The sling hurls lead bullets. It's not as powerful as a bow, but it's cheap and easy to improvise from common materials. A character can hurl ordinary stones with a sling, but stones are less dense and round than bullets, so they deal only 1d3 points of damage and suffer a –1 penalty on attack rolls.

Strike, Unarmed: A Medium-size 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. The damage from an unarmed strike is considered weapon damage for the purposes of effects that provide a bonus to weapon damage.

If they possess the feat, characters may use Weapon Finesse to apply their Dexterity modifier instead of their Strength modifier to attack rolls with an unarmed strike.

Sword, Bastard: This long, broad sword is a favorite of followers of Rallos Zek. Some even call it a "Rallos Blade" in honor of the god. Although it is a Large weapon, any Medium-size character wielding a bastard sword who has a Strength of 17+ and the Weapon Focus (bastard sword) feat may use the bastard sword as a one-handed weapon. Similarly, any character or creature of any size who meets the above requirements may use a bastard sword one size larger than himself as a one-handed weapon. For example, size Small characters who meet the requirements may use a Medium-size bastard sword one-handed, and size Large characters may use Huge versions one-handed if they meet the requirements.

Sword, Broad: This middle-length blade is unusually wide, making it good for hacking as well as slashing. The difference is subtle, and for serious hacking, an axe is the weapon of choice.

Sword, Short: This sword is popular as an off-hand weapon or as a primary weapon for Small characters.

Trident: This three-tined piercing weapon can be thrown just as a shortspear can. Its range increment is shorter because it's not as aerodynamic as a normal spear.

Two-Handed Hammers: Though trolls and ogres are large enough to wield these mauls in one hand, most races need two hands to lift these massive mallets, let alone swing them. Made from a long shaft of hardwood topped with a single- or double-headed mallet, these hammers shatter armor and bone when they strike.

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, trip attacks can be made with it. If a character is tripped during his own trip attempt, the whip can be dropped to avoid a fall.

When using a whip, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Table 7-5: Weapons

Simple Weapons—Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Delay
Unarmed Attacks							
Gauntlet	2 gp	*	x2	-	2 lb	Hand-to-hand (blunt)	Quick
Strike, unarmed (Large)	-	1d4S	x2	-	-	Hand-to-hand (blunt)	Quick
Strike, unarmed (Medium-size)	-	1d3S	x2	-	-	Hand-to-hand (blunt)	Quick
Strike, unarmed (Small)	-	1d2S	x2	-	-	Hand-to-hand (blunt)	Quick
Tiny							
Brass knuckles	1 gp	1d3	x2	-	2 lb	Hand-to-hand (blunt)	Quick
Dagger	2 gp	1d3	19–20/x2	10 ft.	1 lb.	Piercing/throwing	Quick
Dagger, punching	2 gp	1d3	x3	-	2 lb	Hand-to-hand (piercing)	Quick
Gauntlet, spiked	5 gp	1d3	x2	-	2 lb	Hand-to-hand (piercing)	Quick
Small							
Mace, light	5 gp	1d6	x2	-	6 lb	Blunt	Standard
Medium-size							
Club	-	1d6	x2	10 ft.	3 lb	Blunt/throwing	Standard
Mace, heavy	12 gp	1d8	x2	-	12 lb	Blunt	Standard
Morningstar	8 gp	1d10	x2	-	8 lb	Blunt and piercing	Slow
Shortspear+	2 gp	1d6	x3	20 ft.	3 lb	Piercing/throwing	Standard
Large							
Quarterstaff	-	1d6/1d6	x2	-	4 lb	Blunt	Standard
Spear	4 gp	1d8	x3	20 ft.	5 lb	Piercing/throwing	Standard

Table 7-5: Weapons

Simple Weapons—Ranged

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Delay
Small							
Bullets, sling (10)	1 sp	-	-	-	5 lb	-	
Dart	5 sp	1d3	x2	20 ft.	1/2 lb	Throwing (piercing)	Quick
Sling	-	1d4	x2	50 ft.	0 lb	Archery (blunt)	Slow
Medium-size							
Javelin	1 gp	1d6	x2	30 ft.	2 lb	Throwing (piercing)	Standard

Martial Weapons—Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Delay
Tiny							
Kukri	8gp	1d4	18–20/x2	-	3 lb	Slashing	Standard
Small							
Axe, throwing	8 gp	1d6	x2	10 ft.	4 lb	Slashing/throwing	Standard
Clawed handwrap	12 gp	1d4	x2	-	2 lb	Hand-to-hand (slashing)	Quick
Hammer, light	1 gp	1d4	x2	20 ft.	2 lb	Blunt/throwing	Standard
Handaxe	6 gp	1d6	x3	-	5 lb	Slashing	Standard
Kama	2 gp	1d4	x2	-	2 lb	Slashing	Quick
Nunchaku	2 gp	1d4	x2	-	2 lb	Blunt	Quick
Pick, light	4 gp	1d4	x4	-	4 lb	Piercing	Standard
Sap	1 gp	1d4S	x2	-	3 lb	Blunt	Quick
Siangham	3 gp	1d4	x2	-	1 lb	Piercing	Quick
Sword, short	10 gp	1d6	19–20/x2	-	3 lb	Slashing	Standard
Medium-size							
Battleaxe	10 gp	1d8	x3	-	7 lb	Slashing	Standard
Broad sword	13 gp	1d10	x2	-	6 lb	Slashing	Slow
Flail, light	8 gp	1d8	x2	-	5 lb	Blunt	Standard
Longsword	15 gp	1d8	19–20/x2	-	4 lb	Slashing	Standard
Pick, heavy	8 gp	1d8	x4	-	6 lb	Piercing	Slow
Rapier	20 gp	1d4	18–20/x2	-	3 lb	Piercing	Quick
Scimitar	15 gp	1d6	18–20/x2	-	4 lb	Slashing	Quick
Trident+	15 gp	1d10	x2	10 ft.	5 lb	Slashing and piercing/throwing	Slow
Warhammer	12 gp	1d8	x3	-	8 lb	Blunt	Standard
Large							
Chain, spiked	325 gp	2d4	x2	-	15 lb	Piercing	Standard
Falchion	75 gp	2d4	18–20/x2	-	16 lb	Slashing	Standard
Flail, heavy	15 gp	1d10	19–20/x2	-	20 lb	Blunt	Standard
Glaive	8 gp	1d12	x3	-	15 lb	Slashing	Slow
Greataxe	20 gp	2d6	x3	-	20 lb	Slashing	Slow
Greatclub	5 gp	1d12	x2	-	10 lb	Blunt	Slow
Greatsword	50 gp	2d6	19–20/x2	-	15 lb	Slashing	Slow
Guisarme	9 gp	2d4	x3	-	15 lb	Slashing	Standard
Halberd+	10 gp	1d12	x3	-	15 lb	Piercing and slashing	Slow
Longspear+	5 gp	1d8	x3	-	9 lb	Piercing	Standard
Ranseur	10 gp	1d10	x3	-	15 lb	Piercing	Slow
Scythe	18 gp	1d10	x4	-	12 lb	Piercing and slashing	Slow
Sword, bastard	35 gp	1d10	19–20/x2	-	10 lb	Slashing	Standard
Two-handed hammer	20 gp	2d6	x2	-	15 lb	Blunt	Slow

*Gauntlets do normal, not subdual, damage equal to a character's unarmed strike damage.
S = Weapon deals subdual damage.
+You may use a ready action to brace this weapon against a charging opponent and deal double damage if you hit.

Table 7-5: Weapons

Martial Weapons—Ranged

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Delay
Tiny							
Shuriken	1 gp	1	x2	10 ft.	1/10 lb	Throwing (piercing)	Quick
Small							
Whip	1 gp	1d2S	x2	15 ft.	2 lb	Slashing	Quick
Medium-size							
Net	20 gp	**	**	10 ft.**	10 lb	Throwing**	Slow
Shortbow	30 gp	1d6	x3	60 ft.	2 lb	Archery (piercing)	Standard
Arrows (20)	1 gp	-	-	-	3 lb	-	
Shortbow, composite	75 gp	1d6	x3	70 ft.	2 lb	Archery (piercing)	Standard
Arrows (20)	1 gp	-	-	-	3 lb	-	
Large							
Longbow	75 gp	1d8	x3	100 ft.	3 lb	Archery (piercing)	Standard
Arrows (20)	1 gp	-	-	-	3 lb	-	
Longbow, composite	100 gp	1d8	x3	110 ft.	3 lb	Archery (piercing)	Standard
Arrows (20)	1 gp	-	-	-	3 lb	-	

**See the net's weapon description for special rules on using it.

Weapon Condition

The materials used to make a weapon and the care with which it was made affect a weapon's quality. Weapons can generally be grouped into three conditions: poor, normal and masterwork.

Poor: Poor weapons have been made quickly from substandard materials. Metal is rusted, wood is splintered or rotted. These weapons are usable, but their condition shows through in their performance. Poor weapons have a –1 penalty on attack rolls. They cost half as much as their normal counterparts.

Normal: These weapons are up to the tasks of normal use and operate as specified in a weapon's description. They are made of bronze or low-grade steel.

Masterwork: Masterwork weapons are superbly crafted from the very best materials: fine steel and hardened oak. A masterwork weapon has a +1 bonus to hit. The craftsmanship and care given these weapons costs an extra 300 gp on top of the weapon's regular price. Only masterwork weapons may be enchanted with magical properties. A masterwork weapon's bonus to attack does not stack with a magical enhancement bonus to attack.

Armor

Armor in the *EverQuest* Role-Playing Game is simplified over the online version of the game. Armor is assumed to come in full suits that cover all areas equally rather than in individual pieces.

Armor Qualities

Depending on a character's class, the character may be proficient in the use of all, some or no armors, including shields. The following paragraphs flesh out the information in Table 7–7.

Cost: Armor prices are meant for Medium-size or Small creatures. Armor for Tiny or smaller creatures costs half as much as that for Medium-size creatures, provides half as much protection and weighs one-tenth or less as much. Armor for Large characters costs double and weighs twice as much, and for Huge creatures it costs quadruple and weighs five times as much. Armor for even larger creatures must be specially made and has no standard price or weight.

Armor for a nonhumanoid creature costs twice as much as the same armor for a humanoid.

Armor Bonus: This number represents the protective value of the armor. Bonuses from armor and a shield stack. This bonus is an armor bonus, so it does not stack with other effects that increase an armor bonus, such as certain spells and magic items.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC 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 due to armor mobility restrictions, a character is not considered to have lost his or her Dexterity bonus for purposes of resisting a rogue's backstab attacks. Shields do not affect the maximum Dexterity bonus.

Armor Check Penalty: Anything heavier than leather hurts a character's ability to use skills.

Skills: The armor check penalty number is the armor check penalty applied to certain skill checks. Apply the armor check penalty to the following skills: Balance, Climb, Escape Artist, Hide, Jump, Pick Pockets, Safe Fall, Sneak and Tumble. Swim checks might also take a penalty based on the amount of weight a character carries.

Shields: Both armor check penalties apply when wearing armor and shield.

Nonproficient with Armor Worn: If armor with which a character is not proficient is worn, the character suffers the armor's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

Sleeping in Armor: If a character sleeps in a suit of armor with an armor check penalty of –5 or worse, the character is automatically *fatigued* the next day. The character suffers a –2 penalty on Strength and Dexterity and can't charge or run.

Arcane Spell Failure: Armor interferes with the gestures that are needed to cast an arcane spell.

Casting an Arcane Spell in Armor: When casting an arcane spell while wearing armor, a character must make an arcane spell failure roll by rolling a d%. "**Table 7–8: Arcane Spell Failure**" shows the percentage chance that the spell fails and is ruined (any mana and component costs of the spell are not lost). If the spell lacks a somatic (S) component, it can be cast without making the arcane spell failure roll.

Shields: Both spell failure chances should be combined when wearing armor and shield.

Speed (30 ft./20 ft.): Medium or heavy armor slows down a character. Consult the column for the character's unarmored base speed (typically 20 ft. for Small races and 30 ft. for Medium-size or Large races) on **Table 7-7** to see what the character's new base speed becomes while wearing the armor. Shields do not affect speed.

Weight: The weight of the armor. Armor fitted for Small characters weighs half as much. Armor for Large characters weighs twice as much.

Getting into and out of Armor

Getting in and out of armor is not a quick process. As shown in Table 7–6, the time required to don armor depends on its type.

Don: This column records how long it takes to put the armor on (1 minute is 10 rounds).

Don Hastily: This column records how long it takes to put the armor on in a hurry. Hastily donned armor has an armor check penalty and armor bonus each 1 point worse than normal.

Remove: This column records how long it takes to get the armor off.

Table 7-6: Donning Armor

Armor Type	Don	Don Hastily	Remove
Cloth, leather, hide, raw silk, studded leather or chain shirt	1 minute	5 rounds	1 minute*
Breastplate, scale mail, chainmail, banded mail or splint mail	4 minutes*	1 minute	1 minute*
Half-plate or full plate	4 minutes**	4 minutes*	1d4+1 minutes*

*If a character gets help, halve this time. 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.
**A character must have help to don this armor. Without help, it can be donned only hastily.

Armor Descriptions

The armors found on "**Table 7–7: Armor**" are described below.

Armor Spikes: Spikes can be added to armor. They deal 1d6 points of piercing damage (x2 crit) with a successful grapple attack. The spikes count as a martial weapon. If a character is not proficient with them, she suffers a –4 penalty on grapple checks when trying to use them. A regular melee attack (or off-hand attack) can be made with the spikes — they count as a light weapon in this case — or they may be used in attacks granted from the Slam feat provided the spikes are situated on the shoulders of the character's armor.

An enhancement bonus on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Banded Mail: 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. It includes gauntlets.

Breastplate: A breastplate covers the front and back. 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.



Buckler: This small metal shield is strapped to the forearm, allowing its user to wear a shield and still use the hand. A bow can be used without penalty. An off-hand weapon can be used, but a –1 penalty on attack rolls is imposed because of the extra weight on the arm. This penalty stacks with those for fighting with the off hand and, if appropriate, for fighting with two weapons. In any case, if a weapon is used in the off hand, the character doesn't get the buckler's AC bonus for the rest of the round.

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.

Chainmail: This armor is made of interlocking metal rings. It includes a layer of quilted fabric underneath it to prevent chafing and to cushion the impact of blows. Several layers of mail are hung over vital areas. Most of the armor's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time. It includes gauntlets.

Cloth: Cloth armor consists of quilted layers of fabric and batting.

Full Plate: Also known as field plate, 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. Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4X100) gold pieces.



Tower Shield

Large Shield



Chainmail



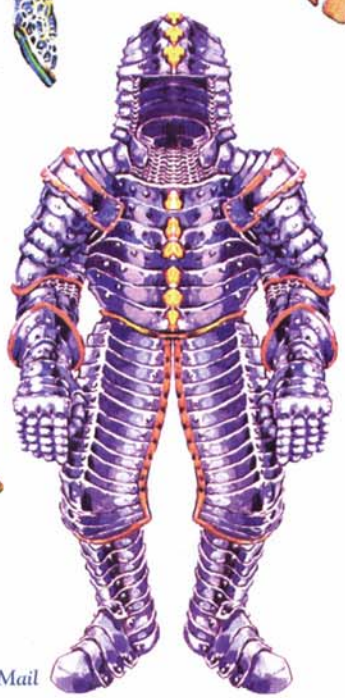
Breastplate







Chain Shirt



Banded Mail

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach her weapon so that it cannot be dropped easily. The glove adds a +10 bonus to any roll to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity. The price given is for a single locked gauntlet. The weight given applies only if 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 the armor.

While the gauntlet is locked, the hand wearing it can't be used for casting spells or employing skills.

Like a normal gauntlet, a locked gauntlet deals normal damage rather than subdual damage with an unarmed strike.

Half-Plate: This armor is a combination of chainmail and metal plates (breastplate, epaulettes, elbow guards, gauntlets, tasses and greaves) covering vital areas. Buckles and straps hold the whole suit together and distribute the weight, but the armor still hangs more loosely than full plate. It includes gauntlets.

Hide: This armor is prepared from layers of patchwork-sewn, poor-quality animal hides. It is stiff and hard to move in.

Large Shield: A large shield is too heavy for its user to do anything else with the shield hand.

Leather: The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is softer, more flexible leather.

Scale Mail: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. It includes gauntlets.

Small Shield: A small shield's light weight lets a character carry other items in that hand (although the character cannot use weapons in that hand).

Shield Spikes: On a shield, spikes are a martial piercing weapon that deals 1d6 points of damage (x2 crit) regardless of size. Buckler or tower shields cannot have shield spikes. Spiked shields deal their spike damage when used for attacks made using the Bash feat.

Shield, Tower: This body-sized shield is almost the wielder's height. Rather than strictly adding to armor class, a tower shield provides cover. It can provide up to total cover if a character hides completely behind it. Tower shields provide no cover against targeted spells; a spellcaster can cast a spell on a character by targeting the shield. Characters cannot shield bash with tower shields.

Splint Mail: Metal strips riveted to a leather backing make up the protective element of this armor. Cloth padding is worn underneath for comfort. Flexible chainmail protects the joints.

Studded Leather: Metal studs or rivets adorn this flexible leather armor. It is not hardened leather as normal leather armor, but still unusually tough.

Wooden or Steel Shield: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.



Table 7-7: Armor

Armor

Armor	Cost	Armor Bonus	Max Dex	Check Penalty	(30 ft.)	(20 ft.)	Weight
Light armor							
Chain shirt	100 gp	+4	+4	–2	30 ft.	20 ft.	25 lb
Cloth	5 gp	+1	+8	0	30 ft.	20 ft.	10 lb
Leather	10 gp	+2	+6	0	30 ft.	20 ft.	15 lb
Raw silk	500 gp	+2	+9	0	30 ft.	20 ft.	7 lb
Studded leather	25 gp	+3	+5	–1	30 ft.	20 ft.	20 lb
Medium armor							
Breastplate	200 gp	+5	+3	–4	20 ft.	15 ft.	30 lb
Chainmail	150 gp	+5	+2	–5	20 ft.	15 ft.	40 lb
Hide	15 gp	+3	+4	–3	20 ft.	15 ft.	25 lb
Scale mail	50 gp	+4	+3	–4	20 ft.	15 ft.	30 lb
Heavy armor							
Banded mail	250 gp	+6	+1	–6	20 ft.*	15 ft.*	35 lb
Half-plate	600 gp	+7	+0	–7	20 ft.*	15 ft.*	50 lb
Full plate	1,500 gp	+8	+1	–6	20 ft.*	15 ft.*	50 lb
Splint mail	200 gp	+6	+0	–7	20 ft.*	15 ft.*	45 lb

*When running in heavy armor, a character moves only triple speed, not quadruple.

Shields

Shield	Cost	Armor Bonus	Max Dex	Check Penalty	(30 ft.)	(20 ft.)	Weight
Buckler	15 gp	+1	-	–1	-	-	5 lb
Shield, large, steel	20 gp	+2	-	–2	-	-	15 lb
Shield, large, wooden	7 gp	+2	-	–2	-	-	10 lb
Shield, small, steel	9 gp	+1	-	–1	-	-	6 lb
Shield, small, wooden	3 gp	+1	-	–1	-	-	5 lb
Shield, tower	30 gp	**	-	–10	-	-	45 lb

Extras

Armor	Cost	Armor Bonus	Max Dex	Check Penalty	(30 ft.)	(20 ft.)	Weight
Armor spikes	+50 gp	-	-	-	-	-	+10 lb
Gauntlet, locked	8 gp	-	-	Special	-	-	+5 lb
Shield spikes	+10 gp	-	-	-	-	-	+5 lb

**Provides cover bonus.

Table 7-8: Arcane Spell Failure

Armor	Failure
Light armor	
Chain shirt	20%
Leather	10%
Studded leather	15%
Medium armor	
Breast-plate	25%
Chainmail	30%
Hide	20%
Scale mail	25%
Heavy armor	
Banded mail	35%
Full plate	35%
Half-plate	40%
Splint mail	40%
Shields	
Buckler	5%
Shield, large, steel	15%
Shield, large, wooden	15%
Shield, small, steel	5%
Shield, small, wooden	5%
Shield, tower	50%

Goods and Services

Noncombat items are also available for purchase. Weights for all the items listed on "**Table 7–9: Goods and Services**" are their filled weights (except where otherwise designated).

Table 7-9: Goods and Services

Adventuring Gear

Item	Cost	Weight
Acid (flask)	10 gp	*
Antitoxin (vial)	50 gp	*
Backpack (empty)	2 gp	2 lb
Barrel (empty)	2 gp	30 lb
Basket (empty)	4 sp	1 lb
Bedroll	1 sp	5 lb
Bell	1 gp	*
Blanket, winter	5 sp	3 lb
Block and tackle	5 gp	5 lb
Bottle, wine, glass	2 gp	*
Bucket (empty)	5 sp	2 lb
Caltrops	1 gp	2 lb
Candle	1 cp	*
Canvas (sq. yd.)	1 sp	1 lb
Case, map or scroll	1 gp	1/2 lb

Chain (10 ft.)	30 gp	2 lb
Chalk, 1 piece	1 cp	*
Chest (empty)	2 gp	25 lb
Crowbar	2 gp	5 lb
Dagger, tiny	1gp	*
Firewood (per day)	1 cp	20 lb
Fishing net, 25 sq. ft.	4 gp	5 lb
Fishing pole	4 sp	2 lb
Flask	3 sp	*
Flint and steel	1 gp	*
Grappling hook	1 gp	4 lb
Hammer	5 sp	2 lb
Holy symbols (wooden)	2 sp	1 1/2 lb
Ink (1 oz. vial)	8 gp	*
Ink pen	1 sp	*
Jug, clay	3 sp	9 lb
Ladder (10 ft.)	5 sp	20 lb
Lamp, common	1 sp	1 lb
Lantern, bull's-eye	12 gp	3 lb
Lantern, hooded	7 gp	2 lb
Lock‡	1 lb	
Very simple	20 gp	1 lb
Average	40 gp	1 lb
Good	80 gp	1 lb
Amazing	150 gp	1 lb
Manacles	15 gp	2 lb
Manacles, masterwork	50 gp	2 lb
Mapcases/ scrollcases	8 sp	1 1/2 lb
Mirror, small steel	10 gp	1/2 lb
Mug/tankard, clay	2 cp	1 lb
Oil (1-pint flask)	1 sp	1 lb
Paper (sheet)	4 sp	*
Parchment (sheet)	2 sp	*
Pick, miner's	3 gp	10 lb
Pitcher, clay	2 cp	5 lb
Piton	1 sp	1/2 lb
Pole (10 ft.)	2 sp	8 lb
Pot, iron	5 sp	10 lb
Pouch, belt	1 gp	3 lb
Ram, portable	10 gp	20 lb
Rations, trail (per day)	5 sp	1 lb
Rope, hemp (50 ft.)	1 gp	10 lb
Rope, silk (50 ft.)	10 gp	5 lb
Sack (empty)	1 sp	1/2 lb
Sealing wax	1 gp	1 lb
Sewing needle	5 sp	*
Signal whistle	8 sp	*
Signet ring	5 gp	*
Sledge	1 gp	10 lb
Soap (per lb)	5 sp	1 lb
Spade or shovel	2 gp	8 lb
Spyglass	1,000 gp	1 lb
Tent	10 gp	20 lb
Torch	1 cp	1 lb
Vial, ink or potion	1 gp	*
Water skin	1 gp	4 lb
Whetstone	2 cp	1 lb

Containers and Carriers

Dry goods

Item	Cost	Weight	Holds or Carries
Backpack	2 gp	2 lb	1 cu. ft.
Barrel	2 gp	30 lb	10 cu. ft.
Basket	4 sp	1 lb	2 cu ft.
Bucket	5 sp	2 lb	1 cu. ft.
Chest	2 gp	25 lb	2 cu. ft.
Pouch, belt	1 gp	1/2 lb	1/5 cu. ft.
Sack	1 sp	1/2 lb	1 cu. ft.
Spell component pouch	5 gp	1/4 lb	1/8 cu. ft.

Liquids

Item	Cost	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 lb	1 gallon
Vial, ink or potion	1 gp	*	1 ounce
Water skin	1 gp	*	1/2 gallon

*No weight worth noting.

Adventuring Gear

Acid: This caustic liquid is thrown and causes damage like a grenadelike weapon (see "**Table 7–19: Grenadelike Weapons**").

Antitoxin: After drinking antitoxin, a character gets a +5 alchemical bonus on all Fortitude saving throws against poison for 1 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 is always facing up. Scatter them on the ground in the hope that enemies step on them or are at least forced to slow down to avoid them. One bag of caltrops (the 2-pound unit listed on "**Table 7–9: Goods and Services**") 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. The caltrops make an attack roll (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.) If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed at the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for one day, until the creature is successfully treated with the Heal skill (DC 15) or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The GM judges effectiveness of caltrops against unusual opponents.

Candle: A candle clearly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has a hardness of 10 and 5 hit points. It can be burst with a Strength check (DC 26).

Dagger, Tiny: These small figurines in the shape of a dagger are worthless as weapons but vital to enchanters as spell components.

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. When he makes sparks over dry tinder, a character can start a fire. Lighting a torch with flint and steel is a full-round action. Lighting a decent-sized campfire takes a couple of rounds.

Holy Symbols (Wooden): A carved wooden symbol, usually worn on a cord around the neck or placed prominently in households, businesses and temples. Each holy symbol represents one of the gods or goddesses of Norrath.

Ink: This is black ink. Ink in other colors costs twice as much.

Jug, Clay: A basic ceramic jug fitted with a stopper holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates things in a 15-foot radius and burns for 6 hours on a pint of oil. It burns with a more even flame than a torch but, unlike a lantern, uses an open flame and can spill easily, making it too dangerous for most adventuring. A lamp can be carried in one hand.

Lantern, Bull's-Eye: A bull's-eye lantern has a single shutter, and its other sides are 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 6 hours on a pint of oil. A lantern can be carried in one hand.

Lantern, Hooded: A hooded lantern is a standard lantern with shuttered or hinged sides. A lantern can be carried in one hand. It clearly illuminates a 30-foot radius and burns for 6 hours on a pint of oil.

Lock: A lock is worked with a large, bulky key. The DC to open this kind of lock with the Pick Lock skill depends on the lock's quality: very simple (DC 20), average (DC 25), good (DC 30), amazingly good (DC 40).

Manacles and Manacles, Masterwork: These manacles can bind a Medium-size creature. The manacled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). To break the manacles requires success at a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most manacles have locks; add the cost of the lock to the cost of the manacles.

Manacles for Small creatures are the listed price. For Large creatures, manacles cost ten times this amount, and for Huge creatures, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive and Fine creatures can be held only by specially made manacles.

Mapcase/Scrollcase: A protective leather case to enclose rolled scrolls, maps or other papers.

Oil: A pint of oil burns for 6 hours in a lantern. 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 fire damage to each creature in the area.

Piton: When a wall doesn't offer handholds and footholds, a climber can make his or her own. A piton is a steel spike with an eye through which a rope can be looped.

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.

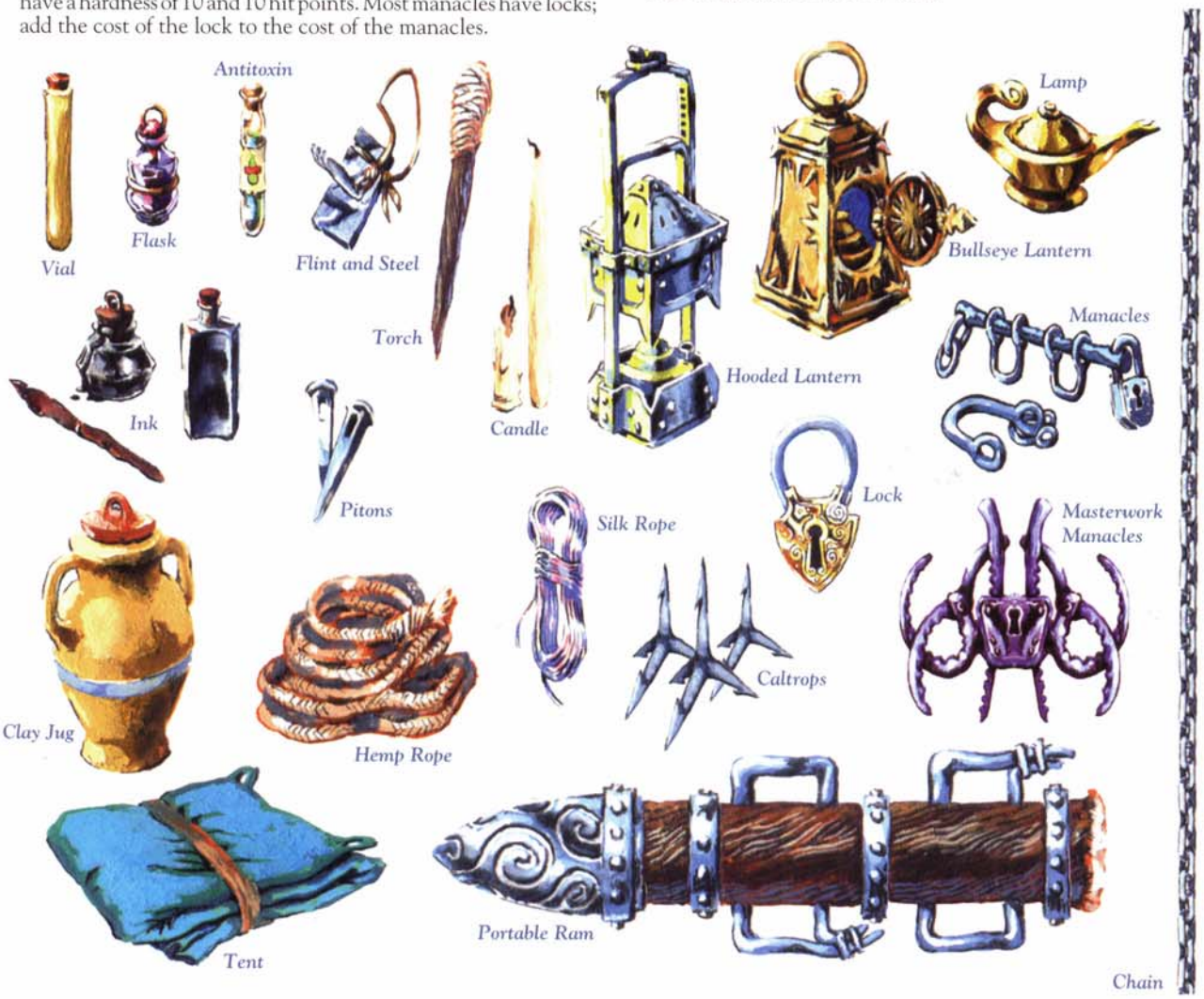
Rope, Hemp: This rope has 2 hit points and can be broken with a successful Strength check (DC 23).

Rope, Silk: This rope has 4 hit points and can be broken with a successful Strength check (DC 24). It is so supple that it adds a +2 circumstance bonus to Use Rope checks.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Tent: This simple tent sleeps two.

Torch: A wooden rod capped with twisted flax soaked in tallow or a similar item constitutes a torch. It clearly illuminates a 20-foot radius and burns for 1 hour.



Vial: A vial is a ceramic, glass or metal cylindrical container fitted with a tight stopper. The stoppered vial usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

Table 7-10: Spells for Hire

Spells	Cost
1st-level	Caster level X 10 gp
2nd-level	Caster level X 20 gp
3rd-level	Caster level X 30 gp
4th-level	Caster level X 40 gp
5th-level	Caster level X 50 gp
6th-level	Caster level X 60 gp
7th-level	Caster level X 70 gp
8th-level	Caster level X 80 gp
9th-level	Caster level X 90 gp
10th-level	Caster level X 100 gp
11th-level	Caster level X 110 gp
12th-level	Caster level X 120 gp
13th-level	Caster level X 130 gp
14th-level	Caster level X 140 gp
15th-level	Caster level X 150 gp

Spells for Hire

Table 7–10 shows 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.

The cost listed is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of the component to the cost of the spell. If the spell requires a focus component (other than a divine focus), add 1/10 the cost of the focus to the cost of the spell. If the spell requires an XP cost, add 5 gp per XP lost.

Table 7-11: Class Tools and Skill Kits

Item	Cost	Weight
Baking tools	50 gp	10 lb
Bandages (10)	50 gp	1 lb
Brewing barrel	100 gp	10 lb
Climber's kit	80 gp	5 lb
Disguise kit	50 gp	8 lb
Fletching kit	30 gp	3 lb
Forge	300 gp	300 lb
Healer's kit	50 gp	1 lb
Jeweler's kit	80 gp	10 lb
Magnifying glass	100 gp	1/2 lb
Medicine pouch	100 gp	5 lb
Pottery tools	150 gp	200 lb
Tailor's kit	20 gp	1 lb
Tinker's toolbox	45 gp	7 lb
Tool, masterwork	+50 gp	*
Musical instrument, common	5 gp	3 lb
Musical instrument, masterwork	100 gp	3 lb
Scale, merchant's	2 gp	1 lb
Spellbook (blank)	15 gp	3 lb
Thieves' tools	30 gp	1 lb
Thieves' tools, masterwork	100 gp	2 lb
Water clock	1,000 gp	200 lb

Table 7-12: Gems

Gem	Cost
Amber	26 gp
Aquamarine	3 sp
Black pearl	210 gp
Black sapphire	1200 gp
Blue diamond	3000 gp
Bloodstone	5 gp
Carnelian	9 gp
Cat's eye agate	2 gp
Cloudy stone of Veeshan	2000 gp
Diamond	2500 gp
Emerald	140 gp
Fire emerald	850 gp
Fire opal	550 gp
Fulligran's soulstone	2000 gp
Hematite	15 sp
Jade	37 gp
Jacinth	900 gp
Jasper	8 gp
Lapis lazuli	1 gp
Malachite	5 sp
Onyx	7 gp
Opal	180 gp
Pearl	47 gp
Peridot	100 gp
Ruby	1500 gp
Sapphire	1000 gp
Star rose quartz	11 gp
Star ruby	700 gp
Topaz	53 gp
Turquoise	1 gp
Wolf's eye agate	2 gp

Class Tools and Skill Kits

Baking Tools: This is a set of tools to cook delicious and nutritious food with the Trade Skill (baking). At its most basic, the set includes an oven, a spit and a mixing bowl. Though not terribly portable, baking tools can be broken down into basic components to take them on the road if necessary.

Bandages: These strips of cloth are used with the Heal skill. They are specially treated with ointments to help speed the healing process. A pack is exhausted after ten uses.

Brewing Barrel: This keg is used to brew alcoholic beverages of all kinds. It is used with the Trade Skill (brewing).

Climber's Kit: The kit includes special pitons, boot tips, gloves and a harness that aid 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 perfect for disguise contains cosmetics, hair dye and small physical props. It adds a +2 circumstance bonus to Disguise checks. It's exhausted after ten uses.

Fletching Kit: This kit contains a small knife, thread, and specialized tools to make arrows. It is used with the Trade Skill (fletching).

Forge: A Forge includes a fire pit, a bellows, an anvil, a hammer and tongs used to practice the Trade Skill (blacksmithing). The forge must be left in one place.

Gems: Gems are used as components or foci for some spells and also by those crafting enchanted jewelry with the Trade Skill (jewelry making).

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 some checks (see "**Heal**" in Chapter 4: Skills). It's exhausted after ten uses.

Jeweler's Kit: This is a kit containing a loupe, specialized knives and a tumbler. It is relatively portable and used with the Trade Skill (jewelry making).

Magnifying Glass: This simple lens allows a closer look at small objects. It is useful as a substitute for flint, steel and tinder when starting fires (though it takes light as bright as direct sunlight to focus, tinder to light 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 item that is small or highly detailed, such as a gem.

Medicine Pouch: This pouch contains herbs, minerals, a pestle and mortar and other shamanic medicine tools. It allows a shaman to use the Trade Skill (alchemy). Without a pouch, the skill is useless.

Musical Instrument, Common or Masterwork: Commonly available instruments in Norrath include flutes, horns, lutes and drums. A masterwork instrument is of superior make. It adds a +2 circumstance bonus to Perform and (for bards only) Play Instrument skill checks and serves as a mark of status.

Pottery Tools: This set of tools consists of a pottery wheel and kiln suitable for use in Trade Skill (pottery). It is not portable at all. Anyone wishing to use these tools must find them where she goes.

Scale, Merchant's: This scale includes a small balance and pans and a suitable assortment of weights. A scale grants a +2 circumstance bonus to Appraise checks involving items that are valued by weight, including anything made of precious metals.

Spellbook (Blank): This large, leather-bound book serves as a spellcaster's reference. A spellbook has one hundred pages of parchment, and each spell takes up one page.

Tailor's Kit: This small kit contains needles, spools of thread, measuring tape and chalk for practicing the Trade Skill (tailoring).

Thieves' Tools: These are the tools needed to use the Disable Device and Pick Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small handsaw and a small wedge and hammer. Without these tools, a character will have to improvise tools and suffer a –2 circumstance penalty on Disable Device and Pick Lock checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Pick Lock checks.

Tinker's Toolbox: This metal box contains a wide assortment of specialized tools to allow a character to practice the Trade Skill (tinkering). Though bulky, a toolbox can be carried.

Tool, Masterwork: This well-made item is the perfect tool for a given job. It 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 accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water. It is primarily an amusement for the wealthy and the gnomes, although it sees some practical use as a tool for students of arcane lore.

Table 7-13: Clothing

Item	Cost	Weight
Artisan clothes	1 gp	4 lb
Clerical vestments	5 gp	6 lb
Cold weather clothes	8 gp	7 lb
Courtier clothes	30 gp	6 lb
Entertainer clothes	3 gp	4 lb
Adventurer clothes	10 gp	8 lb
Monk clothes	5 gp	2 lb
Noble clothes	75 gp	10 lb
Peasant clothes	1 sp	2 lb
Royal clothing	200 gp	15 lb
Scholar clothes	5 gp	6 lb
Traveler clothes	1 gp	5 lb

Clothing

A person's clothes are a huge part of presentation. Wearing armor is great when you're expecting a fight, but when you're meeting with monarchs, attending a play or practicing your trade, plate mail is neither practical nor appropriate.

Artisan Clothes: These sturdy clothes are designed for trade practitioners and merchants. They consist of a shirt or tunic, skirt or pants with a drawstring, shoes and perhaps a cap or hat. This outfit also might include a belt or apron for carrying tools or money.

Clerical Vestments: These clothes are for performing religious rituals, not for adventuring.

Cold Weather Clothes: Almost every barbarian has a set or two of these clothes. They consist of a heavy coat, thick cap, heavy cloak, insulated pants or skirt and boots. When worn, these clothes grant a +5 circumstance bonus to Fortitude saves against exposure to cold weather (but not against cold-based attacks).

Courtier Clothes: These fancy, tailored clothes are made in the current style. Anyone trying to influence nobles or courtiers without the proper dress will have to work much harder at it. Without jewelry (costing perhaps an additional 50 gp), the character looks foolishly overdressed to anyone in the know.

Entertainer Clothes: These loud, colorful clothes are made to draw a crowd. While the outfit looks whimsical, its practical design lets a character freely tumble, dance, walk a tightrope or just run.

Adventurer Clothes: This rugged set of clothes is built for all-purpose wear. It consists of sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves and a cloak. A leather overtunic might be worn over a cloth skirt instead. The clothes have extra pockets. Other articles that might be handy, such as a scarf or hat, are also included.

Monk Clothes: This simple outfit includes sandals, loose breeches, a loose shirt and rope or sashes to tie it together. Though it looks casual, the outfit is designed for maximum mobility, and the material and seams are all very sturdy to withstand the handling it gets. A monk can hide small weapons in pockets hidden in the folds, and the sashes may serve as short ropes. The clothing might also have decorative touches such as the monk's clan symbol or meditative icons.

Noble Clothes: The cut and fabric of these clothes are designed to appear expensive. Precious metals and gems are worked into the cuffs and collar. This description is for only the clothes, however, not the accompanying jewelry. For the wearer to fit in, jewelry of at least 100 gp is necessary to look the part.

Peasant Clothes: These are the poorest of clothes, for those who can't afford much else. They consist of a coarse, baggy shirt and breeches or a loose shirt and skirt or overdress. There are no shoes with this outfit, just cloth wrappings.

Royal Clothing: These are the raiment of royalty, in all their splendor. The price does not include the accoutrements such as scepter, ring, crown, etc. Royal clothes have gems and gold woven into the fabric, which is in itself valuable, like silk and rare furs. For nobles, costly ornaments complete the outfit. No less than 500 gp in jewelry finishes the look.

Scholar Clothes: A robe, simple belt, soft shoes and possibly a cloak and cap for formal occasions suit the scholar.

Traveling Clothes: Here's the ideal outfit for those who plan on traveling, but not fighting: boots, a wool skirt or pants, a sturdy belt, a shirt, a vest or jacket and a cloak with a hood.

Table 7-14: Food, Drink and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb
Mug	4 cp	1 lb
Banquet (per person)	10 gp	-
Bread, per loaf	2 cp	1/2 lb
Cheese, hunk of	1 sp	1/2 lb
Inn stay (per day)		
Poor	2 sp	-
Common	5 sp	-
Good	2 gp	-
Meals (per day)		
Poor	1 sp	-
Common	3 sp	-
Good	5 sp	-
Meat, chunk of	3 sp	1/2 lb
Rations, trail (per day)	5 sp	1 lb
Wine		
Common (pitcher)	2 sp	6 lb
Fine (bottle)	10 gp	1 1/2 lb

Food, Drink and Lodging

Finding a place to stay is rarely a problem. Most towns have inns, and in the wilderness, you can easily camp, as long as you've picked a protected spot away from predators.

Inn: Poor accommodations at an inn are a place on the floor near the fire, and a blanket for the night. Common accommodations are a place on a raised, heated floor and the use of a blanket and pillow. Good accommodations are a private room with a bed, table and chair and a chamber pot.

Meals: Poor meals might be bread, baked turnips, onions and water. Common meals might consist of bread, chicken stew (easy on the chicken), carrots and watered-down ale. Good meals might be composed of bread and pastries, beef, peas and strong ale or wine.

Traveling

Getting around in Norrath costs money. How well your character travels depends on how much you're willing to spend. Horses are rare and wildly expensive luxuries for residents of Norrath. When horses are found for sale, the price is usually entirely negotiated by the seller and buyer; there is no standard price.

Table 7-15: Hauling Vehicles

Item	Cost	Weight	Holds or Carries
Cart	15 gp	200 lb	1/2 ton
Sled	20 gp	300 lb	1 ton
Wagon	35 gp	400 lb	2 tons

Cart: A cart is a two-wheeled vehicle drawn by a single humanoid or other beast of burden. It comes with a harness.

Sled: This vehicle is a wagon on runners for moving through snow and over ice. In general, two humanoids or other beasts of burden draw it. It comes with the harness needed to pull it.

Wagon: This four-wheeled, open vehicle is for transporting heavy loads. In general, two humanoids or other beasts of burden draw it. It comes with the harness needed to pull it.

Table 7-16: Ships

Item	Cost
Galley	30,000 gp
Keelboat	3,000 gp
Longship	10,000 gp
Rowboat	50 gp
Oar	2 gp
Sailing ship	10,000 gp
Warship	25,000 gp

Galley: A galley is a three-masted ship with seventy oars on either side and a total crew of two hundred. This ship is 130 feet long and 20 feet wide, and it can carry up to 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry forty to fifty tons of cargo or one hundred soldiers. It can make sea voyages as well as sail down rivers. (It has a flat bottom.) It moves about 1 mile per hour.

Longship: A 75-foot-long ship with forty oars and a total crew of fifty, a longship has a single mast and a square sail. It can carry fifty tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat: A rowboat is an 8- to 12-foot-long boat for two or three people. It moves about 1 1/2 miles per hour.

Sailing Ship: This larger, more seaworthy version of the coaster (a kind of sailing ship) is 75 to 90 feet long and 20 feet wide. It has a crew of twenty. It can carry cargo up to 150 tons. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of sixty to eighty rowers. This ship can carry up to 160 soldiers, but not for long distances, since there isn't room for supplies for that many. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2 1/2 miles per hour when rowed or under sail.

Table 7-17: Transportation Costs

Item	Cost
Messenger	2 sp per mile
Road or gate toll	1 sp
Ship's passage	10 gp
Teleportation	Varies

Messenger: This entry includes ship-borne 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 patrols on it and its upkeep. Occasionally, large, walled cities charge a toll to enter the city.

Ship's Passage: Many ships carry passengers across the world of Norrath. These ships are so regular in their passage and have such constant patronage that they can charge relatively little for their services.

Teleportation: The cost to be teleported or translocated is based on caster level per "**Table 7–10: Spells for Hire**," although the customer will have to pay double if the caster also needs to teleport herself back. Further, some casters charge as much as double to teleport into a dangerous area.

Special and Superior Items

More and stranger items can be found by the intrepid searcher. These items are usually sought or purchased only for specific purposes.

Table 7-18: Special and Superior Items

Weapon or Armor	Cost
Armor or shield, masterwork	150 gp*
Arrow or bullet, masterwork	7 gp
Arrow or bullet, silvered	1 gp
Dagger, silvered	10 gp
Mighty composite longbow	
(+1 Str bonus)	200 gp
(+2 Str bonus)	300 gp
(+3 Str bonus)	400 gp
(+4 Str bonus)	500 gp
Mighty composite shortbow	
(+1 Str bonus)	150 gp
(+2 Str bonus)	225 gp
Weapon, masterwork	300 gp*

*Plus the cost of the normal item.

Table 7-19: Grenadelike Weapons

Weapon*	Cost	Direct Hit Damage	Splash Damage	Range Increment	Weight
Acid (flask)	10 gp	1d6	1 pt**	10 ft.	1 1/4 lb
Holy water (flask)	25 gp	2d4	1 pt**	10 ft.	1 1/4 lb
Smoke bomb	70 gp	Smoke	**	10 ft.	1 lb

*Grenadelike weapons require no proficiency to use. See text for full details on using these weapons.

**Grenadelike weapons deal splash damage to all creatures within 5 feet of where they land.

Acid: Throw a flask of acid as a grenadelike weapon. See "**Exploding Missiles**" in Chapter 12: Combat for rules on using grenadelike weapons.

Armor or Shield, Masterwork: These well-made items function like the normal versions except that their armor check penalties are reduced by 1.

Arrow or Bullet, Masterwork: A masterwork projectile functions like a normal projectile of the same type except that it is so aerodynamically sound that a +1 bonus on attack rolls is added when using it. This bonus stacks with any bonus a character might get by using a masterwork bow or sling. The projectile is damaged (effectively destroyed) when it is used.

Arrow or Bullet, Silvered: A silvered projectile functions like a normal projectile, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons.

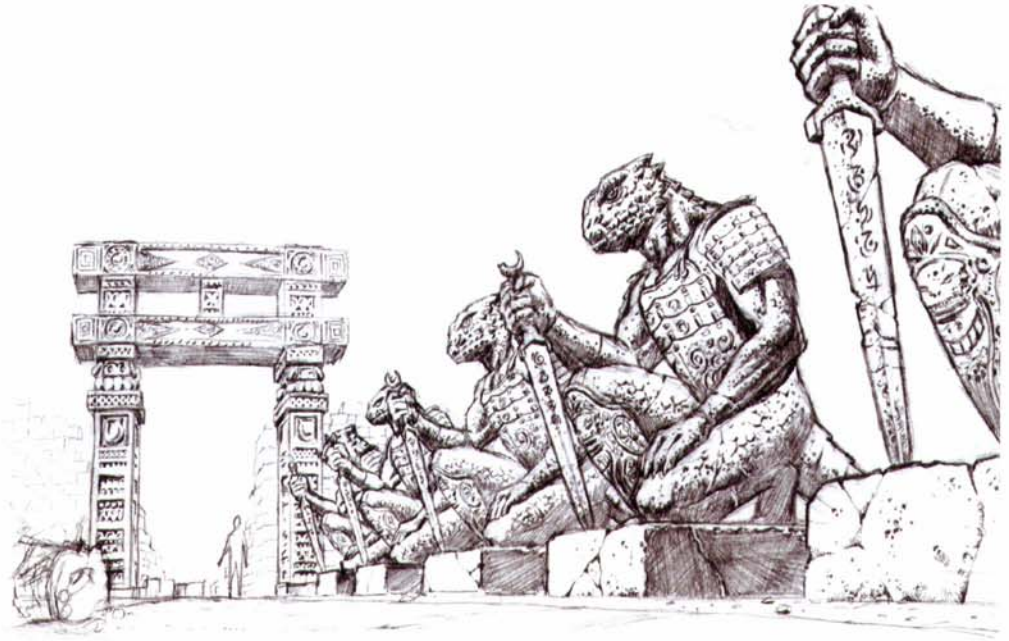
Dagger, Silvered: A silvered dagger functions as a normal dagger, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons.

Holy Water: Holy water damages undead and evil outsiders almost as if it were acid. Typically, a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider on a direct hit or 1 point of damage if it splashes such a creature. Holy water is also considered blessed, which means it has special effects on certain creatures.

A flask of holy water can be thrown as a grenadelike weapon. See "**Exploding Missiles**" in Chapter 12: Combat for rules on using grenadelike weapons. A flask breaks if thrown against the body of a corporeal creature, but against an incorporeal creature, the flask must be opened and the holy water poured out onto it. Thus, a character can douse an incorporeal creature with holy water only if he or she is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

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. The mighty bow allows a character to add his or her Strength bonus to damage up to the maximum bonus listed.

Smoke Bomb: This cylindrical bomb must be lit before it is thrown. Lighting it is a standard action. One round after it is lit, this nondamaging explosive emits a cloud of smoke in a 20-foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility within the smoke is limited to 2 feet. Everything within the cloud has 90% concealment. See "**Exploding Missiles**" in Chapter 12: Combat for rules on using grenadelike weapons.




PARKINSON

Book Two:



Songs and Spells

Chapter Eight: Using Magic



Characters in the world of *EverQuest* have powerful magic at their command. Spellcasters can shape magical energy, known as *mana*, into a wide range of effects, allowing them to throw fire and lightning, summon creatures to fight for them, influence the minds of others or travel in the blink of an eye. Spellcasters learn and record their spells in books of mystic lore, known as spellbooks. (Priest class casters often refer to their spellbooks as "prayer books," and bards usually refer to theirs as "song books," but the term "spellbook" is used universally here.) Casters study their spellbooks when they want to have a particular spell ready for use.

Spells in *EverQuest* come in three types: arcane spells, divine spells and songs. Enchanters, magicians, necromancers, shadow knights and wizards cast arcane spells, which are based on understanding various mystic formulae using Intelligence. Beastlords, clerics, druids, rangers, paladins and shamans cast divine spells, which draw upon the power of faith through understanding religious rituals and symbols using Wisdom. Only bards use songs, magical melodies they sing to create a variety of different effects using their Charisma. Although characters learn arcane spells, divine spells and songs differently, their effects are quite similar. Multiclass characters can even learn combinations of arcane, divine and song magic.

Spells, both arcane and divine, are also divided according to school. A school is a collection of spells with a similar type of effect. For example, conjuration spells all create or summon things, while divination spells all provide information or affect the senses.

This chapter provides an overview of how characters in *EverQuest* learn and use spells, the process of casting a spell or song, and a description of the five schools of magic. It also describes the various properties of spells and how they're used in the game.

Where the use of bard songs is similar to spell use, the rules for bard songs are also presented in this chapter. Where songs are mentioned within a spell topic in this chapter, the information pertains to both spells and songs even if the explanation goes on to refer only to "spells" (it just gets a bit tedious to always say "spells and songs" through the whole chapter). In topics where the rules for bard songs differ from the rules for spells, a mention will be made and you can refer to the specific rules for bard songs, and the songs themselves, in Chapter 9: Songs. Descriptions of arcane and divine spells known in the world of Norrath follow in Chapter 10.

Preparing Spells and Songs

Before being able to cast a spell or song, a character first has to learn it and have the ability to cast it. All of the spellcasting classes in *EverQuest* can learn and cast spells, while only bards can learn and use songs. Characters are restricted in their ability to cast spells and use songs by their class and level. Only high-level characters can cast high-level spells and songs. Characters are also restricted by the amount of mana — or magical energy — they have available to them at any given time.

Mana

A spellcaster fuels spells using energy known as mana, an invisible magical force, found to some small degree in all living creatures, but especially strong in the magically talented and trained.

Spellcasters learn to tap into their personal reserves of mana, known as a "mana pool," shaping that energy into various kinds of spells. Every time a spellcaster casts a spell or a bard sings a magical song, each uses some of his personal reserve of mana. Each spell description in Chapter 10: Spells lists the mana cost of each spell, which comes out of the caster's mana pool when the spell is cast. The mana cost of bard songs is explained in more detail in Chapter 9: Songs. The number of points in a caster's mana pool depends on the character's spellcasting class and level, as well as the governing ability score for that type of mana.

There are three different mana pools in *EverQuest:* arcane, divine and song pools, related to the different ways of using magic. Characters capable of casting arcane spells have arcane mana pools, divine spellcasters have divine mana pools and bards have song pools.

A character's mana pool is equal to the bonus of the pool's controlling ability (Int for arcane, Wis for divine, Cha for songs), multiplied times two, multiplied times the number of caster levels the character has in that type of magic. So a 5th-level caster with an ability bonus of +3 has a mana pool of (3 x 2 x 5) 30 mana. Hybrid classes such as beastlords, paladins, rangers and shadow knights have caster levels equal to their class level minus 4. So a 10th-level shadow knight with an Intelligence of 16 (+3 bonus) would have a mana pool of (10 – 4 =) 6 caster level x 3 Int bonus x 2 = 36 mana. Characters whose controlling ability for determining their mana pool is not high enough to provide an ability modifier bonus (ability score of 11 or less) have no mana pool and cannot cast spells or songs related to that ability.

Mana Pool = (ability bonus x 2) x caster level

Multiclass characters with levels in two or more classes with the same mana pool type determine their individual mana pools for each class, then add them together to get their total mana pool for that type of magic.

Multiclass spellcasters able to cast more than one type of magic have more than one mana pool. So a cleric/enchanter, for example, has both an arcane mana pool (from her enchanter class) and a divine mana pool (from her cleric class). Mana from one type of pool cannot be used to power spells of another type, so the cleric/enchanter above can't use divine mana to cast her arcane spells, for example.

Example: A 4th-level magician/3rd-level wizard/2nd-level cleric with Int 17 and Wis 16 has the following mana. The character's arcane pool for the magician class is 3 (the bonus for Int 17), times 2, times 4 (magician level), or 24. The character's arcane pool for the wizard class is 3 (Int bonus), times 2, times 3 (wizard level), or 18. These two pools are added together, giving the character an arcane mana pool of (24 + 18 =) 42. The character's divine mana pool is 3 (Wis bonus), times 2, times 2 (cleric level), or 12. This pool is not added to the arcane mana pool, but kept separate, and used only for divine spells. If the character had additional levels in another class with divine spells (druid or shaman, for example), then the divine mana pool for that class would be added to the character's divine mana pool from the cleric class.

Mana is sometimes stored in magic items, which spellcasters can draw from to cast their spells. Some spells also permit casters to draw on their own life force (or the life force of other creatures) for additional mana, a dangerous practice, but useful in dire circumstances.

Each spell or song has a specific mana cost associated with it. When the character casts that spell, a number of points equal to its mana cost is subtracted from the character's mana pool. If this reduction lowers the character's pool below 0, the pool is reduced to 0 and the spell fizzles and fails, since the caster did not have enough mana to bring it fully into being. Otherwise, the spellcasting occurs normally (see "**Casting a Spell**" in this chapter). A spellcaster with a mana pool of 0 cannot cast any spells that draw from that pool.

Option: Variant Mana Pools

GMs and players may wish to modify the mana pool rules given here to adjust the style and flavor of their **EverQuest** game. There are two main variants offered here.

The first is to simplify matters for multiclass characters by adding all their mana pools together into a single mana pool, just like single-class characters, and allowing them to cast any of their spells from it. Note that this method will tend to make multiclass characters more flexible. For example, a high-level wizard can add just one level of cleric and then use all of his arcane mana to cast multiple *minor healing* spells to eventually completely heal his warrior companion. Still, this action does deplete the character's mana pool for other uses (and the wizard still casts cleric spells at a lower caster level).

The other option is to have separate mana pools for each spellcasting class and to require characters to use that mana pool (and *only* that mana pool) for casting spells of that class. This tactic enforces greater balance and limits the flexibility of multiclass characters but involves a greater amount of bookkeeping for characters with more than one spellcasting class.

Regaining Mana

Spellcasters deplete their mana by casting spells or songs. They recover mana by resting and meditating (using the Meditation skill, in Chapter 4). Characters recover a number of mana points equal to their ability bonus for their mana pool, plus their ranks in Meditation skill, per hour of rest and contemplation. Characters engaged in light physical activity (walking, riding at a walk and so forth) recover mana every 2 hours, while characters engaged in more strenuous physical activity (combat, running, riding at a gallop, etc.) recover mana every 4 hours.

Interruptions in recovery stop the process. The character regains a percentage of the mana he would recover within that time. Once the interruption has passed, the character can begin recovering normally again. For example, a character with a total mana recovery (ability bonus + Meditation ranks) of 10 rests for half an hour before being ambushed. The character's recovery is interrupted since he must fight, but having rested for half an hour, he regains half of his normal recovery, or 5 mana.

Multiclass Mana Pools: Multiclass characters with multiple mana pools choose which pool their recovery goes to, each time they recover mana, and can alternate, first recovering some mana for one pool, then some mana for another, if desired.

Increasing Mana: Characters increase the size of their mana pool by increasing their caster level or their mana pool's associated ability (Intelligence for arcane spellcasters, Wisdom for divine spellcasters and Charisma for bards) or through magic items or spell effects that directly increase their mana pool.

Ability or mana bonuses from spells and magic items increase the maximum size of the character's mana pool, which is filled normally by meditating. So, for example, if a character uses a combination of spell and magic item bonuses to gain an additional +1 ability bonus, the maximum size of her mana pool is increased by (2 x caster level) and she can add those extra points to her current mana pool by meditating normally. When ability bonuses are lost (when a spell's duration runs out or a magic item is removed), the character's maximum mana pool decreases by a like amount. Any mana the character has over the maximum amount is lost.

Example: A 10th-level wizard has Intelligence 18 (+4 bonus). His normal mana pool is 80 (4 x 2 x 10). If he has a spell placed on him that increases his Intelligence to 20 (+5 bonus), the maximum size of his mana pool increases to 100 (5 x 2 x 10). If he also has a magic hat that increases his Intelligence to 24 (+7 bonus), his maximum mana pool is 140 (7 x 2 x 10). The wizard meditates normally to gain additional mana. With 10 ranks in Meditate, he gains mana at a rate of 17 per hour (10 + 7 Int bonus) of rest. But the Intelligence bonus from the spell runs out before the first hour, dropping his Intelligence down to 22 (+6 bonus), so he gains only 16 mana per hour and his maximum mana pool is now 120 (6 x 2 x 10). In 2 1/2 hours, he's reached his maximum mana. Later, he removes his hat, dropping his Intelligence back down to 18. He automatically loses the extra 40 mana in his pool, dropping it back down to his normal maximum of 80. If he puts the hat back on, he has to start meditating again to get his mana pool back up to 120.

Decreasing Mana: Certain effects can also decrease the size of characters' mana pools or drain mana from them. Some spells or special abilities drain mana from a character's pool, simply reducing the amount of mana the character currently has available. Lost mana is recovered normally through rest and meditating, just as if it had been spent on a casting.

A reduction in a mana pool's relevant ability score (or caster level) or a direct mana penalty reduces the maximum size of the character's mana pool. Any mana points the character currently has over that maximum size are lost, and the character can recover mana only up to the pool's current maximum size. If the character's abilities are later returned to normal (or otherwise increased), the size of the mana pool increases as well, and the character uses normal recovery to refill the pool up to its maximum size.

Example: An 8th-level cleric with Wisdom 20 (+5 bonus) has a divine mana pool of (5 x 2 x 8) 80. She's hit with an effect that lowers her Wisdom to 16 (a +3 bonus), reducing the maximum size of her mana pool to (3 x 2 x 8) 48. She loses 32 mana, reducing her pool to her current maximum. Once her Wisdom is restored to its normal rating, her mana pool again has a maximum of 80, and she can recover the lost mana normally.

Learning Spells and Songs

Spellcasters automatically learn some spells or songs when they start out their adventuring careers. Spellcasters can also learn additional spells and songs on their own. In order to do so, they must acquire a copy of the spell or song, decipher it and copy it into their spellbook, allowing them to use it just like any of their other spells or songs.

Aquiring New Spells and Songs

All spellcasters begin with a spellbook containing four spells (bards begin with only two songs) of their choice from their 1st-level spell list, given to them by their guild as part of their training. Character classes that acquire the ability to cast spells at higher levels (such as paladins and shadow knights) also acquire a spellbook, but one with only two 1st-level spells of their choice from their guild upon reaching a level high enough to cast spells. Characters must acquire additional spells on their own by finding the spells in a spellbook or scroll. They can acquire such books or scrolls in a number of ways: buying the spell from an arcane merchant

(or making donations to their temple or bard's guild), going on a quest for the spell, borrowing another caster's spellbook or recovering spellbooks or scrolls from vanquished opponents. Characters can also research a spell on their own. This option is discussed in *EverQuest: Game Master's Guide*.

Borrowed or Captured Spellbooks: Casters of the same class can trade spells with each other, copying them from another caster's spellbook. Characters can also take the spellbooks of defeated spellcasters, either copying spells from them or selling them to spellcasters interested in their contents. Likewise bards can learn songs from another bard's song book.

Scrolls: Characters can copy spells and songs from scrolls into their spellbooks. Doing so erases the spell or song from the scroll without casting it and permanently inscribes the spell or song into the character's spellbook.

Characters can get some spells and songs on scrolls by purchasing them from magic shops, temples or other sources. A spell bought from a vendor generally costs (Spell Level x Spell Level x 25) gold pieces, although certain spells and songs may cost even more at the GM's discretion. Vendors may offer spells and songs at discount rates for characters with a high enough appropriate faction score. Conversely, some vendors may refuse to sell to characters with especially low faction scores in certain areas (see "**Faction**" in Chapter 6 for more information).

Quests: Important and powerful NPCs may offer spells and songs as rewards to spellcasters for their assistance in quests.

Translating Spells and Songs

In order to understand a new spell, the caster must first decipher the arcane and mystic diagrams and formulae that define the spell or the intricate musical notations that define a song. Although the types of symbols and notation used in writing spells or notating music are universal (regardless of spoken or written language), they are also unique to the individual, so characters must take time to "translate" the notation into a form they can understand and use.

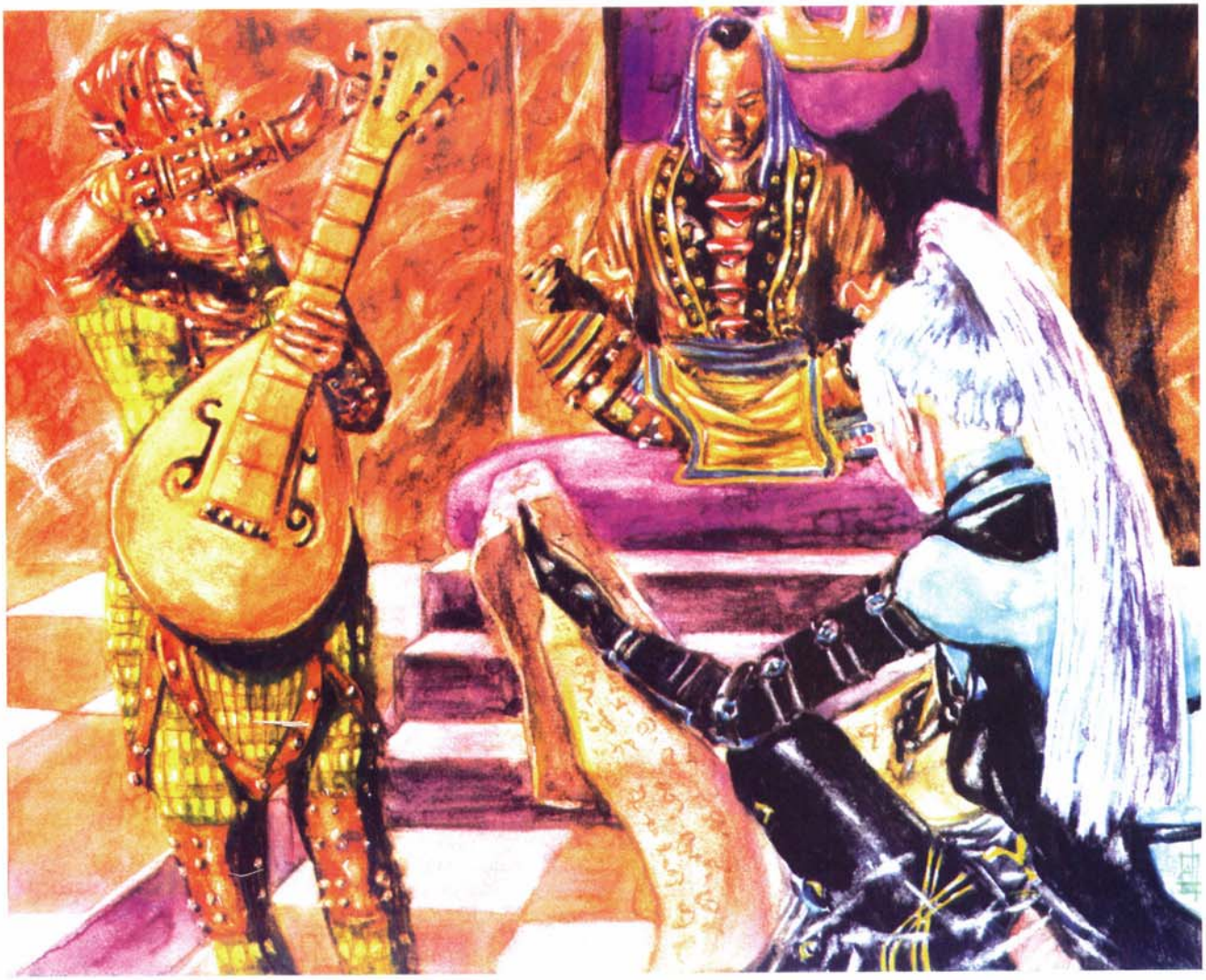
This translation happens automatically in the case of spells purchased from a vendor (assistance with the translation is included in the price). Characters trading spells from their spellbooks can also automatically translate the spell for another character. When copying spells from a spellbook or scroll without the original author's assistance, characters must translate on their own.

Translating a spell requires a successful Spellcraft check (DC 20 + the spell's level), and translating a song requires a successful Perform check (DC 20 + the song's level). If the check fails, the character cannot attempt to translate that spell again until the following day. Once a particular spell or song is translated, the character does not need to do so again; the notation remains permanently comprehensible.

Simply determining what spell a sample of magical notation describes requires a Spellcraft check of DC 5 + the spell's level (or Perform check at a similar DC for songs). A success tells the character what spell or song is described but doesn't provide enough information to copy or use it. Still, wise characters check to make sure they are actually getting what they are paying or trading for.

Adding Spells or Songs to a Spellbook

Once a spell or song is successfully translated, a caster can study it in order to add it to his or her spellbook. Studying takes a full



day's time. At the end of the day, the character makes a Spellcraft (for spells) or Perform (for songs) check (DC 15 + the spell's or song's level). If successful, the caster has learned the spell or song and can copy it down into his spellbook. Copying a spell or song from a scroll erases it from the scroll.

If the Spellcraft or Perform check fails, the character cannot learn that spell from *any* source without first gaining at least one more rank in Spellcraft or Perform. The upside of a failed check is that the scroll is not erased and can still be used normally, even if the character is currently unable to learn that spell.

Recording a new spell or song in a spellbook takes an hour per spell level and uses up special inks and materials that cost 100 gp per spell level. The finished spell takes up one page in the book (and most spellbooks have enough pages to hold all of the spells a caster knows). Recording songs in a song book is identical to spells. Casters can halve the amount of time it takes to copy a spell or song into their spellbook with a successful Meditation skill check (DC 15 + spell level). Only one check is permitted for each spell.

Preparing Spells and Songs

A character must have a spell or song prepared in order to cast it. Characters cannot cast a spell without preparing it first, even if it's contained in their spellbook. Spellcasters can prepare up to eight spells at a time by studying the diagrams and texts in their spellbooks. Casters can choose any eight spells contained in their spellbook that they are of sufficient level to cast. Once a spell is prepared, the character can cast it at any time, so long as he or she has enough mana available to do so. Bards must prepare their songs exactly as other casters ready their spells, as outlined here. Multiclass characters with levels in bard and any other spellcaster may prepare a total of eight songs and spells, i.e. 4 of each, 6 of one and 2 of another, etc.

Preparing a spell takes time and study and an open spell-preparation slot. If the character already has eight spells prepared, he must dismiss one as a free action before beginning to prepare a new one in its place. The dismissed spell is no longer prepared and cannot be cast. The base time to prepare a spell is a number of full-round actions equal to the spell's level, minus the character's ranks in the Meditation skill, with a minimum of one full-round action. Characters study the pages of their spellbooks and make a Meditation skill check with a DC of 10 + spell level. A success prepares the spell.

Out of combat, characters can easily take 20 (see Chapter 4: Skills) to succeed at the Meditation check, allowing them to change around their prepared spells however they wish. In the heat of battle, however, not only must the character succeed at the Meditation skill check to swap out the spell, changing spells provokes an attack of opportunity (see Chapter 12: Combat) from any opponent who threatens the area the spellcaster is in, making it difficult. If the character takes damage while preparing a spell, the preparation attempt fails.

Prepared spells are still not available for use until after their recast time elapses once they are prepared (see "**Recast**" in this chapter).

A spell may not be prepared in more than one spell preparation slot at one time. For example, a shaman cannot prepare *spirit of the cheetah* in two spell preparation slots at once.

Characters with the Mystic Capacity feat may prepare one additional spell or song for each cumulative purchase of the Mystic Capacity feat. So a wizard with the Mystic Capacity feat may prepare nine spells at once instead of eight, while a bard who has purchased the feat twice can prepare ten songs at once.

Borrowed Spellbooks

In addition to learning new spells and songs from them, characters can borrow the spellbooks of other characters of the same class in order to prepare spells or songs they know in the event that they lose access to their own spellbook. The character must first translate the spell or song (see **Translating Spells,** above) if the owner of the spellbook is not on hand to assist the character. The character must then make a Meditation check (DC 20 + the spell's level) in order to prepare it. If the check succeeds, the spell or song is prepared normally. If the check fails, the character cannot attempt to prepare that spell or song from that source for the rest of the day, although the character doesn't have to translate the spell or song again on the following day.

Replacing and Copying Spellbooks

Characters can use the process for adding spells to a book to re-create a lost spellbook, if necessary. A character can write down any prepared spells automatically. If the character does not have the spell prepared, he can prepare it from a borrowed spellbook and then copy it down into the new book. Making a copy of the character's existing spellbook is even simpler, since the character can more easily prepare spells from it in order to copy them into the new book. Spellcasters often have at least one extra copy of their spellbook stashed safely away in case of emergencies. Bards can replace and copy songs in song books in the same manner as casters replace and copy spells in spellbooks.

Spellcasting

When a character uses a spell in the game, it is known as *casting* the spell. Spellcasting is a simple process, based on the spell chosen. The player chooses which of the character's prepared spells to cast, the character spends the necessary mana to power the spell and the spell takes effect. The target(s) of the spell make a saving throw to see if the spell affects them. If they fail, the spell takes its full effect; if they succeed, the spell's effect may be limited or negated altogether. The full description of each spell is provided in Chapter 10: Spells, and bard songs are described in Chapter 9: Songs. The explanations here simply provide an overview of spells and songs, including casting time and range, and explain how they work in game play.

Using bard songs is similar to, but not identical to, casting spells. With a few differences, the rules for spellcasting presented here also govern the use of bard songs. Chapter 9: Songs provides rules for how songs differ from spells.

Casting a Spell

In order to cast a spell or a song, a character must have it prepared (see "**Preparing Spells and Songs**" in this chapter). The character might also need to speak and gesture freely to evoke the magic. Some special material spell components may be required (see "**Spell Components**" in this chapter and spell descriptions in Chapter 10 for more details). Spellcasting (but not bard singing) also requires concentration, and having someone trying to stab him can make it difficult for a character to concentrate. Characters use the Channeling skill to focus their concentration while spellcasting (see the Channeling skill in Chapter 4 and also "**Channeling**" in this chapter).

Casting Time

It takes anywhere from a few seconds to a minute or more to cast a particular spell. Most spells known to adventurers in *EverQuest* have fairly fast casting times — it's important to be able to get off that *shock of fire* before a troll can bash you. How long it takes to cast a spell is listed as the spell's *casting time*.

Spells with a casting time of "1 action" can be cast as an attack action during the round, just like making a regular attack (see Chapter 12: Combat).

Spells with a "full-round" casting time take longer to cast. The character can do nothing except cast the spell during the round, and the spell takes effect at the start of the caster's turn on the following round. The caster can then act normally, attacking or casting another spell (even another full-round spell) in that following round.

Spells with a casting time longer than a full round take effect at the beginning of the caster's turn on the round after the casting is complete. If the caster is attacked before the spellcasting is complete, the spell may fail (see "**Channeling**" at the end of this chapter).

Spells with a casting time of "free action" have some special considerations. These spells are cast too quickly for opponents to seize the opportunity to attack the caster while he is casting the spell, so spells with a free-action casting time do not provoke attacks of opportunity (see "**Attacks of Opportunity**" in Chapter 12: Combat). A caster may cast only one spell as a free action in a single round. The caster can cast a free-action spell and still cast another spell as an attack action or full-round action in the same round. The caster may even choose to cast a second spell with a free-action cast time in the same round; however, the spell is treated as having a "1-action" casting time instead of a free-action casting time when it is the second free-action spell the character casts in the same round. For example, the spell *minor healing* has a free-action casting time and an instant recast. On his turn in the initiative order of combat, a cleric could cast *minor healing* as a free action and then cast the spell a second time in the same round with the second casting taking 1 action (the cleric's attack action for the round) to cast instead of a free action. He might also cast *minor healing* as a free action and then also cast another spell, such as *flash of light*, which has a 1-action casting time.

Songs almost always have a "free-action" casting time, as explained in Chapter 9: Songs.

A caster can choose to break off casting a spell with a casting time longer than 1 action at any time. The spell is not cast, and the caster need not pay the spell's mana cost.

Recast

All spells have a *recast* time that represents the minimum amount of time that must pass before the spell can be cast once it is prepared or before it can be cast again once it is cast. Each spell description in Chapter 10 indicates the spell's recast time. Normal recast times are instant, 1 round, 2 rounds, 1 minute, etc. Bard songs effectively have recast times of instant, so recast times are not listed for bard songs in Chapter 9.

Spells with an instant recast time can be cast as soon as they are prepared or recast immediately after they are cast. Such spells may even be cast multiple times in the same round if their casting time is a free action (such as due to the Quicken Spell metamagic feat).

Spells with a 1-round recast time cannot be cast for the remainder of the round in which they are cast or for the round following their preparation or casting. For example, the 1st-level spell *flash of light* has a 1-round recast. A shaman who casts this spell in round 1 of combat may not cast the spell again until round 3, as the spell is not ready for recast during all of round 2. A cleric who prepares *flash of light* (a full-round action) beginning in round 1 finishes preparing the spell at the beginning of his turn on round 2 but cannot cast the spell until round 3 of combat.

Spells that are never successfully cast, such as due to the caster failing a Channeling check or aborting the casting before the casting time has elapsed, may be cast again immediately. Recast comes into play only when the spell is successfully cast (even if the spell is resisted and has no effect).

Range

A spell's or song's *range* determines how far its effect can reach, as well as how far away the caster can target it. Range determines the maximum distance between the caster and the target of the spell. Targets beyond the spell's range or area cannot be affected by it, even if the caster can see them clearly. Spells normally have one of seven possible ranges, listed here.

Personal: A personal range spell affects only the caster.

Touch: The caster must touch the target of the spell in order to affect it. In some cases, the move may require a touch attack (see "**Touch AC**" in Chapter 12: Combat).

Close: The spell can affect targets out to 25 feet. This range increases by 5 feet for every two full caster levels.

Medium: The spell can affect targets out to 100 feet, plus 10 feet per caster level.

Long: The spell can affect targets out to 400 feet, plus 40 feet per caster level.

Unlimited: The spell can affect targets anywhere in the world.

Fixed: The spell operates at a fixed distance or area, listed in the spell description.

Aiming a Spell

Spells and songs offer a different range of targets or subjects that can be affected, or areas where the magic can be cast. These are listed on the Target or Area lines of the spell's or song's description.

Line of Effect: Spells are targeted by line of effect, which is a straight line from the caster to the target (or target point) of the spell, unbroken by any solid objects. The line is not affected by concealment like darkness or fog, but only by solid obstructions like walls. A caster must have a line of effect to a target in order to cast a spell on it (or to target the origin point of an effect or area spell there). Cover is not a factor as long as it is no more than nine-tenths (see "**Cover**" and "**Concealment**" in Chapter 12: Combat). As long as part of the target or area is not behind cover, the caster can have a line of effect to it.

Targeted: Targeted spells affect specific creatures or objects, designated when the spellcasting is complete (*not* when it begins). The spell is cast directly on the chosen target or targets. The caster must be able to see or touch a target in order to cast a spell on it and must designate a specific target based solely on what he knows by sight or touch. For example, a character can't cast a spell into a crowd of people and choose to affect "the person who is following me," unless the caster has a means of picking that person out by sight.

A targeted spell cast on the wrong sort of target (such as an undead-affecting spell cast on a living creature) has no effect, though the spell's mana is still lost.

A targeted spell that affects only the caster (with "Caster" or "You" listed on the Target line) does not require a saving throw, since the caster is assumed to voluntarily surrender it as part of casting the spell (see "**Surrendering a Saving Throw**" later in this chapter).

Effect: An effect spell creates or summons things rather than being directly cast on something near the spellcaster. The caster chooses where the effect will appear, within the spell's range, either somewhere seen or touched or by description (such as "20 feet behind me" or "30 feet ahead and 10 feet up"). The spell's range limits how far away an effect can appear, but mobile effects (like summoned pets; see "**Summoning Pets**" later in this chapter) can move about normally once the spell has taken effect.

Ray: Ray spells create a beam that springs from the caster to the target of the spell. The caster aims the ray spell like a normal ranged attack, although most rays are ranged touch attacks that ignore the effects of armor (see "**Touch AC**" in Chapter 12: Combat). A ray spell suffers the same modifiers for cover, concealment and so forth as a normal ranged attack, and barriers between it and the target can block the spell (a ray spell cannot hit a target with total cover, for example, and suffers the normal miss chance for concealment). The ray itself lasts only for an instant, long enough to target the spell, unless the spell's description says otherwise.

Spread: A spreading effect starts at a point within range designated by the caster, then spreads out a particular distance given in the spell description. The effect includes mist or fog that spreads to fill a particular area. The effect spreads out in all directions and can affect areas the caster cannot see, like around corners.

Area: Area spells cover a particular area defined by the spell's description. The caster chooses where the spell's effect begins, then it automatically expands to fill its normal area.

Burst: The caster designates a point of impact for a burst spell and it radiates out from that point, affecting all targets within its radius or area. Like a *spread* effect spell, it can affect targets the caster cannot see that are in its area; however, unlike a spread area or effect, a burst does not turn corners; it affects only targets that are in the line of effect from the center point of the burst.

Cone: The area begins at a point just in front of the caster and spreads out into a cone shape. A cone is as wide along its length

as its distance from the starting point, with its final length and width determined by the spell description (so a cone is 10 feet wide at a 10-foot distance from the starting point).

Creature: The spell affects a creature directly or multiple creatures within a given area (like a burst or cone). Targets not affected by the spell are ignored, so a *hungry earth* spell, which affects only undead creatures, has no effect on other types of creatures.

Cylinder: Like a burst, except the starting point is the center of a horizontal circle and the effect extends down from the circle to form a cylinder.

Objects: The spell affects objects in the area of the spell (like creatures, above, except with objects).

Rain: Similar to a cylinder, rain spells shower their specified area in a maelstrom of poison, fire or whatever sort of effect the spell description details. Rain spells persist over several rounds as specified in the spell's duration, affecting everything in their area beginning with the round the spell takes effect and for each subsequent round of duration thereafter. Damage or other effects are determined each round on the caster's initiative count. Anything within the area of the rain spell when its damage is resolved each round suffers from the effects stated in the spell and receives a separate saving throw (if allowed by the spell) for each round of damage.

Spread: Like a burst, except that the spell spreads out from its central point of impact and can turn corners to get around cover. To determine if a target is within the spread's area, figure the shortest distance from the target to the center point of the spread, using connecting lines of effect to turn any corners to reach the target.

Other: The spell has a unique area given in its description.

Shapeable: Spells with an "(S)" designation under Area or Effect are shapeable; the caster can define the spell's area or dimensions when it is cast, as long as no dimension is less than 10 feet. Shapeable spells normally affect a given number of cubic feet, which the caster can shape as desired.

Saving Throws

All living beings (and some nonliving objects) have an innate resistance to magic used against them. Most spells and songs that affect living targets allow the target to make a saving throw against them (see "**Saving Throws**" in Chapter 12: Combat). The type of saving throw (Fortitude, Reflex or Will) and its effects vary from spell to spell, as listed on the "**Saving Throw**" line of each spell's description, as follows.

Negates: A successful saving throw means the spell has no effect on the target whatsoever, although the spell is still cast and the caster still spends mana on it.

Partial: The spell has a greater and lesser effect. A successful saving throw negates the greater effect and causes the lesser effect to take place. For example, a spell may cause instant death on a failed saving throw, but only an amount of damage on a successful save.

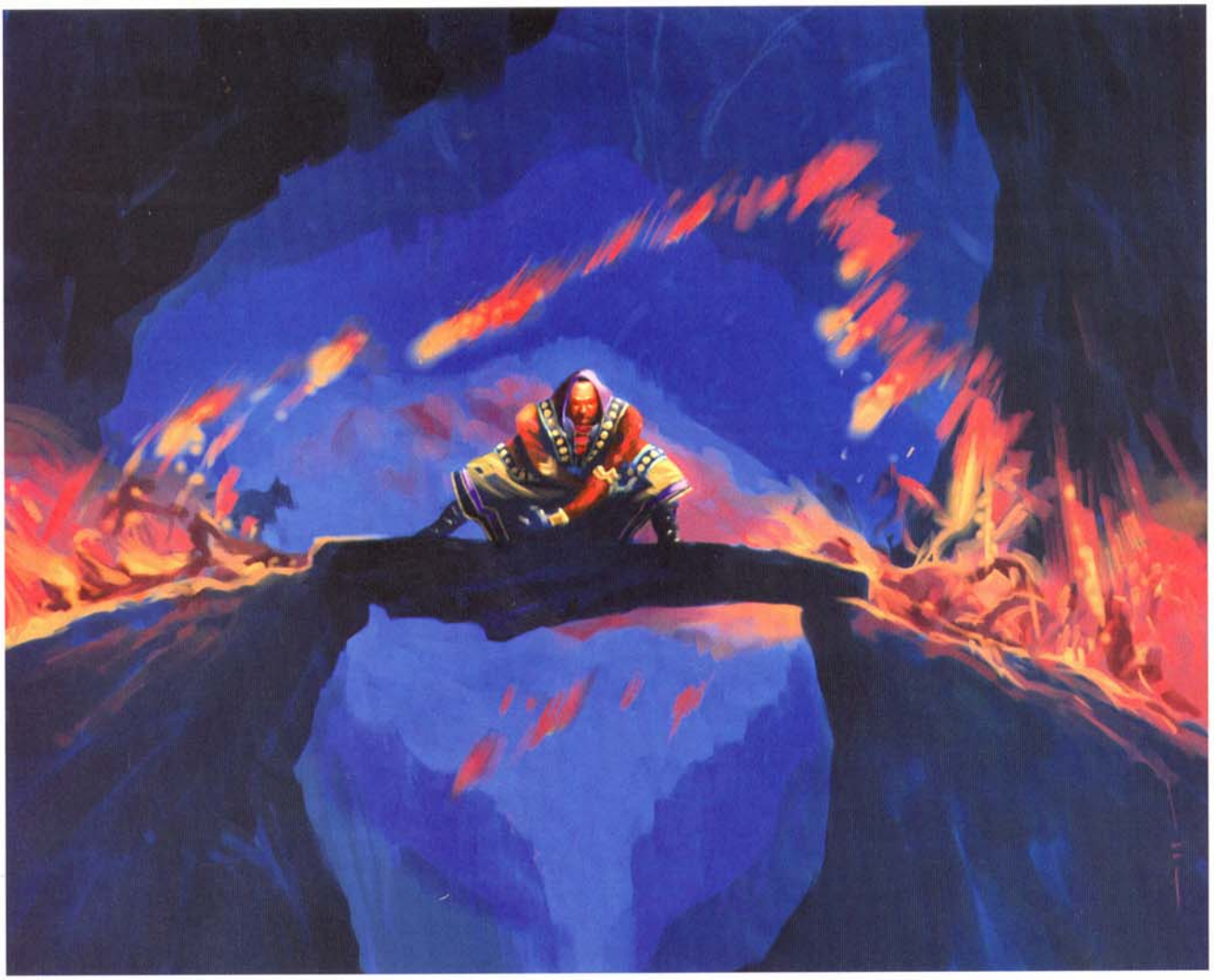
Half: The spell's effects (usually damage) are halved with a successful saving throw. Round fractions down.

(Object): The spell can be cast on objects, which get a saving throw if they are magical or in the possession of a living being (held, carried, etc.). Magic items or trade skill items have a saving throw bonus equal to the greater of (1) their total bonus (ignore penalties) to ability scores, or (2) for weapons, twice their magical bonus to attack, or for armor or shields, twice their magical bonus to AC. Nonmagical or trade skill items have no saving throw bonus. Items held or carried by living beings may use their bearer's saving throw bonuses if they are better than the item's.

(Harmless): The spell's effects are either harmless or beneficial to the target(s), but they are still allowed a saving throw if they do not wish to be affected.

Saving Throw Difficulty Class: The difficulty class of a saving throw against a particular spell is 10 + spell level + the caster's bonus in the appropriate ability (Intelligence for arcane spells, Wisdom for divine spells, Charisma for songs). Spell level is based on the level from the spell list of the caster's class and may vary from one class to another.





Mind-Affecting Spells: The saving throw for all spells with the Mind-Affecting descriptor is 10 + Spell Level + the caster's Charisma bonus, regardless of whether they are arcane or divine spells.

Sensing Saving Throws: A creature called to make a saving throw automatically knows that a spell has been cast on it, feeling a distinctive tingling, even if the spell's effects are normally invisible. However, if the saving throw succeeds, the creature has no means of knowing which spell was cast on it (although a target able to see the character who cast the spell can make a Spellcraft check to determine which spell was used; see the Spellcraft skill in Chapter 4: Skills). Likewise, a spellcaster always knows when the subject of a targeted spell has made a successful saving throw against it, but not in the case of other spells like effect or area spells.

Surrendering a Saving Throw: Creatures can always choose not to make a saving throw against a particular spell and allow it to take effect, which is usually the case with harmless spells (see above). This decision must be made when the spell is cast on the target, so it is possible for a caster to trick targets into not resisting a harmful spell by telling them it's a harmless one. If a creature is the target of multiple spells in the same round, it can choose whether or not to save against them individually.

Worn and Carried Items: Normally, a character's possessions are assumed to survive the effects of a spell largely unscathed, unless the spell description says otherwise. However, if a character rolls a 1 on a saving throw against a damaging spell, one of the character's worn or carried items suffers damage. Consult Table 8–1 and find the first four items the character is wearing or carrying in order on the list. Roll 1d4 to randomly determine which of these four items is affected. It must make a normal saving throw to resist the effects of the spell (per Object saving throws, above) and suffer whatever damage the spell deals based on the result of its saving throw.

Table 8-1: Items Affected by Magical Attacks

Order	Item
1st	Shield
2nd	Armor
3rd	Helmet
4th	Item in hand (weapon, wand, etc.)
5th	Cloak
6th	Stowed or sheathed weapon
7th	Bracers
8th	Clothing
9th	Jewelry (including rings)
10th	Anything else

Spell Resistance

Some creatures are especially resistant to magic, having an ability known as spell resistance. When a spell or song is cast on a creature with spell resistance, the caster must make a check to penetrate the spell resistance before the spell can affect the creature. The spell penetration check is (1d20 + caster level), against a DC equal to the target's spell resistance score.. Success means the spell affects the creature normally (although the target

still receives a normal saving throw), while failure means the spell does not affect the creature at all.

Spell resistance protects the individual creature; it does not negate the spell itself. A creature caught within an area of effect spell might resist the spell's effects, but the spell can still affect other creatures caught in the spell's area. Also, spell resistance may protect a creature targeted by a specific spell, but not from spells that affect the environment in such a way that the environment then affects the spell-resistant creature. For example, a creature's spell resistance won't help it if a wizard uses *shock of fire* to set a building on fire around the creature rather than targeting the creature with the spell directly.

The Spell Resistance line of a spell or song's description in Chapters 9 and 10 shows whether or not spell resistance applies against that particular spell or song. In some cases, the description provides additional information.

The (Object) and (Harmless) modifiers to spell resistance work the same as they do for saving throws (see their description under "**Saving Throws,**" above). Creatures with spell resistance may choose to lower their resistance against a particular spell, just like surrendering a saving throw. Spell resistance is automatic, and unless the creature deliberately lowers its resistance, all casters must make spell penetration checks, even when casting (Harmless) spells.

Be sure not to confuse spell resistance with magic resistance (see "**Resistance**" in "**Spell Special Effects**" later in this chapter). Magic resistance is a special defense that lets creatures ignore damage from spells that have the [magic] descriptor and is not the same as spell resistance.

Spell Line

Spell lines are series of similar spells (and song lines are series of similar songs) that have similar effects that advance in power with higher-level versions in the spell line. Spell lines usually draw their name from the lowest level spell in the line. Spell line is mainly important for determining how some spells stack with one another (see "**Combining Magical Effects**" later in this chapter).

Where the description of higher-level spells in Chapter 10: Spells matches the same information provided in lower-level spells in the same spell line, the higher-level spell description often simply references the lower-level spell. Elements of the spell that are different from the lower-level version are described. For instance, the wizard spell line *force shock* begins with the 5th-level spell *force shock*, a spell with a recast of 2 rounds. The last spell of this spell line, 13th-level *draught of jiva*, has the same general spell effects (force damage and stun that can be negated with a Reflex save), but its recast time is "instant."

Spell Effect

Once the spell's or song's targets and area have been determined and any caster checks against spell resistance or saving throws are made, the spell or song takes effect, as given in its individual description (see Chapter 9: Songs and Chapter 10: Spells). The effect happens immediately when the casting is complete, unless the spell's description says otherwise.

Duration

After determining the spell's effect, look at the Duration line of its description to see how long it lasts. A spell's duration fits into one of the following categories.

Concentration: The spell lasts as long as the caster continues to concentrate on it. Concentrating on a spell is a standard action that does not provoke attacks of opportunity (see "**Attacks of Opportunity**" in Chapter 12: Combat). Anything that can interrupt the caster's concentration for casting a spell can also disrupt concentration for maintaining one (see "**Channeling**" later in this chapter for more information). If the caster's concentration is broken, the spell ends. Characters cannot cast other spells while concentrating on maintaining a spell.

Some spells last for a time after the caster's concentration lapses. Their duration is listed as "Concentration + X," where X is the amount of time the spell lasts after the caster stops concentrating. Once a caster has stopped concentrating on a spell, he can't go back to concentrating on it, even if the spell's duration hasn't run out. When the caster's concentration lapses, the spell goes through its remaining duration (if any), then ends.

Discharge: The spell lasts until triggered or discharged by something. For example, touch spells are triggered when the caster touches a target, certain trap spells are triggered when touched or walked on by other creatures and so forth. Some spells may have a duration they will wait before being discharged and a duration for after they are discharged, although most discharge spells can wait indefinitely and are instantaneous once discharged.

Casters can choose to "hold" the energy for a touch spell for as long as desired before touching a target to release the spell. The first thing the caster's hand touches after casting the spell discharges it. Beginning to cast another spell while holding a touch spell causes the touch spell to dissipate harmlessly (but not discharge). For example, the ogre shaman Woomp casts *shrink* and attempts a touch attack against a fire giant. Woomp fails to hit the fire giant, but the shrink spell is still "charged" and Woomp can attempt another touch attack later to discharge the spell. However, if Woomp's ogre-sized intellect forgets about the charged spell and he scratches his ogre-sized butt, the *shrink* spell will discharge and shrink Woomp. Or if Woomp casts a different spell, then *shrink* will be lost.

Dismissal: Some spells can be dismissed at will by their caster as a standard action. They are noted with a "(D)" following the spell's duration. The caster must be within the range of the spell and able to speak, if the spell has a verbal component. If it does not, the caster can dismiss it with a small gesture. Dismissing a spell does not provoke attacks of opportunity. Concentration spells can be dismissed by nature, since all the caster has to do is stop concentrating for the spell to end.

Instantaneous: An instantaneous spell takes effect and ends in the same action it is cast, although the effects of the spell may be lasting or permanent. For example, healing spells are generally instantaneous, but the healing they cause is permanent. Many damaging spells are also instantaneous, but the damage they cause is lasting, just like any other sort of damage.

Performance: Most bard songs have a duration of either instantaneous or performance. Similar to concentration, above, songs with a performance duration last as long as the bard continues to sing the magical melody for the song. Unlike concentration, bards do not have to make Channeling skill checks to maintain the performance through interruptions. However, if the bard is completely prevented from singing, such as by being *muted* or *stunned*, then the performance duration song ends and its effects immediately end as well. Additionally, any target of a performance duration song that leaves the maximum range of the song immediately loses the effects of the song.

Permanent: The spell's effects last until they are nullified or dismissed.

Timed: The spell's duration is a particular amount of time (rounds, minutes, hours or longer). It may be fixed in the spell description, based on caster level, or variable (such as 2d6 minutes, for example). The GM secretly rolls any variable spell duration when the spell takes effect. The caster does not know exactly how long the spell will last. When the spell's duration expires, its effects end.

Spell Components

A spell's components are the things the caster must have or do in order to cast the spell. If the caster can't provide all of the necessary components, the spell won't work, meaning that some spells can be cast only under certain conditions. The need for spell components allows clever foes to disable spellcasters by interfering with their ability to provide the necessary components to cast spells. Bard songs do not require spell components; their compo-

nent-type requirements of singing and playing instruments are discussed in Chapter 9: Songs.

Verbal (V): Many spells require a spoken incantation of some sort. Casters unable to speak aloud because they are gagged, magically silenced or otherwise afflicted cannot cast spells with a verbal component. Deaf casters have a 20% chance of messing up the verbal component of a spell (and thus failing to cast it and expending no mana).

Somatic (S): Spells often require various hand and arm gestures, weaving mystic patterns in the air. Characters must have at least one arm free in order to provide somatic components, though they can hold an object in their hand. Characters who are grappled (or grappling), bound, paralyzed or otherwise unable to move freely cannot cast spells with somatic components (thus a spellcaster who is bound and gagged is unable to cast nearly all spells).

Material (M): The spell requires some symbolic material that is consumed or used up in the casting of the spell. Most spellcasters keep ample supplies of the necessary material components on them for their spells. The cost of such materials is negligible unless the spell description says otherwise, for example, listing a particular gem as a material component (see "**Table 7–12: Gems**" in Chapter 7: Equipment). A caster without the proper material components cannot cast a spell that calls for them.

Focus (F): A focus is a material component that is not used up in the casting of the spell but can be used over and over again.

XP Cost (XP): Some powerful spells require the caster to sacrifice an amount of XP in order to cast them. These XP are subtracted from the character's total, but casters cannot lose a level through spending XP, so they must have some extra above their current level in order to cast a spell that requires it. XP lost to spellcasting cannot be regained through magic, only by earning further experience points.

Channeling

Spellcasting requires a clear mind and concentration, and there are more than a few distractions in the world of Norrath. Most spellcasting takes place under less than ideal conditions, often in the midst of battle, requiring spellcasters to focus if they are going to succeed. Characters use the Channeling skill (see Chapter 4: Skills) to focus on their spellcasting and overcome any distractions that might prevent them from successfully casting a spell. Under those conditions, characters make a Channeling check. Success means the spell is cast normally, while failure means the spell is interrupted (any mana and component costs of the spell are not lost).

Bard songs do not require the same level of concentration to perform as spells do to cast, and therefore songs never require a Channeling skill check from the bard to be successfully sung.

Attack: If a character is successfully attacked while casting a spell, it may disrupt his concentration. This damage can be from any successful attack on the character between when the spell's casting begins and ends. For spells with a casting time of 1 action, the damage must come from an attack of opportunity provoked by the spellcasting or a readied action. The attack does not need to inflict damage, only hit successfully. The DC of the Channeling check is 10 + the points of damage taken + the spell's level.

If an attack is causing the caster continuous damage, such as from standing in the area of effect of a rain spell or suffering from a damage-over-time spell, the DC of the Channeling check is 10 + half the points of damage last taken from the continuous damage source + the spell's level. If the damage taken before the spellcasting was the last damage inflicted by the attack, then it no longer distracts the caster.

Distraction: Various conditions can distract a character, making it difficult to cast a spell. A minor distraction imposes a DC of 5 + the spell's level. Minor distractions include bad weather, high winds, and extremely loud noise. Moderate distractions include being tossed about on the back of a mount, wagon or the deck of a ship or violent weather with driving hail or wind-blown sand or snow. They impose a DC of 10 + the spell's level. Major distractions include being on a galloping mount, storm-tossed ship or careening wagon; being trapped in waist-deep mire or dodging in the midst of combat (see **Defensive Casting**, below), with a DC of 15 + the spell's level. Finally, complete distractions include being grappled, hanging on for dear life off a cliff and anything else that occupies the caster's complete attention. The Channeling skill DC is 20 + the spell's level. The GM is the final judge of how distracting any given situation is. Note that combat is not normally considered distracting unless the caster is using defensive casting.

Defensive Casting: Casting a spell normally provokes an attack of opportunity (see Chapter 12: Combat). Defensive casting involves focusing on defense while also concentrating on casting the spell. It requires a Channeling check of DC 15 + the spell's level. If successful, casting the spell does not provoke an attack of opportunity. If the check fails, the caster still does not provoke attacks of opportunity; however, the spell is lost and no mana is expended.

Caster Level

The power or effect of a spell may depend on its caster level. A character's caster level for a given spell is based on class level. For classes that can cast spells at 1st level, such as clerics and wizards, their caster level equals their class level. For classes that gain the ability to cast spells at higher levels (beastlords, paladins, rangers and shadow knights), their caster level equals their class level –4, so an 11th-level paladin has a caster level of 7.

The appropriate caster level for a spell cast by a multiclassed character is determined by which class the spell belongs to, so a cleric/paladin casting a cleric spell uses his cleric class level as his caster level. While casting a paladin spell, he uses his paladin class level –4.

Spellcasters can choose to cast spells at a lower caster level than their normal level, if they wish. The minimum caster level for a spell is the level at which that class can first learn to cast that spell (note this may vary from class to class).

Spell Failure

Under certain conditions an attempt to cast a spell will fail. A failed spell does not use mana from the caster's pool or use up material and XP components, and it has no effect (except maybe for a few sparks, a harmless "pop" or other special effects at the GM's discretion).

Trying to cast a spell in the wrong conditions causes it to fail, such as trying to cast *ward undead* on a living creature or trying to cast *befriend animal* on a person. Trying to cast a spell without the necessary components (see "**Spell Components**" earlier in this chapter) causes it to fail. Spells fail if the caster's concentration is broken (see "**Channeling**" earlier in this chapter), and arcane spells may fail if they require somatic components and the caster is wearing armor while casting them (see "**Arcane Spell Failure**" in the "**Armor**" section of Chapter 7: Equipment).

Spell Special Effects

Spells and songs create some special effects that warrant some explanation here:

Attacks: Some spell effects are influenced by "attacks." For example, *invisibility* ends when the subject attacks. For spell purposes an attack is any action that requires an attack roll. Other actions are not considered attacks, such as pouring poison into a decanter of wine.

Damage Reduction: Closely related to natural armor, damage reduction is a special quality possessed by some creatures or granted by some spells that enables a creature to simply ignore certain types or amounts of damage. Since damage reduction screens out some forms of attacks altogether, it is in essence a form of armorlike protection in addition to a creature's Armor Class (AC).

Damage Reduction is expressed by the following formula: a number, followed by a slash, followed by a descriptor of what type of attacks penetrate the resistance. For example, "damage reduction 10/+1" means the character or creature ignores the first 10 points of damage from any nonmagical weapon but that magic weapons with a +1 or better enhancement bonus to attack do full damage. This protection applies to each attack, not the total damage a target takes in a round. A character with damage reduction 10/+1 who is hit by four normal arrows that would otherwise inflict 3 points, 5 points, 6 points and 2 points of damage, respectively, takes no damage at all, since no single attack penetrated her damage reduction. If the same character were hit by a greataxe for 12 points, she would suffer only 2 points of damage (12 – 10 = 2). If one of the arrows in the previous example had been magical, however, she would have taken full damage from that arrow, as it would have bypassed her damage reduction altogether.

Some damage reduction is expressed as a number, a slash and then a dash, such as 5/–. In this case the damage reduction applies to all attacks, no matter what type of weapon is used against the creature with such damage reduction.

Damage reduction offers protection only against direct physical attacks; spell attacks and energy attacks automatically penetrate it.

Damage Shield: A number of spells grant an effect called a damage shield, denoted in following format: damage shield (*x*), where "*x*" is the numerical value of the power of the damage shield — e.g. damage shield (3). The value of the damage shield is the amount of damage sustained by an *attacker* every time he successfully makes a melee attack with a non-reach weapon against the creature under the protection of the damage shield. Thus, in the case of damage shield (3), the attacker sustains 3 hit points of damage each time he strikes the target. If the attacker uses a reach weapon, such as a longspear, he does not suffer this damage.

Damage dealt by a damage shield cannot generally be avoided or resisted. Neither damage reduction nor resistance will negate or reduce the effects of a damage shield. Only an attacker completely immune to the type of damage inflicted by a particular damage shield can avoid its damage. For instance, an attacker completely immune to [magic] damage will remain unscathed by the damage shield (2) provided by a druid's *bladecoat* spell, which has a [magic] descriptor.

Most damage shield spells will not stack, so a character will retain only the highest value of damage shield from the various damage shield spells and effects upon him. However, some spell descriptions, such as that of the *thistlecoat* spell line, specifically state that the damage shield provided does stack with other damage shields. In such cases, the values of the damage shields are added together. Thus it is possible to have damage shields of various descriptors in effect simultaneously, since *thistlecoat*, with its [magic] descriptor, might also stack with a wizard's *Okiel's embers*, which has a [fire] descriptor. In such a case, if the defender were hit by an opponent immune to [fire] damage but not immune to [magic] damage, the defender's *thistlecoat* damage shield would still deal damage to the attacker.

Mesmerized: A mesmerized creature can take no actions and loses its Dexterity bonus to AC (if any). Foes gain a +2 circumstance bonus to attack rolls against mesmerized creatures. The mesmerization effect ends immediately when the mesmerized creature takes at least 1 hit point of damage. A foe in the midst of a full attack action making iterative attacks does not gain the +2 circumstance bonus to attack, and the mesmerized creature gets its Dexterity bonus to AC (if any) on remaining iterative attacks once the mesmerized creature is damaged and the mesmerization ends. Creatures who become unmesmerized may act on the next initiative count (and this becomes their new initiative) as long as they have been mesmerized at least 1 full round. Otherwise, a creature who is unmesmerized resumes action on its original initiative count in the next melee round.

Interrupted: A creature that is interrupted loses one action (either attack or move action, creature's choice) on its next turn. Spellcasters who are interrupted cannot cast any spells on their next turn, and if they were in the middle of casting a spell, such as a "1 full round" casting time spell, when they were interrupted, then that spell automatically fails as if the caster had failed a Channeling check. Interrupted is a milder form of the *dazed* or *stunned* conditions.

Bonus Hit Points: Some spells and magic items, such as *talisman of Altuna*, grant a character bonus hit points (hp). These bonus points increase the character's hit point total (his maximum hit points) for the duration of the spell or as long as the magic item is worn and also add the same number of hit points to his current total when the spell takes effect or when the item is donned.

When the duration of the spell that granted the bonus hit points expires, or if an item granting bonus hit points is removed, the character's hit point total drops back down to its former maximum. Any current hit points the character has over the new hit point total are instantly lost. For example, a character with a hit point total and current hit points of 10 gains 5 bonus hit points, so both his hit point total and current hit points go up to 15. In combat he suffers an injury for 4 hp of damage, so his current hit points drop to 11 hp. When the duration of the bonus hit points ends, he reverts to his normal hit point total of 10 and his current hit points drop from 11 to 10; it appears he suffered no injury at all.

Some spells, magic items or special class abilities enable a character to boost her Constitution score, increasing the number of hit points she has per level or HD. For example, a 5th-level warrior with a Constitution of 13 (+1 bonus) would have 5d12+5 hit points, but if her Constitution were boosted to 16 (+3 bonus), she would gain an extra 10 bonus hit points (+3 buffed bonus minus +1 normal bonus equals a difference of +2 bonus per level; + 2 times 5 levels equals +10 bonus hit points).

Bonus hit points can be healed normally, as long as the effect that created the hit points lasts.

Temporary Hit Points: Some spells and magic items effects, like the enchanter *rune* spell line or the wizard's *diamondskin*, grant additional temporary hit points to the target. These temporary hit points absorb any damage inflicted on the character until they are gone, at which time damage is taken by the character's real hit points normally and the spell or effect that granted the temporary hit points expires. Temporary hit points cannot be healed; once lost, they simply dissipate. Temporary hit points should be tracked by a current total separate from a character's normal hit points.

Temporary hit points are a great boon to casters, since any damage taken by temporary hit points has no effect on the caster's ability to channel spells. The caster need not even make a Channeling check (see "**Channeling**" in this chapter) unless she suffers damage to her real hit points. Temporary hit points also have the added benefit of shielding the character from any lifetap effects, as long as the character has even 1 temporary hit point remaining.

Spell Descriptors: Spells may have descriptors associated with them that indicate how the spell works or the effect it has (often the medium the spell uses, such as a type of energy). These descriptors affect how the spell interacts with other spells, special abilities and certain creatures. For example, creatures vulnerable to fire and heat suffer more damage from spells with a [fire] descriptor. A spell that improves resistance to disease works against spells with a [disease] descriptor, and so forth.

The spell descriptors in *EverQuest* are acid, cold, compulsion, darkness, death, disease, electricity, fear, fire, force, language-dependent, light, magic, mind-affecting, poison, shadow, sonic and teleportation.

Language-Dependent: A language-dependent spell is one that requires the caster to be able to speak clearly and be understood

by the target for the spell to take effect, such as a spell that allows the caster to issue commands to the target, provided they're spoken in a language the target understands. Anything that interferes with the caster's ability to speak and be understood blocks the effect of the spell.

Magic: All spells are magic, of course; this descriptor refers solely to those spells that deal damage directly through magical forces, as opposed to spells that use magic to summon a rain of fire or blast of ice to injure opponents. The only purpose of this descriptor is to denote the spells against which magic resistance protects (see "**Resistance**" following).

Resistance: Resistance provides the ability to resist damage from a particular type of attack. Resistance will specify protection from acid, cold, disease, electricity, fire, magic, poison or sonic damage, and the effect will protect a character from damage dealt by spells that carry those descriptors as well as other attack forms that the GM decides apply to that type. For example, cold resistance would protect a character from an *ice comet* spell, from freezing damage taken by swimming in near-frozen arctic waters or from the cold breath of the dragon Lady Vox.

Resistance will also specify a number, which indicates how much damage of the particular type a character can simply ignore. For example, a character with fire resistance (20) automatically subtracts 20 from each fire attack, whether natural or magical. The resistance is subtracted from each and every attack of this type (players of other fantasy role-playing games will note that this rule is a departure from rules in other games, which may specify that resistance applies only to the first 10 or 20 or 30 points of damage each round rather than damage from each attack).

For purposes of overcoming resistance, each single spell is considered one attack, even if the spell's damage is delivered over time rather than in one instantaneous evocation. For example, damage-over-time (DOT) or rain spells treat all of their damage as a single attack. If a creature with poison resistance (10) is hit with a poison spell that dealt 8 points of poison damage for 4 rounds, then the creature will take no damage in round 1, 6 points of damage in round 2 (8 less the 2 points of resistance that remain after absorbing round 1's 8 points of damage) and the full 8 points of damage in rounds 3 and 4.

Note that in the case of mixed damage (a character attacked by a flaming oil-soaked arrow), the energy resistance applies only to the damage from the fire; the piercing damage from the arrow is not considered part of the total for purposes of overcoming the resistance threshold. Thus a character with fire resistance (10) who is struck by a flaming arrow that would normally do 6 points of damage plus 2 points of fire damage takes no damage from the fire (since 2 is less than 10, her resistance threshold), though she takes 6 points of damage from the arrow itself. Also, resistance protects only from hit point damage. Poisons or diseases that deal ability damage (see "**Ability Damage and Ability Drain**" in Chapter 12: Combat) are unhindered by poison or disease resistance.

Under some effects or circumstances, a character might be affected by a negative resistance, such as fire resistance (-10). In such cases, the character never actually sustains *more* damage



from a fire attack; instead, this negative resistance only reduces the effectiveness of any other positive the resistance the character possesses. For instance, a character who normally possesses fire resistance (18) who is penalized by some effect causing fire resistance (-10) would have a net of fire resistance (8) to any fire attacks.

Raising the Dead: Some spells, like *convergence* and *resurrection*, restore dead characters to life. Being raised from death is a trying experience, and characters suffer certain effects from being raised, unless the spell description specifically says otherwise.

A character raised from the dead loses a base amount of experience points (XP) equal to the incremental amount of XP the character needed to obtain her current level (see Table 3–1 in Chapter 3: Classes). For example, Alluveal dies when she is 6th level. A priest of Innoruuk decides she is worth bringing back from death, but in the process she loses 10,000 XP (the amount of XP required to go from 5th level [20,000 XP] to 6th level [30,000 XP]). This is the base amount of XP lost; the actual amount lost will usually be only a percentage of this amount, as explained in each spell's description in Chapter 10.

If the character was 1st level, he loses a point of Constitution instead of losing XP. Nothing can restore XP or Constitution lost to being raised from the dead, although characters can continue to earn XP and can increase their Constitution using their training points.

A character who dies (reached –10 hit points or below) and is brought back will lose any prepared spells or songs, will have a mana pool of 0 and will have 1 current hit point. Any spells (such as buffing spells) that were in effect on the character are treated as if they had expired. The character will usually suffer other temporary penalties as well, depending on which spell was used to revive her (see the individual spell descriptions in Chapter 10: Spells).

Characters cannot be raised from the dead against their will. Their spirit always knows who is attempting to call them back into the realm of the living. If the character refuses to be raised, the attempt to do so automatically fails. Certain conditions or spells also prevent a character from being raised.

Haste: Some spells, songs and magic items grant ranks in *haste*, which allow recipients of the haste effect to act in melee much faster, sometimes obscenely fast. Consult Table 8–2 below for the advantage derived from different ranks in haste.

Haste effects are normally generated from three different sources: spell effects, bard song effects and magic items. A character may benefit from only one haste effect from each of the three sources at once. For example, a character could benefit from the spell *quickness*, the bard song *anthem de arms* and the magic item *hangman's noose* all at the same time. The haste ranks from each effect would be added together to determine the character's effective ranks in haste while all three effects are active. If more than one haste effect of the same source is active at once, only the most potent counts toward the character's effective haste ranks. For example, a warrior receiving the benefit of the bard song *anthem de arms* and also the song *Vilia's verses of celerity* would realize the haste benefit only of *Vilia's verses*, since it provides haste (2) compared to *anthem de arms's* haste (1). The less powerful haste effect remains on the character as long as its normal duration lasts; however, it is suppressed by the more powerful haste effect from the same source and only becomes active again if the more powerful effect ends. Unless otherwise noted, no combination of haste effects can take a character over an effective haste (8). Ranks above 8 are simply ignored unless an effect that can specifically bring the character to haste (9) is in effect. No combination can ever take a character over haste (9). As above, excess ranks are ignored.

Haste bonuses to AC are lost whenever characters lose their dodge bonus to AC due to being flat-footed, surprised, stunned and so forth.

The extra attack actions provided by haste effects cannot be used for casting spells or songs. Also, even if a character receives two extra attack actions through haste effects, he may not make more than one full-round iterative attack per round (see Chapter 12: Combat). The character might make one full-round attack action (with his normal "nonhasted" actions) and then use the extra attack actions from haste for additional noniterative attacks.

Table 8-2: Haste Ranks and Effects

Haste Rank	Haste Effect	Example Songs and Spells
Haste (1)	+1 haste bonus to AC, –1 weapon delay	*Anthem de arms, melody of Ervaj*
Haste (2)	+1 haste bonus to AC, 1 extra attack action every 3rd round	*Vilia's verses of celerity, Jonathan's whistling warsong*
Haste (3)	+1 haste bonus to AC, 1 extra attack action every 3rd round and –1 weapon delay	*McVaxius' berserker crescendo, Mcvaxius' rousing rondo*
Haste (4)	+2 haste bonus to AC, 1 extra attack action every 2nd round	*Quickness, Jonathan's provocation, verses of victory, Jonathan's inspiration*
Haste (5)	+2 haste bonus to AC, 1 extra attack action every round	*Alacrity, Vilia's chorus of celerity*
Haste (6)	+2 haste bonus to AC, 1 extra attack action every round and –1 weapon delay	*Celerity*
Haste (7)	+3 haste bonus to AC, alternating 1 or 2 extra attack actions every other round*	*Swift like the wind, Aanya's quickening*
Haste (8)	+3 haste bonus to AC, alternating 1 or 2 extra attack actions every other round* and –1 weapon delay	*Wondrous rapidity, speed of the brood*
Haste (9)**	+3 haste bonus to AC, 2 extra attack actions every round	*Battlecry of the Vah Shir, warsong of the Vah Shir*

*In the first round of the effect, the character gets one extra attack action. The following round the character gets two extra attack actions. On subsequent rounds the characters continues to alternate, receiving one then two extra attack actions.

**Haste (8) is normally the cap on haste; haste (9) is achievable only through certain effects that specifically override this cap.

Slow: The opposite of haste, *slow* effects cause creatures to lose melee speed in combat, becoming easier to hit and attacking less often. Victims of slow effects can still cast spells or run (take move actions) at the same speed, but they lose the speed of motion in the flurry of melee that permits them to attack and defend as normal. Per Table 8–3, victims of slow effects have restrictions on the number of attack actions they can use for ranged weapons or any form of melee attack. Where the table specifies the character loses an attack in a particular round, the slowed character still receives an attack action that round but cannot use that action for a ranged weapon or melee attack. Slowed characters also receive a penalty to their Armor Class. Chapter 12: Combat has more information on attack actions, full-round iterative attacks and attacks of opportunity.

Any effect that provides ranks in slow, no matter what its source (spell, song or item), will not "stack" with other slow effects; only the most powerful slow effect is used. Other slow

effects might remain on a target and become active again if the more powerful slow effect is dispelled or expires (see the next section on "**Combining Magical Effects**").

If a creature is affected by both haste and slow effects simultaneously, subtract ranks in one from the other to determine the effective ranks of haste or slow. For example, a character with 5 ranks of haste has *forlorn deeds* successfully cast upon her. The 6 ranks of slow from the spell negate the 5 ranks of haste, and the character will act with a net slow (1) penalty. As different haste and slow effects are dispelled or expire, the character's net ranks of haste or slow may change.

Table 8-3: Slow Ranks and Effects

Slow Rank	Slow Effect	Example Songs and Spells
Slow (1)	–1 slow penalty to AC, +1 weapon delay	*Largo's melodic binding*
Slow (2)	–1 slow penalty to AC, +1 weapon delay, loses 1 attack of opportunity every 2nd round*	*Drowsy, Selo's consonant chain, Selo's chords of cessation, Selo's assonait strane*
Slow (3)	–2 slow penalty to AC, loses 1 attack of opportunity every 2nd round,* may not make full-round attack actions**	*Largo's absonant binding, Angstlich's assonance walking lleep, plague of insects, languid pace*
Slow (4)	–2 slow penalty to AC, loses 1 attack of opportunity every 2nd round,* may not make full-round attack actions,** loses 1 attack every 3rd round	*Tagar's insects, Tigir's insects, tepid deeds*
Slow (5)	–3 slow penalty to AC, loses 1 attack of opportunity per round,* may not make full-round attack actions,** loses 1 attack every 3rd round	*Togor's insects, shiftless deeds*
Slow (6)	–3 slow penalty to AC, loses 2 attacks of opportunity per round,* may not make full-round attack actions,** loses 1 attack every 2nd round	*Turgur's insects, forlorn deeds*

*The slowed creature receives fewer attacks of opportunity per round. Normally, creatures receive only one attack of opportunity per round, so slow effects often negate a creature's ability to make such attacks in a round.

**The slowed creature is restricted only from making full-round iterative attacks with ranged weapons or melee. Creatures with multiple natural weapon attacks (two claws and a bite, for example) may only attack with their primary natural weapon.

Combining Magical Effects

Spells, songs and other magical effects usually work independently of each other, but sometimes two or more magical effects will overlap and interact. This overlap includes magic items and the special abilities of creatures as well as spells and songs. On occasions when different magical effects interact, use the following guidelines.

Buffing Spells and Bonus Types: A large number of spells (and bard songs), known as bonus or "buffing" spells, give their subject a bonus to an ability score, attacks, Armor Class and various other abilities. Each bonus has a type associated with it, such as an "armor" bonus to AC or a "deflection" bonus to AC. Both bonuses grant increases to AC, but an armor bonus makes the character's armor tougher while a deflection bonus turns attacks aside, making the character harder to hit. Magic bonus (and penalty) types include arcane, armor, augmentation, buff, circumstance, competence, deflection, divine, dodge, enhancement, enlargement, haste, inherent, insight, morale, natural armor, resistance, slow and synergy.

EverQuest: Game Master's Guide goes into more detail about the different types of bonuses, but the important thing to keep in mind is that bonuses of the same type don't "stack." So if a character is subject to three effects that provide armor bonuses of +1, +2 and +4 to her AC, only the +4 bonus (the highest) applies. The other bonuses still exist, however. If the highest rated bonus goes away (is removed or annulled, for example), then the next highest rated bonus applies. If the character in the previous example loses her +4 armor bonus, the +2 bonus still applies, so long as its effect is still around.

Bonuses of different types do stack. So an armor bonus to AC stacks with a deflection bonus (or any type except another armor bonus). If a bonus doesn't have a type (it's simply listed as "+X bonus"), then it stacks with all other bonuses.

Resistance Effects: Some spells and songs grant particular resistance effects (see "**Resistance**" earlier in this chapter). Resistance spells of the same bonus type and attack type do not stack; only the highest rated resistance takes effect, although the other spells remain and may take effect if the highest rated spell is removed or annulled. Resistances of different bonus types do stack, as do resistance bonuses against different attack types, even if they have the same bonus type. So a buff bonus of fire resistance (5) can stack with a buff bonus of cold resistance (5), since they resist different effects. Similarly, a buff bonus of poison resistance (10) will stack with an arcane bonus of poison resistance (5) to provide poison resistance (15).

Spell Line Stacking: Multiple castings of the same spell or spells in the same spell line (as described in individual spell descriptions) never stack with one another while one is currently in effect. Whenever a spell in the same spell line as a spell currently in effect on a target is cast on that target, the new spell fails automatically if it is of a lower spell level than the spell in effect. If the spell level is equal to or greater than the spell currently in effect, the old spell is annulled and replaced by the new casting. This result assumes the new casting is at least partially successful (i.e., the new spell penetrates the target's spell resistance and is not negated by a successful saving throw). New castings that are halved or partially ineffective due to a successful saving throw by the target are still successful and replace the prior casting, even if the prior casting was at full strength.

Examples: A warrior with *courage* is visited by a cleric who casts *heroism* (a higher level spell in the same spell line as *courage*) on him. The *heroism* replaces the *courage*. If a cleric recasts *courage* on the warrior before the *heroism* duration has expired, the *courage* spell fails.

A shaman casts *envenomed bolt* on a seafury cyclops who fails his saving throw and is affected by the spell. Before the *envenomed bolt* runs its full duration, the shaman decides to recast the spell. The cyclops makes his saving throw this time, but the new *envenomed bolt* still replaces the old since the saving throw for *envenomed bolt* is "Fortitude halves," not "Fortitude negates."

Damage Reduction Stacking: Spells and effects that grant damage reduction (see "**Damage Reduction**" earlier in this chapter) do not stack for cumulative reduction of damage. However, whenever a creature with multiple types of damage reduction effects is struck, the damage reduction effect that offers the creature the greatest degree of protection is used to offset damage from the attack. For example, a warrior under the effects of both damage reduction 20/+2 and 5/– is struck by a nonmagical axe for 8 points of damage and a +3 arrow for 7 points of damage. The warrior applies his damage reduction effects for maximum benefit: applying the 20/+2 damage reduction to negate the axe blow and applying his 5/– damage reduction to reduce the arrow wound to 2 points of damage.

Stacking Bonuses and Penalties: In some cases, a character will be under various effects that grant bonuses and others that impose penalties. Determine the total bonus affecting the character (including bonuses that stack), then determine the total penalty affecting the character (including penalties that stack) and adjust the character's abilities accordingly.

Example: A character is affected by the following bonuses: a +2 enhancement bonus to Str from a spell, a +3 enhancement bonus to Str from a spell, a +2 divine bonus to Str from a spell, a –2 enhancement penalty to Str from a spell and a –4 enhancement penalty to Str from a spell. The +3 enhancement bonus does not stack with the +2 enhancement bonus (so the +2 bonus does not apply). It does stack with the +2 divine bonus, giving the character a total bonus of +5. The –4 enhancement penalty does not stack with the –2 enhancement penalty (so the –2 penalty does not apply), giving the character a total penalty of –4, resulting in a net bonus of +1.

Stacking Effects: Subject to the stacking bonus rules above, a target can be affected by multiple spells. Usually the effects of each spell are applied in the order in which they were cast. So a character transformed into a wolf by *form of the howler* and then made *invisible* is an invisible wolf. Sometimes a later spell supercedes an earlier one. A *beguiled* character can't follow orders while paralyzed by another spell, for example.

Some spells specifically negate (or are negated by) other spells. The cancellation happens automatically when the two spells are in effect on the same target. It is specifically mentioned in the individual spell's description.

Instantaneous Effects: Instantaneous effects on the same target work cumulatively. So a target hit by two *shock of fire* spells would have to make saving throws against each and would take damage from each individually. Likewise, a character affected by two *minor healing* spells at the same time gains the benefits of each one individually.



Schools of Magic

Spells are divided up into five major *schools* of magic. A school is a related group of spell effects that operates under similar rules.

Abjuration

Abjuration spells repel or drive away certain things. They range from turning away harmful effects to nullifying magic. Examples of abjuration spells include *aegis*, *divine aura*, *endure fire* and *shieldskin*.

Abjuration spells that create barriers to keep out certain types of creatures cannot be used to push them away or crush them against walls or similar obstacles. If the barrier is forced against the creature, the caster feels a sense of pressure. If pressed further, the barrier collapses and the spell ends, regardless of its remaining duration.

Alteration

Alteration spells change or transform the subject in some way. Simple alteration spells affect only one aspect of the subject (such as size), while more powerful alteration spells can completely transform a subject into another creature or object. Alterations can also affect the subject's mind and change thoughts or emotions. These alterations carry the mind-affecting descriptor.

Healing: Some alteration spells can heal damage, cure disease or poison and even restore life to the dead. These spells are one of the specialties of divine spellcasters like clerics, paladins and shamans.

Conjuration

Conjuration spells bring or create creatures, things or even different kinds of energy out of nowhere. Conjured creatures usually obey the caster's commands, while conjured objects or energy may remain for a short time. In some rare cases conjuration spells are permanent, but most are temporary.

Creation: Creation spells create objects or creatures out of nothing. If the spell has a duration other than instantaneous, the creation is actually held together by magic. When the spell's duration runs out or it is dismissed, the creation ceases to exist. Creation spells with an instantaneous duration use magic to create the creature or item, but it's real once it's created, so it cannot be dispelled.

Summoning: Summoning spells bring creatures or objects to you. Creatures summoned by spells are often referred to as "pets" (see the "**Pets**" sidebar). Summoned creatures return to where they came from when the summoning spell ends or is dismissed, while summoned objects remain unless the spell description says otherwise. Pets that are killed or reduced to 0 hit points also vanish. When a summoned creature vanishes, any spells it cast end automatically. Summoned creatures cannot use any summoning abilities they might have, nor can they cast spells or use effects that cost XP.

Divination

Divination spells deal with the senses. On the one hand, they allow casters to sense things beyond the range of the five senses, penetrate illusions or even predict the future. Conversely, divination spells can also fool or affect the senses, creating illusions, causing blindness and so forth. Some examples of divination spells include *cast sight*, *invisibility*, *radiant visage* and *sense the dead*.

Evocation

Evocation spells manipulate or generate various forms of energy, usually directing them toward a specific end. Most of the spectacular combat spells are evocations, creating powerful blasts of cold, fire, lightning and similar forces. Some evocation spells include *burst of fire*, *discordant mind*, *frost strike* and *poison storm*.

Special Abilities

Many creatures and some classes have abilities that work like spells but that are not actual spells. These are known as special abilities and fall into one of four categories, depending on the source of the ability and how it works.

Natural Abilities: A natural ability is something every member of a particular species of creature can do, such as a bird's ability to fly or a fish's ability to breathe underwater. The ability may work similarly to a spell or other magical ability, but it is not magical. Natural abilities cannot be dispelled or affected by things that affect magic.

Extraordinary Abilities (Ex): Extraordinary abilities are things creatures can learn how to do (including many class abilities). Even though they are extraordinary, they are not magical in nature. They do not require concentration, do not provoke attacks of opportunity (except as noted otherwise) and are unaffected by things that disrupt or annul magic.

Supernatural Abilities (Su): Supernatural abilities are innate magical abilities that don't require the same concentration as spells. They cannot be disrupted in combat and generally do not provoke attacks of opportunity as spells do (except as noted otherwise). They cannot be nullified like spells, but they do not function in areas where there is no magic at all. A dragon's breath weapon is a supernatural ability.



Pets

A mage's summoned elemental, a necromancer's or shadow knight's undead servant, a druid's or shaman's spirit animal, a wizard's familiar and an enchanter's animation are all referred to as "pets" in the slang of *EverQuest*, since these summoned creatures follow and obey their masters. Summoned pets possess only glimmers of intelligence and understand and obey simple mental commands from their master. Pets might be commanded to attack a particular target, to stand still, to follow, to stand guard (though they have little ability to distinguish between friend or foe and so can either attack anything that comes in sight or only attack things that assault their master or some other simple criteria). A spellcaster can command her pet as long as the pet remains within the master's sight. A pet out of his master's sight will continue to perform his last orders to the best of his ability and will defend himself if attacked, but will otherwise stand still and do nothing until his master returns.

If a pet's summoner falls unconscious or is killed (–1 hit points or lower), his mental hold over the pet is lost and the pet will instantly disappear.

If the summoner casts another pet-summoning spell, any existing pet disappears as soon as the summoner releases his mental hold over the pet in order to begin the new casting. Whether the new summoning is successfully cast or not, the old pet vanishes. Even multiclass characters such as a magician/necromancer cannot have more than one pet at a time.

Similarly, if the summoner begins to cast a charm spell, his mental hold over a pet is lost and so is the pet as soon as his master focuses on trying to dominate and compel another creature with the charming magic.

In the *EverQuest* Role-Playing Game, pets are not banished if the summoner turns invisible.

A beastlord's warder is not the same as a creature summoned by magic, a pet. Warders are real animals, not conjured spirits, elementals or undead. Therefore, warders do not disappear when a beastlord dies, nor does a warder's companionship prevent a beastlord from using charm spells or a multiclass beastlord from summoning a pet. For example, a multiclass iksar beastlord/ shadow knight could command both a warder and an undead pet (and an unholy mount, too!) if he were sufficient level in each class.

Statistics for summoned pets can be found in the *EverQuest: Monsters of Norrath* rulebook, and many are also available at www.EQrpg.com.

Chapter Nine: Bard Songs

The bards of Norrath possess the oldest magic. Some scholars even believe that Veeshan's dragon brood handed bardic magic to the mortal races, and these same scholars have found that bardic magic traces its origins farther into Norrath's history than the earliest recorded documents. Small wonder, since bards also serve as Norrath's main historians, and they prefer to pass down history through song and story rather than through the written word.

Bard songs are not as powerful as equivalent level divine and arcane spells, though bardic magic possesses many strengths that compensate for this. Though spellcasters can be interrupted while they weave their spells, bards cannot. Indeed, bards can leap into the fray of melee, lending both their sword and song to a battle. Bards also spend far less mana on their songs; higher level bards rarely run dry of mana. Twisting songs also allows bards to have many song effects working at one time to aid their comrades and injure their foes. Finally, bard song effects often carry different magical bonus types than most magic items or spells, and therefore songs combine easily with bonuses from magic items and spells (see "Combining Magical Effects" in Chapter 8: Using Magic), making the bard a nice complement to other casters.

As mentioned in Chapter 8: Using Magic, most of the rules that govern general spellcasting also apply to bard songs. Despite the very different kinds of magic, the basic game system used to model it is similar. The differences and similarities are explained in this chapter and are followed by the list of bard songs by song level and the song descriptions themselves.

Performing a Song

To perform a song, bards must first choose one of their eight prepared songs. Bards prepare songs just as a caster prepares spells (see "**Preparing Spells and Songs**" in Chapter 8: Using Magic). Then bards must decide whether to perform using voice alone, or to accompany the singing with the proper musical instrument. Doing the latter can greatly improve the effectiveness of the song.

Bards can start one song each round. Starting a song is a free action and, if using voice alone, bards need no other action to maintain the song's performance. Playing an instrument to attempt a song's instrument bonus is a standard action (replacing the bard's attack action).

Same as Spells

Many elements of bard songs (as listed in the song descriptions at the end of this chapter) are treated the same as spells, and the explanations of these elements are already detailed in Chapter 8: Using Magic.

Song level is similar to spell level and determines which songs a bard of a particular class level can use. It also helps determine the saving throw DC against bard song effects. Song line is similar to spell line in that it shows which songs cannot be stacked together for combined magical effect. Range, target/area/effect, saving throw and spell resistance are also identical to spells.

Unlike divine and arcane casters, bards do not have schools of magic into which they categorize their songs. All bard songs are performed with the same fundamental techniques.

Like spells, bard songs do carry descriptors to denote certain game mechanics that relate to the song's use or effect. For example, *Brusco's boastful bellow* is a song that carries the "[Sonic]" descriptor to note that it deals sonic damage to its targets, and, if the target has sonic resistance, the resistance offsets some of the damage of the song.

Duration of Songs

Most bard songs have a duration of either instantaneous or performance. Songs with a performance duration last as long as the bard continues to perform the magical melody for that song. If something completely prevents the bard from performing, such as by being muted or *stunned*, or if the bard stops performing a song by choice or by failing a Performance check while twisting, the performance duration song ends and its effects immediately end, too, unless something in the song's description indicates otherwise. Additionally, any target of a performance duration song that leaves the maximum range of the song effectively ends the performance duration with respect to itself. Should the target reenter the song's range during the same performance of the song, it immediately falls back under the song's effects automatically.

Finally, the targets of a performance duration song are selected when the song begins. To change targets, the bard must stop singing the song and begin the same song again, selecting the new targets. This distinction becomes important when the bard decides which new song to begin each round.

Casting Time and Recast of Songs

Bards can start one song each round as a free action using voice alone. If the bard uses an instrument with a song, the casting time of the song is still a free action as the bard begins to sing it, but playing the instrument to accompany the voice requires a standard action. Since all songs have a free action casting time, casting time is not listed in each song's description. Similarly, all bard songs have a recast time of instantaneous, so recast is not listed with each song's description

Mana

Songs do not use up mana in the same way that spells do. With but a few exceptions, each round a bard performs a song or twists multiple songs, the bard spends 1 mana. A few powerful bard songs are the exceptions to this rule; each use of these songs requires a particular mana cost specified in the song's description.

Bards regain mana at the same rate as other magic-using classes (see "**Regaining Mana**" in Chapter 8: Using Magic). However, bards cannot regain mana through the use of spells and magic

items (for example, the *clarity* spell or *flowing thought* magic items) that aid other spellcasters. Even such spells as *rapacious subversion*, which channel mana from a necromancer into another caster's mana pool, fail to replace a bard's used mana reserves. Spells or magic items that increase a bard's maximum mana pool work, but those that restore mana or give mana to the bard do not. The only way a bard can regain mana is through rest or through extremely rare artifacts created specifically for use by bards.

Instruments

Bards can perform a majority of their songs with voice alone. When performing songs in this fashion, bards can engage in combat or other actions that require the use of their hands.

However, to realize the full power of their ancient magical heritage, bards must play the proper instrument while singing their songs. Most songs are composed to be performed on an instrument from one of four groups: brass, percussion, string or wind. The "**Instrument:**" line in each song description describes which instrument group accompanies the song. If the bard successfully plays the proper instrument, the effectiveness of his song is augmented as described under each song's detailed description.

A few songs require that an instrument be played successfully for the song to be effective at all. These songs cannot be used with voice alone. Such requirements are explained under the individual song descriptions.

Playing an instrument requires the bard to have both hands free to hold and play the instrument. (Note that dropping an item held in your hand is a free action, while getting or stowing an item is typically a move action.) Playing an instrument is a standard action that provokes attacks of opportunity from enemies who threaten the bard (see "**Attacks of Opportunity**" in Chapter 12: Combat). Unlike casters who must channel through damage caused by successful attacks of opportunity to cast their spells, bards do not have to channel or concentrate through damage sustained while playing their instruments; they just have to stay conscious through the punishment! Similar to any other caster's defensive casting, bards can play their instruments defensively, thereby not provoking attacks of opportunity. However, dodging about in this manner makes the Play Instrument check more difficult.

Bards make Play Instrument checks using the appropriate instrument type's Play Instrument skill (see Chapter 4: Skills).

Play Instrument DC = 10 + highest song level being performed that uses the instrument

Play Instrument Defensively DC = 15 + highest song level being performed that uses the instrument

On a successful check, bards gain the instrument bonus for all the songs they perform that round that are composed for the type of instrument played. For example, Altora twists three songs together in a round. Two of the songs use percussion instruments and one uses a wind instrument. She attempts to use her drums to achieve the percussion instrument bonus. She makes her Play Percussion Instruments check against a DC 10 + the highest percussion-based song's level. If the check succeeds, both songs requiring percussion instruments to gain the bonus are augmented by their instrument bonus.

Outside combat or other stressful situations, bards can "take 10" on their rolls for a Play Instrument check.

Song Twisting

As bards progress in skill, they gain the ability to weave the melodies of several songs together, creating a medley that keeps the magical power of all the songs active at one time. High-level bards can maintain the effect of three or four songs simultaneously through twisting, while truly epic bards might even attempt five songs at once.

To begin twisting songs, the bard must first start each song at the normal rate of one new song each round. On round one, a bard starts his first song, and it takes effect normally that round. On round two, when he begins a second song without stopping the first, he actually begins to twist the two songs. On subsequent rounds, he can attempt to add on a third and then a fourth song to the twist, but it becomes progressively more difficult to twist more songs. Each round, the bard can elect to stop singing as many songs in the twist as he likes, but he can begin only one new song per round.

Before any of the bard's songs take effect that round, but after the bard has chosen to add or drop any songs from the twist, the bard makes a Perform check at a DC shown on "**Table 9–1: Bard Song Twisting Difficulty Classes**". The bard must make this check every round, even if he simply performs the same twist of songs as he did in the prior round.

If the Perform check succeeds, the bard successfully twists the songs. All the twisted songs take effect that round. The bard spends his normal 1 mana on using songs — no matter how many songs are twisted. Songs that possess a mana cost apart from the normal 1 mana per round must be fueled with mana *in addition* to the normal mana expenditure. On a failed Perform check, all the bard's songs stop and none of the songs take effect that round (unless the song specifically lasts beyond the performance duration). The bard has to begin again the following round by starting one new song and building his song mix back up over the coming rounds.

Table 9-1: Bard Song Twisting Difficulty Classes

Number of Songs Twisted	DC
2	8 + highest song level
3	18 + highest song level
4	32 + highest song level
5	50 + highest song level

For example, Altora begins singing *chant of battle* in the first round of a combat. On round two, she decides to continue singing *chant of battle*, but she also begins to sing *hymn of restoration*, thus beginning a two-song twist. That round she rolls a Perform check against a DC (per Table 9–1) of 8 + 2 (the song level of *hymn of restoration*, the highest song level in the twist) = 10. She passes the check so both songs are effective that round. On round three, Altora decides to keep singing the prior two songs and also begins yet another new song — *elemental rhythms*. She is attempting to twist three songs, and her DC is 18 + 2 = 20. She succeeds again and all three songs take effect.

On round four the battle starts to look grim for Altora and her companions, so she drops *chant of battle* from the twist and begins singing *Selo's accelerando* in case retreating quickly becomes necessary. She is still twisting three songs and her DC is still 20. She fails the Perform check, so all three songs stop and none take effect that round. On the following round, she must start again, so she begins *Selo's accelerando* as her first song.

Only songs with a duration of "performance" can be continued round after round. Songs with a duration of "instantaneous" or any other duration must be started again each round.

For example, Altora can start *chords of dissonance*, with its duration of "performance," in round one and continue it in subsequent rounds, damaging opponents each round. She can twist a new song with *chords of dissonance* or not as she sees fit each round, but *chords of dissonance* continues to damage its targets each round until she stops singing it.

However, *Brusco's boastful bellow* has a duration of "instantaneous." Altora bellows at an opponent and instantaneously damages it, but then the song stops. Using *Brusco's boastful bellow* each round counts as her one new song that she starts each round. She could however, first start a song such as *chords of dissonance* with its "performance" duration and then each round thereafter begin *Brusco's boastful bellow* to damage opponents with both songs if she successfully twists them.

Songs in the same song line cannot be twisted together.

Sound

Bard songs do not have components (verbal, somatic, material and so on) like spells do. However, all bard songs rely on sound. They cannot be whispered, played silently or otherwise made inaudible and still retain their effectiveness. (*Shauri's sonorous clouding* is an exception to this rule.) As such, bards often find themselves the target of intelligent opponents who recognize that bardic performances tilt the battle away from its favor. In dun-

geons, echoing canyons and similar places, bards can also attract a lot of undesired attention by singing and beating their drums.

Bards who are underwater or in an airless environment cannot sing unless they have some form of magical breathing in effect, such as *enduring breath*. (The exception to this is that any bard can begin singing a song that provides a magical means of breathing, such as *Tarew's aquatic ayre*.) Bards who are *muted* or in a zone of magical silence cannot use song magic.

Song Descriptions

1st-Level Songs

Chant of Battle. Augments targets' Strength, Dexterity and AC.

Chords of Dissonance. Deals sonic damage to multiple targets.

Jaxan's Jig of Vigor Cures subdual damage and offsets fatigue.

Lyssa's Locating Lyric. Corpse locating song

Selo's Accelerando. Increases base speed of targets.

2nd-Level Songs

Anthem De Arms. Provides haste and a Strength bonus to targets.

Elemental Rhythms. Protects against cold, electrical, fire and magic and provides a bonus to AC.

Hymn of Restoration. Heals targets.

Jonathan's Whistling Warsong. Provides haste effect and increases Strength and AC.

Kelin's Lugubrious Lament. Causes the target to become depressed.

Magical Monologue. Temporarily enhances one weapon wielded by bard.

Peaceful Rhythms. Protects against sonic and magic effects and provides a bonus to AC.

3rd-Level Songs

Brusco's Boastful Bellow. Deals sonic damage to target.

Cinda's Charismatic Carillon. Improves the bard's faction with the targets.

Kellin's Lucid Lullaby. Mesmerizes targets.

Lyssa's Cataloging Libretto. Magically identifies an item observed by the bard.

Purifying Rhythms. Protects against acid, poison, disease and magic and provides a bonus to AC.

Song of Sustenance. Nourishes targets equal to one meal.

4th-Level Songs

Cassindra's Chant of Clarity. Lessens mana cost of spells.

Denon's Disruptive Discord. Deals damage and lowers each targets' AC.

Guardian Rhythms. Provides spell resistance and an AC bonus to targets.

Largo's Melodic Binding. Slows and lowers the AC of targets.

Shauri's Sonorous Clouding. Group invisibility and ability to see invisible creatures and objects.

Tarew's Aquatic Ayre. Allows targets to breathe underwater or in a vacuum.

5th-Level Songs

Alenia's Disenchanting Melody. Area of effect *cancel magic*.

Angstlich's Appalling Screech. Induces fear in targets.

Lyssa's Veracious Concord. Gives ultravision, as well as the ability to see invisible creatures.

Melanie's Mellifluous Motion. Short range group random teleport.

Psalm of Warmth. Provides infravision, cold resistance, cold saving throw bonus and damage shield.

Selo's Consonant Chain. Causes slow effect and decreases base speed of target.

6th-Level Songs

Amplification. Allows an instrument bonus for one song twisted.

Crission's Pixie Strike. *Mesmerizes* a single target while lowering its spell resistance.

Fufil's Curtailing Chant. Reduces the target's saving throws against spells, magic resistance and AC.

Psalm of Vitality. Increases resistance to disease and provides bonus on saving throws against disease.

Solon's Song of the Sirens. Turns targeted creature into the bard's mental slave.

7th-Level Songs

Agilmente's Aria of Eagles. Levitates targets.

Cantana of Soothing. Restores hp, removes fatigue penalties and lessens mana cost of spells.

Cassindra's Chorus of Clarity. Lessens mana cost of spells.

Denon's Dissension. Burns away the target's mana.

Lyssa's Solidarity of Vision. Allows the bard to see through the eyes of the target.

Psalm of Cooling. Provides fire resistance, saving throw bonus against fire and cold-based damage shield.



8th-Level Songs

Katta's Song of Sword of Dancing. Group Dexterity increase with Dexterity penalty proc.

Psalm of Purity. Increases resistance to poison and provides bonus on saving throws against poison.

Solon's Bewitching Bravura. Turns target into the bard's mental slave.

Tuyen's Chant of Flame. Makes target more vulnerable to fire damage while dealing fire damage.

Vilia's Verses of Celerity. Provides haste and Dexterity bonus.

9th-Level Songs

Cassindra's Elegy. Gives a bonus to the Intelligence and Wisdom abilities of targets.

Denon's Desperate Dirge. Deals damage on targets within the area of effect.

McVaxius's Berserker Crescendo. Provides haste and increases Strength of targets.

Psalm of Mystic Shielding. Increases the saving throws, magic resistance and AC of targets while providing healing and temporary hp.

Syvelian's Antimagic Aria. Cancels a magical effect on a creature or item.

10th-Level Songs

Jonathan's Provocation. Increases target's battle prowess through haste, bonuses to Strength and attack, and temporary hp.

Niv's Melody of Preservation. Heals and provides Strength, attack bonuses and spell resistance.

Selo's Chords of Cessation. Deals damage to targets while slowing them.

Shield of Song. Group damage reduction.

Tuyen's Chant of Frost. Makes target more vulnerable to cold damage while dealing cold damage.

11th-Level Songs

Largo's Absonant Binding. Slows target's movement and attack rate and lowers target's Dexterity.

Melody of Ervaj. Provides a haste (1) effect that combines with other haste effects.

Selo's Accelerating Chorus. Increases base speed of the targets for an extended duration.

Selo's Song of Travel. Grants *invisibility*, *see invisible*, *levitation* and a base speed bonus.

Verses of Victory. Provides haste, Strength and Dexterity bonuses.

12th-Level Songs

Battlecry of the Vah Shir. Provides a haste effect and enables targets to reach haste (9).

Elemental Chorus. Increases resistance of targets to damage from magic, fire and cold attacks.

Nillipus's March of the Wee. Grants a bonus to Dexterity and AC and provides temporary hp.

Selo's Assonant Strane. Slows the attacks and movement of targeted creatures.

Song of Dawn. Prevents the target from attacking the bard and causes the target to attack another creature.

Song of Twilight. Mesmerizes targets and imposes spell resistance and saving throw penalties.

Vilia's Chorus of Celerity. Grants haste to targets.

13th-Level Songs



Brusco's Bombastic Bellow. *Stuns* and causes damage to target.

Cantana of Replenishment. Restores hp, removes fatigue penalties and lessens mana cost of spells.

Occlusion of Sound. Penalizes target's saving throws against magic, fire and cold, and lowers spell, magic, fire and cold resistance.

Purifying Chorus. Protects against acid, poisons, disease and magic and provides a bonus to AC.

Song of Highsun. *Stuns* target, dispels a magical effect on target and teleports the target a short distance.

Song of Midnight. Causes fear and augments the base speed of fleeing opponents.

14th-Level Songs

Cassindra's Insipid Ditty. Decreases the target's Intelligence and Wisdom and drains its mana.

Chorus of Replenishment. Restores hp, removes fatigue penalties and lessens mana cost of spells.

Jonathan's Inspiration. Increases target's battle prowess through haste, bonuses to Strength and attack, and temporary hp.

McVaxius's Rousing Rondo. Provides haste, increases Strength and attack rolls, and grants a damage shield to targets.

Niv's Harmonic. Increases the AC of targets.

15th-Level Songs

Angstlich's Assonance. Causes slow effect and deals damage to target.

Composition of Ervaj. Drains target's mana.

Denon's Bereavement. Poisons targets.

Kazumi's Note of Preservation. Gives short-term invulnerability to targets.

Solon's Charismatic Concord. Increases the Charisma of targets.

Warsong of the Vah Shir. Provides a haste effect and enables targets to reach haste (9).

Agilmente's Aria of Eagles

Bard Song
Level: Brd 7
Song Line: *Agilmente's aria of eagles*
Instrument: Wind (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

So long as the bard performs this song and the targets remain in range, each target receives the benefit of a *levitate* spell. Successful use of a wind instrument increases the range of the song to 25 feet + 5 ft./level.

Alenia's Disenchanting Melody

Bard Song
Level: Brd 5
Song Line: *Alenia's disenchanting melody*
Instrument: String (Dex; instrument required)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level
Duration: Performance
Saving Throw: None
Spell Resistance: No

A bard must successfully play a stringed instrument to use *Alenia's disenchanting melody*. The melody has a chance to dispel one randomly determined magical effect on each targeted creature within range each round of performance. If more than one magical or spell effect is active on a target, the GM rolls to randomly determine which effect is targeted by this song each round. The bard has no control over which effect is canceled and might, for example, accidentally cancel a *courage* spell on a companion while trying to dispel a magic damage-over-time effect afflicting the companion. *Alenia's disenchanting melody* has no effect on disease, poison or acid effects or spells that carry those descriptors, and such effects are not included in the random determination of which effect the song targets each round.

The bard makes a caster check (1d20 + bard level) and compares the result to a DC of 11 + the caster level of the caster who created the effect being dispelled. A success indicates the effect is canceled, though damage already dealt by a canceled effect is not healed.

Amplification

Bard Song
Level: Brd 6
Song Line: *Amplification*
Instrument: None
Range: Personal
Target: Bard
Duration: Performance
Saving Throw: No
Spell Resistance: No

Amplification is effective only when twisted with other songs. This song allows a bard to enjoy the instrument bonus of any one song twisted with *amplification* even though the bard is not actually playing the song's instrument. The bard must still make a Play Instrument check for the appropriate instrument type, and the check carries a –4 circumstance penalty due to the bard trying to amplify sounds with his voice to mimic the instrument in lieu of actually playing the instrument. *Amplification* cannot replace the need for an instrument for songs that require an instrument to be effective.

Angstlich's Appalling Screech

Bard Song [Fear, Mind-Affecting]
Level: Brd 5
Song Line: *Angstlich's appalling screech*
Instrument: Wind (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: 1d4 rounds (2d4 rounds with wind instrument)
Saving Throw: Will negates
Spell Resistance: Yes
Angstlich's appalling screech produces waves of fear that causes affected beings to flee in terror if they fail a Will save. Affected creatures have a 50% chance of dropping any carried items as they flee from the caster at their maximum speed. If cornered, the creature cowers, but it defends itself if attacked, suffering a –2 penalty to all attack and damage rolls. The effects of the song persist for 1d4 rounds, and they last twice that (2d4 rounds) if performed on a wind instrument.

Angstlich's Assonance

Bard Song
Level: Brd 15
Song Line: *Angstlich's assonance*
Instrument: Brass (Con)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance + 1 minute
Saving Throw: Fortitude half and negates
Spell Resistance: Yes
If the target fails to resist *Angstlich's assonance*, it suffers a slow (3) effect for the duration of performance and 1 minute thereafter. Slow (3) carries a –2 slow penalty to Armor Class, and the target loses 1 attack of opportunity every second round and cannot make full-round attack actions.

In addition, *Angstlich's assonance* deals 2d6 points of sonic damage per round of performance and for 10 rounds (1 minute) after the performance ends. The damage per round doubles (4d6) if the bard performs the song on a brass instrument. If the target made its Fortitude saving throw, all damage is halved.

Anthem De Arms

Bard Song
Level: Brd 2
Song Line: *Chant of battle*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Anthem de arms provides a +2 bonus to the targets' Strength scores and also gives them haste (1), which provides a +1 haste bonus to Armor Class and –1 weapon delay.

Battlecry of the Vah Shir

Bard Song
Level: Brd 12
Song Line: *Battlecry of the Vah Shir*
Instrument: Percussion (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The Jharin bards among the Vah Shir hold *battlecry of the Vah Shir* as one of their greatest traditional songs. Sung on the battlefields of Luclin, this battlecry turns the Khala Dun Vah Shir warriors into veritable threshing machines. Though *battlecry of the Vah Shir* itself provides only a haste (1) effect, its most important aspect is that it enables its targets to reach haste (9) if they have other haste effects that get them to haste (6) (with percussion) or haste (8) (without percussion). The bard can twist another bard haste song such as *Vilia's chorus of celerity* with *battlecry of the Vah Shir* and have *Vilia's* more powerful haste effect replace *battlecry's* haste (1) while *battlecry* still enables the target to reach haste (9) even if *battlecry's* actual haste effect is suppressed. Successful use of a percussion instrument causes the song to provide a haste (3) effect.

Brusco's Boastful Bellow

Bard Song [Sonic]
Level: Brd 3
Song Line: *Brusco's boastful bellow*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
Brusco's boastful bellow deals 1d6 points of sonic damage +1 point per 3 bard levels.

Brusco's Bombastic Bellow

Bard Song [Sonic]
Level: Brd 13
Song Line: *Brusco's boastful bellow*
Instrument: None
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half and negates
Spell Resistance: Yes
Brusco's bombastic bellow deals (6d10)x2 points of sonic damage to its target or half damage on a successful Fortitude save. If the target fails its save, it is also *stunned* for 1d4 rounds. Stunned creatures can take no actions and lose their Dexterity bonus (if any) to Armor Class. Opponents gain a +2 bonus on attack rolls against stunned targets.

Cantana of Replenishment

Bard Song
Level: Brd 13
Song Line: *Hymn of restoration* and *Cassindra's chant of clarity*
Instrument: String (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Cantana of replenishment is identical to *cantana of soothing* except that it does not require a stringed instrument Also, successful use of a stringed instrument allows casters to spend 33% (one-third) less mana to cast spells while affected by the song.

Cantana of Soothing

Bard Song
Level: Brd 7
Song Line: *Hymn of restoration* and *Cassindra's chant of clarity*
Instrument: String (Dex; instrument required)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes
The bard must play a stringed instrument for *cantana of soothing* to be effective. Targeted beings suffer no penalties due to fatigue, and the song cures 2 points of damage +1 point per 5 bard levels each round while targets listen to the soothing melody of this song. Additionally, casters spend 20% less mana to cast spells while affected by *cantana of soothing*.

Cassindra's Chant of Clarity

Bard Song
Level: Brd 4
Song Line: *Cassindra's chant of clarity*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One spellcaster/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
While the bard performs *Cassindra's chant of clarity*, all targeted spellcasters within range spend 10% less mana to cast spells. This mana savings adds to any other mana savings the caster might enjoy, such as from greater specialization or other similar abilities. For example, a caster using a spell from her school of greater specialization (10% less mana) who is also under the effects of *Cassindra's chant of clarity* spends 20% less mana casting the spell.

Cassindra's Chorus of Clarity

Bard Song

Level: Brd 7
Song Line: *Cassindra's chant of clarity*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One spellcaster/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Cassindra's chorus of clarity is the same as *Cassindra's chant of clarity* except that it provides a mana savings of 20% to targeted casters.

Cassindra's Elegy

Bard Song
Level: Brd 9
Song Line: *Cassindra's elegy*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Cassindra's elegy provides a +4 buff bonus to targets' Intelligence and Wisdom abilities for as long as the bard is singing this song and the targets remain within range. While the song is rarely performed long enough to allow casters to benefit from the increase in their maximum mana pool, increased ability modifiers are applied immediately to assist in skill checks, Will saves, the DC of some spell saving throws and so on.

Cassindra's Insipid Ditty

Bard Song [Mind-Affecting]
Level: Brd 14
Song Line: None
Instrument: String (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Will negates
Spell Resistance: Yes

The bane of spellcasters, *Cassindra's insipid ditty* worms its way into the target's mind until the target can think of little else but humming the simple ditty to herself over and over and over again. Targets who fail to resist the song suffer a –4 buff penalty to Intelligence and Wisdom and lose twice the bard's Charisma modifier in mana each round of performance. Successful use of a stringed instrument grants the bard a +4 bonus on his roll to overcome the target's spell resistance (if any), and the saving throw DC of the song increases by +4.

Chant of Battle

Bard Song
Level: Brd 1
Song Line: *Chant of battle*
Instrument: Percussion (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Chant of battle provides a +1 bonus to the targets' Strength and Dexterity attributes and a +1 luck bonus to their Armor Class. Modifications to attribute bonuses are applied immediately. Successful use of a percussion instrument increases the bonuses to +2.

Chords of Dissonance

Bard Song [Sonic]
Level: Brd 1
Song Line: None
Instrument: String (Dex)
Range: 10 ft. + 5 ft./3 levels
Target: One creature/level
Duration: Performance
Saving Throw: Fortitude half
Spell Resistance: Yes



Chords of dissonance deals 1d3 points of sonic damage per round to the selected targets within range. Successful use of a stringed instrument increases the damage to 1d6 points per round.

Chorus of Replenishment

Bard Song
Level: Brd 14
Song Line: *Hymn of restoration* and *Cassindra's chant of clarity*
Instrument: String (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: All allied creatures within range
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Chorus of replenishment is identical to *cantana of replenishment* except that it affects all targets that the bard chooses to replenish who are also within range.

Cinda's Charismatic Carillon

Bard Song [Mind-Affecting]
Level: Brd 3
Song Line: *Cinda's charismatic carillon*
Instrument: Wind (Dex)
Range: Long (400 ft. + 40 ft./level)
Target: Intelligent beings of a selected faction
Duration: 1 hour per level
Saving Throw: Will negates
Spell Resistance: Yes
The bard selects one faction and sings a tribute to that faction's cause. The magic woven into the song affects all creatures within range who fail their saving throw, causing them to regard the bard as if she possessed +2 ranks in that faction. Successful use of a wind instrument increases the faction bonus by +4 ranks. The song does not allow the bard's ranks in faction to exceed +6. The effect lasts long after the bard stops singing.

Creatures that resist the song don't necessarily act upset when the bard attempts to ingratiate herself by singing a tribute to the faction's ideals. However, they continue to regard the bard at the bard's normal faction level and react accordingly.

Composition of Ervaj

Bard Song
Level: Brd 15
Song Line: *Composition of Ervaj*
Instrument: Brass (Con; instrument required)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Performance + 3 rounds
Saving Throw: Will half
Spell Resistance: Yes
Composition of Ervaj requires a brass instrument. If the target fails to resist the song, *composition of Ervaj* drains 20 mana from the target per round of performance and continues draining mana 3 rounds after the performance ends. The mana loss is halved if the target succeeds at its Will save.

Crission's Pixie Strike

Bard Song [Mind-Affecting]
Level: Brd 6
Song Line: *Crission's pixie strike*
Instrument: Wind (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Will negates
Spell Resistance: Yes
Crission's pixie strike targets a single creature. If the creature fails its saving throw, it is *mesmerized*. A mesmerized creature can take no actions and loses its Dexterity bonus to Armor Class (if any). Foes gain a +2 circumstance bonus on attack rolls against mesmerized creatures. The mesmeric effect ends immediately when the mesmerized creature takes at least 1 point of damage. Foes in the middle of a full-attack action making iterative attacks against a mesmerized creature do not gain the +2 circumstance bonus on attack rolls, and the affected creature gets its Dexterity bonus to Armor Class (if any) on remaining iterative attacks once it is damaged and the mesmeric ends. When the effect ends, the affected creature can act on the next initiative count (and this becomes its new initiative) as long as it has been mesmerized at least 1 full round. Otherwise, a creature that is no longer affected by the song resumes action on its original initiative count in the next melee round.

The creature further suffers a –4 penalty to its spell resistance if it has any.

The target receives a new saving throw to resist the song's effects every 1d4+1 rounds since its last failed saving throw, assuming the performance of the song doesn't stop and end the effect sooner. Successful use of a wind instrument doubles the penalty to spell resistance to –8.

Denon's Bereavement

Bard Song
Level: Brd 15
Song Line: *Denon's bereavement*
Instrument: String (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Fortitude half
Spell Resistance: Yes
Denon's bereavement causes 3d6 points of poison damage to its targets each round. A successful Fortitude save halves the damage. Successful use of a stringed instrument doubles the damage.

Denon's Desperate Dirge

Bard Song [Sonic]
Level: Brd 9
Mana: 130
Song Line: *Denon's desperate dirge*
Instrument: None
Range: Medium (100 ft. + 10 ft./level)
Area: 15-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
Denon's desperate dirge is one of the most powerful damage-dealing songs available to bards, but it comes at a price. Unlike most bard songs, which impose a modest mana drain upon the bard, this song costs the bard 130 mana each time it is sung.

The bard designates the center of the area of effect, and a burst of sonic power erupts from that point, dealing (8d10)x2 points of sonic damage on all creatures within that area (Reflex save for half damage).

Denon's Disruptive Discord

Bard Song
Level: Brd 4
Song Line: *Denon's disruptive discord*
Instrument: Brass (Con)
Range: 10 ft. + 5 ft./3 levels
Target: One creature/level
Duration: Performance
Saving Throw: Fortitude half
Spell Resistance: Yes
Denon's disruptive discord causes 3d6 points of sonic damage per round of performance, while imposing a luck penalty of –2 to each target's Armor Class. Successful use of a brass instrument increases the damage to 6d6 points, and the luck penalty is –4 to Armor Class. A successful Fortitude save halves the damage and the penalty to Armor Class.

Denon's Dissension

Bard Song
Level: Brd 7
Song Line: *Denon's dissension*
Instrument: Brass (Con)
Range: Medium (100 ft. + 10 ft./level)
Target: One spellcaster/2 levels
Duration: Performance
Saving Throw: Will half
Spell Resistance: Yes
Denon's dissension burns away 2d4 points of each targeted being's mana per round. As this is not physical damage that can be sensed by the target, it does not disrupt *mesmerizing* effects. Successful use of a brass instrument drains mana at a rate of 8 points per round.

Elemental Chorus

Bard Song
Level: Brd 12
Song Line: *Elemental rhythms*
Instrument: Percussion (Dex)
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: All allied creatures within range
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Elemental chorus cloaks all creatures within range that the bard wishes to protect in a

shroud of magical protection. *Elemental chorus* is identical to *elemental rhythms* except that it has a greater range and can affect more targets, making it a powerful defense for any army that might face arcane opponents.

Elemental Rhythms

Bard Song
Level: Brd 2
Song Line: *Elemental rhythms*
Instrument: Percussion (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Elemental rhythms is one of the most powerful protective songs in the bard's repertoire. This song protects the bard and her allies from magic, fire and cold effects. The song provides magic, electrical, fire and cold resistance (4) +1 per 5 bard levels. So a 5th-level bard grants resistance (5), a 10th-level bard grants resistance (6) and so on. It also provides a +2 saving throw bonus against any fire, cold, electrical and magic effect. The save bonus does not apply to effects that carry the disease, poison, acid or sonic descriptors or that deal those sorts of damage. Finally, it provides a +1 deflection bonus to Armor Class. Successful use of a percussion instrument doubles all the bonuses provided by the song.

Fufil's Curtailing Chant

Bard Song [Magic]
Level: Brd 6
Song Line: *Fufil's curtailing chant*
Instrument: Percussion (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Will negates and half
Spell Resistance: Yes
Fufil's curtailing chant lowers a single target's defenses against magical attacks while dealing magic damage upon it. On a failed save, the target suffers a –2 penalty to magic resistance and takes 1d8 points of magic damage per round. On a successful save, the penalty is negated and the damage is halved. Successful use of a percussion instrument changes the penalty to –4 to magic resistance and increases the damage to 2d8 points per round.

Guardian Rhythms

Bard Song
Level: Brd 4
Song Line: *Guardian rhythms*
Instrument: Percussion (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature/level
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Guardian rhythms provides a +1 luck bonus to Armor Class and grants a spell resistance of the bard's level + 4. So an 8th-level bard protects his allies with spell resistance (12) with this song (see "**Spell Resistance**" in Chapter 8: Using Magic). Successful use of a percussion instrument doubles the Armor Class bonus, and the spell resistance improves to the bard's level + 6.

Hymn of Restoration

Bard Song
Level: Brd 2
Song Line: *Hymn of restoration*
Instrument: String (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The bard cures 1 point of damage +1 point per 10 bard levels each round with *hymn of restoration*. The bard cures twice that amount with a successful use of a stringed instrument.

Jaxan's Jig of Vigor

Bard Song
Level: Brd 1
Song Line: None
Instrument: Percussion (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft.-radius spread
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
All creatures who are within the area of *Jaxan's jig of vigor* feel refreshed and rested while the song is performed. The song removes all fatigue penalties and heals 1d4 points of subdual damage. Once the song ends, the fatigue effects return at the level they were prior to the performance of this song. If performed on a percussion instrument, the song heals 2d4 points of subdual damage.

Jonathan's Inspiration

Bard Song
Level: Brd 14
Song Line: *Jonathan's whistling warsong*
Instrument: Brass (Con)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Jonathan's inspiration is an upgrade of *Jonathan's provocation*. It still provides haste (4), but its other bonuses are increased. Without a brass instrument, the song provides the following bonuses: a +5 bonus to Strength, a +2 morale bonus on attack rolls and 4 temporary hit points that refresh each round of performance. Successful use of a brass instrument increases these effects to a +6 bonus to Strength, a +3 morale bonus on attack rolls and 5 temporary hit points each round.

Jonathan's Provocation

Bard Song
Level: Brd 10
Song Line: *Jonathan's whistling warsong*
Instrument: Brass (Con)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Jonathan's provocation is the reason why warriors buy drinks for their bard allies. The song offers any one target a collection of benefits that primarily augment the target's melee combat prowess. The song provokes the target to battle frenzy by granting a haste (4) effect. Haste (4) provides a +2 haste bonus to Armor Class and 1 extra attack action every second round.

The song also provides the following bonuses: a +4 bonus to Strength, a +1 morale bonus on attack rolls and 3 temporary hit points that refresh each round of performance. The first 3 points of damage the target suffers each round are absorbed by the song's magic. Successful use of a brass instrument changes these bonuses to a +5 bonus to Strength, a +2 morale bonus on attack rolls and 4 temporary hit points each round.

Jonathan's Whistling Warsong

Bard Song
Level: Brd 2
Song Line: *Jonathan's whistling warsong*
Instrument: None
Range: Personal
Target: Bard
Duration: Performance
Saving Throw: None
Spell Resistance: Yes (harmless)
Jonathan's whistling warsong greatly increases a bard's melee combat prowess by increasing the rate at which she moves. While performing the song, the bard receives the benefits of haste (2). The bard also receives a +2 buff bonus to Strength and a +1 luck bonus to Armor Class.

Katta's Song of Sword of Dancing

Bard Song
Level: Brd 8
Song Line: *Katta's song of sword of dancing*
Instrument: Percussion (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Targets of *Katta's song of sword of dancing* receive a +6 buff bonus to Dexterity and also deliver a process effect (see "**Process Effects**" in Chapter 12: Combat) with

their melee attacks. The proc DC is 20. If an attack procs, the victim must make a Fortitude saving throw to resist a –5 buff penalty to Dexterity that lasts for 2d6 minutes. Successful use of a percussion instrument raises the Dexterity buff bonus to +8 and lowers the proc DC to 18.

Kazumi's Note of Preservation

Bard Song
Level: Brd 15
Song Line: *Kazumi's note of preservation*
Instrument: Wind (Dex)
Range: 10 ft. + 5 ft./3 levels
Target: One willing creature/2 levels
Duration: 3 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Kazumi's note of preservation can be performed only on willing creatures. It wraps them in protective magic that shields them from all harm similar to the spell *divine aura*. For 3 rounds the targets cannot be injured but also cannot attack, cast spells or use songs. A bard stops performing all songs as soon as she is protected by *Kazumi's note of preservation*. Successful use of a wind instrument extends the duration to 5 rounds.

Kellin's Lucid Lullaby

Bard Song [Mind-Affecting]
Level: Brd 3
Song Line: *Kellin's lucid lullaby*
Instrument: String (Dex, see below)
Range: 10 ft. + 5 ft./3 levels
Target: One creature/level
Duration: Performance
Saving Throw: Will negates
Spell Resistance: Yes

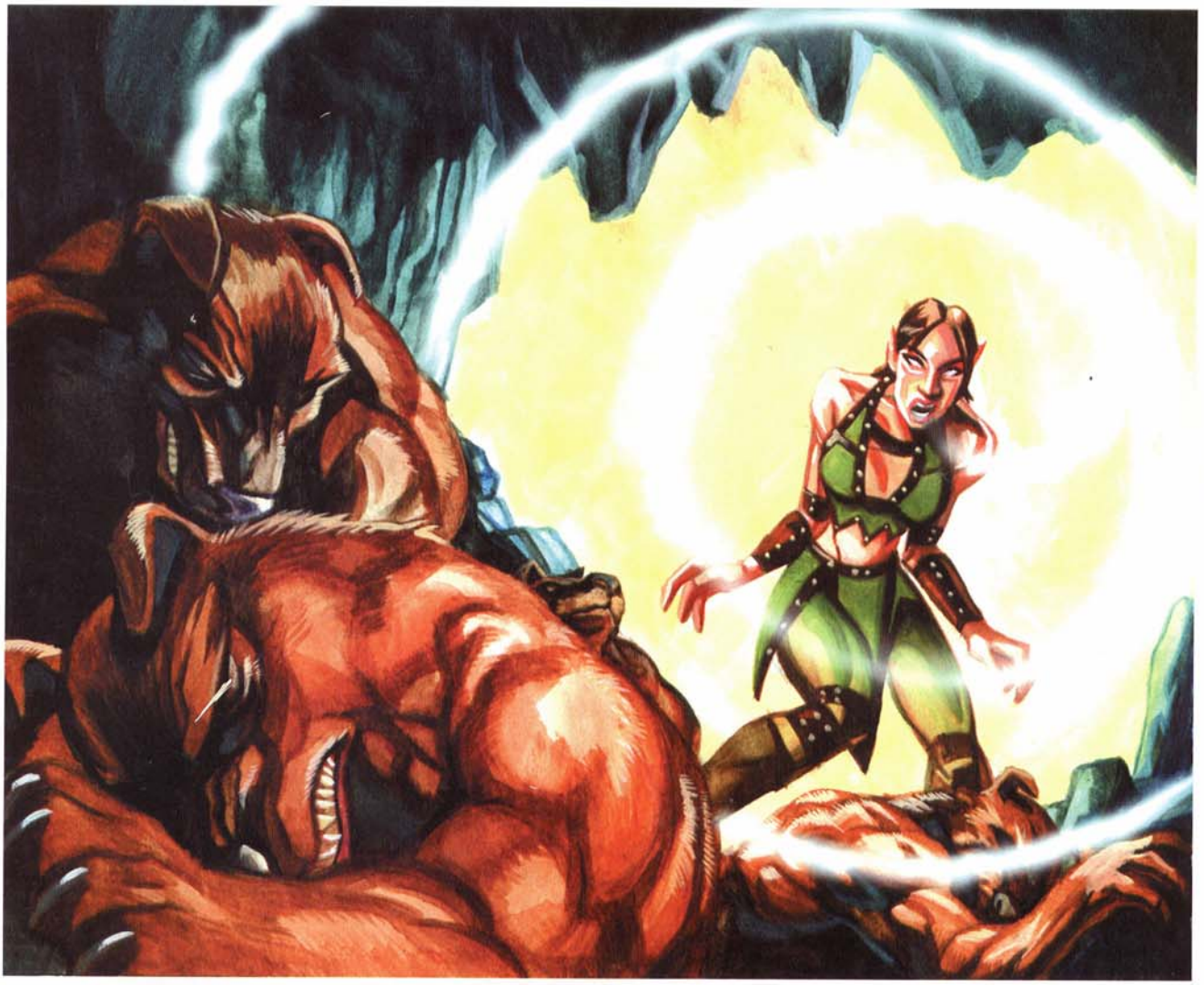
Kellin's lucid lullaby causes the targeted creatures who fail to resist it to become *mesmerized* by the bard's music. Successful use of a stringed instrument increases the saving throw DC by +2.

A mesmerized creature can take no actions and loses its Dexterity bonus to Armor Class (if any). Foes gain a +2 circumstance bonus on attack rolls against mesmerized creatures. The mesmeric effect ends immediately when the mesmerized creature takes at least 1 point of damage. Foes in the middle of a full-attack action making iterative attacks against a mesmerized creature do not gain the +2 circumstance bonus on attack rolls, and the affected creature gets its Dexterity bonus to Armor Class (if any) on remaining iterative attacks once it is damaged and the mesmeric ends. When the effect ends, the affected creature can act on the next initiative count (and this becomes its new initiative) as long as it has been mesmerized at least 1 full round. Otherwise, a creature that is no longer affected by the song resumes action on its original initiative count in the next melee round.

Kellin's Lugubrious Lament

Bard Song [Mind-Affecting]
Level: Brd 2
Song Line: *Kellin's lugubrious lament*
Instrument: String (Dex)
Casting Time: Performance
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour per Charisma modifier point
Saving Throw: Will negates
Spell Resistance: Yes

Kellin's lugubrious lament causes the target to sink into a melancholic depression. If the target fails its saving throw, then for the duration of the song, it is too apathetic to care about much of anything and is content to stand and listen to the lament, wallowing in sorrow and self-pity. This



song does not work if the target is already involved in combat, and its effect ends immediately if the target is attacked in any manner. Successful use of a stringed instrument increases the song's saving throw DC by +2.

Largo's Absonant Binding

Bard Song
Level: Brd 11
Song Line: *Largo's melodic binding*
Instrument: None
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Will negates
Spell Resistance: Yes

Largo's absonant binding greatly lowers the targets' combat alacrity, subjecting them to a slow (3) effect. The effect causes a –2 slow penalty to Armor Class, makes the victim lose 1 attack of opportunity every second round, and it does not allow the victim to make full-round attack actions. It also decreases the target's base speed by 50%. The movement reduction effect of this song does not stack with any other magical effect that penalizes movement, such as the *snare* spell. Whichever effect penalizes movement more takes effect and the other is suppressed. Finally, it lowers the target's Dexterity score with a –8 buff penalty.

Largo's Melodic Binding

Bard Song
Level: Brd 4
Song Line: *Largo's melodic binding*
Instrument: None
Range: Medium (100 ft. + 10 ft./level)
Target: One creature/level
Duration: Performance
Saving Throw: Will negates
Spell Resistance: Yes

Largo's melodic binding slows the combat alacrity of targeted creatures, causing a slow (1) effect. Targets suffer a –1 slow penalty to Armor Class and a +1 weapon delay.

Lyssa's Cataloging Libretto

Bard Song
Level: Brd 3
Song Line: *Lyssa's cataloging libretto*
Instrument: None
Range: Touch
Target: One item touched
Duration: Performance
Saving Throw: None
Spell Resistance: No

Lyssa's cataloging libretto allows the bard to identify the qualities of a magic item touched, revealing one function, bonus or penalty per round, starting with the most basic, low-level function. If an item has multiple functions that the GM feels are of equal level, he or she chooses which function to reveal first. When cast on any item, magic or not, the bard might receive information about the nature of the item or mental images from the item's past. All such divination results are at the discretion of the GM.

Lyssa's Locating Lyric

Bard Song
Level: Brd 1
Song Line: *Lyssa's locating lyric*
Instrument: None
Range: One landmass
Target: One humanoid corpse (see description)
Duration: Performance
Saving Throw: None
Spell Resistance: No

Each round, the enchantment created by *Lyssa's locating lyric* allows the bard to sense the direction of a corpse. If the bard is not searching for the body of a being who is known to him, then magic merely directs the bard toward the nearest corpse. The song cannot be used to locate corpses that are on another landmass or plane than the one the bard is on, and the corpse must still physically exist at least in part. (Vast expanses of water and planar boundaries interrupt the song's magic.)

Lyssa's Solidarity of Vision

Bard Song
Level: Brd 7
Song Line: *Lyssa's solidarity of vision*
Instrument: Wind (Dex)
Range: Long (400 ft. + 40 ft./level)
Target: One living creature
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Lyssa's solidarity of vision grants the bard effects identical to the spell *bind sight*. Successful use of a wind instrument prevents the bard from taking damage each round it's played.

Lyssa's Veracious Concord

Bard Song
Level: Brd 5
Song Line: *Lyssa's veracious concord*
Instrument: Wind (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Lyssa's veracious concord imbues its targets with ultravision and the ability to see invisible objects and creatures. Successful use of a wind instrument doubles the number of targets affected.

Magical Monologue

Bard Song
Level: Brd 2
Song Line: *Magical monologue*
Instrument: None
Range: Personal
Target: One weapon wielded by bard
Duration: Performance
Saving Throw: No
Spell Resistance: No

Magical monologue causes a nonmagic weapon wielded by the bard to temporarily gain magic bonuses. The song gives the weapon a +1 enhancement bonus on attack and damage rolls. Additionally, bards can use this song on any weapon, magic or nonmagic, to grant the weapon an effective bonus of +1 per 3 bard levels, solely for purposes of bypassing an opponent's damage reduction. The actual bonus on attack and damage does not change from either the +1 enhancement bonus described above (for nonmagic weapons) or the weapon's normal magic bonus.

McVaxius's Berserker Crescendo

Bard Song
Level: Brd 9
Song Line: *McVaxius's berserker crescendo*
Instrument: Brass (Con)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

McVaxius's berserker crescendo causes targeted creatures to move more quickly in battle, giving them the benefit of a haste (3) effect. Haste (3) provides a +1 haste bonus to Armor Class, 1 extra attack action every third round and –1 weapon delay. The song also provides a +4 buff bonus to Strength, though using a brass instrument increases the bonus to +6.

McVaxius's Rousing Rondo

Bard Song [Sonic]
Level: Brd 14
Song Line: *McVaxius's berserker crescendo*
Instrument: Brass (Con)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

McVaxius's rousing rondo is identical to *McVaxius's berserker crescendo*, except that it also provides a +1 morale bonus on attack rolls (+2 with brass instrument) and guards its targets in a shield of sounds that acts as a damage shield (3), dealing 3 points of sonic damage on each opponent every time the opponent strikes the song's target in melee. With a brass instrument, this effect becomes damage shield (6). The damage shield stacks with any other damage shields such as from druid or magician spells.

Melanie's Mellifluous Motion

Bard Song [Teleportation]
Level: Brd 5

Song Line: *Melanie's mellifluous motion*
Instrument: Wind (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: Bard (+1 creature/2 levels)
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The bard and targeted creatures within range are teleported a short distance, each in a random direction. Roll 1d8 for each target: 1 = north, 2 = northeast, 3 = east, 4 = southeast, 5 = south, 6 = southwest, 7 = west and 8 = northwest.

The distance teleported is (1d4 (+1 for every 5 bard levels)) x 5 feet, or, with a wind instrument, (2d4 (+1 for every 5 bard levels)) x 5 feet. The distance is calculated from the position of where the bard was originally standing, but the distance is also limited by the bard's line of sight. Therefore, if the song is used indoors, the distance teleported might be restricted severely as creatures are teleported less than the full distance to a position next to walls that block the bard's line of sight.

The song always deposits the targets on the same level of surface that they started on. This means that it does not cause a target to be teleported off the edge of a cliff. (They would be teleported to the edge of the cliff but no farther.) However, it also means that one or more of the group may well end up being teleported into lava or water if any is nearby.

The saving throw is not listed as harmless, but any target, such as a bard's allies, can always surrender his saving throw if he desires to be teleported. A wizard companion surrounded by minotaurs may just want to take her chances with a new location on the battlefield.

Melody of Ervaj

Bard Song
Level: Brd 11
Song Line: *Melody of Ervaj*
Instrument: Brass (Con; instrument required)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Melody of Ervaj provides a haste (1) effect; however, its haste bonus stacks with all other haste effects, even another bard song. Thus a bard might twist *melody of Ervaj* with *verse of victory* to grant a total bonus of haste (2) from her songs, which might then further combine with haste from a spell and a magic item.

Nillipus's March of the Wee

Bard Song
Level: Brd 12
Song Line: None
Instrument: Percussion (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Nillipus's march of the wee grants its targets a +3 bonus to Dexterity, a +1 dodge bonus to Armor Class and 4 temporary hit points that refresh each round of duration, essentially allowing the targets to ignore the first 4 points of damage each round. Successful use of a percussion instrument doubles the bonuses.

Niv's Harmonic

Bard Song
Level: Brd 14
Song Line: *Niv's harmonic*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Niv's harmonic provides a +4 luck bonus to the Armor Class of targeted beings.

Niv's Melody of Preservation

Bard Song
Level: Brd 10
Song Line: *Niv's melody of preservation*
Instrument: String (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Niv's melody of preservation provides an array of benefits, including a +3 bonus to Strength, a +1 insight bonus on attack rolls and 2 points of healing per round of performance. Finally, *Niv's melody of preservation* grants its targets spell resistance (bard's level + 4). Successful use of a stringed instrument increases the bonuses to a +5 bonus to Strength, a +2 insight bonus on attack rolls, 4 points of healing per round and spell resistance (bard's level + 6).

Occlusion of Sound

Bard Song
Level: Brd 13
Song Line: None
Instrument: Percussion (Dex; instrument required)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Performance
Saving Throw: None
Spell Resistance: No

Occlusion of sound lowers the target's spell resistance by 4. The target also suffers morale penalties of –2 to its saving throws against fire, cold and magic damage effects and –5 to its fire, cold and magic resistances. The bard must play a percussion instrument for this song to be effective.

Peaceful Rhythms

Bard Song
Level: Brd 2
Song Line: *Elemental rhythms*
Instrument: Percussion (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Similar to *elemental rhythms*, *peaceful rhythms* protects the bard and her allies from sonic and magic effects. The song provides magic and sonic resistance (4) +1 per 5 bard levels. So a 5th-level bard grants resistance (5), a 10th-level bard grants resistance (6) and so on. It also provides a +2 saving throw bonus against any sonic or magic effect. The save bonus does not apply to magical effects that carry the cold, disease, electricity, fire, poison or acid descriptors or that deal those sorts of damage. Finally, it provides a +1 deflection bonus to Armor Class. Successful use of a percussion instrument doubles all the bonuses provided by the song.

Psalm of Cooling

Bard Song [Cold]
Level: Brd 7
Song Line: *Elemental rhythms*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Psalm of cooling provides the targets with fire resistance (8) and a +4 bonus on saving throws against fire effects. The song also creates a chilly aura of cold around targets that freezes anyone who engages the targets in melee. The aura is a damage shield (2), dealing 2 points of cold damage each time an opponent successfully strikes the target with a melee attack. As with all damage shields, cold resistance does not protect attackers from the damage.

Psalm of Mystic Shielding

Bard Song
Level: Brd 9
Song Line: *Elemental rhythms*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Targets receive a +6 bonus on saving throws against magical effects with the magic descriptor, as well as magic resistance (12).

They also receive a +1 deflection bonus to Armor Class and are cured for 1 point of damage +1 point per 10 bard levels each round. Finally, the song provides 4 temporary hit points that refresh each round of performance, so as long as targets are under the song's power, the first 4 points of damage they take each round are ignored.

Psalm of Purity

Bard Song
Level: Brd 8
Song Line: *Elemental rhythms*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Targets receive a +5 bonus on saving throws against poison and magical effects with the poison descriptor, as well as poison resistance (10).

Psalm of Vitality

Bard Song
Level: Brd 6
Song Line: *Elemental rhythms*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Targets receive a +5 bonus on saving throws against disease and magical effects with the disease descriptor, as well as disease resistance (10).

Psalm of Warmth

Bard Song [Fire]
Level: Brd 5
Song Line: *Elemental rhythms*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Psalm of warmth provides the targets with infravision, cold resistance (8) and a +4 bonus on saving throws against cold effects. The song also creates a nimbus of fire around targets that burns anyone who engages the targets in melee. The nimbus is a damage shield (2), dealing 2 points of fire damage each time an opponent successfully strikes the target with a melee attack. As with all damage shields, fire resistance does not protect attackers from the damage.

Purifying Chorus

Bard Song
Level: Brd 13
Song Line: *Elemental rhythms*
Instrument: Percussion (Dex)
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: All allied creatures within range
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Purifying chorus is identical to *purifying rhythms* except that it has a greater range and can affect more targets.

Purifying Rhythms

Bard Song
Level: Brd 3
Song Line: *Elemental rhythms*
Instrument: Percussion (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Similar to *elemental rhythms*, *purifying rhythms* protects the bard and his allies from the effects of certain forms of attack. The song provides magic, acid, disease and poison resistance (4) +1 per 5 bard levels. So a 5th-level bard grants resistance (5), a 10th-level bard grants resistance (6) and so on. It also provides a +2 saving throw bonus against any acid, disease, poison or magic effect. The save bonus does not apply to magical effects that carry the cold, electricity, fire or sonic descriptors or that deal those sorts of damage. Finally, it provides a +1 deflection bonus to Armor Class. Successful use of a percussion instrument doubles all the bonuses provided by the song.

Selo's Accelerando

Bard Song
Level: Brd 1
Song Line: *Selo's accelerando*
Instrument: Percussion (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Selo's accelerando greatly increases the base speed of the bard and his allies. Targeted creatures have their base speeds increased by a bonus that depends on the bard's level and whether or not the song is performed with a drum or other percussion instrument.

Bard Level	Movement Increase	Movement Increase with Percussion
1–5	+5 ft.	+10 ft.
6–10	+10 ft.	+15 ft.
11–15	+15 ft.	+20 ft.
16+	+20 ft.	+25 ft.

While usable anywhere, the song is truly effective only when used in open terrain. The rhythms played to generate the magic are very loud and very brash; it attracts even more attention than the average bard song. In a town or other heavily settled region, the attention mostly comes from annoyed citizens, while in a dungeon setting, monsters are attracted to the party like flies to a corpse in the sun.

The effects of this song do not stack or combine with any other magical bonus to base speed such as *spirit of the wolf*. Whichever magical effect grants the greatest speed stays in effect while the other is suppressed as long as the more powerful effect remains active.

If a target of the song's effects moves out of the range of the song, then like all "Performance" duration songs, the effect ends for that target. If the target is in the middle of a movement that takes him outside the range of the song, it completes its current move action at the bonus rate. For example, Akhbar, who has a base speed of 30 feet, receives a bonus of +10 feet from the song for a total base speed of 40 feet On his action, he takes a double move action; 25 feet through his first move action he leaves the range of the song. Even though the song effect has ended for him now that he is out of range, he still completes his current move action at the bonus rate, moving his remaining 15 feet. His second move action is at his normal speed of 30 feet since he begins that move action after the effect of the song has ended.

Selo's Accelerating Chorus

Bard Song
Level: Brd 11
Song Line: *Selo's accelerando*
Instrument: Percussion (Dex; instrument required)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance + 2d4 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Selo's accelerating chorus is identical to *Selo's accelerando* except that a percussion instrument is required to play the chorus, and the song's effect last for 2d4 minutes after the performance ends. Like *Selo's accelerando*, this song makes an ungodly racket when played.

Selo's Assonant Strane

Bard Song
Level: Brd 12
Song Line: *Selo's consonant chain*
Instrument: String (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates
Spell Resistance: Yes
Selo's assonant strane is identical to *Selo's consonant chain* except that it has a longer range and it affects multiple targets. Successful use of a stringed instrument affects one creature per bard level.

Selo's Chords of Cessation

Bard Song
Level: Brd 10
Song Line: *Selo's chords of cessation*
Instrument: String (Dex)
Range: 10 ft. + 5 ft./3 levels
Target: One creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates
Spell Resistance: Yes
Selo's chords of cessation slows the combat alacrity of targeted creatures by subjecting them to a slow (2) effect. They suffer a –1 slow penalty to Armor Class and a +1 weapon delay, plus they lose 1 attack of opportunity every second round of performance. The song also deals 2d10 points of damage (or 4d10 if using a stringed instrument) upon the targets each round.

Selo's Consonant Chain

Bard Song
Level: Brd 5
Song Line: *Selo's consonant chain*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Performance
Saving Throw: Will negates
Spell Resistance: Yes
Selo's consonant chain lowers the combat alacrity of the targeted creature by imposing a slow (2) effect. The targeted creature suffers a –1 slow penalty to Armor Class and a +1 weapon delay, plus it loses 1 attack of opportunity every second round of the song's performance. The song also reduces the target's base speed by 50%. The movement reduction effect of this song does not stack with any other magical effect that penalizes movement such as the *snare* spell. Whichever effect penalizes movement more takes effect and the other is suppressed.

Selo's Song of Travel

Bard Song
Level: Brd 11
Song Line: *Agilmente's aria of eagles*, *Selo's accelerando* and *Shauri's sonorous clouding*
Instrument: Percussion (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Selo's song of travel combines the effects of *Shauri's sonorous clouding* (*invisibility* and *see invisible*), with the effects of a *levitate* spell and tops it off with an incredible bonus to base speed. The song doubles the targets' base speed, or it triples the base speed when accompanied by a percussion instrument. Of course, all these benefits disappear when the target leaves the range of the song, which may lead to slowing down and turning visible in time to take a fatal fall.

Shauri's Sonorous Clouding

Bard Song
Level: Brd 4
Song Line: *Shauri's sonorous clouding*
Instrument: Wind (Dex; instrument required)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One size Large or smaller creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Shauri's sonorous clouding cloaks the targeted creatures in an *invisibility* field that hides them from most living creatures and even most undead. The secondary benefit of this song is that it grants the targets the ability to spot other invisible creatures as though no magic cloaked them.

If a character moves beyond the area of effect, attacks or casts a spell or another song (including the bard twisting this song with another), she immediately loses both benefits of this song. The song is not effective for the two following rounds, after which time the character is once again covered by the song's effects, assuming the bard is still performing it.

The song cannot be performed without the instrument. The bard must successfully play a wind instrument each round to maintain this song. If the bard fails a Play Instrument check, the effects of the song stop and are not effective for 1 round; the bard can attempt to Play Instrument again on the following round. Although the bard is playing the wind instrument, no audible sound is made when this song is performed.

Shield of Song

Bard Song
Level: Brd 10
Song Line: *Shield of song*
Instrument: String (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Shield of song provides its targets with 5 temporary hit points that refresh each round of performance. Thus affected targets can ignore the first 5 points of damage they suffer each round. Successful use of a stringed instrument doubles the effect to 10 temporary hit points each round.

Solon's Bewitching Bravura

Bard Song [Mind-Affecting]
Level: Brd 8
Mana: 3 per round
Song Line: *Solon's song of the sirens*
Instrument: Wind (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature of CR 18 or less
Duration: Performance
Saving Throw: Will negates
Spell Resistance: Yes
Solon's bewitching bravura is identical to *Solon's song of the sirens* except that it can charm more powerful creatures, and it has a mana cost the bard must pay each round the song is performed.

Solon's Charismatic Concord

Bard Song
Level: Brd 15
Song Line: *Solon's charismatic concord*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Targets receive a +8 buff bonus to Charisma.

Solon's Song of the Sirens

Bard Song [Mind-Affecting]
Level: Brd 6
Song Line: *Solon's song of the sirens*
Instrument: Wind (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature of CR 12 or less
Duration: Performance
Saving Throw: Will negates
Spell Resistance: Yes
Solon's song of the sirens turns the targeted creature into the bard's mental slave. As long as the target is in range and the bard continues to perform the song, the bard can telepathically direct the target's actions, and the target will obey instructions to the absolute best of its ability, even attacking its former allies to aid the bard.

Similar to the *charm* spell, each round the bard directs the charmed creature to do something clearly suicidal, the creature receives a new saving throw against the song. If successful, the song's effect immediately ends. What constitutes a suicidal act is ultimately the GM's discretion. The target receives a new saving throw to resist the song's effects every 1d4+1 rounds since its last failed saving throw, assuming the performance of the song doesn't end and thus stop the effect sooner.

The bard can charm only one creature at a time. If the bard turns her talents to attempt to charm another creature, the original charmed target is instantly free. Successful use of a wind instrument raises the DC to save against the song by +4.

Song of Dawn

Bard Song [Mind-Affecting]
Level: Brd 12
Song Line: *Song of dawn*
Instrument: Wind (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Will negates
Spell Resistance: Yes

If the target fails its save against *song of dawn*, it does not attack the bard as long as the bard continues to perform the song and as long as the bard does not attack, impair or injure the target. Additionally, during the first round the song is sung, the bard can instill aggression in the target, directing the target to attack any other creature in sight, just as if that creature had successfully used the Taunt skill on the song's target. This effect lasts only 1 round, but it can make the target temporarily turn on its own allies. Successful use of a wind instrument gives the bard a +4 bonus to overcome the target's spell resistance (if any) and adds a +4 bonus to the save DC of the song.

Song of Highsun

Bard Song [Light, Teleportation]
Level: Brd 13
Song Line: *Song of highsun*
Instrument: Wind (Dex)
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Performance
Saving Throw: See text
Spell Resistance: Yes

Bards can perform *song of highsun* only outdoors and only during daylight hours. It has three separate effects on the target, each of which it resists independent of the others.

The first effect cancels magical effects on the target. (The effect is identical to the song *Syvelian's antimagic aria*.) For the second effect, the bard focuses the sun to dazzle the targeted creature, *stunning* it for 1 round unless it succeeds at a Fortitude saving throw. Stunned creatures can take no actions and lose their Dexterity bonus (if any) to Armor Class. Opponents gain a +2 bonus on attack rolls against stunned targets. Finally, the target is affected as if by *Melanie's mellifluous motion* unless it makes a Will save to negate such a teleportation effect.

Successful use of a wind instrument allows the song to dispel two magical effects, stun for 2 rounds and teleport the creatures a greater distance (as described for the instrument use in *Melanie's mellifluous motion*).

Song of Midnight

Bard Song [Fear]
Level: Brd 13
Song Line: *Angstlich's appalling screech*
Instrument: Brass (Con; instrument required)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature/ 2 levels
Duration: 2d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes

Song of midnight is identical to *Angstlich's appalling screech* except that it has a greater range, requires the use of a brass instrument and doubles the base speed of victims while they are affected by the song's fear effect. This song works only during the night hours and only under the open sky.

Song of Sustenance

Bard Song
Level: Brd 3
Song Line: *Song of sustenance*
Instrument: String (Dex; instrument required)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Creatures affected by *song of sustenance* are nourished as if they had just eaten one meal and imbibed a moderate volume of water.

Song of Twilight

Bard Song [Mind-Affecting]
Level: Brd 12



Song Line: *Song of twilight*
Instrument: Wind (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes

If the creature targeted by *song of twilight* fails its saving throw, it is pulled 5 feet closer to the bard (unless already within 5 feet of the bard) and *mesmerized*. A mesmerized creature can take no actions and loses its Dexterity bonus to Armor Class (if any). Foes gain a +2 circumstance bonus on attack rolls against mesmerized creatures. The mesmeric effect ends immediately when the mesmerized creature takes at least 1 point of damage. Foes in the middle of a full-attack action making iterative attacks against a mesmerized creature do not gain the +2 circumstance bonus on attack rolls, and the affected creature gets its Dexterity bonus to Armor Class (if any) on remaining iterative attacks once it is damaged and the mesmeric ends. When the effect ends, the affected creature can act on the next initiative count (and this becomes its new initiative) as long as it has been mesmerized at least 1 full round. Otherwise, a creature that is no longer affected by the song resumes action on its original initiative count in the next melee round.

The target also has its spell resistance reduced by –4 and suffers a –4 morale penalty on all saving throws. Successful use of a wind instrument doubles the penalties.

Syvelian's Antimagic Aria

Bard Song
Level: Brd 9
Song Line: *Alenia's disenchanting melody*
Instrument: None
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or item
Duration: Performance
Saving Throw: None
Spell Resistance: No

Syvelian's antimagic aria functions identically to the spell *cancel magic*. For each round of performance, the aria can attempt to cancel one additional magical effect. As with *cancel magic*, effects that carry the poison or disease descriptors are not affected by this song.

Tarew's Aquatic Ayre

Bard Song
Level: Brd 4
Song Line: None
Instrument: Wind (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/level
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Tarew's Aquatic Ayre allows targets to breathe while underwater or even in a vacuum. The song can be started and performed even if the bard cannot breathe or is singing underwater. Successful use of a wind instrument doubles the number of targets the bard can affect with the song.

Tuyen's Chant of Flame

Bard Song [Fire]
Level: Brd 8
Song Line: *Tuyen's chant of flame*
Instrument: Percussion (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Fortitude negates and half
Spell Resistance: Yes

Tuyen's chant of flame lowers a single target's defenses against fire attacks while dealing fire damage upon it. On a failed save, the target suffers a penalty of fire resistance (–2) and takes 1d10 points of fire damage per round. On a successful save, the penalty is negated and the damage is halved. Successful use of a percussion instrument changes the penalty to –4 to fire resistance and increases the damage to 2d10 points per round.

Tuyen's Chant of Frost

Bard Song [Cold]
Level: Brd 10
Song Line: *Tuyen's chant of frost*
Instrument: Percussion (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: Fortitude negates and half
Spell Resistance: Yes

Tuyen's chant of frost lowers a single target's defenses against cold attacks while dealing cold damage upon it. On a failed save, the target suffers a penalty of cold resistance (–2) and takes 1d12 points of cold damage per round. On a successful save, the penalty is negated and the damage is halved. Successful use of a percussion instrument changes the penalty to –4 to cold resistance and increases the damage to 2d12 points per round.

Verses of Victory

Bard Song
Level: Brd 11
Song Line: *Verses of victory*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Targeted humanoids move and act more quickly than normal, enjoying the benefit of a haste (4) effect, which grants a +2 haste bonus to Armor Class and 1 extra attack action every second round of performance. The *verses of victory* also provide a +6 buff bonus to Strength and Dexterity.

Vilia's Chorus of Celerity

Bard Song
Level: Brd 12
Song Line: *Vilia's verses of celerity*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Vilia's chorus of celerity causes targeted creatures to move more quickly in battle. It grants a haste (5) effect that provides a +2 haste bonus to Armor Class and 1 extra attack action every round.

Vilia's Verses of Celerity

Bard Song
Level: Brd 8
Song Line: *Vilia's verses of celerity*
Instrument: None
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Vilia's verses of celerity causes targeted creatures to move more quickly in battle. It grants a haste (2) effect. Haste (2) provides a +1 haste bonus to Armor Class and 1 extra attack action every third round. In addition, the song provides its targets with a +6 buff bonus to Dexterity.

Warsong of the Vah Shir

Bard Song
Level: Brd 15
Song Line: *Battlecry of the Vah Shir*
Instrument: Percussion (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Warsong of the Vah Shir is identical to *battlecry of the Vah Shir* except that it provides haste (5) in addition to enabling targets to reach haste (9) through other complementary haste effects. Successful use of a percussion instrument allows the song to provide haste (6).

Chapter Ten: Spells

Beastlord Spells

1st-Level Beastlord Spells

Cure Disease. Cures one disease effect.
Endure Cold. Grants target +2 on saves against cold, and cold resistance (8).
Flash of Light. Blinds target for 2 rounds.
Inner Fire. Grants target +1 AC and +3 hit points.
Minor Healing. Heals 1d10 hit points.
Sharik's Replenishing. Restores 4d6 hit points to caster's pet.
Spirit of Sharik. Enhances caster's animal warder.



2nd-Level Beastlord Spells

Blast of Frost. 3d6 cold damage.
Cure Poison. Cures one poison effect.
Endure Fire. Grants target +2 on saves against fire, and fire resistance (8).
Keshuval's Rejuvenation. Restores 6d10 hit points to caster's pet.
Scale Skin. Grants target DR 3/–.
Sense Animal. Caster senses direction to nearest animal, beast, or vermin.
Sicken. 1d10 disease damage plus 1 point of disease damage each round for 20 rounds.
Spirit of Kahliz. Enhances caster's animal warder.
Spirit of Lightning. Caster's warder deals 4d6 electrical damage and taunts opponent.
Strengthen. Grants target +3 Str.

3rd-Level Beastlord Spells

Drowsy. Target suffers slow (2).
Endure Acid. Grants target +2 on saves against acid, and acid resistance (8).
Endure Poison. Grants target +2 on saves against poison, and poison resistance (8).
Lifeforce. Heals 1d4 points of ability damage.
Light Healing. Heals 4d6 hit points.
Serpent Sight. Grants target infravision.
Shrink. Decreases target's size by one category.
Spirit of Bear. Target gains +4 Con.
Spirit of Blizzard. Caster's warder deals 4d6 cold damage and taunts opponent.
Spirit of Keshuval. Enhances caster's animal warder.
Summon Drink. Creates a gallon of pure water.
Tainted Breath. 1d10 poison damage plus 1d8 poison damage each round for 6 rounds.

4th-Level Beastlord Spells

Endure Electricity. Grants target +2 on saves against electricity, and electricity resistance (8).
Endure Sonic. Grants target +2 on saves against sonic attacks, and sonic resistance (8).
Herikol's Soothing. Restores (7d10)x2 hit points to caster's pet.
Spirit of Herikol. Enhances caster's animal warder.
Spirit of Inferno. Caster's warder deals 4d6 fire damage and taunts opponent.
Spirit of Wolf. Target's speed increases by 50%.
Spirit Sight. Target can see invisible and discern spirits and ghosts.
Spirit Strength. Grants target +4 Str.
Summon Food. Creates 3 loaves of black bread.
Turtle Skin. Grants target DR 5/–.

5th-Level Beastlord Spells

Cancel Magic. Cancels effects of a spell or item.
Endure Magic. Grants target +2 on saves against magic, and magic resistance (8).
Envenomed Breath. 4d6 poison damage plus 2d8 poison damage each round for 6 rounds.
Healing. Heals 6d10 hit points.
Shrink. Decreases target's size by one category.
Spirit of Monkey. Grants target +5 Dex.
Spirit of Ox. Grants target +6 Con.
Spirit of Scorpion. Caster's warder deals 4d10 poison damage and taunts opponent.
Spirit of Yekan. Enhances caster's animal warder.
Summon Companion. Calls caster's pet to caster's location.
Yekan's Quickening. Caster's warder gains +7 Str, +2 AC, a +2 attack bonus, and haste (6).
Yekan's Recovery. Restores (2d10)x10 hit points to caster's pet.

6th-Level Beastlord Spells

Counteract Disease. Cures target of a disease effect.
Frenzy. Grants caster +6 Str and Dex, +2 AC, and +2 initiative.
Invigor. Fatigue recovery and healing of subdual damage.
Invisibility. Renders target invisible.

Listless Power. Target suffers –7 Str and Dex, and –3 AC.
Raging Strength. Grants target +5 Str.
Spirit of Kashek. Enhances caster's animal warder.
Spirit of Vermin. Caster's warder deals 4d10 disease damage and taunts opponent.
Vigor of Zehkes. Restores (5d6+1)x10 hit points to caster's pet.

7th-Level Beastlord Spells

Power of Life. Heals ability damage, negative levels, and level or ability drain.
Sha's Lethargy. Target suffers slow (3).
Spirit of Wind. Caster's warder deals 4d10 magic damage and interrupts opponent.
Ultravision. Grants target ultravision.

8th-Level Beastlord Spells

Aid of Khurenz. Restores (3d6+1)x10 hit points to caster's pet.
Health. Grants target +6 Con.
Spirit of Omakin. Enhances caster's animal warder.
Venom of the Snake. 3d10 poison damage plus 3d10 poison damage each round for 6 rounds.



9th-Level Beastlord Spells

Deftness. Grants target +7 Dex.
Resist Acid. Grants target +4 on saves against acid, and acid resistance (16).
Resist Poison. Grants target +4 on saves against poison, and poison resistance (16).
Spirit of the Storm. Caster's warder deals 5d10 fire damage and taunts opponent.
Strength of Stone. Target gains either +7 or +3 Str.

10th-Level Beastlord Spells

Chloroplast. Grants target fast healing (2).
Incapacitate. Target suffers –8 Str and Dex, and –4 AC.
Omakin's Alacrity. Caster's warder gains +8 Str, +5 AC, a +4 attack bonus, and haste (7).
Sha's Restoration. Restores (7d6+2)x10 hit points to caster's pet.
Shifting Shield. Grants target DR 9/–.
Spirit of Zehkes. Enhances caster's animal warder.



11th-Level Beastlord Spells

Greater Healing. Heals (8d10)x2 hit points.
Nullify Magic. Cancels the effects of two spells or items.
Resist Electricity. Grants target +4 on saves against electricity, and electricity resistance (16).
Spirit of Khurenz. Enhances caster's animal warder.
Spiritual Purity. Target gains faster mana recovery.
Talisman of Altuna. Grants target +62 hit points.

12th-Level Beastlord Spells

Alacrity. Grants target haste (5).
Blizzard Blast. (3d6)x10 cold damage.
Sha's Advantage. Target suffers slow (4).
Sha's Ferocity. Caster's warder gains +13 Str, +10 AC, a +6 attack bonus, and haste (8).
Spirit of Kati Sha. Enhances caster's animal warder.
Spiritual Strength. Target gains +10 Str, +8 Dex, and +63 hit points.

Cleric Spells

1st-Level Cleric Spells

Courage. Grants target +1 AC and +3 hit points.
Cure Poison. Cures one poison effect.
Divine Aura. Grants caster 3 rounds of invulnerability.
Flash of Light. Blinds target for 2 rounds.
Lull. Hypnotizes target.
Minor Healing. Heals 1d10 hit points.
Spook the Dead. Instills supernatural fear in undead target.
Strike. 1d8 magic damage.
True North. Caster senses true north.
Yaulp. Caster gains +1 AC and +3 Str.

2nd-Level Cleric Spells

Cure Blindness. Cures target of blindness.
Cure Disease. Cures one disease effect.
Furor. 2d8 magic damage.
Gate. Teleports caster to bind point.
Holy Armor. Grants target DR 3/–.
Lifeforce. Heals 1d4 points of ability damage.
Light Healing. Heals 4d6 hit points.
Reckless Strength. Target gains +5 Str, which decreases gradually over 9 minutes.
Stun. Stuns target for 1 round.
Summon Drink. Creates a gallon of pure water.
Ward Undead. 3d10 magic damage to undead creature.

3rd-Level Cleric Spells

Center. Grants target +1 AC and +13 hit points.
Endure Fire. Grants target +2 on saves against fire, and fire resistance (8).
Endure Poison. Grants target +2 on saves against poison, and poison resistance (8).
Fear. Instills supernatural fear in target.
Hammer of Wrath. Creates magic warhammer.
Invigor. Fatigue recovery and healing of subdual damage.
Root. Halts target.
Sanctuary. Caster establishes an alarmed area to warn of undead.
Sense the Dead. Caster senses direction to nearest undead creature.
Soothe. Hypnotizes target.
Summon Food. Creates 3 loaves of black bread.
Word of Pain. 3d8 magic damage to all within 20-foot burst.

4th-Level Cleric Spells

Bind Affinity. Changes target's bind point.
Cancel Magic. Cancels effects of a spell or item.
Endure Acid. Grants target +2 on saves against acid, and acid resistance (8).
Endure Cold. Grants target +2 on saves against cold, and cold resistance (8).
Endure Disease. Grants target +2 on saves against disease, and disease resistance (8).
Expulse Undead. 6d10 magic damage to undead creature.
Halo of Light. Creates glowing headband.
Invisibility to Undead. Renders target invisible to undead creatures.
Reanimation. Restores target to life.
Sense Summoned. Caster senses direction to nearest summoned creature.
Symbol of Transal. Grants target 7d6 bonus hit points.

5th-Level Cleric Spells

Celestial Remedy. Delayed effect that cures 5d10 hit points each round for 4 rounds.
Endure Electricity. Grants target +2 on saves against electricity, and electricity resistance (8).
Endure Sonic. Grants target +2 on saves against sonic attacks, and sonic resistance (8).
Healing. Heals 6d10 hit points.
Power of Life. Heals ability damage, negative levels, and level or ability drain.
Reconstitution. Restores target to life and also restores 10% of lost experience.
Smite. 5d10 magic damage.
Spirit Armor. Grants target DR 7/–.
Ward Summoned. 3d10 magic damage to summoned creature.
Word of Shadow. 4d10 magic damage to all within 20-foot burst.

6th-Level Cleric Spells

Calm. Hypnotizes target.
Counteract Poison. Cures target of a poison effect.
Daring. Grants target +2 AC and +28 hit points.
Dismiss Undead. (7d6+1)x2 magic damage to undead creature.
Endure Magic. Grants target +2 on saves against magic, and magic resistance (8).
Enstill. Halts target.
Extinguish Fatigue. Fatigue recovery and healing of subdual damage.
Greater Healing. Heals (8d10)x2 hit points.
Hammer of Striking. Creates magic warhammer.
Holy Might. 4d10 magic damage, plus stuns 1 round.
Reparation. Restores target to life and also restores 20% of lost experience.



7th-Level Cleric Spells

Abundant Drink. Creates pure water for 4 persons.
Bravery. Grants target +2 AC and +35 hit points.
Counteract Disease. Cures target of a disease effect.
Inspire Fear. Instills supernatural fear in target.
Sermon of the Righteous. 1d8 magic damage each round for 16 rounds.
Symbol of Ryltan. Grants target (7d6+1)x2 bonus hit points.
Wave of Fear. Instills supernatural fear in 10-foot radius.
Yaulp II. Caster gains +2 AC and +3 Str.

8th-Level Cleric Spells

Abundant Food. Creates black bread for 4 persons.
Blinding Luminance. Blinds target for 1 round/level.
Divine Barrier. Grants caster invulnerability, fast healing (3d10), and damage shield (6).
Expulse Summoned. 6d10 magic damage to summoned creature.
Guard. Grants target DR 10/–.
Panic the Dead. Instills supernatural fear in undead target.
Revive. Restores target to life and also restores 33% of lost experience.
Word of Spirit. 6d10 magic damage to all within 20-foot burst.
Wrath. (5d10+2)x2 magic damage.

9th-Level Cleric Spells

Armor of Protection. Grants caster +2 AC and +55 hit points.
Atone. Target is unable to attack the caster.
Expel Undead. (6d10+3)x2 magic damage to undead creature.
Force. 5d10 magic damage, plus stuns 1 round.
Frenzied Strength. Target gains +7 Str, which decreases gradually over 3d4 minutes.
Renewal. Restores target to life and also restores 50% of lost experience.
Resist Acid. Grants target +4 on saves against acid, and acid resistance (16).
Resist Fire. Grants target +4 on saves against fire, and fire resistance (16).
Resist Poison. Grants target +4 on saves against poison, and poison resistance (16).
Superior Healing. Heals (4d6)x10 hit points.
Symbol of Pinzarn. Grants target (7d10)x2 bonus hit points.
Tremor. Intense tremor shakes 5-foot/level radius.
Valor. Grants target +3 AC and +50 hit points.
Word of Health. Heals 6d10 hit points for up to six targets.

10th-Level Cleric Spells

Armor of Faith. Grants target DR 13/–.
Complete Healing. Heals all lost hit points.
Dismiss Summoned. (7d6+1)x2 magic damage to summoned creature.
Invoke Fear. Instills supernatural fear in target.
Pacify. Hypnotizes target.
Resist Cold. Grants target +4 on saves against cold, and cold resistance (16).
Resist Disease. Grants target +4 on saves against disease, and disease resistance (16).
Resist Electricity. Grants target +4 on saves against electricity, and electricity resistance (16).
Resist Sonic. Grants target +4 on saves against sonic attacks, and sonic resistance (16).
Resuscitate. Restores target to life and also restores 66% of lost experience.
Sacred Word. Stuns creatures within a 15-foot radius.
Turning of the Unnatural. 2d6 magic damage each round for 16 rounds to undead.
Word of Souls. (7d6+1)x2 magic damage to all within 20-foot burst.

11th-Level Cleric Spells

Banish Undead. (2d10+3)x10 magic damage to undead creature.
Celestial Healing. Delayed effect that cures 7d10 hit points each round for 4 rounds.
Earthquake. Intense tremor shakes 10-foot/level radius.
Hammer of Requital. Creates magic warhammer.
Nullify Magic. Cancels the effects of two spells or items.
Resist Magic. Grants target +4 on saves against magic, and magic resistance (16).
Resolution. Grants target +3 AC and +62 hit points.
Restoration. Restores target to life and also restores 75% of lost experience.
Retribution. (2d10+1)x10 magic damage.
Symbol of Naltron. Grants target (2d10+1)x10 bonus hit points.
Yaulp III. Caster gains +3 AC and +6 Str.

12th-Level Cleric Spells

Abolish Poison. Removes all poison effects from target.
Expel Summoned. (6d10+3)x2 magic damage to summoned creature.
Immobilize. Halts target.
Improved Invisibility to Undead. Renders caster invisible to undead for 30 minutes.
Remedy. Heals (3d6)x10 hit points.
Resurrection. Restores target to life and also restores 90% of lost experience.
Shield of Words. Grants target DR 16/–.

Sound of Force. (5d10+2)x2 magic damage, plus stuns 1d2 rounds.
Word Divine. (7d10+2)x2 magic damage to all within 30-foot burst.
Word of Healing. Heals (2d10)x10 hit points for up to six targets.
Word of Vigor. Heals (4d6)x10 hit points and negates fatigue for up to six targets.

13th-Level Cleric Spells

Annul Magic. Cancels the effects of three spells or items.
Death Pact. Heals (8d10+2)x2 hit points when target is near death.
Divine Light. Heals (5d6+1)x10 hit points.
Dread of Night. Instills supernatural fear in undead target.
Epitaph of Life. 5d8 magic damage each round for 5 rounds.
Heroic Bond. Up to six targets gain +4 AC and +100 hit points.
Heroism. Grants target +4 AC and +100 hit points.
Mark of Retribution. Inverted damage shield (2) damages target when hit.
Reckoning. (2d10+4)x10 magic damage.
Sunskin. Renders up to six creatures invisible to undead.
Symbol of Marzin. Grants target (4d6+1)x10 bonus hit points.
Unswerving Hammer of Faith. Creates animated warhammer that pursues its target.
Upheaval. Intense tremor shakes 20-foot/level radius.
Yaulp IV. Caster gains +3 AC, +7 Str, a +2 attack bonus, and fast healing (1).

14th-Level Cleric Spells

Aegis. Grants target DR 17/– for 1 hour/level.
Antidote. Continual removal of all poison effects.
Banish Summoned. (2d10+3)x10 magic damage to summoned creature.
Blessed Armor of the Risen. Grants caster +5 AC, +75 hit points, and increased mana recovery.
Bulwark of Faith. Grants target DR 19/– for 30 minutes/level.
Enforced Reverence. (6d10)x2 magic damage, plus stuns 1d2 rounds.
Exile Undead. (4d6+2)x10 magic damage to undead creature.
Fortitude. Grants target +3 AC and +85 hit points.
Judgement. (3d10+2)x10 magic damage.
Mark of Karn. Damage shield (–2) heals target's attackers.
Marzin's Mark. Grants up to six targets (4d6+1)x10 bonus hit points.
Naltron's Mark. Grants up to six targets (3d6+1)x10 bonus hit points.
Paralyzing Earth. Halts target.
Reviviscence. Restores target to life and also restores 100% of lost experience.
Stun Command. Stuns creatures within a 15-foot radius.
Trepidation. Instills supernatural fear in target.
Wake of Tranquility. Hypnotizes up to six targets.
Word of Restoration. Heals (4d6)x10 hit points plus disease and poison for up to six targets.

15th-Level Cleric Spells

Aegolism. Grants target +9 AC and +275 hit points.
Banishment of Shadows. Destroys undead creature [(2d10)x10 magic damage on save].
Celestial Elixir. Delayed effect that cures (6d10)x2 hit points each round for 4 rounds.
Divine Intervention. Restores all hit points when target is near death
The Unspoken Word. Stuns, blinds, and injures all enemies within 15-foot radius.
Word of Redemption. *Complete healing* for up to six targets.

Druid Spells

1st-Level Druid Spells

Burst of Flame. 1d6 fire damage.
Dance of the Fireflies. Creates globe of fireflies.
Endure Fire. Grants target +2 on saves against fire, and fire resistance (8).
Flame Lick. 1d6 fire damage, plus 2 fire damage each round for 7 rounds, and –1 AC.
Lull Animal. Hypnotizes animal, beast, or vermin.
Minor Healing. Heals 1d10 hit points.
Panic Animal. Instills supernatural fear in animal.
Sense Animal. Caster senses direction to nearest animal, beast, or vermin.
Skin Like Wood. Grants target +1 AC and +3 hit points.
Snare. Target moves half speed.
True North. Caster senses true north.



2nd-Level Druid Spells

Burst of Fire. 1d12 fire damage.
Camouflage. Renders target invisible outdoors.
Cure Disease. Cures one disease effect.
Cure Poison. Cures one poison effect.
Gate. Teleports caster to bind point.
Grasping Roots. 1d10 magic damage and halts target.
Harmony. Soothes targets into passive mindset.
Invoke Lightning. 2d10 electrical damage to up to four targets.
Lifeforce. Heals 1d4 points of ability damage.
Ward Summoned. 3d10 magic damage to summoned creature.
Whirling Wind. 2d10 magic damage, plus wind effects.



3rd-Level Druid Spells

Endure Cold. Grants target +2 on saves against cold, and cold resistance (8).
Enduring Breath. Target does not need to breathe.
Firefist. Grants caster +1 melee attack bonus.
Ignite. 3d10 fire damage.
Invisibility to Animals. Renders target invisible to animals.
Light Healing. Heals 4d6 hit points.
Protection of Wood. +1 AC and +3 hit points for up to six targets.
Shield of Thistles. Grants target damage shield (2).
Starshine. Creates a ball of bright light.
Strength of Earth. Target gains either +5 or +3 Str.
Thistlecoat. Target gains +1 AC and damage shield (1).
Treeform. Caster transforms into a tree.

4th-Level Druid Spells

Befriend Animal. Charms animals, beasts, and vermin for a random duration.
Bind Affinity. Changes target's bind point.
Cascade of Hail. Rain of 3d8 cold damage each round for 3 rounds.
Expulse Summoned. 6d10 magic damage to summoned creature.
Halo of Light. Creates glowing headband.
Invigor. Fatigue recovery and healing of subdual damage.
Levitate. Target may float above the ground.
See Invisible. Allows target to see invisible beings and objects.
Skin Like Rock. Grants target +2 AC and +18 hit points.
Spirit of Wolf. Target's speed increases by 50%.
Stinging Swarm. 1d6 magic damage each round for 11 rounds.
Summon Drink. Creates a gallon of pure water.
Summon Food. Creates 3 loaves of black bread.

5th-Level Druid Spells

Barbcoat. Grants caster +2 AC and damage shield (1).
Calm Animal. Hypnotizes an animal.
Cancel Magic. Cancels effects of a spell or item.
Careless Lightning. 6d10 electrical damage.
Endure Acid. Grants target +2 on saves against acid, and acid resistance (8).
Endure Disease. Grants target +2 on saves against disease, and disease resistance (8).
Endure Electricity. Grants target +2 on saves against electricity, and electricity resistance (8).
Endure Poison. Grants target +2 on saves against poison, and poison resistance (8).
Endure Sonic. Grants target +2 on saves against sonic attacks, and sonic resistance (8).
Feral Spirit. Caster's pet gains +5 Str, +2 AC, and haste (3).
Healing. Heals 6d10 hit points.
Ring of Butcher. Transports caster to Butcher Block.
Ring of Commons. Transports caster to West Commonlands.
Ring of Karana. Transports caster to North Karana.
Ring of Surefall Glade. Transports caster to Surefall Glade.
Ring of Toxxulia. Transports caster to Toxxulia Forest.
Shield of Barbs. Grants target damage shield (3).
Superior Camouflage. Renders target invisible.
Terrorize Animal. Instills supernatural fear in animal.
Wildfire. (6d6)x10 fire damage.

6th-Level Druid Spells

Creeping Crud. 1d10 magic damage each round for 11 rounds.
Dismiss Summoned. (7d6+1)x2 magic damage to summoned creature.
Dizzying Wind. 7d10 magic damage, plus wind effects.
Ensnaring Roots. 4d10 magic damage and halts target.
Pogonip. Rain of (6d10)x2 cold damage each round for 3 rounds.
Power of Life. Heals ability damage, negative levels, and level or ability drain.
Protection of Rock. +2 AC and +18 hit points for up to six targets.
Ring of Feerot. Transports caster to the Feerot.
Ring of Lavastorm. Transports caster to Lavastorm.
Ring of Ro. Transports caster to South Ro.
Ring of Steamfont. Transports caster to Steamfont.
Ring of the Combines. Transports caster to the Dreadlands.
Spirit of Cheetah. Target moves double speed for 8 rounds.
Sunbeam. Cylinder of sunlight blinds all caught in its glare.

7th-Level Druid Spells

Charm Animal. Charms animals, beasts, and vermin for a random duration.
Counteract Disease. Cures target of a disease effect.
Counteract Poison. Cures target of a poison effect.
Resist Fire. Grants target +4 on saves against fire, and fire resistance (16).
Ring of Misty Thicket. Transports caster to Misty Thicket.
Ring of the Great Divide. Transports caster to the Great Divide.
Ring of the Iceclad. Transports caster to the Iceclad Ocean of Velious.
Skin Like Steel. Grants target +2 AC and +26 hit points.
Tremor. Intense tremor shakes 5-foot/level radius.
Wolf Form. Turns caster into a wolf.



8th-Level Druid Spells

Beguile Plant. Charms a plant for a random duration.
Bramblecoat. Grants caster +3 AC and damage shield (1).
Circle of Butcher. Transports up to six targets to Butcher Block.
Circle of Commons. Transports up to six targets to Western Commonlands.
Circle of Karana. Transports up to six targets to North Karana
Circle of Surefall Glade. Transports up to six targets to Surefall Galde.
Circle of Toxxulia. Transports up to six targets to Toxxulia.
Combust. (5d10)x2 fire damage.
Ensnare. Target moves half speed.
Extinguish Fatigue. Fatigue recovery and healing of subdual damage.
Greater Healing. Heals (8d10)x2 hit points.
Immolate. 1d10 fire damage for 12 rounds and AC –2.
Protection of Steel. +2 AC and +26 hit points for up to six targets.
Scale of Wolf. Target's speed increases by 66%.
Shield of Brambles. Grants target damage shield (4).
Succor: East. Quickly transports up to six targets to East Karana.

9th-Level Druid Spells

Beguile Animal. Charms animals, beasts, and vermin for a random duration.
Circle of Feerott. Transports up to six targets to Feerott.
Circle of Iceclad. Transports up to six targets to Iceclad.
Circle of Lavastorm. Transports up to six targets to Lavastorm.
Circle of Ro. Transports up to six targets to Ro Desert.
Circle of Steamfront. Transports up to six targets to Steamfront.
Circle of the Combine. Transports up to six targets to Dreadlands.
Drones of Doom. 2d10 magic damage each round for 8 rounds.
Earthquake. Intense tremor shakes 10-foot/level radius.
Endure Magic. Grants target +2 on saves against magic, and magic resistance (8).
Expel Summoned. (6d10+3)x2 magic damage to summoned creature.
Fury of the Air. (6d10)x2 magic damage, plus wind effects.
Greater Wolf Form. Turns caster into wolf.
Lightning Strike. (5d10)x2 electrical damage to up to four targets.
Regeneration. Grants target fast healing (1).
Resist Cold. Grants target +4 on saves against cold, and cold resistance (16).
Resist Electricity. Grants target +4 on saves against electricity, and electricity resistance (16).
Ring of Cobalt Scar. Transports caster to Cobalt Scar.
Ring of the Wakening Lands. Transports caster to the Wakening Lands.
Strength of Stone. Target gains either +7 or +3 Str.
Succor: Butcher. Quickly transports up to six targets to Butcher Block Mountains.

10th-Level Druid Spells

Avalanche. Rain of 7d10 cold damage each round for 3 rounds.
Circle of Great Divide. Transports up to six targets to the Great Divide on Velious.
Circle of Misty. Transports up to six targets to Misty Thicket.
Enveloping Roots. 6d10 magic damage and halts target.
Firestrike. (7d10)x2 fire damage.
Form of the Great Wolf. Turns caster into supernaturally strong wolf.
Pack Regeneration. Grants fast healing (1) for up to six targets.
Pack Spirit. Up to six targets' speed increases by 50%.
Protection of Diamond. +3 AC and +50 hit points for up to six targets.
Ro's Fiery Sundering. Target suffers –3 AC, –3 on saves against fire, and fire resistance (–12).

Share Wolf Form. Transforms up to six willing targets into wolves.
Shield of Spikes. Grants target damage shield (5).
Skin Like Diamond. Grants target +3 AC and +50 hit points.
Spikecoat. Grants caster +4 AC and damage shield (1).
Succor: Lava. Quickly transports up to six targets to Lavastorm.
Succor: Ro. Quickly transports up to six targets to South Ro.
Wind of the North. Transports up to six targets to Skyfire Mountains.
Wind of the South. Transports up to six targets to Emerald Jungle.

11th-Level Druid Spells

Allure of the Wild. Charms animals, beasts, and vermin for a random duration.
Banish Summoned. (2d10+3)x10 magic damage to summoned creature.
Calefaction. (3d6+1)x10 fire damage.
Chloroplast. Grants target fast healing (2).
Circle of Cobalt Scar. Transports up to six targets to Cobalt Scar on Velious.
Circle of Wakening Lands. Transports up to six targets to Wakening Lands.
Drifting Death. 3d10 magic damage each round for 9 rounds.
Fixation of Ro. Target suffers –4 AC and –8 on attacks.
Lightning Blast. (2d10)x10 electrical damage to up to four targets.
Nullify Magic. Cancels the effects of two spells or items.
Resist Acid. Grants target +4 on saves against acid, and acid resistance (16).
Resist Disease. Grants target +4 on saves against disease, and disease resistance (16).
Resist Poison. Grants target +4 on saves against poison, and poison resistance (16).
Resist Sonic. Grants target +4 on saves against sonic attacks, and sonic resistance (16).
Savage Spirit. Caster's pet gains +8 Str, +3 AC, and haste (8).
Storm Strength. Target gains either +9 or +4 Str.



12th-Level Druid Spells

Egress. Transports caster within any geographical area.
Engulfing Roots. (7d6+1)x2 magic damage and halts target.
Fire. (8d10+2)x2 fire damage in 25-foot radius, plus reduced cold resistance.
Glamour of Tunare. Animal suffers –2 on saves against magic, and magic resistance (–8).
Ice. (4d6)x10 cold damage, fire resistance (–20), and –5 penalty to saves against fire.
Improved Superior Camouflage. Renders caster invisible for 30 minutes.
Pack Chloroplast. Grants fast healing (2) for up to six targets.
Protection of Nature. +3 AC, +60 hit points, and faster healing for up to six targets.
Repulse Animal. Instills supernatural fear in animal.
Resist Magic. Grants target +4 on saves against magic, and magic resistance (16).
Shield of Thorns. Grants target damage shield (6).
Skin Like Nature. Grants target +3 AC, +60 hit points, and faster healing.
Starfire. (4d6)x10 fire damage.
Succor: North. Quickly transports up to six targets to North Karana.
Thorncoat. Target gains +5 AC and damage shield (2).
Upheaval. Intense tremor shakes 20-foot/level radius.

13th-Level Druid Spells

Blizzard. Rain of (2d10)x10 cold damage each round for 3 rounds.
Breath of Ro. 3d10 fire each round for 10 rounds, –3 AC, fire resistance (–12), and –3 on saves against fire.
Call of Karana. Charms animals, beasts, and vermin for a random duration.
Chloroblast. Target is healed (3d6)x10 hit points.
Circle of Summer. Grants up to six targets +4 on saves against cold, and cold resistance (18).
Circle of Winter. Grants up to six targets +4 to saves against fire, and fire resistance (18).
Everlasting Breath. Target does not need to breathe for extended period.
Foliage Shield. Up to six targets become invisible.
Form of the Howler. Turns caster into supernaturally strong wolf.
Legacy of Spikes. Up to six targets gain damage shield (5).
Levitation. Target may float above the ground.
Regrowth. Grants target fast healing (3).
Scoriae. (4d6+1)x10 fire damage.
Spirit of Eagle. Grants target flight, *see invisible*, and ultravision.
Spirit of Scale. 66% speed increase for up to six targets.
Superior Healing. Heals (4d6)x10 hit points.
Winged Death. 4d10 magic damage each round for 10 rounds.

14th-Level Druid Spells

Annul Magic. Cancels the effects of three spells or items.
Bladecoat. Grants caster +6 AC and damage shield (2).
Bonds of Tunare. Up to six targets' speed is reduced by two-thirds.
Breath of Karana. (4d6+2)x10 magic damage plus wind effects.
Engorging Roots. (5d10)x2 magic damage and halts target.
Exile Summoned. (4d6+2)x10 magic damage to summoned creature.
Fist of Karana. Divine blast in a 20-foot radius deals (3d10)x10 magic damage.
Frost. (4d6+3)x10 cold damage.
Girdle of Karana. Target gains either +10 or +5 Str.
Nature Walker's Behest. Calls a spirit bear pet.
Natureskin. Grants target +3 AC, +100 hit points, and faster healing.
Regrowth of the Grove. Grants fast healing (3) for up to six targets.
Ro's Smoldering Disjunction. Target takes (5d10)x2 fire damage and suffers numerous penalties.
Shield of Blades. Grants target damage shield (8).
Succor. Transports up to six targets within any geographical area.
Tunare's Request. Charms animals, beasts, and vermin for a random duration.
Wake of Karana. Clears weather in caster's area.

15th-Level Druid Spells

Banishment. Destroys summoned creature (2d10x10 magic damage on save).
Circle of Seasons. Grants up to six targets +5 on saves against cold or fire, as well as cold and fire resistance (22).
Entrapping Roots. Up to six targets take (5d10)x2 magic damage and are halted.
Form of the Hunter. Turns caster into supernaturally strong wolf.
Legacy of Thorn. Up to six targets gain damage shield (7).
Mask of the Hunter. Increases caster's ability to see and speeds mana recovery.
Moonfire. (6d6+4)x10 cold damage.
Nature's Recovery. Grants target faster healing.
Nature's Touch. Heals (5d6+2)x10 hit points.
Protection of the Glades. +4 AC, +112 hit points, and faster mana recovery for up to six targets.
Spirit of Oak. Turns caster into a tree and hastens mana and hit point recovery.

Enchanter Spells

1st-Level Enchanter Spells

Lull. Hypnotizes target.
Minor Illusion. Caster changes shape to some inanimate object.
Minor Shielding. Grants caster +2 AC and +2 hit points.
Pendril's Animation. Creates a type 1 animated sword and shield.
Reclaim Energy. Dismisses caster's pet and replenishes mana to caster's pool.
Shallow Breath. Target takes magic damage and suffers –2 Str and Dex.
Strengthen. Grants target +3 Str.
Taper Enchantment. Shortens the duration of spells.
True North. Caster senses true north.
Weaken. Target suffers –4 Str.

2nd-Level Enchanter Spells

Color Flux. Burst of colored light stuns targets.
Enfeeblement. Target suffers –4 Str and –1 AC.
Fear. Instills supernatural fear in target.
Gate. Teleports caster to bind point.
Haze. Grants target DR 2/–.
Illusion — Half Elf. Caster transforms into a half elf.
Illusion — Human. Caster transforms into a human.
Illusion — Wood Elf. Caster transforms into a wood elf.
Invisibility. Renders target invisible.
Juli's Animation. Creates a type 2 animated sword and shield.
Mesmerize. Mesmerizes target.
Suffocating Sphere. Target takes magic damage and suffers –2 Str and Dex.
Tashan. Target suffers –1 on saves against magic, and magic resistance (–6).



3rd-Level Enchanter Spells

Alliance. Increases caster's reaction modifier.
Bind Sight. Caster sees through target's eyes.
Cancel Magic. Cancels effects of a spell or item.
Chaotic Feedback. 4d8 magic damage plus confusion for 1 round.
Eye of Confusion. Blinds target.
Illusion — Gnome. Caster transforms into a gnome.
Lesser Shielding. +3 AC, +7 hit points, magic resistance (4), and +1 on saves against magic.
Mircyl's Animation. Creates a type 3 animated sword and shield.
Root. Halts target.
See Invisible. Allows target to see invisible beings and objects.
Sentinel. Caster establishes an alarmed area to warn of trespassers.
Soothe. Hypnotizes target.

4th-Level Enchanter Spells

Bind Affinity. Changes target's bind point.
Charm. Makes target friendly for a random duration.
Choke. Target takes magic damage and suffers –3 Str and Dex.
Ebbing Strength. Target suffers –5 Str.
Enduring Breath. Target does not need to breathe.
Illusion — Dark Elf. Caster transforms into a dark elf.
Illusion — Erudite. Caster transforms into an Erudite.
Illusion — Halfling. Caster transforms into a halfling.
Illusion — High Elf. Caster transforms into a high elf.
Intellectual Advancement. Target gains +3 bonus to Channeling checks.
Kilan's Animation. Creates a type 4 animated sword and shield.
Languid Pace. Target suffers slow (3).
Memory Blur. Causes memory loss in target.
Mist. Grants target DR 4/–.
Serpent Sight. Grants target infravision.
Whirl Till You Hurl. Causes target to spin and become *nauseated*.

5th-Level Enchanter Spells

Breeze. Grants target mana recovery.
Chase the Moon. Instills supernatural fear in target.
Disempower. Target suffers –4 Str and Con, and –1 AC.
Endure Electricity. Grants target +2 on saves against electricity, and electricity resistance (8).
Endure Sonic. Grants target +2 on saves against sonic attacks, and sonic resistance (8).
Enthrall. Mesmerizes target.
Identify. Caster learns item's secrets.
Illusion — Barbarian. Caster transforms into a barbarian.
Illusion — Dwarf. Caster transforms into a dwarf.
Illusion — Tree. Caster transforms into a tree.
Invisibility to Undead. Renders target invisible to undead creatures.
Levitate. Target may float above the ground.
Mesmerization. Mesmerizes all creatures within a 20-foot-radius area.
Quickness. Grants target haste (4).
Rune I. Caster gains 6d6 temporary hit points.
Sanity Warp. 6d10 magic damage, plus confusion for 1d3 rounds.
Shalee's Animation. Creates a type 5 animated sword and shield.
Shielding. +4 AC, +12 hit points, magic resistance (4), and +1 on saves against magic.

6th-Level Enchanter Spells

Benevolence. Increases caster's reaction modifier.
Berserker Strength. Grants target +5 Str, –2 Dex, and +12 hit points.
Calm. Hypnotizes target.
Cloud. Grants target DR 6/–.
Color Shift. Burst of colored light stuns or interrupts targets.
Endure Magic. Grants target +2 on saves against magic, and magic resistance (8).
Feckless Might. Target suffers –6 Str.
Illusion — Iksar. Caster transforms into an iksar.
Illusion — Ogre. Caster transforms into an ogre.
Illusion — Troll. Caster transforms into a troll.
Intellectual Superiority. Target gains +5 bonus to Channeling checks.
Shifting Sight. Caster sees with infravision through target's eyes.
Sisna's Animation. Creates a type 6 animated sword and shield.
Sympathetic Aura. Grants target +4 Cha.
Tashani. Target suffers –2 on saves against magic, and magic resistance (–8).

7th-Level Enchanter Spells

Alacrity. Grants target haste (5).
Beguile. Charms a creature for a random duration.
Chaos Flux. 8d10 magic damage plus confusion for 1d6 rounds.
Illusion — Earth Elemental. Caster transforms into an earth elemental.
Illusion — Skeleton. Caster transforms into a skeleton.
Illusion — Water Elemental. Caster transforms into a water elemental.
Invigor. Fatigue recovery and healing of subdual damage.
Major Shielding. +5 AC, +18 hit points, magic resistance (6), and +2 on saves against magic.
Rune II. Caster gains 7d10 temporary hit points.
Sagar's Animation. Creates a type 7 animated sword and shield.

Strip Enchantment. Shortens the duration of spells.
Tepid Deeds. Target suffers slow (4).

8th-Level Enchanter Spells

Augmentation. Target gains combat enhancements.
Clarity. Grants target mana recovery.
Curse of the Simple Mind. Grants target –5 Int and Wis.
Dyn's Dizzying Draught. Causes target to spin and become *nauseated.*
Enstill. Halts target.
Feedback. Grants target damage shield (3).
Haunting Visage. Makes target more likely to be attacked.
Illusion — Air Elemental. Caster transforms into an air elemental.
Listless Power. Target suffers –7 Str and Dex, and –3 AC.
Nullify Magic. Cancels the effects of two spells or items.
Obscure. Grants target DR 7/–.
Suffocate. Target takes magic damage and suffers –5 Str and Dex.
Uleen's Animation. Creates a type 8 animated sword and shield.
Ultravision. Grants target ultravision.

9th-Level Enchanter Spells

Anarchy. (6d10+3)x2 magic damage plus confusion for 1d8 rounds.
Boltran's Animation. Creates a type 9 animated sword and shield.
Cast Sight. Caster sees with ultravision through target's eyes.
Entrance. Mesmerizes target.
Gift of Magic. Grants target +8 increase to maximum mana pool.
Greater Shielding. +6 AC, +25 hit points, magic resistance (6), and +2 on saves against magic.
Illusion — Fire Elemental. Caster transforms into a fire elemental.
Insipid Weakness. Target suffers –8 Str.
Mana Sieve. Reduces target's mana pool.
Radiant Visage. Grants target +6 Cha.
Resist Electricity. Grants target +4 on saves against electricity, and electricity resistance (16).
Resist Sonic. Grants target +4 on saves against sonic attacks, and sonic resistance (16).
Rune III. Caster gains (6d10)x2 temporary hit points.



10th-Level Enchanter Spells

Aanya's Animation. Creates a type 10 animated sword and shield.
Cajoling Whispers. Charms a creature for a random duration.
Calming Visage. Makes target less likely to be attacked.
Celerity. Grants target haste (6).
Gravity Flux. Reverses gravity in a 10-foot radius.
Illusion — Drybone. Caster transforms into a drybone.
Illusion — Spirit Wolf. Caster transforms into a spirit wolf.
Immobilize. Halts target.
Insight. Target gains +3 Int and +4 Wis.
Invoke Fear. Instills supernatural fear in target.
Mind Wipe. Up to six targets lose memories.
Pacify. Hypnotizes target.
Rampage. Target gains +7 Str, –3 Dex, and +22 hit points.
Resist Magic. Grants target +4 on saves against magic, and magic resistance (16).
Shade. Grants target DR 9/–.
Wandering Mind. Caster siphons 1 mana per round from target for 24 rounds.

11th-Level Enchanter Spells

Arch-Shielding. +7 AC, +36 hit points, magic resistance (8), and +2 on saves against magic.
Boon of the Garou. Transforms target into a werewolf.
Brilliance. Grants target +4 Int and +3 Wis.
Color Skew. Burst of colored light stuns targets.
Discordant Mind. (2d10+1)x10 magic damage, plus confusion for 2d6 rounds.
Extinguish Fatigue. Fatigue recovery and healing of subdual damage.
Illusion — Werewolf. Caster transforms into a werewolf.
Incapacitate. Target suffers –8 Str and Dex, and –4 AC.
Pillage Enchantment. Shortens the duration of spells.
Rune IV. Caster gains (8d10+2)x2 temporary hit points.
Shiftless Deeds. Target suffers slow (5).
Summon Companion. Calls caster's pet to caster's location.
Swift Like the Wind. Grants target haste (7).
Tashania. Target suffers –3 on saves against magic, and magic resistance (–12).
Weakness. Target suffers –10 Str.
Yegoreff's Animation. Creates a type 11 animated sword and shield.

12th-Level Enchanter Spells

Adorning Grace. Grants target +7 buff bonus to Cha.
Allure. Charms a creature for a random duration.
Berserker Spirit. Grants target +7 Str, –3 Dex, and +50 hit points.
Dazzle. Mesmerizes target.
Gasping Embrace. Target takes magic damage and suffers –6 Str and Dex.
Group Resist Magic. Grants up to six targets +5 on saves against magic, and magic resistance (22).
Illusion — Imp. Caster transforms into an imp.
Improved Invisibility. Renders caster invisible for 30 minutes.
Kintaz's Animation. Creates a type 12 animated sword and shield.
Paralyzing Earth. Halts target.
Recurring Amnesia. Target suffers persistent memory loss.
Shadow. Grants target DR 10/–.

13th-Level Enchanter Spells

Aanya's Quickening. Grants target haste (7).
Annul Magic. Cancels the effects of three spells or items.
Beguiling Visage. Makes caster less likely to be attacked.
Boltran's Agacierie. Charms a creature for a random duration.
Boon of the Clear Mind. Grants mana recovery for up to six targets.
Clarity II. Grants target mana recovery.
Collaboration. Increases caster's reaction modifier.
Color Slant. Burst of colored lights stuns targets and drains mana.
Cripple. Target suffers –11 Str and Dex, –10 Con, and –5 AC.
Dementia. (2d10+4)x10 magic damage, plus permanent confusion.
Everlasting Breath. Target does not need to breathe for extended period.
Fascination. Mesmerizes all creatures within a 20-foot-radius area.
Gift of Insight. Increases target's mana pool capacity.
Glamour of Kintaz. Mesmerizes target.
Levitation. Target may float above the ground.
Recant Magic. Shortens the duration of spells.
Rune V. Caster gains (4d6+1)x10 temporary hit points.
Shield of the Magi. +8 AC, +60 hit points, magic resistance (10), and +3 on saves against magic.
Theft of Thought. Caster siphons 67 mana from target.
Trickster's Augmentation. Transforms target into an imp.
Wake of Tranquility. Hypnotizes up to six targets.

14th-Level Enchanter Spells

Augment. Target gains combat enhancements.
Bedlam. Grants target +8 Str, –4 Dex, and +90 hit points.

Dementing Visions. (4d6+1)x10 magic damage, plus interrupt.
Enlightenment. Target gains +5 Int and Wis.
Fetter. Halts target.
Forlorn Deeds. Target suffers slow (6).
Glamorous Visage. Makes target less likely to be attacked.
Horrifying Visage. Makes target more likely to be attacked.
Largarn's Lamentation. 1d2 rounds stun, plus drains 12 mana.
Memory Flux. Causes memory loss in target.
Overwhelming Splendor. Grants target +8 Cha.
Tashanian. Target suffers –4 on saves against magic, and magic resistance (–16).
Torment of Argli. 2d8 magic damage each round for 20 rounds, and –5 Int and Wis.
Trepidation. Instills supernatural fear in target.
Umbra. Grants target DR 13/–.
Wind of Tishani. Cone imposes –2 on saves against magic, and magic resistance (–10).
Wondrous Rapidity. Grants target haste (8).
Zumaik's Animation. Creates a type 13 animated sword and shield.

15th-Level Enchanter Spells

Asphyxiate. Target takes magic damage and suffers –7 Str and Dex.
Dictate. Caster controls target for 8 rounds.
Gift of Brilliance. Increases target's maximum mana pool and speeds mana recovery.
Gift of Pure Thought. Increases mana recovery for up to six targets.
Koadic's Endless Intellect. Increases mana recovery and grants +5 Wis, +5 Int, and +42 maximum mana pool for up to six targets.
Rapture. Mesmerizes target.
Speed of the Brood. Up to six targets gain combat enhancements.
Visions of Grandeur. Target gains combat enhancements.
Wind of Tishanian. Cone imposes –4 on saves against magic, and magic resistance (–16).

Magician Spells

1st-Level Magician Spells

Burst of Flame. 1d6 fire damage.
Flare. Creates small flame that shoots toward target.
Minor Shielding. Grants caster +2 AC and +2 hit points.
Reclaim Energy. Dismisses caster's pet and replenishes mana to caster's pool.
Summon Dagger. Creates magic dagger.
Summon Drink. Creates a gallon of pure water.
Summon Food. Creates 3 loaves of black bread.
True North. Caster senses true north.

2nd-Level Magician Spells

Burn. 1d10 fire damage.
Elementalkin: Air. Calls a type 1 air elemental pet.
Elementalkin: Earth. Calls a type 1 earth elemental pet.
Elementalkin: Fire. Calls a type 1 fire elemental pet.
Elementalkin: Water. Calls a type 1 water elemental pet.
Fire Flux. 1d10 fire damage to all within 10-foot burst.
Gate. Teleports caster to bind point.
Sense Summoned. Caster senses direction to nearest summoned creature.
Summon Bandages. Creates several bandages.
Summon Wisp. Creates a *wisp stone*.

3rd-Level Magician Spells

Dimensional Pocket. Creates small temporary container.
Elementaling: Air. Calls a type 2 air elemental pet.
Elementaling: Earth. Calls a type 2 earth elemental pet.
Elementaling: Fire. Calls a type 2 fire elemental pet.
Elementaling: Water. Calls a type 2 water elemental pet.
Eye of Zomm. Creates pet in the form of magical sensor.
Flame Bolt. 3d10 fire damage.
Invisibility. Renders target invisible.
Lesser Shielding. +3 AC, +7 hit points, magic resistance (4), and +1 on saves against magic.
Renew Elements. Heals 3d10 hit points to the caster's elemental pet.
Shield of Fire. Grants +1 on saves against fire, fire resistance (4), and damage shield (2).
Shock of Blades. 3d8 magic slashing damage and interrupt.
Staff of Tracing. Creates magic quarterstaff.



4th-Level Magician Spells

Bind Affinity. Changes target's bind point.
Burnout. Grants caster's pet +3 Str, +1 AC, and haste (2).
Cancel Magic. Cancels effects of a spell or item.
Column of Fire. Downward blast of fire in a 20-foot radius deals 4d8 fire damage.
Elemental: Air. Calls a type 3 air elemental pet.
Elemental: Earth. Calls a type 3 earth elemental pet.
Elemental: Fire. Calls a type 3 fire elemental pet.
Elemental: Water. Calls a type 3 water elemental pet.
Rain of Blades. Rain of 4d6 magic slashing damage each round for 3 rounds.
Summon Elemental Defender. Creates magic shield.
Summon Fang. Creates magic giant snake fang.
Ward Summoned. 3d10 magic damage to summoned creature.



5th-Level Magician Spells

Identify. Caster learns item's secrets.
Minor Summoning: Air. Calls a type 4 air elemental pet.
Minor Summoning: Earth. Calls a type 4 earth elemental pet.
Minor Summoning: Fire. Calls a type 4 fire elemental pet.
Minor Summoning: Water. Calls a type 4 water elemental pet.
Phantom Leather. Grants caster DR 4/– and faster healing.
See Invisible. Allows target to see invisible beings and objects.
Shielding. +4 AC, +12 hit points, magic resistance (4), and +1 on saves against magic.
Shock of Flame. 6d10 fire damage.
Staff of Warding. Creates magic quarterstaff.
Summon Heatstone. Creates magic stone that grants infravision.
Summon Throwing Daggers. Creates 20 magic throwing daggers.

6th-Level Magician Spells

Bolt of Flame. 8d10 fire damage.
Elemental Shield. +2 on saves against cold and fire, and cold and fire resistance (8).
Expulse Summoned. 6d10 magic damage to summoned creature.
Lesser Summoning: Air. Calls a type 5 air elemental pet.
Lesser Summoning: Earth. Calls a type 5 earth elemental pet.
Lesser Summoning: Fire. Calls a type 5 fire elemental pet.
Lesser Summoning: Water. Calls a type 5 water elemental pet.
Rain of Fire. Rain of 4d10 fire damage each round for 3 rounds.
Renew Summoning. Heals (5d10+2)x2 hit points to the caster's elemental pet.

Shield of Flame. Grants +1 on saves against fire, fire resistance (6), and damage shield (3).
Spear of Warding. Creates magic bronze shortspear.
Summon Arrows. Creates 20 magic arrows.
Summon Phantom Leather. Creates leather armor.
Summon Waterstone. Creates magic stone that can allow water-breathing.

7th-Level Magician Spells

Cornucopia. Creates 21 loaves of black bread.
Everfount. Creates 7 gallons of pure water.
Flame Flux. 6d10 fire damage to all within 10-foot burst.
Major Shielding. +5 AC, +18 hit points, magic resistance (6), and +2 on saves against magic.
Malise. Target suffers penalties to various saves and resistances.
Shock of Spikes. (5d10)x2 magic piercing damage, plus interrupt.
Staff of Runes. Creates magic quarterstaff.
Summoning: Air. Calls a type 6 air elemental pet.
Summoning: Earth. Calls a type 6 earth elemental pet.
Summoning: Fire. Calls a type 6 fire elemental pet.
Summoning: Water. Calls a type 6 water elemental pet.

8th-Level Magician Spells

Burnout II. Grants caster's pet +5 Str, +2 AC, and haste (4).
Dimensional Hole. Creates large temporary container.
Dismiss Summoned. (7d6+1)x2 magic damage to summoned creature.
Expedience. Caster's pet gains +20% base speed.
Greater Summoning: Air. Calls a type 7 air elemental pet.
Greater Summoning: Earth. Calls a type 7 earth elemental pet.
Greater Summoning: Fire. Calls a type 7 fire elemental pet.
Greater Summoning: Water. Calls a type 7 water elemental pet.
Inferno Shield. Grants target +1 on saves against fire, fire resistance (6), and damage shield (4).
Phantom Chain. Grants caster DR 7/– and faster healing.
Rain of Spikes. Rain of (5d10)x2 magic piercing damage each round for 3 rounds.
Summon Coldstone. Creates minor light source that also grants ultravision.
Summon Phantom Chain. Creates chainmail armor.
Sword of Runes. Creates magic short sword.



9th-Level Magician Spells

Blaze. (6d10+3)x2 fire damage.
Cinder Bolt. (7d10+2)x2 fire damage.
Dagger of Symbols. Creates magic dagger.
Greater Shielding. +6 AC, +25 hit points, magic resistance (6), and +2 on saves against magic.
Minor Conjuration: Air. Calls a type 8 air elemental pet.
Minor Conjuration: Earth. Calls a type 8 earth elemental pet.
Minor Conjuration: Fire. Calls a type 8 fire elemental pet.
Minor Conjuration: Water. Calls a type 8 water elemental pet.
Monster Summoning I. Creates powerful random pet.
Nullify Magic. Cancels the effects of two spells or items.
Staff of Symbols. Creates magic quarterstaff.
Summon Shard of the Core. Creates magic stone that grants cold and poison resistance as well as ultravision.

10th-Level Magician Spells

Barrier of Combustion. Grants target +2 on saves against fire, fire resistance (8), and damage shield (5).
Expel Summoned. (6d10+3)x2 magic damage to summoned creature.
Flame Arc. (5d10)x2 fire damage to all within 10-foot burst.
Lesser Conjuration: Air. Calls a type 9 air elemental pet.
Lesser Conjuration: Earth. Calls a type 9 earth elemental pet.
Lesser Conjuration: Fire. Calls a type 9 fire elemental pet.
Lesser Conjuration: Water. Calls a type 9 water elemental pet.
Modulating Rod. Creates magic rod that converts hit points to mana.
Rain of Lava. Rain of (5d10)x2 fire damage each round for 3 rounds.
Summon Companion. Calls caster's pet to caster's location.
Summon Phantom Plate. Creates half-plate armor.
Summon Ring of Flight. Creates magic ring that grants *levitation*.

11th-Level Magician Spells

Arch-Shielding. +7 AC, +36 hit points, magic resistance (8), and +2 on saves against magic.
Conjuration: Air. Calls a type 10 air elemental pet.
Conjuration: Earth. Calls a type 10 earth elemental pet.
Conjuration: Fire. Calls a type 10 fire elemental pet.
Conjuration: Water. Calls a type 10 water elemental pet.
Elemental Armor. +3 on saves against cold and fire, and cold and fire resistance (12).
Elemental Maelstrom. (6d10)x2 elemental damage, plus 3d10 each round for 5 rounds.
Malisement. Target suffers penalties to various saves and resistances.
Phantom Plate. Grants caster DR 4/– and faster healing.
Shock of Swords. (2d10+3)x10 magic slashing damage, plus interrupt.
Summon Elemental Blanket. Creates magic cloak.

12th-Level Magician Spells

Banish Summoned. (2d10+3)x10 magic damage to summoned creature.
Bristlebane's Bundle. Creates amusing items.
Burnout III. Grants caster's pet +7 Str, +3 AC, and haste (7).
Greater Conjuration: Air. Calls a type 11 air elemental pet.
Greater Conjuration: Earth. Calls a type 11 earth elemental pet.
Greater Conjuration: Fire. Calls a type 11 fire elemental pet.
Greater Conjuration: Water. Calls a type 11 water elemental pet.
Lava Bolt. (3d10)x10 fire damage.
Monster Summoning II. Creates very powerful random pet.
Rain of Swords. Rain of (7d10+2)x2 magic slashing damage each round for 3 rounds.
Shield of Lava. Grants +2 on saves against fire, fire resistance (10), and damage shield (6).

13th-Level Magician Spells

Annul Magic. Cancels the effects of three spells or items.
Bandoleer of Luclin. Creates a bandoleer containing 60 *knives of Luclin*.
Call of the Hero. Summons ally to caster's location.
Char. (4d6+1)x10 fire damage.
Dyzil's Deafening Decoy. Summons fearsome fire elemental pet.
Gift of Xev. Creates field survival kit.
Malosi. Target suffers penalties to various saves and resistances.
Phantom Armor. Grants caster DR 11/– and fast healing (1).
Quiver of Marr. Creates quiver containing 60 magic arrows.
Rage of Zomm. Creates fearsome earth elemental pet.

Rod of Mystical Transvergence. Creates magic rod that converts hit points to mana.
Scars of Sigil. (3d6+1)x10 fire damage ray.
Scintillation. (2d10+3)x10 fire damage to all within 15-foot burst.
Shield of the Magi. +8 AC, +60 hit points, magic resistance (10), and +3 on saves against magic.
Transon's Elemental Infusion. Heals (2d10+3)x10 hit points to the caster's elemental pet.
Vocarate: Air. Calls a type 12 air elemental pet.
Vocarate: Earth. Calls a type 12 earth elemental pet.
Vocarate: Fire. Calls a type 12 fire elemental pet.
Vocarate: Water. Calls a type 12 water elemental pet.

14th-Level Magician Spells

Burnout IV. Grants caster's pet +9 Str, +4 AC, and haste (8).
Cadeau of Flame. Grants target +3 on saves against fire, fire resistance (14), and damage shield (8).
Exile Summoned. (4d6+2)x10 magic damage to summoned creature.
Eye of Tallon. Creates pet in the form of magical sensor.
Malosini. Target suffers penalties to various saves and resistances.
Muzzle of Mardu. Creates magic mask that hastens a summoned creature.
Pouch of Quellious. Creates pouch containing 60 magic shurikens.
Scirocco. Rain of (4d6)x10 damage (half fire, half impact) each round for 3 rounds.
Shock of Steel. (5d6)x10 magic slashing damage, plus interrupt.
Transon's Phantasmal Protection. Caster gains DR 12/–, fast helaing (1), and faster mana recovery.
Velocity. Caster's pet gains +50% base speed.
Wrath of the Elements. (7d10+2)x2 elemental damage, plus 4d10 each round for 5 rounds.



15th-Level Magician Spells

Aegis of Ro. Grants +3 on saves against fire, fire resistance (14), and damage shield (8) for up to six targets.
Banishment. Destroys summoned creature (2d10x10 magic damage on save).
Greater Vocaration: Air. Calls a type 13 air elemental pet.
Greater Vocaration: Earth. Calls a type 13 earth elemental pet.
Greater Vocaration: Fire. Calls a type 13 fire elemental pet.
Greater Vocaration: Water. Calls a type 13 water elemental pet.
Mala. Target suffers penalties to various saves and resistances.
Manastorm. Rain deals (4d6+1)x10 magic damage and drains 8 mana during each of 3 rounds.
Monster Summoning III. Creates extremely powerful random pet.
Seeking Flame of Seukor. (3d10+4)x10 fire damage.
Shock of Fiery Blades. (3d6)x10 fire and (3d6)x10 magic damage, plus interrupt.
Transon's Elemental Renewal. Heals (5d6+1)x10 hit points to the caster's elemental pet.
Valiant Companion. Caster's pet gains immunity to fear.



Necromancer Spells

1st-Level Necromancer Spells

Cavorting Bones. Summons a type 1 skeletal pet.
Coldlight. Creates a ball of light.
Disease Cloud. 1 point of disease damage, plus 1 point every 2 rounds for 20 rounds.
Endure Cold. Grants target +2 on saves against cold, and cold resistance (8).
Invisibility to Undead. Renders target invisible to undead creatures.
Lifetap. Caster siphons 2 points of magic damage from target.
Locate Corpse. Caster senses direction to nearest corpse.
Minor Shielding. Grants caster +2 AC and +2 hit points.
Reclaim Energy. Dismisses caster's pet and replenishes mana to caster's pool.
Siphon Strength. Target suffers –3 Str, caster gains +3 Str.

2nd-Level Necromancer Spells

Clinging Darkness. Causes target's shadow to slow and injure target.
Fear. Instills supernatural fear in target.
Gate. Teleports caster to bind point.
Grim Aura. Caster gains +2 attack bonus.
Leering Corpse. Summons a type 2 skeletal pet.
Lifespike. Caster siphons 1d10+1 points of magic damage from target.
Numb the Dead. Hypnotizes undead target.
Poison Bolt. 1d6 poison damage plus 1d4 poison damage each round for 6 rounds.
Sense the Dead. Caster senses direction to nearest undead creature.
True North. Caster senses true north.

3rd-Level Necromancer Spells

Bone Walk. Summons a type 3 skeletal pet.
Dark Empathy. Caster transfers 7 hit points to target.
Dark Pact. Converts hit points into mana.
Deadeye. Allows caster to see invisible beings and objects, and grants infravision.
Gather Shadows. Renders caster invisible.
Impart Strength. Caster suffers –3 Str, target gains +3 Str.
Leach. 1d6 magic damage each round for 9 rounds is transferred to caster.
Lesser Shielding. +3 AC, +7 hit points, magic resistance (4), and +1 on saves against magic.
Mend Bones. Heals 3d10 hit points to the caster's skeleton pet.
Shadow Step. Short-range, random teleportation.
Vampiric Embrace. Grants caster a process effect that deals 1 damage/3 levels.
Ward Undead. 3d10 magic damage to undead creature.

4th-Level Necromancer Spells

Bind Affinity. Changes target's bind point.
Convoke Shadow. Summons a type 4 skeletal pet.
Endure Acid. Grants target +2 on saves against acid, and acid resistance (8).
Endure Disease. Grants target +2 on saves against disease, and disease resistance (8).
Engulfing Darkness. Conjures shadow to slow and injure target.
Focus Death. Caster's undead pet gains +5 Str, +1 AC, and haste (2).
Heat Blood. 1d10 fire damage each round for 10 rounds.
Lesser Summon Corpse. Summons a corpse to caster's location.
Lifedraw. Caster siphons 6d6 points of magic damage from target.
Scent of Dusk. Target suffers disease, fire, and poison resistance (–4) and –1 on saves against disease, fire, and poison.
Sight Graft. Caster sees through undead pet's eyes.
Spook the Dead. Instills supernatural fear in undead target.
Wave of Enfeeblement. All within 20 feet of caster suffer –4 Str.

5th-Level Necromancer Spells

Banshee Aura. Grants caster damage shield (3).
Cancel Magic. Cancels effects of a spell or item.

Cure Disease. Cures one disease effect.
Heart Flutter. 2 points of Str and Con damage, and 1d6 disease damage each round for 12 rounds.
Hungry Earth. Halts undead target.
Infectious Cloud. 2d10 disease damage, plus 2 points each round for 20 rounds.
Restless Bones. Summons a type 5 skeletal pet.
Shielding. +4 AC, +12 hit points, magic resistance (4), and +1 on saves against magic.
Shieldskin. Caster gains 6d6 temporary hit points.
Spirit Armor. Grants target DR 7/–.
Voice Graft. Caster speaks through pet.

6th-Level Necromancer Spells

Allure of Death. Converts hit points into mana.
Animate Dead. Summons a type 6 skeletal pet.
Dominate Undead. Charms undead target for random duration.
Expulse Undead. 6d10 magic damage to undead creature.
Harmshield. Grants caster 3 rounds of invulnerability.
Identify. Caster learns item's secrets.
Shackle of Bone. Undead target suffers slow (3).
Shadow Compact. Caster transfers 5 hit points to target each round for 5 rounds.
Shock of Poison. 9d10 poison damage.
Siphon Life. Caster siphons 8d6 points of magic damage from target.
Word of Shadow. 4d10 magic damage to all within 20-foot burst.

7th-Level Necromancer Spells

Breath of the Dead. Caster may breathe underwater.
Haunting Corpse. Summons a type 7 skeletal pet.
Intensify Death. Caster's undead pet gains +6 Str, +2 AC, and haste (4).
Leatherskin. Caster gains 7d10 temporary hit points.
Major Shielding. +5 AC, +18 hit points, magic resistance (6), and +2 on saves against magic.
Rapacious Subversion. Target gains 20 mana.
Resist Cold. Grants target +4 on saves against cold, and cold resistance (16).
Rest the Dead. Hypnotizes undead target.
Scent of Shadow. Target suffers disease, fire, and poison resistance (–8) and –2 on saves against disease, fire, and poison.
Screaming Terror. Mesmerizes target and causes it to forget recent events.
Shadow Sight. Grants caster ultravision.

8th-Level Necromancer Spells

Boil Blood. 2d10 fire damage per round for 10 rounds.
Defoliate. Kills plants or deals (5d10+2)x2 disease damage to plant creature.
Dismiss Undead. (7d6+1)x2 magic damage to undead creature.
Dooming Darkness. Conjures a shadow to slow and injure target.
Eternity's Torment. 1d10 magic damage each round for 21 rounds.
Panic the Dead. Instills supernatural fear in undead target.
Renew Bones. Heals (5d10)x2 hit points to the caster's skeleton pet.
Spirit Tap. Caster siphons 8d10 points of magic damage from target.
Summon Dead. Summons a type 8 skeletal pet.
Torba's Acid Blast. (5d10+2)x2 acid damage.
Vampiric Curse. 1d12 magic damage each round for 9 rounds is transferred to caster.
Word of Spirit. 6d10 magic damage to all within 20-foot burst.

9th-Level Necromancer Spells

Beguile Undead. Charms undead for a random duration.
Call of Bones. Caster becomes a skeleton and converts hit points into mana.
Chilling Embrace. 2d8 cold damage each round for 15 rounds.
Greater Shielding. +6 AC, +25 hit points, magic resistance (6), and +2 on saves against magic.
Invoke Fear. Instills supernatural fear in target.
Invoke Shadow. Summons a type 9 skeletal pet.
Resist Disease. Grants target +4 on saves against disease, and disease resistance (16).
Root. Halts target.
Steelskin. Caster gains (6d10)x2 temporary hit points.
Surge of Enfeeblement. All within 20 feet of caster suffer –6 Str.
Venom of the Snake. 3d10 poison damage plus 3d10 poison damage each round for 6 rounds.

10th-Level Necromancer Spells

Augment Death. Grants caster's skeleton pet +7 Str, +3 AC, and haste (6).
Counteract Disease. Cures target of one disease effect.
Drain Spirit. Caster siphons (6d10)x2 points of magic damage from target.
Expel Undead. (6d10+3)x2 magic damage to undead creature.
Malignant Dead. Summons a type 10 skeletal pet.
Nullify Magic. Cancels the effects of two spells or items.
Scent of Darkness. Target suffers disease, fire, and poison resistance (–10) and –5 on saves against disease, fire, and poison.
Scourge. 3d10 disease damage and 1d10 disease damage each round for 20 rounds.
Shackle of Spirit. Undead target suffers slow (4).
Summon Corpse. Summons a corpse to caster's location.
Word of Souls. (7d6+1)x2 magic damage to all within 20-foot burst.



11th-Level Necromancer Spells

Arch-Shielding. +7 AC, +36 hit points, magic resistance (8), and +2 on saves against magic.
Asystole. Causes temporary Str and Con damage and inflicts disease damage.
Cackling Bones. Summons a type 11 skeletal pet.
Corpal Empathy. Caster transfers 50 hit points to target.
Covetous Subversion. Target gains 40 mana.
Dead Man Floating. Target may breathe underwater and see invisible, and gains poison resistance and levitate.
Diamondskin. Caster gains (8d10+2)x2 temporary hit points.
Ignite Bones. (2d10)x10 fire damage plus interrupt, and transforms target to skeleton.
Incinerate Bones. (2d10)x10 fire damage, plus interrupt.
Pact of Shadow. Caster transfers 20 hit points to target each round for 4 rounds.
Summon Companion. Calls caster's pet to caster's location.

12th-Level Necromancer Spells

Banish Undead. (2d10+3)x10 magic damage to undead creature.
Bond of Death. 3d10 magic damage each round for 9 rounds is transferred to caster.
Cajole Undead. Charms undead for a random duration.
Cascading Darkness. Conjures a shadow to slow and injure target.

Dead Men Floating. Up to six targets may breathe underwater and see invisible, and gain poison resistance and levitate.

Drain Soul. Caster siphons (7d10+2)x2 points of magic damage from target.

Improved Invisibility to Undead. Renders caster invisible to undead for 30 minutes.

Insidious Retrogression. Crippling disease slows and injures target.

Invoke Death. Summons a type 12 skeletal pet.

Lich. Caster becomes a skeleton and converts hit points into mana.

13th-Level Necromancer Spells

Annul Magic. Cancels the effects of three spells or items.

Cessation of Cor. Continuous disease damage to multiple targets.

Convergence. Restores target to life and also restores 90% of lost experience.

Deflux. Caster siphons (7d10+2)x2 points of magic damage from target.

Defoliation. Kills plants or deals (4d6+2)x10 disease damage to plant creature.

Degeneration. Drains Str and Con from a target and transfers bonuses to others.

Dread of Night. Instills supernatural fear in undead target.

Enstill. Halts target.

Envenomed Bolt. 6d10 poison damage plus 6d10 poison damage each round for 6 rounds.

Manaskin. Caster gains (2d10+3)x10 temporary hit points against spells only, and faster mana recovery.

Minion of Shadows. Summons a type 13 skeletal pet.

Plague of Insects. Target suffers slow (3).

Plague. 4d10 disease damage plus 2d10 disease damage per round for 20 rounds.

Sacrifice. Willing target loses a level to enchant emerald.

Scent of Terris. Target suffers disease, fire, and poison resistance (–14) and –4 on saves against disease, fire, and poison.

Shadowbond. Caster transfers 30 hit points to target each round for 3 rounds.

Shield of the Magi. +8 AC, +60 hit points, magic resistance (10), and +3 on saves against magic.

Splurt. Increasing magic damage over 16 rounds.

Succession of Shadows. Target suffers AC penalty, and up to six others gain AC bonus.

Thrall of Bones. Charms undead for a random duration.





14th-Level Necromancer Spells

Augmentation of Death. Grants caster's skeleton pet +8 Str, +4 AC, and haste (7).

Chill Bones. (4d6)x10 cold damage, plus stun and transform to skeleton.

Conglaciation of Bones. (2d10)x10 cold damage plus stun.

Conjure Corpse. Summons corpse to caster's location.

Crippling Claudication. Drains +3 attack bonus from target and grants it to others.

Demilich. Caster becomes a skeleton and converts hit points to mana.

Exile Undead. (4d6+2)x10 magic damage to undead creature.

Immobilize. Halts target.

Infusion. Caster gains 200 mana.

Levant. Teleports caster to a predetermined location.

Mind Wrack. Caster siphons 50 mana from target and transfers a like amount to others.

Paralyzing Earth. Halts target.

Pyrocuror. 3d10 fire damage each round for 18 rounds.

Quivering Veil of Xarn. Grants caster invulnerability, fast healing (2d10), and damage shield (9).

Sedulous Subversion. Target gains 65 mana.

Servant of Bones. Summons a type 14 skeletal pet.

Skin of the Shadow. Renders caster invisible and enhances vision.

Touch of Night. Caster siphons (4d6+2)x10 points of magic damage from target.

Trepidation. Instills supernatural fear in target.

Vexing Mordania. 4d10 magic damage each round for 9 rounds is transferred to caster.

15th-Level Necromancer Spells

Archlich. Caster becomes a specter and converts hit points to mana.

Banishment of Shadows. Destroys undead creature (2d10x10 magic damage on save).

Devouring Darkness. Conjures shadow to slow and injure target.

Emissary of Thule. Summons specter pet.

Enslave Death. Caster controls target undead for 8 rounds.

Funeral Pyre of Kelador. 6d10 fire damage each round for 10 rounds.

Gangrenous Touch of Zum'uul. Caster siphons 3d10 points of disease damage from target.

Trucidation. Caster irresistibly siphons (4d10)x10 hit points from target.

Zevfeer's Theft of Vitae. Caster siphons 4d10 hit points from target and transfers a like amount to others.

Paladin Spells

1st-Level Paladin Spells

Cease. Interrupts target.

Courage. Grants target +1 AC and +3 hit points.

Cure Poison. Cures one poison effect.

Flash of Light. Blinds target for 2 rounds.

Minor Healing. Heals 1d10 hit points.

Spook the Dead. Instills supernatural fear in undead target.

True North. Caster senses true north.

Yaulp. Caster gains +1 AC and +3 Str.

2nd-Level Paladin Spells

Cure Disease. Cures one disease effect.

Desist. Interrupts target.

Hammer of Wrath. Creates magic warhammer,

Holy Armor. Grants target DR 3/–.

Lifeforce. Heals 1d4 points of ability damage.

Light Healing. Heals 4d6 hit points.

Lull. Hypnotizes target.

Sense the Dead. Caster senses direction to nearest undead creature.

Ward Undead. 3d10 magic damage to undead creature.

3rd-Level Paladin Spells

Center. Grants target +1 AC and +13 hit points.

Endure Poison. Grants target +2 on saves against poison, and poison resistance (8).

Halo of Light. Creates glowing headband.

Invigor. Fatigue recovery and healing of subdual damage.

Invisibility to Undead. Renders target invisible to undead creatures.

Reanimation. Restores target to life.

Reckless Strength. Target gains +5 Str, which decreases gradually over 9 minutes.

Root. Halts target.

Soothe. Hypnotizes target.

4th-Level Paladin Spells

Endure Magic. Grants target +2 on saves against magic, and magic resistance (8).
Expulse Undead. 6d10 magic damage to undead creature.
Hammer of Striking. Creates magic warhammer.
Healing. Heals 6d10 hit points.
Instrument of Nife. Caster gains process effect that deals (6d10)x2 magic damage to undead.
Reconstitution. Restores target to life and also restores 10% of lost experience.
Spirit Armor. Grants target DR 7/–.
Stun. Stuns target for 1 round.
Symbol of Transal. Grants target 7d6 bonus hit points.

5th-Level Paladin Spells

Cancel Magic. Cancels effects of a spell or item.
Counteract Poison. Cures target of a poison effect.
Daring. Grants target +2 AC and +28 hit points.
Divine Purpose. Caster recovers hit points quickly at a continual mana cost.
Divine Vigor. Target gains +25 bonus hit points.
Endure Acid. Grants target +2 on saves against acid, and acid resistance (8).
Endure Disease. Grants target +2 on saves against disease, and disease resistance (8).
Greater Healing. Heals (8d10)x2 hit points.
Guard. Grants target DR 10/–.
Power of Life. Heals ability damage, negative levels, and level or ability drain.
Revive. Restores target to life and also restores 33% of lost experience.
Symbol of Ryltan. Grants target (7d6+1)x2 bonus hit points.
Yaulp II. Caster gains +2 AC and +3 Str.

6th-Level Paladin Spells

Armor of Faith. Grants target DR 13/–.
Calm. Hypnotizes target.
Dismiss Undead. (7d6+1)x2 magic damage to undead creature.
Divine Might. Caster gains process effect that deals 4d10 magic damage.
Holy Might. 4d10 magic damage, plus stuns 1 round.
Renewal. Restores target to life and also restores 50% of lost experience.
Symbol of Pinzarn. Grants target (7d10)x2 bonus hit points.
Thunder of Karana. Drains 17 mana, plus interrupt.
Valor. Grants target +3 AC and +50 hit points.
Valor of Marr. Caster gains haste (4).

7th-Level Paladin Spells

Enstill. Halts target.
Flame of Light. 7d10 fire damage.
Pacify. Hypnotizes target.

8th-Level Paladin Spells

Force. 5d10 magic damage, plus stuns 1 round.
Frenzied Strength. Target gains +7 Str, which decreases gradually over 3d4 minutes.
Resist Disease. Grants target +4 on saves against disease, and disease resistance (16).

9th-Level Paladin Spells

Divine Glory. Target gains +38 bonus hit points.
Expel Undead. (6d10+3)x2 magic damage to undead creature.
Words of Tranquility. 6d10 magic damage, plus stuns 1d2 rounds.
Yaulp III. Caster gains +3 AC and +6 Str.

10th-Level Paladin Spells

Breath of Tunare. Caster recovers hit points quickly at a continual mana cost.
Counteract Disease. Cures target of a disease effect.
Divine Favor. Grants target 8d10 temporary hit points.
Resist Magic. Grants target +4 on saves against magic, and magic resistance (16).
Restoration. Restores target to life and also restores 75% of lost experience.
Wave of Healing. Heals (5d10)x2 hit points for up to six targets.



11th-Level Paladin Spells

Divine Aura. Grants caster 3 rounds of invulnerability.
Healing Wave of Prexus. Heals (2d10+4)x10 hit points for up to six targets.
Nullify Magic. Cancels the effects of two spells or items.
Superior Healing. Heals (4d6)x10 hit points.
Symbol of Naltron. Grants target (2d10+1)x10 bonus hit points.
Yaulp IV. Caster gains +3 AC, +7 Str, a +2 attack bonus, and fast healing (1).



12th-Level Paladin Spells

Brell's Mountainous Barrier. Up to six targets gain +50 bonus hit points.
Celestial Cleansing. Delayed effect that cures 7d10 hit points each round for 4 rounds.
Divine Strength. Target gains +50 bonus hit points.
Resolution. Grants target +3 AC and +62 hit points.
Resurrection. Restores target to life and also restores 90% of lost experience.
Shield of Words. Grants target DR 16/–.

Ranger Spells

1st-Level Ranger Spells

Endure Fire. Grants target +2 on saves against fire, and fire resistance (8).
Flame Lick. 1d6 fire damage, plus 2 fire damage each round for 7 rounds, and –1 AC.
Glimpse. Caster's vision telescopes to view distant objects clearly.
Lull Animal. Hypnotizes animal, beast, or vermin.
Minor Healing. Heals 1d10 hit points.
Skin Like Wood. Grants target +1 AC and +3 hit points.
Snare. Target moves half speed.
Tangling Weeds. Target moves three-quarters speed.
True North. Caster senses true north.

2nd-Level Ranger Spells

Burst of Fire. 1d12 fire damage.
Camouflage. Renders target invisible outdoors.
Cure Poison. Cures one poison effect.
Dance of the Fireflies. Creates globe of fireflies.
Feet Like Cat. Grants target +1 initiative and +1 AC.

Grasping Roots. 1d10 magic damage and halts target.
Hawk Eye. Grants caster +2 attack bonus with bow.
Invoke Lightning. 2d10 electrical damage to up to four targets.
Lifeforce. Heals 1d4 points of ability damage.
Thistlecoat. Target gains +1 AC and damage shield (1).

3rd-Level Ranger Spells

Bind Sight. Caster sees through target's eyes.
Endure Cold. Grants target +2 on saves against cold, and cold resistance (8).
Enduring Breath. Target does not need to breathe.
Firefist. Grants caster +1 melee attack bonus.
Harmony. Soothes targets into passive mindset.
Ignite. 3d10 fire damage.
Light Healing. Heals 4d6 hit points.
Panic Animal. Instills supernatural fear in animal.
Skin Like Rock. Grants target +2 AC and +18 hit points.
Ward Summoned. 3d10 magic damage to summoned creature.

4th-Level Ranger Spells

Barbcoat. Grants caster +2 AC and damage shield (1).
Cancel Magic. Cancels effects of a spell or item.
Eyes of the Cat. Grants target infravision.
Invigor. Fatigue recovery and healing of subdual damage.
Riftwind's Protection. Grants target damage shield (1) and +2 AC.
Shield of Thistles. Grants target damage shield (2).
Spirit of Wolf. Target's speed increases by 50%.
Stinging Swarm. 1d6 magic damage each round for 11 rounds.
Strength of Earth. Target gains either +5 or +3 Str.



5th-Level Ranger Spells

Bramblecoat. Grants caster +3 AC and damage shield (1).
Call of Sky. Grants caster a process effect that deals 4d6 magic damage and interrupts.
Calm Animal. Hypnotizes an animal.
Careless Lightning. 6d10 electrical damage.
Dismiss Summoned. (7d6+1)x2 magic damage to summoned creature.
Healing. Heals 6d10 hit points.
Levitate. Target may float above the ground.
Nature's Precision. Grants caster +2 melee attack bonus.
See Invisible. Allows target to see invisible beings and objects.
Skin Like Steel. Grants target +2 AC and +26 hit points.



6th-Level Ranger Spells

Call of Flame. (5d10)x2 fire damage.
Ensnaring Roots. 4d10 magic damage and halts target.
Force of Nature. Grants target fast healing (1), a +2 attack bonus, and damage shield (1).
Power of Life. Heals ability damage, negative levels, and level or ability drain.
Resist Fire. Grants target +4 on saves against fire, and fire resistance (16).
Shield of Brambles. Grants target damage shield (4).
Spikecoat. Grants caster +4 AC and damage shield (1).
Superior Camouflage. Renders target invisible.
Wolf Form. Turns caster into a wolf.

7th-Level Ranger Spells

Call of Earth. Grants target damage shield (1) and AC +4.
Ensnare. Target moves half speed.
Jolt. Forces target to choose another opponent.
Strength of Nature. Target gains +3 attack bonus and 18 bonus hit points.

8th-Level Ranger Spells

Extinguish Fatigue. Fatigue recovery and healing of subdual damage.
Falcon Eye. Grants caster +4 attack bonus with bow.
Firestrike. (7d10)x2 fire damage.

9th-Level Ranger Spells

Drones of Doom. 2d10 magic damage each round for 8 rounds.
Jolting Blades. Grants caster a process effect similar to *jolt* spell.
Skin Like Diamond. Grants target +3 AC and +50 hit points.
Storm Strength. Target gains either +9 or +4 Str.

10th-Level Ranger Spells

Call of Fire. Grants caster a process effect that deals 7d6 fire damage.
Chill Sight. Grants the caster ultravision.
Chloroplast. Grants target fast healing (2).
Cinder Jolt. Forces target to choose another opponent.
Greater Wolf Form. Turns caster into wolf.
Mark of the Predator. Up to six targets gain a +2 base attack bonus.
Resist Cold. Grants target +4 on saves against cold, and cold resistance (16).

11th-Level Ranger Spells

Eagle Eye. Grants caster +8 attack bonus with bow.
Greater Healing. Heals (8d10)x2 hit points.
Nullify Magic. Cancels the effects of two spells or items.
Shield of Spikes. Grants target damage shield (5).

12th-Level Ranger Spells

Calefaction. (3d6+1)x10 fire damage.
Call of the Predator. Up to six targets gain a +4 base attack bonus.
Enveloping Roots. 6d10 magic damage and halts target.
Skin Like Nature. Grants target +3 AC, +60 hit points, and faster healing.
Thorncoat. Target gains +5 AC and damage shield (2).
Warder's Protection. Caster gains +7 base attack bonus, damage shield (3), +2 AC, and +18 hit points.

Shadow Knight Spells

1st-Level Shadow Knight Spells

Despair. Target suffers –1 attack penalty.
Disease Cloud. 1 point of disease damage, plus 1 point every 2 rounds for 20 rounds.
Invisibility to Undead. Renders target invisible to undead creatures.
Leering Corpse. Summons a type 2 skeletal pet.
Lifetap. Caster siphons 2 points of magic damage from target.
Locate Corpse. Caster senses direction to nearest corpse.
Sense the Dead. Caster senses direction to nearest undead creature.
Siphon Strength. Target suffers –3 Str, caster gains +3 Str.

2nd-Level Shadow Knight Spells

Bone Walk. Summons a type 3 skeletal pet.
Clinging Darkness. Causes target's shadow to slow and injure target.
Endure Cold. Grants target +2 on saves against cold, and cold resistance (8).
Fear. Instills supernatural fear in target.
Lifespike. Caster siphons 1d10+1 points of magic damage from target.
Numb the Dead. Hypnotizes undead target.
Scream of Hate. Target suffers –1 attack penalty, caster gains +1 attack bonus.

3rd-Level Shadow Knight Spells

Convoke Shadow. Summons a type 4 skeletal pet.
Dark Empathy. Caster transfers hit points to target.
Deadeye. Allows caster to see invisible beings and objects, and grants infravision.
Engulfing Darkness. Conjures shadow to slow and injure target.
Grim Aura. Caster gains +2 attack bonus.
Lesser Summon Corpse. Summons a corpse to caster's location.
Shadow Step. Short-range, random teleportation.
Spook the Dead. Instills supernatural fear in undead target.
Vampiric Embrace. Grants caster a process effect that deals 1 damage/3 levels.
Ward Undead. 3d10 magic damage to undead creature.

4th-Level Shadow Knight Spells



Endure Acid. Grants target +2 on saves against acid, and acid resistance (8).
Endure Disease. Grants target +2 on saves against disease, and disease resistance (8).
Feign Death. Caster feigns death.
Gather Shadows. Renders caster invisible.
Heat Blood. 1d10 fire damage each round for 10 rounds.
Lifedraw. Caster siphons 6d6 points of magic damage from target.
Restless Bones. Summons a type 5 skeletal pet.
Scream of Pain. Target suffers –1 penalty to AC and caster gains +1 bonus to AC.
Strengthen Death. Caster's skeleton pet gains +2 Str, +1 AC, and haste (3).
Wave of Enfeeblement. All within 20 feet of caster suffer –4 Str.

5th-Level Shadow Knight Spells

Animate Dead. Summons a type 6 skeletal pet.
Cancel Magic. Cancels effects of a spell or item.
Expulse Undead. 6d10 magic damage to undead creature.
Heart Flutter. 2 points of Str and Con damage, and 1d6 disease damage each round for 12 rounds.
Resist Cold. Grants target +4 on saves against cold, and cold resistance (16).
Scream of Death. Grants caster a process effect that siphons 1 hit point/4 levels.
Shadow Vortex. Target suffers –2 penalty to AC and caster gains +2 bonus to AC.
Shieldskin. Caster gains 6d6 temporary hit points.
Shroud of Hate. Target suffers –2 attack penalty and caster gains +2 attack bonus.

6th-Level Shadow Knight Spells

Breath of the Dead. Caster may breathe underwater.
Dismiss Undead. (7d6+1)x2 magic damage to undead creature.
Dooming Darkness. Conjures a shadow to slow and injure target.
Haunting Corpse. Summons a type 7 skeletal pet.
Invoke Fear. Instills supernatural fear in target.
Life Leech. Caster siphons (7d10)x2 points of magic damage from target.
Shadow Sight. Grants caster ultravision.
Word of Spirit. 6d10 magic damage to all within 20-foot burst.

7th-Level Shadow Knight Spells

Shroud of Pain. Target suffers –3 penalty to AC and caster gains +3 bonus to AC.
Siphon Life. Caster siphons 8d6 points of magic damage from target.
Summon Corpse. Summons a corpse to caster's location.
Summon Dead. Summons a type 8 skeletal pet.

8th-Level Shadow Knight Spells

Abduction of Strength. Target suffers –5 Str, caster gains +5 Str.
Malignant Dead. Summons a type 10 skeletal pet.
Mental Corruption. Grants caster a process effect that siphons 5 mana from opponent.
Rest the Dead. Hypnotizes undead target.
Summon Companion. Calls caster's pet to caster's location.

9th-Level Shadow Knight Spells

Banshee Aura. Grants caster damage shield (3).
Boil Blood. 2d10 fire damage per round for 10 rounds.
Cackling Bones. Summons a type 11 skeletal pet.
Panic the Dead. Instills supernatural fear in undead target.
Torrent of Hate. Target suffers –3 attack penalty; up to six others gain +3 attack bonus.

10th-Level Shadow Knight Spells

Bobbing Corpse. Caster may breathe underwater and levitate, and gains poison resistance.
Expel Undead. (6d10+3)x2 magic damage to undead creature.
Shroud of Death. Grants caster a process effect that siphons 1 hit point/2 levels.
Spirit Tap. Caster siphons 8d10 points of magic damage from target.
Steelskin. Caster gains (6d10)x2 temporary hit points.
Torrent of Pain. Target suffers –4 AC penalty; up to six others gain +4 AC bonus.

11th-Level Shadow Knight Spells

Deadly Temptation. Caster sacrifices hit points for mana recovery.
Drain Spirit. Caster siphons (6d10)x2 points of magic damage from target.
Nullify Magic. Cancels the effects of two spells or items.
Torrent of Fatigue. Initial target is *fatigued*; up to six others gain a +4 Str and Con.
Vampiric Curse. 1d12 magic damage each round for 9 rounds is transferred to caster.

12th-Level Shadow Knight Spells

Asystole. Causes temporary Str and Con damage and inflicts disease damage.
Cascading Darkness. Conjures a shadow to slow and injure target.

Cloak of the Akheva. Enhances caster's personal defense.
Death Peace. Caster feigns death.
Diamondskin. Caster gains (8d10+2)x2 temporary hit points.
Drain Soul. Caster siphons (7d10+2)x2 points of magic damage from target.

Shaman Spells

1st-Level Shaman Spells

Burst of Flame. 1d6 fire damage.
Cure Disease. Cures one disease effect.
Endure Cold. Grants target +2 on saves against cold, and cold resistance (8).
Flash of Light. Blinds target for 2 rounds.
Inner Fire. Grants target +1 AC and +3 hit points.
Minor Healing. Heals 1d10 hit points.
Strengthen. Grants target +3 Str.
True North. Caster senses true north.

2nd-Level Shaman Spells

Cure Poison. Cures one poison effect.
Drowsy. Target suffers slow (2).
Endure Fire. Grants target +2 on saves against fire, and fire resistance (8).
Feet Like Cat. Grants target +1 initiative and +1 AC.
Fleeting Fury. Grants target +4 Str and Dex, and +1 AC.
Frost Rift. 4d4 cold damage.
Gate. Teleports caster to bind point.
Scale Skin. Grants target DR 3/–.
Sicken. 1d10 disease damage plus 1 point of disease damage each round for 20 rounds.
Spirit Pouch. Creates a small temporary container.
Summon Drink. Creates a gallon of pure water.

3rd-Level Shaman Spells

Cure Blindness. Cures target of blindness.
Endure Acid. Grants target +2 on saves against acid, and acid resistance (8).
Endure Disease. Grants target +2 on saves against disease, and disease resistance (8).
Lifeforce. Heals 1d4 points of ability damage.
Light Healing. Heals 4d6 hit points.
Sense Animal. Caster senses direction to nearest animal, beast, or vermin.
Serpent Sight. Grants target infravision.
Spirit of Bear. Target gains +4 Con.
Spirit Sight. Target can see invisible and discern spirits and ghosts.
Summon Food. Creates 3 loaves of black bread.
Tainted Breath. 1d10 poison damage plus 1d8 poison damage each round for 6 rounds.
Talisman of the Beast. +3 Str for up to six targets.

4th-Level Shaman Spells

Bind Affinity. Changes target's bind point.
Burst of Strength. Grants target +5 Str, +5 Dex, and +1 AC.
Disempower. Target suffers –4 Str and Con, and –1 AC.
Endure Poison. Grants target +2 on saves against poison, and poison resistance (8).
Enduring Breath. Target does not need to breathe.
Invisibility to Animals. Renders target invisible to animals.
Levitate. Target may float above the ground.
Root. Halts target.
Sprit of Snake. Grants target +4 Cha.
Spirit of Wolf. Target's speed increases by 50%.
Spirit Strike. 5d10 cold damage.
Turtle Skin. Grants target DR 5/–.
Waking Sleep. Target suffers slow (3).

5th-Level Shaman Spells

Affliction. 4d6 disease damage plus 1d3 disease damage per round for 20 rounds.
Cancel Magic. Cancels effects of a spell or item.
Endure Electricity. Grants target +2 on saves against electricity, and electricity resistance (8).
Endure Sonic. Grants target +2 on saves against sonic attacks, and sonic resistance (8).
Healing. Heals 6d10 hit points.
Insidious Fever. Target suffers –3 on saves against disease, and disease resistance (–14).
Spirit of Cat. Grants target +2 initiative and +2 AC.

6th-Level Shaman Spells

Cannibalize. Caster converts 5 hit points to 6 mana.
Counteract Disease. Cures target of a disease effect.
Creeping Vision. Target's vision telescopes to view distant objects clearly.



Endure Magic. Grants target +2 on saves against magic, and magic resistance (8).
Envenomed Breath. 4d6 poison damage plus 2d8 poison damage each round for 6 rounds.
Frenzy. Grants caster +6 Str and Dex, +2 AC, and +2 initiative.
Frost Strike. 8d10 cold damage.
Infectious Cloud. 2d10 disease damage, plus 2 points each round for 20 rounds.
Invigor. Fatigue recovery and healing of subdual damage.
Malise. Target suffers penalties to various saves and resistances.
Poison Storm. Rain of 4d10 poison damage each round for 3 rounds.
Power of Life. Heals ability damage, negative levels, and level or ability drain.
Spirit of Cheetah. Target moves double speed for 8 rounds.
Spirit of Monkey. Grants target +5 Dex.
Spirit Strength. Grants target +4 Str.
Vision. Caster sees with ultravision through target's eyes.

7th-Level Shaman Spells

Befriend Animal. Charms animals, beasts, and vermin for a random duration.
Counteract Poison. Cures target of a poison effect.
Grow. Increases target's size by one category.
Protect. Grants target DR 7/–.
Quickness. Grants target haste (4).
Regeneration. Grants target fast healing (1).
Resist Cold. Grants target +4 on saves against cold, and cold resistance (16).
Scale of Wolf. Target's speed increases by 66%.
Shrink. Decreases target's size by one category.
Spirit of Ox. Grants target +6 Con.

8th-Level Shaman Spells

Alluring Aura. Grants target +5 buff bonus to Cha.
Form of the Bear. Caster becomes a bear and gains +2 Wis and faster healing.
Greater Healing. Heals (8d10)x2 hit points.

Invisibility. Renders target invisible.
Listless Power. Target suffers –7 Str and Dex, and –3 AC.
Raging Strength. Grants target +5 Str.
Resist Fire. Grants target +4 on saves against fire, and fire resistance (16).
Rising Dexterity. Grants target +6 Dex.
Tagar's Insects. Target suffers slow (4).
Ultravision. Grants target ultravision.

9th-Level Shaman Spells

Charm Animal. Charms animals, beasts, and vermin for a random duration.
Companion Spirit. Calls a type 1 spirit wolf pet.
Enstill. Halts target.
Fury. Grants caster +7 Str and Dex, +2 AC, and +3 initiative.
Health. Grants target +6 Con.
Malisement. Target suffers penalties to various saves and resistances.
Nimble. Grants target +3 initiative and +3 AC.
Rage. Grants caster +8 Str and Dex, +8 AC, and +5 initiative bonus.
Resist Disease. Grants target +4 on saves against disease, and disease resistance (16).
Scourge. 3d10 disease damage and 1d10 disease damage each round for 20 rounds.
Shifting Shield. Grants target DR 9/–.
Shock of the Tainted. 12d10 poison damage.
Talisman of Tnarg. Target gains 37 bonus hit points.
Winter's Roar. (6d10+3)x2 cold damage.

10th-Level Shaman Spells

Assiduous Vision. Caster sees sharply and with ultravision through target's eyes.
Blinding Luminance. Blinds target for 1 round/level.
Cannibalize II. Caster converts 7 hit points to 9 mana.
Chloroplast. Grants target fast healing (2).
Deftness. Grants target +7 Dex.
Extinguish Fatigue. Fatigue recovery and healing of subdual damage.
Furious Strength. Grants target +6 Str.
Gale of Poison. Rain of 7d10 poison damage each round for 3 rounds.
Glamour. Grants target +6 Cha.
Insidious Malady. Target suffers –6 on saves against disease, and disease resistance (–24).
Resist Acid. Grants target +4 on saves against acid, and acid resistance (16).
Resist Electricity. Grants target +4 on saves against electricity, and electricity resistance (16).
Resist Poison. Grants target +4 on saves against poison, and poison resistance (16).
Resist Sonic. Grants target +4 on saves against sonic attacks, and sonic resistance (16).
Spirit of Bih'Li. 50% speed increase and +2 attack bonus for up to six targets.
Togor's Insects. Target suffers slow (5).
Tumultuous Strength. Grants up to six targets +6 Str.
Venom of the Snake. 3d10 poison damage plus 3d10 poison damage each round for 6 rounds.
Vigilant Spirit. Calls a type 2 spirit wolf pet.

11th-Level Shaman Spells

Agility. Grants target +4 initiative and +4 AC.
Alacrity. Grants target haste (5).
Blast of Poison. (8d10+2)x2 poison damage.
Blizzard Blast. (3d6)x10 cold damage.
Guardian. Grants target DR 12/–.
Guardian Spirit. Calls a type 3 spirit wolf pet.
Incapacitate. Target suffers –8 Str and Dex, and –4 AC.
Nullify Magic. Cancels the effects of two spells or items.
Resist Magic. Grants target +4 on saves against magic, and magic resistance (16).
Stamina. Grants target +7 Con.
Summon Companion. Calls caster's pet to caster's location.
Talisman of Altuna. Target gains 62 bonus hit points.

12th-Level Shaman Spells

Abolish Disease. Removes all disease effects from target.
Charisma. Grants target +7 Cha.
Dexterity. Grants target +8 Dex.
Disinfecting Aura. Removes all disease and poison effects from target.
Envenomed Bolt. 6d10 poison damage plus 6d10 poison damage each round for 6 rounds.
Frenzied Spirit. Calls a type 4 spirit wolf pet.
Harnessing of Spirit. Target gains +10 Str, +8 Dex, and +63 hit points.
Malosi. Target suffers penalties to various saves and resistances.
Plague. 4d10 disease damage plus 2d10 disease damage per round for 20 rounds.
Spirit Quickening. Caster's spirit wolf pet gains +6 Str, +3 AC, and haste (3).
Strength. Grants target +10 Str.

13th-Level Shaman Spells



Chloroblast. Target is healed (3d6)x10 hit points.
Cannibalize III. Caster converts 9 hit points to 13 mana.
Cripple. Target suffers –11 Str and Dex, –10 Con, and –5 AC.
Deliriously Nimble. Target gains +5 initiative and +5 AC.
Everlasting Breath. Target does not need to breathe for extended period.
Form of the Great Bear. Caster becomes a bear and gains +2 Wis and regeneration.
Ice Strike. (2d10+4)x10 cold damage.
Immobilize. Halts target.
Insidious Decay. Target suffers –4 on saves against disease, and disease resistance (–16).
Levitation. Target may float above the ground.
Paralyzing Earth. Halts target.
Regrowth. Grants target fast healing (3).
Riotous Health. Grants target +8 Con and double endurance.
Shroud of the Spirits. Grants target DR 14/–.
Spirit of Scale. 66% speed increase for up to six targets.
Superior Healing. Heals (4d6)x10 hit points.
Talisman of Jasinth. +4 on saves against disease and disease resistance (18) for up to six targets.
Talisman of Shadoo. +4 on saves against poison and poison resistance (18) for up to six targets.
Talisman of the Cat. +5 initiative and +5 AC for up to six targets.
Turgur's Insects. Target suffers slow (6).

14th-Level Shaman Spells

Acumen. Grants target *see invisible*, ultravision, and incredible stamina.
Annul Magic. Cancels the effects of three spells or items.
Bane of Nife. 8d10 poison damage each round for 7 rounds.
Celerity. Grants haste (6).
Malosini. Target suffers penalties to various saves and resistances.
Maniacal Strength. Grants target +10 Str.
Mortal Deftness. Grants target +9 Dex.
Regrowth of Dah Khura. Grants fast healing (3) for up to six targets.
Spirit of the Howler. Calls a type 5 spirit wolf pet.

Talisman of Epuration. +5 on saves against disease and disease resistance (22) for up to six targets.
Talisman of Kragg. Target gains 95 bonus hit points.
Talisman of the Brute. +8 Con for up to six targets.
Talisman of the Rhino. +11 Str for up to six targets.
Tigir's Insects. Up to six targets suffer slow (4).
Torrent of Poison. Rain of (3d6+3)x10 poison damage each round for 3 rounds.

15th-Level Shaman Spells

Acumen of Dar Khura. As *acumen* for up to six targets.
Avatar. Target gains massive ability bonuses.
Cannibalize IV. Caster converts 13 hit points to 20 mana.
Focus of the Spirit. Target gains +10 Str, +9 Dex, and +101 hit points.
Khura's Focusing. Up to six targets gain +10 Str, +9 Dex, and +108 hit points.
Malo. Target suffers penalties to various saves and resistances.
Pox of Bertoxxulous. 5d10 disease damage, plus 3d10 disease damage each round for 18 rounds.
Primal Avatar. Target gains massive ability bonuses.
Talisman of Raptor. +9 Dex for up to six targets.
Torpor. Heals (7d10)x2 hit points per round, but imposes lethargy and mana loss.
Unfailing Reverence. Grants target +9 Cha.
Voice of the Berserker. Caster gains +10 Str and Dex, +11 AC, and +7 initiative.



Wizard Spells

1st-Level Wizard Spells

Frost Bolt. 1d8 cold damage.
Minor Shielding. Grants caster +2 AC and +2 hit points.
Numbing Cold. 1d6 cold damage to all within 10-foot burst.
Shock of Frost. 1d6 cold damage.
Sphere of Light. Creates a glowing globe that illuminates area.
True North. Caster senses true north.



2nd-Level Wizard Spells

Fade. Short-range, random teleportation.
Gate. Teleports caster to bind point.
Glimpse. Caster's vision telescopes to view distant objects clearly.
Icestrike. Rain of 1d10 cold damage each round for 3 rounds.
O'Keil's Radiation. Grants +1 on saves against fire, fire resistance (2), and damage shield (1).
Root. Halts target.
See Invisible. Allows target to see invisible beings and objects.
Shock of Fire. 3d6 fire damage.

3rd-Level Wizard Spells

Column of Frost. Downward blast of cold in a 20-foot radius deals 3d8 cold damage.
Eye of Zomm. Creates pet in the form of magical sensor.
Fingers of Fire. 3d8 fire damage in semicircular burst.
Fire Bolt. 4d8 fire damage.
Lesser Shielding. +3 AC, +7 hit points, magic resistance (4), and +1 on saves against magic.
Sense Summoned. Caster senses direction to nearest summoned creature.
Shadow Step. Short-range, random teleportation.
Shock of Ice. 3d10 cold damage.

4th-Level Wizard Spells

Bind Affinity. Changes target's bind point.
Cancel Magic. Cancels effects of a spell or item.
Firestorm. Rain of 4d6 fire damage each round for 3 rounds.
Frost Spiral of Al'Kabor. 3d10 cold damage in 20-foot radius.
Gaze. Caster's vision telescopes to view distant objects clearly.
Halo of Light. Creates glowing headband.
O'Keil's Embers. Grants +1 on saves against fire, fire resistance (4), and damage shield (2).
Resistant Skin. Grants target +1 on saves against disease or poison, and disease and poison resistance (6).
Shock of Lightning. 5d10 electrical damage.

5th-Level Wizard Spells

Bind Sight. Caster sees through target's eyes.
Flame Shock. 6d10 fire damage.
Garrison's Mighty Mana Shock. 8d10 magic damage.
Heat Sight. Grants caster infravision.
Identify. Caster learns item's secrets.
Invisibility. Renders target invisible.
Lightning Bolt. 7d10 electrical damage.
Pillar of Fire. Downward blast of fire in a 20-foot radius deals 5d10 fire damage.
Project Lightning. 4d10 electrical damage to all within 10-foot burst.
Shielding. +4 AC, +12 hit points, magic resistance (4), and +1 on saves against magic.
Shieldskin. Caster gains 6d6 temporary hit points.

6th-Level Wizard Spells

Elemental Shield. +2 on saves against cold and fire, and cold and fire resistance (8).
Enstill. Halts target.
Fay Gate. Transports caster to Greater Faydark.
Fire Spiral of Al'Kabor. 5d10 fire damage in 20-foot radius.
Frost Shock. (5d10)x2 cold damage.
Nexus Gate. Transports caster to the moon of Luclin.
North Gate. Transports caster to North Karana.
Sight. Grants caster infravision and telescopic vision.
Tishan's Clash. 6d6 magic damage, plus stuns 1 round.
Tox Gate. Transports caster to Toxxulia Forest.

7th-Level Wizard Spells

Cast Force. 6d10 magic damage to all within 10-foot burst.
Cazic Gate. Transports caster to Temple of Cazic'Thule
Column of Lightning. Downward blast of lightning in a 20-ft. radius deals 7d10 electrical damage.
Combine Gate. Transports caster to Dreadlands.
Common Gate. Transports caster to West Commonlands.
Force Shock. (5d10)x2 magic damage, plus interrupt.
Leatherskin. Caster gains 7d10 temporary hit points.
Levitate. Target may float above the ground.
Lightning Storm. Rain of 5d10 electrical damage each round for 3 rounds.
Major Shielding. +5 AC, +18 hit points, magic resistance (6), and +2 on saves against magic.
Nek Gate. Transports caster to Nektulos Forest.
Ro Gate. Transports caster to North Ro.
West Karana Gate. Transports caster to West Karana.

8th-Level Wizard Spells

Bonds of Force. Up to six targets move half speed.
Energy Storm. Rain of 6d10 magic damage each round for 3 rounds.
Evacuate North. Quickly transports up to six targets to North Karana.
Fay Portal. Transports up to six targets to Greater Faydark.
Great Divide Gate. Transports caster to the Great Divide.
Iceclad Gate. Transports caster to Iceclad Ocean on Velious.
Inferno Shock. (6d10)x2 fire damage.
Magnify. Grants caster ultravision and telescopic vision.
Minor Familiar. Summons a type 1 familiar pet.
Nexus Portal. Transports up to six targets to the moon of Luclin.
North Portal. Transports up to six targets to North Karana.
Shock Spiral of Al'Kabor. 7d10 electrical damage in a 25-foot radius.
Thunder Strike. (6d10+3)x2 magic damage, plus interrupt.
Tox Portal. Group teleports to the Toxxulia Forest.
Yonder. Short-range personal teleport.

9th-Level Wizard Spells

Cazic Portal. Transports up to six targets to Temple of Cazic'Thule.
Circle of Force. (5d10+2)x2 fire damage in 25-foot radius.
Combine Portal. Transports up to six targets to Dreadlands.
Evacuate Faydark. Quickly transports up to six targets to Greater Faydark.
Greater Shielding. +6 AC, +25 hit points, magic resistance (6), and +2 on saves against magic.
Harvest. Caster gains mana quickly, but is *stunned* for 2 rounds.
Ice Shock. (7d10+2)x2 cold damage.
Iceclad Portal. Group teleports to the Iceclad Ocean.
Invisibility to Undead. Renders target invisible to undead creatures.
Lava Storm. Rain of 7d10 fire damage each round for 3 rounds.
Nek Portal. Transports up to six targets to Nektulos Forest.
Nullify Magic. Cancels the effects of two spells or items.
O'Keil's Flickering Flame. Grants +1 on saves against fire, fire resistance (4), and damage shield (3).
Steelskin. Caster gains (6d10)x2 temporary hit points.
Thunderclap. (6d10)x2 electrical damage to all within 10-foot burst, plus interrupt.



10th-Level Wizard Spells

Chill Sight. Grants caster ultravision.
Cobalt Scar Gate. Transports caster to Cobalt Scar on Velious.
Common Portal. Transports up to six targets to West Commonlands.
Concussion. Makes target less likely to attack the caster.
Elnerick's Entombment of Ice. (8d10)x2 cold damage, plus entrapment.
Evacuate Ro. Quickly transports up to six targets to South Ro.
Force Spiral of Al'Kabor. (7d6+1)x2 magic damage in a 30-foot radius.
Great Divide Portal. Transports up to six targets to the Great Divide.
Immobilize. Halts target.
Lightning Shock. (8d10+2)x2 electrical damage.
Marker's Relocation. Transports up to six targets to the Emerald Jungle.
Ro Portal. Transports up to six targets to North Ro.
Shifting Sight. Caster sees with infravision through target's eyes.
Tishan's Relocation. Transports up to six targets to Skyfire Mountains.
Translocate: Combine. Transports willing target to the Dreadlands.
Translocate: Fay. Transports willing target to Greater Faydark.
Translocate: Nexus. Transports willing target to the moon of Luclin.
Translocate: North. Transports willing target to North Karana.
Translocate: Tox. Transports willing target to Toxxulia Forest.
West Karana Portal. Transports up to six targets to West Karana.

11th-Level Wizard Spells

Alter Plane: Hate. Transports up to six targets to the Plane of Hate.
Alter Plane: Sky. Transports up to six targets to the Plane of Sky.
Arch-Shielding. +7 AC, +36 hit points, magic resistance (8), and +2 on saves against magic.
Cobalt Scar Portal. Transports up to six targets to Cobalt Scar.
Conflagration. (4d6)x10 fire damage.
Diamondskin. Caster gains (8d10+2)x2 temporary hit points.
Elemental Armor. +3 on saves against cold and fire, and cold and fire resistance (12).
Enticement of Flame. (8d10)x2 unavoidable fire damage.
Evacuate Nektulos. Quickly transports up to six targets to Nektulos Forest.
Force Strike. (4d6)x10 magic damage, plus stuns 1 round.
Frost Storm. Rain of (6d10)x2 cold damage each round for 3 rounds.
Gravity Flux. Reverses gravity in a 10-foot radius.
Translocate: Cazic. Teleports target to Cazic'Thule.
Translocate: Commons. Transports willing target to West Commonlands.
Translocate: Nek. Transports willing target to Nektulous Forest.
Translocate: Ro. Transports willing target to North Ro.
Waking Lands Portal. Transports up to six targets to Waking Lands.

12th-Level Wizard Spells

Abscond. Transports caster to a nearby landmark.
Evacuate West. Quickly transports up to six targets to Karana.
Ice Comet. (4d10)x10 cold damage.
Lesser Familiar. Summons a type 2 familiar pet.
Markar's Clash. (5d10+2)x2 magic damage, plus stuns 1d2 rounds.
Paralyzing Earth. Halts target.
Rend. (4d6+3)x10 magic damage, plus stuns 1 round.
Supernova. (5d6)x10 fire damage in semicircular burst.
Translocate. Transports willing target to its bind point.
Translocate: Cobalt Scar. Transports willing target to Cobalt Scar.
Translocate: Great Divide. Transports willing target to the Great Divide.
Translocate: Group. Transports up to six willing targets to their bind points.
Translocate: Iceclad. Transports willing target to Iceclad Ocean.
Translocate: Wakening Lands. Transports willing target to Wakening Lands.
Wrath of Al'Kabor. (2d10)x10 cold damage, plus stun in 35-foot radius.

13th-Level Wizard Spells

Annul Magic. Cancels the effects of three spells or items.
Atol's Spectral Shackles. Up to six targets' speed is reduced by two-thirds.
Decession. Transports target to a nearby landmark.
Draught of Fire. (4d6+1)x10 fire damage.
Familiar. Summons a type 3 familiar pet.
Firetree's Familiar Augment. Caster's pet gains +25 hit points, +2 AC, and +25% speed.
Inferno of Al'Kabor. (3d10)x10 fire damage in 35-foot radius.

Jyll's Static Pulse. (2d10)x10 electrical damage plus interrupt to all within 10-foot burst.

Levitation. Target may float above the ground.

Lure of Frost. (4d6)x10 cold damage (ignores cold resistance and spell resistance).

Manaskin. Caster gains (2d10+3)x10 temporary hit points against spells only, and faster mana recovery.

Pillar of Frost. Downward blast of cold in a 20-foot radius deals (3d10)x10 cold damage.

Pillar of Lightning. Downward blast of lightning in a 20-ft. radius deals (5d6)x10 electrical damage.

Shield of the Magi. +8 AC, +60 hit points, magic resistance (10), and +3 on saves against magic.

Tears of Druzzil. Rain deals (2d10+3)x10 magic damage each round for 3 rounds.

Thunderbolt. Downward blast of lightning in a 20-ft. radius deals (4d6)x10 electrical damage, plus interrupt.

Tishan's Discord. (6d10+3)x2 magic damage, plus stuns 1 round.

Voltaic Draught. (4d6+1)x10 electrical damage.

14th-Level Wizard Spells

Draught of Ice. (4d6+2)x10 cold damage.

Draught of Jiva. (2d10+4)x10 magic damage, plus 1 round stun.

Evacuate. Transports up to six targets to a nearby landmark.

Eye of Tallon. Creates pet in the form of magical sensor.

Fetter. Halts target.

Improved Invisibility. Renders caster invisible for 30 minutes.

Jyll's Zephyr of Ice. (2d10+3)x10 cold damage to all within 15-foot burst.

Lure of Flame. (4d6)x10 fire damage (ignores fire resistance and spell resistance).

Lure of Lightning. (4d6+1)x10 electrical damage (ignores electricity resistance and spell resistance).

Manasink. Caster gains (2d10+3)x10 temporary hit points against spells only.

Markar's Discord. (4d6+3)x10 magic damage, plus stuns 1d2 rounds.

Pillar of Flame. Downward blast of fire in a 20-foot radius deals (3d10+2)x10 fire damage.

Plain Sight. Grants caster ultravision and the ability to see invisible.

Retribution of Al'Kabor. (5d6+1)x10 cold damage in 40-foot radius.

Tears of Prexus. Rain of (4d6+1)x10 cold damage each round for 3 rounds.

Tears of Solusek. Rain of (2d10+4)x10 fire damage each round for 3 rounds.

15th-Level Wizard Spells

Disintegrate. Instantly destroys target [(2d10)x10 magic damage with save].

Elnerick's Electrical Rending. (5d10+4)x10 electrical damage.

Firetree's Familiar Enhancement. Caster's pet gains +50 hit points, +3 AC, and +50% speed.

Flaming Sword of Xuzl. Creates animated sword.

Garrison's Superior Sundering. (10d6)x10 magic damage.

Greater Familiar. Calls a type 4 familiar pet.

Hsagra's Wrath. (6d10)x10 damage to giant.

Ice Spear of Solist. (4d10+4)x10 cold damage.











Invert Gravity. Reverses gravity in a 20-foot radius.

Jyll's Wave of Heat. (2d10+4)x10 fire damage in 15-foot semicircular burst.

Lure of Ice. (5d6)x10 cold damage (ignores cold resistance and spell resistance).

Porlos' Fury. (6d10)x10 damage to dragon.

Sunstrike. (5d10+1)x10 fire damage.

Vengeance of Al'Kabor. (3d10+2)x10 magic damage in a 50-foot radius, plus stun.

Winds of Gelid. (7d6+2)x10 cold damage to all within a 20-foot burst.

Aanya's Animation

Conjuration (Summoning)
Level: Enc 10
Spell Line: *Pendril's animation*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: 3 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No
As *Pendril's animation*, except the caster creates a type 10 animated sword and shield.
Material Components: 3 tiny daggers.

Aanya's Quickening

Alteration
Level: Enc 13
Spell Line: *Quickness*
Mana: 46
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This spell grants the target a haste (7) effect, resulting in a +3 haste bonus to AC and an alternating 1 or 2 extra attack actions every second round.

Abduction of Strength

Alteration
Level: Shd 8
Spell Line: *Siphon strength*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 6 minutes
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *siphon strength*, except this spell imposes a buff penalty of –5 to the target's Strength while providing a +5 buff bonus to the caster's Strength.

Abolish Disease

Alteration
Level: Shm 12
Spell Line: *Cure disease*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *cure disease*, except the dispel roll is 1d20 + 1 per caster level with no maximum bonus due to level. In addition, a single casting of this spell allows the shaman to attempt to abolish any and all disease effects on the target, although only one attempt per effect is allowed per casting.

Abolish Poison

Alteration
Level: Clr 12
Spell Line: *Cure poison*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *cure poison*, except the dispel roll is 1d20 + 1 per caster level with no maximum bonus due to level. In addition, a single casting of this spell allows the cleric to attempt to abolish any and all poison effects on the target, although only one attempt per effect is allowed per casting.

Abscond

Alteration [Teleportation]
Level: Wiz 12
Spell Line: *Egress*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (object)
As *egress*, except a wizard has greater range with this spell, which he trades for a lack

of flexibility. *Abscond* does not allow teleportation to any point, as does *egress*. Instead, the wizard may teleport himself only to a specific constructed landmark, such as a tower, a statue, or a bridge, within 30 miles of his present location. However, intervening terrain is not an issue, so while a druid cannot use *egress* to travel from a forest into the adjacent mountains, a wizard can use *abscond* to travel from the forest to a dwarven settlement in the mountains. If, in this example, the settlement is more than 30 miles away, then *abscond* fails and the mana is wasted.

Abundant Drink

Conjuration (Creation)
Level: Clr 7
Spell Line: *Summon drink*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Effect: 4 gallons of water
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
As *summon drink*, except this spell creates 4 gallons of water.

Abundant Food

Conjuration (Creation)
Level: Clr 8
Spell Line: *Summon food*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Effect: 4 loaves of black bread
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
As *summon food*, except this spell creates 12 loaves of bread.

Acumen

Alteration
Level: Shm 14
Spell Line: *Acumen*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
This spell grants the target a greater clarity of vision and great stamina. As a result, the target gains ultravision as well as the ability to see invisible (as the spell). In addition, the target cannot become *fatigued* or *exhausted*, even by magical effects. However, the spell does not replace the normal need for sleep. To determine when a target requires sleep after the expiration of the spell, simply discount the period of wakefulness during which the spell was active. Finally, the target recovers 1d6 points of subdual damage every round for the duration of the spell.

Acumen of Dar Khura

Alteration
Level: Shm 15
Spell Line: *Acumen*
Mana: 35
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *acumen*, except this spell affects up to six targets. Further, all of the targets can ignore the need for normal sleep while the spell is active, and instantly recover all subdual damage at the beginning of every round.

Adorning Grace

Alteration
Level: Enc 12
Spell Line: *Spirit of snake*
Mana: 18
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of snake*, except the target gains a +7 buff bonus to Charisma.

Aegis

Abjuration
Level: Clr 14
SpellLine: *Holy armor*
Mana: 75
Components: V
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *holy armor*, except this spell grants damage reduction 17/– over an extended period of time and can be cast at medium range.

Aegis of Ro

Abjuration [Fire]
Level: Mag 15
Spell Line: *Shield of fire*
Mana: 75
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *shield of fire*, except this spell grants a buff bonus of +3 on saves against attacks with the [fire] descriptor, as well as fire resistance (14) and damage shield (8) for up to six targets of the caster's choice within range.

Aegolism

Abjuration
Level: Clr 15
Spell Line: *Courage*
Mana: 150
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 day (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *courage*, except this spell protects the target with a +9 divine bonus to AC and a divine bonus of +275 hit points.

Affliction

Conjuration [Disease]
Level: Shm 5
Spell Line: *Sicken*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 21 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *sicken*, except that the affected creature takes 4d6 disease damage immediately, and takes an additional 1d3 points of disease damage each round thereafter, until the spell ends or is dispelled.

Agility

Alteration
Level: Shm 11
Spell Line: *Feet like cat*
Mana: 17
Components: V, S
Casting Time: 1 action



Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *feet like cat*, except this spell grants +4 bonuses.

Aid of Khurenz

Alteration (Healing)
Level: Bst 8
Spell Line: *Minor healing*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals only the caster's pet, curing (3d6+1)x10 hit points.

Alacrity

Alteration
Level: Bst 12, Enc 7, Shm 11
Spell Line: *Quickness*
Mana: 19
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The target gains the benefit of a haste (5) effect, resulting in a +2 haste bonus to AC and 1 extra attack action every round.

Alliance

Alteration [Mind-Affecting]
Level: Enc 3
Spell Line: *Alliance*
Mana: 6
Components: S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 + 5 ft./level)
Duration: 1 day
Saving Throw: None
Spell Resistance: No
The caster receives a +2 bonus to all reaction checks from the target creature and all others who belong to the same faction as the targeted creature. Also, the target will not realize that a spell has been cast upon him, and the effect cannot be resisted, although the creatures of the affected faction may find other reasons to distrust or dislike the caster before the duration of the spell expires.

Allure

Alteration [Mind-Affecting]
Level: Enc 12
Spell Line: *Charm*
Mana: 41
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature of less than CR 24
Duration: 1d8 rounds or 8d10 rounds (see text)

Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect creatures of CR 23 or less.

Allure of Death

Alteration [Magic]
Level: Nec 6
Spell Line: *Dark pact*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: See text (D)
Saving Throw: None
Spell Resistance: No
As *dark pact*, except this spell allows the transfer to take place at a greater rate. Each round, the caster converts 4 hit points into 2 mana.

Allure of the Wild

Alteration [Mind-Affecting]
Level: Dru 11
Spell Line: *Charm*
Mana: 37
Components: V, S
Casting Time: 1 full round
Recast: 4 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature of less than CR 25
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect only animals, beasts, or vermin of CR 24 or less.

Alluring Aura

Alteration
Level: Shm 8
Spell Line: *Spirit of snake*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of snake*, except the target gains a +5 buff bonus to Charisma.

Alter Plane: Hate

Alteration [Teleportation]
Level: Wiz 11
Spell Line: *Alter plane: Hate*
Mana: 50
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This specialized spell transports up to six targets within range to the Plane of Hate, the home of the god Innoruuk. This journey is not safe, even for those who worship the god of hate, and anyone who appears on this plane is likely to be attacked by powerful creatures upon arrival.

Material Components: A Fulligran's soulstone (available for 200 gp, usually only in Neriak).

Alter Plane: Sky

Alteration [Teleportation]
Level: Wiz 11
Spell Line: *Alter plane: Sky*
Mana: 50
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This specialized spell transports up to six targets within range to the Plane of Sky, the home of Veeshan. Newcomers are generally safe upon arrival here.

Material Components: A cloudy stone of Veeshan (available for 200 gp, usually only in Erudin).

Anarchy

Evocation [Magic]
Level: Enc 9
Spell Line: *Chaotic feedback*
Mana: 27
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *chaotic feedback*, except this spell does (6d10+3)x2 points of magic damage and its confusion effect lasts for 1d8 rounds. Also, unlike earlier spells of the *chaotic feedback* line, a Will save completely negates the damage and confusion.

Animate Dead

Conjuration (Summoning)
Level: Nec 6, Shd 5
Spell Line: *Cavorting bones*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *cavorting bones*, except the caster summons a type 6 skeleton.

Material Components: 2 finger-sized pieces of bone.

Annul Magic

Abjuration
Level: Clr 13, Dru 14, Enc 13, Mag 13, Nec 13, Shm 14, Wiz 13
Spell Line: *Cancel magic*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or one item
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *cancel magic*, except this spell allows the caster to make three dispel attempts, and there is no maximum caster level modifier for each roll. These attempts may be made either consecutively on the same effect or on three separate effects.

Antidote

Alteration
Level: Clr 14
Spell Line: *Cure poison*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 4 rounds
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *cure poison*, except the dispel roll is 1d20 + 1 per caster level with no maximum bonus due to level. In addition, a single casting of this spell allows the cleric to attempt to abolish up to 4 poison effects on the target; one such attempt may be made per round for the duration of the spell. New poison effects affecting the target may also be healed by this spell as long as it is active.

Archlich

Alteration [Magic]
Level: Nec 15
Spell Line: *Dark pact*

Mana: 0
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: (D) (see text)
Saving Throw: None
Spell Resistance: No
As *dark pact*, except this spell allows the caster to convert 19 hit points into 14 mana each round. In addition, while this spell is in effect, the necromancer is transformed into a specter. He has in a sense transformed his material body into the energy of magic. Therefore, while the spell is in effect, the caster gains the type "undead" and the ability to float as though under the effect of the spell *levitate* (see *EverQuest: Monsters of Norrath*, "Specter," for further details). If killed when this spell is in effect, the caster will revert to his original form.

Finally, the caster gains ultravision as well as the effects of the spell *see invisible*.

Arch Shielding

Abjuration
Spell Line: *Minor shielding*
Level: Enc 11, Mag 11, Nec 11, Wiz 11
Mana: 33
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes/level (D)
Saving Throw: None
As *minor shielding*, except this spell grants a +7 armor bonus to AC, a buff bonus of +36 hit points, magic resistance (8), and a +2 bonus on saves against magic attacks.

Armor of Faith

Abjuration
Level: Clr 10, Pal 6
Spell Line: *Holy armor*
Mana: 25
Components: V
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *holy armor*, except this spell grants damage reduction 13/–.

Armor of Protection

Abjuration
Level: Clr 9
Spell Line: *Armor of protection*
Mana: 22
Components: V
Casting Time: 1 action
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The caster gains a +2 deflection bonus to AC and +55 bonus hit points.

Asphyxiate

Alteration [Magic]
Level: Enc 15
Spell Line: *Shallow breath*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 20 rounds
Saving Throw: See text
Spell Resistance: Yes
This spell immediately inflicts 6d6 points of magic damage upon the target and inflicts an additional 2d8 points of magic damage each round for the duration of the spell. All damage is halved with an initial Fortitude save, which also negates the additional effects of the spell: a –7 penalty to Strength and a –7 penalty to Dexterity.

Assiduous Vision

Divination
Level: Shm 10
Spell Line: *Bind sight*
Mana: 8
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Long (400 ft. + 40 ft./level)
Target: One living creature
Duration: Concentration (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *bind sight*, except this spell also grants the caster (but not the host subject) ultravision, as well as a +6 bonus on all Spot checks.

Asystole

Alteration [Disease]
Level: Nec 11, Shd 12
Spell Line: *Heart flutter*
Mana: 35
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 9 rounds
Saving Throw: See text
Spell Resistance: Yes
As *heart flutter*, except this spell causes 4 points of temporary Strength and Constitution damage and inflicts 3d10 disease damage per round for 9 rounds.

Atol's Spectral Shackles

Alteration [Magic]
Level: Wiz 13
Spell Line: *Snare*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level).
Area: Up to six creatures, no two more than 20 ft. apart
Duration: 2 minutes
Saving Throw: Reflex negates
Spell Resistance: No
As *snare*, except this spell affects up to six creatures, no two of which may be more than 20 feet apart, and the target's movement rate is reduced to one-third normal. However, the Reflex save against this spell is standard (DC 23 + caster's Intelligence modifier).

Atone

Alteration
Level: Clr 9
Spell Line: *Atone*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: (see text)
Saving Throw: Will negates
Spell Resistance: Yes
This powerful spell puts the caster in the favor of all the gods and forces the target of the spell to forgive the caster for all past transgressions and offenses. Targets who fail their saving throw will be unable to attack the caster until such a time as the caster or those clearly allied with him take action against the target or those closely allied with him. In effect, this spell has a potentially limitless duration.

Augment

Alteration
Level: Enc 14
Spell Line: *Augmentation*
Mana: 23
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *augmentation*, except this spell provides haste (5), a +6 bonus to Dexterity, and a +3 insight bonus to Armor Class, and the target regains 1d6 hit points of subdual damage every round.

Augmentation

Alteration
Level: Enc 8
Spell Line: *Augmentation*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This flexible and mana-efficient spell provides the target with a number of bonuses. The target gains the following: haste (4), a +5 bonus to Dexterity, a +2 insight bonus to Armor Class, and fast recovery of 1d4 points of subdual damage every round.

Any other spell that provides a haste benefit greater than the haste (4) of this spell will suppress not only the haste effect of this spell, but all other benefits of the spell as well, as long as the more powerful haste spell remains in effect. Therefore, the caster and target need to determine whether a spell such as *alacrity*, with its haste (5), would be more useful than this spell with its haste (4) plus additional effects.

Augmentation of Death

Alteration
Level: Nec 14
Spell Line: *Focus death*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *focus death*, except this spell grants haste (7), which provides a +3 haste bonus to AC and an alternating 1 or 2 extra attack actions every second round, as well as a +8 buff bonus to Strength and a +4 deflection bonus to Armor Class.

Augment Death

Alteration
Level: Nec 10
Spell Line: *Focus death*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *focus death*, except this spell grants haste (6), which provides a +2 haste bonus to AC, 1 extra attack action every round and –1 weapon delay, as well as a +7 buff bonus to Strength and a +3 deflection bonus to Armor Class.

Avalanche

Evocation [Cold]
Level: Dru 10
Spell Line: *Cascade of hail*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (15-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *cascade of hail*, except that each wave deals 7d10 points of cold damage and the area of effect is slightly larger.

Avatar

Alteration
Level: Shm 15
Spell Line: *Avatar*
Mana: 65
Components: V, S, M
Casting Time: 1 action
Recast: 3 minutes
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid
Duration: 10 rounds
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This spell grants the target a +13 buff bonus to Strength and Dexterity, a +10 bonus to initiative, a +10 dodge bonus to Armor Class, and a +10 bonus on attacks. These bonuses do not stack with those from the *wolf form* line of spells.

Material Component: An emerald.

Bandoleer of Luclin

Conjuration (Creation)
Level: Mag 13
Spell Line: *Summon dagger*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Pouch and 60 *knives of Luclin*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a bandoleer containing 60 *knives of Luclin*, *+2 daggers* that deal 1d3+2 points of damage (including the +2 enhancement bonus), weigh only one-tenth of a pound each, and have a range increment of 15 feet.

As created items, the belt and the knives vanish after 24 hours. Their temporary nature is apparent to anyone who looks at them.

Bane of Nife

Conjuration [Poison]
Level: Shm 14
Spell Line: *Poison bolt*
Mana: 71
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 7 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *poison bolt*, except the target takes 8d10 points of poison damage immediately, and an additional 8d10 points of poison damage each round for 6 rounds, or until the spell is dispelled.

Banishment

Evocation [Magic]
Level: Dru 15, Mag 15
Spell Line: *Ward summoned*
Mana: 83
Components: V, S
Casting Time: 1 action
Recast: 2 minutes
Range: Medium (100 ft. + 10 ft./level)
Target: One summoned creature
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes
As *ward summoned*, except this powerful spell annihilates the target along with any equipment and possessions it carries, much like *disintegrate*. Even if the target succeeds on the Will save, it suffers (2d10)x10 points of magic damage. A creature slain by *banishment* is forever destroyed, and cannot be raised from the dead in any fashion. In addition, a foe killed with this spell does not yield any experience points.

Material Components: A star ruby.

Banishment of Shadows

Evocation [Magic]
Level: Clr 15, Nec 15
Spell Line: *Ward undead*
Mana: 125
Components: V, S
Casting Time: 1 action

Recast: 2 minutes
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes
As *ward undead*, except this powerful spell annihilates the target along with any equipment and possessions it carries, much like *disintegrate*. Even if the target succeeds on the Will save, it suffers (2d10)x10 points of magic damage. A creature slain by *banishment* is forever destroyed, and cannot be raised from the dead (or returned to unlife) in any fashion. In addition, a foe killed with this spell does not yield any experience points.
Material Components: A star ruby.

Banish Summoned

Evocation [Magic]
Level: Clr 14, Dru 11, Mag 12
Spell Line: *Ward summoned*
Mana: 37
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One summoned creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes
As *ward summoned*, except this spell deals (2d10+3)x10 points of magic damage.

Banish Undead

Evocation [Magic]
Level: Clr 11, Nec 12
Spell Line: *Ward undead*
Mana: 37
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes
As *ward undead*, except this spell deals (2d10+3)x10 points of magic damage.

Banshee Aura

Abjuration [Magic]
Level: Nec 5, Shd 9
Spell Line: *Banshee aura*
Mana: 10
Components: V, F
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 10 minutes (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
This spell surrounds the caster with vengeful energy that does damage to anyone who attacks him in melee by means of a damage shield (3). Any creature that attacks with its body or with a hand-held weapon deals normal damage to the caster but automatically takes 3 points of damage itself as well.
Focus Component: A pearl.

Barbcoat

Abjuration [Magic]
Level: Dru 5, Rng 4
Spell Line: *Thistlecoat*
Mana: 8
Components: V
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *thistlecoat*, except this spell grants +2 AC and damage shield (1).

Barrier of Combustion

Abjuration [Fire]
Level: Mag 10
Spell Line: *Shield of fire*
Mana: 17
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 4 minutes (D)
Saving Throw: None
As *shield of fire*, except this spell grants a buff bonus of +2 on saves against attacks with the [fire] descriptor, as well as fire resistance (8) and damage shield (5).

Bedlam

Alteration
Level: Enc 14
Spell Line: *Berserker strength*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 rounds/level
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)
As *berserker strength*, except the target gains a +8 buff bonus to Strength and a –4 buff penalty to Armor Class, as well as +90 temporary hit points.

Befriend Animal

Alteration [Mind-Affecting]
Level: Dru 4, Shm 7
Spell Line: *Charm*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature of less than CR 13
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect only animals, beasts, or vermin of CR 12 or less.

Beguile

Alteration [Mind-Affecting]
Level: Enc 7
Spell Line: *Charm*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature of less than CR 17
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect creatures of CR 16 or less.

Beguile Animal

Alteration [Mind-Affecting]
Level: Dru 9
Spell Line: *Charm*
Mana: 28
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature of less than CR 21
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect only animals, beasts, or vermin of CR 20 or less.

Beguile Plant

Alteration [Mind-Affecting]
Level: Dru 8
Spell Line: *Charm*
Mana: 28
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One plant of less than CR 21
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect only plants of CR 20 or less.

Beguile Undead

Alteration
Level: Nec 9
Spell Line: *Charm*
Mana: 28
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature of less than CR 23
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect only undead of CR 22 or less.

Beguiling Visage

Alteration
Level: Enc 13
Spell Line: *Calming visage*
Mana: 42
Components: V, S
Casting Time: Free action
Recast: 3 rounds
Range: Personal
Target: Caster
Duration: 3 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *calming visage*, except an enchanter can cast this spell only on herself. For the duration of the spell, all opponents must succeed at a Will save (DC 23 + caster's Intelligence modifier + caster's Charisma modifier) to attack the caster directly.

Benevolence

Alteration [Mind-Affecting]
Level: Enc 6
Spell Line: *Alliance*
Mana: 8
Components: S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./level)
Duration: 1 day
Saving Throw: None
Spell Resistance: No
As *alliance*, except the reaction bonus is +4.

Berserker Spirit

Alteration
Level: Enc 12
Spell Line: *Berserker strength*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 rounds/level
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)
As *berserker strength*, except the target gains a +7 buff bonus to Strength and a –3 buff penalty to Armor Class, as well as +50 temporary hit points.

Berserker Strength

Alteration
Level: Enc 6
Spell Line: *Berserker strength*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 rounds/level
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)
This combat spell infuses the target with a battle rage that provides a +5 buff bonus to Strength while also effecting a –2 penalty to Armor Class, since the target is focusing on attacking in melee rather than on defense. In addition, the spell grants +12 temporary hit points. The spell expires either at the end of its duration or when the temporary hit points have been lost due to damage sustained by the target.

Bind Affinity

Alteration [Teleportation]
Level: Clr 4, Dru 4, Enc 4, Mag 4, Nec 4, Shm 4, Wiz 4
Mana: 20
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Through this spell, the caster changes the target's bind point for the purposes of teleportation spells, especially *gate*. The creation of bind point is instantaneous and lasts until changed again by the use of this spell.

A bind point may be anywhere a target of the spell desires to be "bound," and it's at that point in space that he will appear when various teleportation effects are used upon him. This place can be anywhere, from the target's bed to his favorite pub; from the entrance to the haunted caverns he's questing after to beside the door of his arch-enemy.

The bind point is an exact point in space, though, including elevation. Thus, if the target is bound while under the effects of the spell *levitate* and 30 feet in the air, then he might regret his return to his bind point when he appears without a *levitate* spell in the future.

If the spell is used on an unwilling opponent, a successful touch attack is required and the victim receives a Will save (DC 14 + caster's Int or Wis modifier).

Note that when cast at night, this spell can create a secondary bind location for necromancers for the purpose of the spell *levant*. Only a level 27th-level+ necromancer may have two bind locations, and then only when the necromancer himself casts *bind affinity*; when it's cast during hours of darkness, the necromancer must indicate whether this bind point is his main (i.e., for *gate*) or secondary (i.e., for *levant*) point.

Bind Sight

Divination
Level: Enc 3, Rng 3, Wiz 5
Spell Line: *Bind sight*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Target: One living creature
Duration: Concentration (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Bind sight allows the caster to see, in her mind's eye, what the spell's target sees, with whatever type or degree of vision the target has (i.e., if the caster normally possesses infravision, she will not have the benefit of infravision if the host subject does not also possess it; if the subject has ultravision, the caster gains that benefit). The caster receives visual input only — no sound or smell, for example — and must maintain concentration on the spell or lose contact with the target, thus canceling the spell. The caster must close her eyes and may not speak nor move while concentrating. Maintaining this spell takes a toll on the caster's health. For every round the spell remains active, the caster suffers 1 point of damage.

The caster need not have visual contact with her target when she casts this spell, but does need to know that the specific target creature exists, and the creature must be within range. Once the spell has affected a target, however, the spell's range becomes moot; as long as the caster maintains concentration, she may see through that target's eyes. The caster may, further, cast this spell again upon a new target viewed through the eyes of the first host, and thus "jump" from host to host, as long as each new target is within spell range of the current host. A host subject remains unaware of the spell, although a target who makes the initial Will save becomes aware that some spell was attempted.

Bladecoat

Abjuration [Magic]
Level: Dru 14
Spell Line: *Thistlecoat*
Mana: 39
Components: V
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *thistlecoat*, except this spell grants +6 AC and damage shield (2).

Blast of Frost

Evocation [Cold]
Level: Bst 2
Spell Line: *Frost rift*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *frost rift*, except this spell deals 3d6 points of cold damage.

Blast of Poison

Conjuration [Poison]
Level: Shm 11
Spell Line: *Shock of poison*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *shock of poison*, except the target takes (8d10+2)x2 points of poison damage.

Blaze

Evocation [Fire]
Level: Mag 9
Spell Line: *Burn*
Mana: 26
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *burn*, except this spell deals (6d10+3)x2 points of fire damage.

Blessed Armor of the Risen

Abjuration
Level: Clr 14
Spell Line: *Armor of protection*
Mana: 46
Components: V
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *armor of protection*, except this spell grants a +5 deflection bonus to AC, +75 bonus hit points, and the ability to regain 1 mana per minute.

Blinding Luminance

Conjuration (Summoning) [Light]
Level: Clr 8, Shm 10
Spell Line: *Flash of light*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *flash of light*, except this spell has a greater range and longer duration.

Blizzard

Evocation [Cold]
Level: Dru 13
Spell Line: *Cascade of hail*
Mana: 55
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *cascade of hail*, except that each wave deals (2d10)x10 points of cold damage and the area of effect is slightly larger.

Blizzard Blast

Evocation [Cold]
Level: Bst 12, Shm 11
Spell Line: *Frost rift*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *frost rift*, except the range is longer and this spell deals (3d6)x10 points of cold damage.

Bobbing Corpse

Abjuration [Poison]
Level: Shd 10
Spell Line: *Dead man floating*
Mana: 17
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *dead man floating*, except this spell has slightly reduced effects and may be cast upon the caster's self only. This spell grants the abilities to breathe underwater as *enduring breath* and to levitate in water as the spell *levitate*, and also grants a +4 bonus to saves against attacks with the [poison] descriptor as well as poison resistance (16).

Boil Blood

Alteration [Fire]
Level: Nec 8, Shd 9
Spell Line: *Heat blood*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./2 levels)
Target: One living creature
Duration: 10 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *heat blood*, except this spell deals 2d10 points of fire damage per round.

Bolt of Flame

Evocation [Fire]
Level: Mag 6
Spell Line: *Flame bolt*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *flame bolt*, except this spell deals 8d10 points of fire damage.

Boltran's Agacierie

Alteration [Mind-Affecting]
Level: Enc 13
Spell Line: *Charm*
Mana: 66
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature of less than CR 27
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect creatures of CR 26 or less.

Boltran's Animation

Conjuration (Summoning)
Level: Enc 9
Spell Line: *Pendril's animation*
Mana: 21
Components: V, S, M
Casting Time: 2 full rounds
Recast: 3 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No
As *Pendril's animation*, except the caster creates a type 9 animated sword and shield.
Material Components: 2 tiny daggers.

Bond of Death

Alteration [Magic]
Level: Nec 12
Spell Line: *Leach*
Mana: 60
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 9 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *leach*, except this spell transfers 3d10 hit points per round.

Bonds of Force

Alteration [Magic]
Level: Wiz 8
Spell Line: *Snare*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Area: Up to six creatures, no two more than 20 ft. apart
Duration: 2 minutes
Saving Throw: Reflex negates
Spell Resistance: No
As *snare*, except this spell affects up to six creatures, no two of which may be more than 20 feet apart. However, the Reflex save for this spell is standard (DC 17 + caster's Intelligence modifier).

Bonds of Tunare

Alteration [Magic]
Level: Dru 14
Spell Line: *Snare*
Mana: 19
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Area: Up to six creatures, no two more than 20 ft. apart
Duration: 2 minutes
Saving Throw: Reflex negates (see text)
Spell Resistance: No
As *snare*, except this spell affects up to six creatures, no two of which may be more than 20 feet apart. Each target's movement rate is reduced to one-third normal. As with *snare*, this spell is difficult to resist, so the Reflex save DC is 10 + spell level + (3 x caster's Wisdom modifier).

Bone Walk

Conjuration (Summoning)
Level: Nec 3, Shd 2
Spell Line: *Cavorting bones*
Mana: 13
Components: V, S, M
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *cavorting bones*, except the caster summons a type 3 skeleton.
Material Components: 2 finger-sized pieces of bone.

Boon of the Clear Mind

Alteration
Level: Enc 13
Spell Line: *Breeze*
Mana: 29
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *breeze*, except the rate of mana recovery granted by this spell is 1 mana every 2 minutes, and this spell affects up to six targets of the caster's choice within the range of the spell.

Boon of the Garou

Alteration
Level: Enc 11
Spell Line: *Boon of the garou*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 3 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
With this spell, an enchanter can transform any willing creature into a werewolf of the target's own gender. The target for all intents and purposes becomes a werewolf (see *EverQuest: Monsters of Norrath*).

Bramblecoat

Abjuration [Magic]
Level: Dru 8, Rng 5
Spell Line: *Thistlecoat*
Mana: 12
Components: V
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *thistlecoat*, except this spell grants +3 AC and damage shield (1).

Bravery

Abjuration
Level: Clr 7
Spell Line: *Courage*
Mana: 12
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 20 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *courage*, except this spell protects grants +2 AC and +35 hit points.

Breath of Karana

Conjuration (Summoning) [Force, Magic]
Level: Dru 14
Spell Line: *Whirling wind*

Mana: 42
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes
As *whirling wind*, except this spell deals (4d6+2)x10 points of magic damage and the target is *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.) Further, a Large or smaller creature must make a second Reflex save (DC 18) to avoid being knocked prone if it fails the first save. A Large creature that fails the save is also blown back (1d4)x10 feet; a Medium-size or smaller creature that fails the save is blown back (2d6)x10 feet. A flying creature that fails this save is instead blown back (1d6)x10 feet.

Breath of Ro

Evocation [Fire]
Level: Dru 13
Spell Line: *Flame lick*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 10 rounds
Saving Throw: See text
Spell Resistance: Yes
As *flame lick*, except this spell deals 3d10 points of fire damage per round for 10 rounds, and the AC penalty is –3 unless the target makes its Will save. Additionally, *breath of Ro* reduces the target's ability to resist other fire-based effects, although this component of the spell is negated if the target's initial Fortitude save is successful. A failed save grants a penalty of fire resistance (–12) and a –3 penalty on saves against effects with the [fire] descriptor. A resistance penalty can never reduce a target's resistance to less than (0).

Focus: A fire beetle eye.

Breath of the Dead

Alteration
Level: Nec 7, Shd 6
Spell Line: *Enduring breath*
Mana: 7
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *enduring breath*, except this spell may target only the caster's self.

Material Component: A pinch of fish scales

Breath of Tunare

Alteration
Level: Pal 10
Spell Line: *Divine purpose*
Mana: 1 (see text)
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 10 minutes (D)
Saving Throw: None
Spell Resistance: No
As *divine purpose*, except at the cost of 2 mana per round, the paladin recovers 7 hit points per round.

Breeze

Alteration
Level: Enc 5
Spell Line: *Breeze*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The target recovers 3 mana every 10 minutes in addition to her normal mana recovery. The target cannot have more than her maximum mana through the use of this spell, but the spell remains active for the entire duration, so that if the caster later expends more mana, the spell might again completely replenish her.

Brell's Mountainous Barrier

Abjuration
Level: Pal 12
Spell Line: *Divine vigor*
Mana: 33
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 1 day
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *divine vigor*, except this spell grants +50 bonus hit points to each of up to six targets for one day.

Brilliance

Alteration
Level: Enc 11
Spell Line: *Insight*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Will negates
Spell Resistance: Yes (harmless)
As *insight*, except the target gains +4 Intelligence and +3 Wisdom.

Bristlebane's Bundle

Conjuration (Creation)
Level: Mag 12
Spell Line: *Summon drink*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Effect: Summoned items
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates amusing items suitable for throwing a party: 20 bottles of ale, 20 small cakes, one firecracker, and one *spinning bottle*. These items appear at the magician's feet.

The firecracker is a one-use item. It can be thrown (range increment 20 feet), but has no harmful effect; the noise produced is sufficient to wake a sleeping creature or break a mesmerization effect, however.

The *spinning bottle* is a magic item that upon command causes the user to spin rapidly about for 1 round, becoming quite dizzy. The affected creature cannot target any creature with an attack or a spell while spinning, and must succeed at a Channeling check (DC 15 + spell level) to cast or maintain a spell. This ability of the *spinning bottle* can be used only once.

Bulwark of Faith

Abjuration
Level: Clr 14
Spell Line: *Holy armor*
Mana: 58
Components: V
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *holy armor*, except this spell grants damage reduction 19/– and can be cast at medium range.

Burn

Evocation [Fire]
Level: Mag 2
Spell Line: *Burn*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A burst of fire ignites the target, dealing 1d10 points of fire damage.

Burnout

Alteration
Level: Mag 4
Spell Line: *Burnout*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: No
Spell Resistance: Yes (harmless)
This spell grants the caster's elemental pet a +3 bonus to Strength, a +1 bonus to Armor Class, and haste (2), which grants a +1 haste bonus to Armor Class and an extra action every third round. Note that the haste gained from this line of spells will stack with hastening spells from other lines, such as *alacrity*, but the usual cap of haste (8) still applies.

Burnout II

Alteration
Level: Mag 8
Spell Line: *Burnout*
Mana: 13
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: No
Spell Resistance: Yes (harmless)
As *burnout*, except the pet gains +5 Strength, +2 AC, and haste (4), which grants a +2 haste bonus to AC and 1 extra attack action every second round.

Burnout III

Alteration
Level: Mag 12
Spell Line: *Burnout*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: No
Spell Resistance: Yes (harmless)
As *burnout*, except the pet gains +7 Strength, +3 AC, and haste (7), which grants a +3 haste bonus to AC and alternating 1 or 2 extra attack actions every second round.

Burnout IV

Alteration
Level: Mag 14
Spell Line: *Burnout*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: No
Spell Resistance: Yes (harmless)
As *burnout*, except the pet gains +9 Strength, +4 AC, and haste (8), which grants a +3 haste bonus to AC, alternating 1 or 2 extra attack actions every second round, and –1 weapon delay.

Burst of Fire

Evocation [Fire]
Level: Dru 2, Rng 2
Spell Line: *Burst of flame*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *burst of flame*, except this spell deals 1d12 points of fire damage.

Burst of Flame

Evocation [Fire]
Level: Dru 1, Mag 1, Shm 1
Spell Line: *Burst of flame*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
One target within range bursts into flame, taking 1d6 points of fire damage.

Burst of Strength

Abjuration
Level: Shm 4
Spell Line: *Fleeting fury*
Mana: 3
Components: V, S
Casting Time: Free action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 rounds (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *fleeting fury*, except this spell grants +5 Strength and Dexterity, and +1 AC.

Cackling Bones

Conjuration (Summoning)
Level: Nec 11, Shd 9
Spell Line: *Cavorting bones*
Mana: 75
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *cavorting bones*, except the caster summons a type 11 skeleton.
Material Components: 2 finger-sized pieces of bone.

Cadeau of Flame

Abjuration [Fire]
Level: Mag 14
Spell Line: *Shield of fire*
Mana: 26
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *shield of fire*, except this spell grants a buff bonus of +3 on saves against attacks with the [fire] descriptor, as well as fire resistance (14) and damage shield (8).

Cajole Undead

Alteration
Level: Nec 12
Spell Line: *Charm*
Mana: 41
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds

Range: Medium (100 ft. + 10 ft./level)
Target: One creature of less than CR 27
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect only undead of CR 26 or less.

Cajoling Whispers

Alteration [Mind-Affecting]
Level: Enc 10
Spell Line: *Charm*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature of less than CR 21
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect creatures of CR 20 or less.

Calefaction

Evocation [Fire]
Level: Dru 11, Rng 12
Spell Line: *Burst of flame*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: 8 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *burst of flame*, except this spell has a longer recast time but deals (3d6+1)x10 points of fire damage.

Call of Bones [Death]

Alteration [Magic]
Level: Nec 9
Spell Line: *Dark pact*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: (D) (see text)
Saving Throw: None
Spell Resistance: No
As *dark pact*, except this spell allows the caster to convert 6 hit points into 3 mana each round. In addition, while this spell is in effect, the necromancer is transformed into a skeleton. He has in a sense transformed his flesh into the energy of magic. Therefore, while the spell is in effect, the caster gains the type "undead." If killed when this spell is in effect, the caster will revert to his original form.

Finally, while this spell is active, the caster gains the ability to see with ultravision.

Call of Earth

Alteration
Level: Rng 7
Spell Line: *Riftwind's protection*
Mana: 8
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This spell grants the target a damage shield (1) that will work in conjunction with any other damage shield. In addition, the target receives a +4 bonus to Armor Class. Whenever the target is struck by a foe, earth and stone sprays from him and strikes the aggressor.

Call of Fire

Alteration [Fire]
Level: Rng 10
Spell Line: *Call of sky*
Mana: 8
Components: V
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *call of sky*, except this effect has a Proc DC 20 and deals 7d6 points of fire damage, but no interrupt effect.

Call of Flame

Evocation [Fire]
Level: Rng 6
Spell Line: *Burn*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *burn*, except this spell deals (5d10)x2 points of fire damage.

Call of Karana

Alteration [Mind-Affecting]
Level: Dru 13
Spell Line: *Charm*
Mana: 37
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature of less than CR 29
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect only animals, beasts, or vermin of CR 28 or less.

Call of Sky

Alteration [Magic]
Level: Rng 5
Spell Line: *Call of sky*
Mana: 8
Components: V
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
For the duration of the spell, the caster's hand or a hand-held weapon might process a magic attack. Any successful melee attack the ranger makes has a Proc DC 21 (see "**Process Effects**" in Chapter 12: Combat); if successful, the proc effect deals 4d6 points of magic damage in addition to whatever other damage the ranger's attack causes. The opponent struck must also roll a Fortitude save (DC10 + ranger's caster level) or be *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.)

Note that this spell affects the caster only and the magic of the spell is simply transferred through any weapon he might wield. Also note that spells of this line will not stack with each other, but they *will* stack with other process effects a magic weapon might already possess.

Call of the Hero

Conjuration (Summoning)
Level: Mag 13
Spell Line: *Call of the hero*
Mana: 83
Components: V, S, M
Casting Time: 2 full rounds
Recast: 3 rounds
Range: Up to 4 miles
Target: One willing creature
Duration: Instantaneous
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)
Considered by magicians to be one of their defining powers, this mighty spell transports one willing being with whom the caster is familiar to the caster's loca-

tion. The target creature appears instantly beside the caster. The caster need not know the target's location within the 4-mile range of this spell. This makes the spell an excellent option for rescuing those near death as well as for exploring dangerous or unknown areas, although communication over distances can be an issue.

Material Components: A pearl.

Call of the Predator

Alteration
Level: Rng 12
Spell Line: *Mark of the predator*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *mark of the predator*, but this spell increases each target's base attack bonus by +4.

Calm

Alteration [Mind-Affecting]
Level: Clr 6, Enc 6, Pal 6
Spell Line: *Lull*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 minutes
Saving Throw: Will negates
Spell Resistance: Yes
As *lull*, except this spell has a longer duration, and the target suffers a penalty to the Will save equal to the caster's Charisma modifier.

Calm Animal

Alteration (Charm)
Level: Dru 5, Rng 5
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One animal, beast, or vermin
Duration: 1d4 minutes
Saving Throw: Will negates
Spell Resistance: Yes
As *lull*, except this spell targets only animals.

Calming Visage

Alteration
Level: Enc 10
Spell Line: *Calming visage*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 4 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 2 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell temporarily makes the target much less threatening in appearance. For the duration of the spell, all opponents must succeed at a Will save (DC 20 + caster's Intelligence modifier + caster's Charisma modifier) to attack the target creature directly.

Camouflage

Divination
Level: Dru 2, Rng 2
Spell Line: *Invisibility*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: See text (D)
Saving Throw: None
Spell Resistance: No
As *invisibility*, except that this spell only works outdoors.

Cancel Magic

Abjuration
Level: Bst 5, Clr 4, Dru 5, Enc 3, Mag 4, Nec 5, Pal 5, Rng 4, Shd 5, Shm 5, Wiz 4
Spell Line: *Cancel magic*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or one item
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell can negate any one spell or spell-like effect in place on the target, as long as the spell to be affected does not have a poison or disease descriptor. The caster may choose a spell he knows to be in effect on the target (this requires a Spellcraft check DC 15 + spell level) and attempt to cancel that specific spell. If the caster does not know a specific spell in place on the target creature, then *cancel magic* will cancel one random spell effect on the target: if multiple spells are currently affecting the target, then randomly determine with a die roll the spell from among those eligible that is targeted for cancellation. To determine whether this cancellation takes place, the caster makes a dispel check by rolling 1d20 + 1 per caster level (maximum +10), opposed to a DC of 11 + the caster level of the being who cast the spell to be dispelled. If successful, *cancel magic* instantly cancels the spell or spell-like effect.

Cancel magic has no effect on spells of instantaneous duration, nor does it heal any damage already caused by the cancelled spell.

This spell may also affect magic items by canceling their magical properties for 1d8 rounds, after which the item recovers naturally. The magic item becomes a normal, nonmagical object until it recovers. Attempts to cancel the magic of an item are made against the item's caster level.

Cannibalize

Alteration
Level: Shm 6
Spell Line: *Cannibalize*
Mana: 0
Components: V, S
Casting Time: Free action (see text)
Recast: Instant
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No
With this spell (which costs no mana), the caster taps deeply into his own life force and converts 5 hit points into 6 mana. The process is actually painless, but does cause welts, bruises, and small lacerations to appear on the caster's body. If the caster reduces his hit points to 0 or less, he falls unconscious. Hit points converted to mana with this spell cannot be recovered by any means — including normal or magical healing — until 12 hours after this spell is cast.

Although the spell requires only a free action to cast, it may be cast no more than twice in a single round, and a second casting requires an attack action.

Cannibalize II

Alteration
Level: Shm 10
Spell Line: *Cannibalize*
Mana: 0
Components: V, S
Casting Time: Free action
Recast: Instant
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No
As *cannibalize*, but the caster can convert 7 hit points into 9 mana points.

Cannibalize III

Alteration

Level: Shm 13
Spell Line: *Cannibalize*
Mana: 0
Components: V, S
Casting Time: Free action
Recast: Instant
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No
As *cannibalize*, but the caster can convert 9 hit points into 13 mana.

Cannibalize IV

Alteration
Level: Shm 15
Spell Line: *Cannibalize*
Mana: 0
Components: V, S
Casting Time: Free action
Recast: Instant
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No
As *cannibalize*, but the caster can convert 13 hit points to 20 mana.

Careless Lightning

Evocation [Electricity]
Level: Dru 5, Rng 5
Spell Line: *Careless lightning*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A slender stroke of lightning hurtles unerringly from the caster's fingertip to strike a single target within range, dealing 6d10 points of electrical damage. The lightning stroke is unimpeded by minor obstacles, but cover bonuses to the target's Reflex save do apply.

Cascade of Hail

Evocation [Cold]
Level: Dru 4
Spell Line: *Cascade of hail*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (10-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
A wave of ice and hail rains down on the affected area each round, each wave dealing 3d8 points of cold damage to anyone within the area. A Reflex save is allowed each round for half damage.

Cascading Darkness

Conjuration (Summoning) [Magic, Shadow]
Level: Nec 12, Shd 12
Spell Line: *Clinging darkness*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 13 rounds
Saving Throw: Will half (see text)
Spell Resistance: Yes
As *engulfing darkness*, except the target's base speed is reduced by two-thirds (or one-third with a successful Will save), and the target takes 3d10 points of magic damage on the round the spell is cast and in each of the next 12 rounds (halved if the initial Will save was successful).

Cast Force

Evocation [Force, Magic]
Level: Wiz 7
Spell Line: *Project lightning*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Area: 10-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes
As *project lightning*, except this spell creates a burst of magical force that deals 6d10 points of magic damage to all within 10 feet.

Cast Sight

Divination
Level: Enc 9
Spell Line: *Bind sight*
Mana: 9
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Target: One living creature
Duration: Concentration (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *bind sight*, except this spell also grants the caster (not the host subject) ultravision.

Cavorting Bones

Conjuration (Summoning)
Level: Nec 1
Spell Line: *Cavorting bones*
Mana: 3
Components: V, S, M
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text) (D)
Saving Throw: None
Spell Resistance: No
This spell summons a type 1 skeleton, an undead creature that attacks the caster's enemies. The skeleton appears wherever the caster designates within the spell's range and acts as the caster's pet (see the "**Pets**" sidebar in Chapter 8: Using Magic). The pet acts on the caster's initiative count beginning the round after it is first summoned, and can be directed not to attack or to attack only particular enemies, to return to the caster's side, to guard the caster, or to perform other simple actions.

The skeleton can be equipped with weapon and shield once it is summoned. However, any equipment it uses disappears along with the skeleton when it is destroyed or dismissed.

A caster can have only one summoned pet at a time. The skeleton is permanent, remaining until dismissed by the caster (or by the caster's *reclaim energy* spell) or destroyed.

The skeleton is considered both a summoned creature and an undead for the purposes of determining what spells and abilities will affect it.

Material Components: 1 finger-sized piece of bone.

Cazic Gate

Alteration [Teleportation]
Level: Wiz 7
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Spell Resistance: No
This spell transports the caster unerringly to a pyramid within the heart of the very dangerous Temple of Cazic'Thule.

Cazic Portal

Alteration [Teleportation]
Level: Wiz 9
Spell Line: *Gate*
Mana: 50

Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The wizard who casts this spell teleports up to six targets of his choice within range to the pyramid within the heart of the very dangerous Temple of Cazic'Thule.

Cease

Evocation [Force]
Level: Pal 1
Spell Line: *Cease*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes
By making a forceful gesture at a creature, the caster is able to briefly stun the target with an invisible jolt of force: on a failed save, the target is *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.)

Celerity

Alteration
Level: Enc 10, Shm 14
Spell Line: *Quickness*
Mana: 31
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The targeted being gains the benefit of a haste (6) effect, resulting in a +2 haste bonus to AC, 1 extra attack action every round, and –1 weapon delay.

Celestial Cleansing

Alteration (Healing)
Level: Pal 12
Spell Line: *Celestial remedy*
Mana: 50
Components: V, S
Casting Time: 1 action
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 4 rounds (D) (see text)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *celestial remedy*, except this spell heals 7d10 points each round.

Celestial Elixir

Alteration (Healing)
Level: Clr 15
Spell Line: *Celestial remedy*
Mana: 50
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 4 rounds (D) (see text)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *celestial remedy*, except this spell heals (6d10)x2 points each round.

Celestial Healing

Alteration (Healing)
Level: Clr 11
Spell Line: *Celestial remedy*
Mana: 38
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 4 rounds (D) (see text)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *celestial remedy*, except this spell heals 7d10 points each round.

Celestial Remedy

Alteration (Healing)
Level: Clr 5
Spell Line: *Celestial remedy*
Mana: 32
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Living creature touched
Duration: 4 rounds (D) (see text)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The caster channels benevolent energies through the target of the spell, which are held within the target until released by the cleric. The spell may be carried by the target for up to 1 minute per level of the cleric, and no more than one spell of this line may be stored in this manner at a time. Activating the spell requires a free action on the part of the cleric, and the spell then heals the target for 5d10 hit points immediately, and then a similar amount each round for the next 3 rounds. The healing occurs on the cleric's initiative count each round, before any actions are taken. The target of the spell can never gain more hit points than his normal maximum with this spell, and hit points of potential healing are not carried over to be added to those points gained in the next round.

Center

Abjuration
Level: Clr 3, Pal 3
Spell Line: *Courage*
Mana: 7
Components: V
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *courage*, except this spell grants +1 AC and +13 hit points.

Cessation of Cor

Alteration [Disease]
Level: Nec 13
Spell Line: *Cessation of Cor*
Mana: 50
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature per caster level
Duration: 1 round/level (D)
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes (harmless)
The caster specifies a number of beings within range of the spell. These beings are infected with a terrible, fast-acting rotting disease that immediately deals 2d8 points of disease damage to all targets (Fort half). Each target then takes 10 points of disease damage per round (5 points if the initial Fortitude save was successful) until a total of 100 points of damage (50 with Fort save) have been dealt to that target by this spell, or until he dies.

Chaos Flux

Evocation [Magic]
Level: Enc 7
Spell Line: *Chaotic feedback*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *chaotic feedback*, except this spell deals 8d10 points of magic damage and its confusion effect lasts for 1d6 rounds. Also, unlike earlier spells of the *chaotic feedback* line, a Will save completely negates the damage and confusion.

Chaotic Feedback

Evocation [Magic]
Level: Enc 3
Spell Line: *Chaotic feedback*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes
This spell strikes the target with a blast of pure chaos-energy, dealing 4d8 points of magic damage (Will half) and also causing the target to act unpredictably for 1 round if it fails the initial Will save. The creature reacts according to the following table:

1d10	Action
1	Flee from the caster as quickly as possible.
2	Attack nearest creature.
3–6	Stunned (cannot take actions; no Dex bonus to AC; foes gain +2 to hit).
7–8	Do nothing but defend (see "Total Defense" in **Chapter 12: Combat**).
9	Babble or make incoherent noise (unable to cast spells with verbal components).
10	Attack caster immediately (using either the charge or full attack option).

Char

Evocation [Fire]
Level: Mag 13
Spell Line: *Burn*
Mana: 43
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *burn*, except this spell deals (4d6+1)x10 points of fire damage.

Charisma

Alteration
Level: Shm 12
Spell Line: *Spirit of snake*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of snake*, except the target gains +7 to Charisma.

Charm

Alteration [Mind-Affecting]
Level: Enc 4
Spell Line: *Charm*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature of less than CR 13
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
The spell causes any one living creature with a CR of 12 or less to regard the caster as a trusted friend and ally. For the duration of the spell, the creature will do anything asked of it by its new friend, including fighting or using spells for the benefit of the caster. The creature will aid and protect the caster to the best of its ability, even if this means its own death. The creature will even fight its former friends at the behest of the caster (for example, once charmed, an orc who ambushed the caster will turn on his former troll companion in order to defend the caster). The caster can communicate with her new friend instantaneously by means of a telepathic bond that the spell establishes between the two. This bond allows the caster to ask questions and receive answers from his new ally even if the two do not share a common language, but the bond is not useful for any means other than communicating with the creature.

During each round in which the caster directs the charmed creature to do something clearly suicidal, the creature receives a new saving throw against the spell. If the save is successful, the spell immediately ends. A troll commanded to slit its own throat or a creature directed to stand still while other creatures attack it are clearly suicidal acts. What other act might constitute a suicidal act is left to the GM's discretion. Attacking another creature, no matter how powerful, in order to aid and defend the caster almost never qualifies as a suicidal act.

As with all mind-affecting magic, Will saves against spells of the *charm* spell line are based on the caster's Charisma, not her Intelligence or Wisdom. The Will save DC is 10 + *charm* spell level + caster's Cha modifier, and if this save is failed by 5 or more the spell will last 8d10 rounds. However, if the target fails its Will save by 4 or less, it is charmed, but for only 1d8 rounds. The caster of the spell does not know how long the spell will last, but does know the instant the spell ends since her telepathic bond with the target ends. All extra saving throws due to suicidal commands are made against the normal saving throw DC of the spell, and always result in the spell's being broken instantly with a successful save.

Charm Animal

Alteration [Mind-Affecting]
Level: Dru 7, Shm 9
Spell Line: *Charm*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature of less than CR 16
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect only animals, beasts, or vermin of CR 16 or less.

Chase the Moon

Alteration [Compulsion, Fear]
Level: Enc 5
Spell Line: *Fear*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1d6 rounds
Saving Throw: Will negates
Spell Resistance: Yes
As *fear*, except this spell has a greater potential duration.

Chill Bones

Alteration [Cold]
Level: Nec 14
Spell Line: *Ignite bones*
Mana: 35
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text
Saving Throw: See text
Spell Resistance: Yes
As *ignite bones*, except this spell sends a chill of undeath through the target's bones,

transforming him for 1d4 rounds into a skeletal form and dealing 4d6x10 points of cold damage (Fortitude half). If the Fortitude save fails, the target is also stunned for 1 round. (A stunned creature cannot act and loses any positive Dexterity bonus to AC. Attackers gain a +2 bonus to attack the creature.)

Chilling Embrace

Alteration [Cold]
Level: Nec 9
Spell Line: *Chilling embrace*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 15 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
This spell alters the target's temperature to the cold of death. The target of the spell takes 2d8 points of cold damage immediately (Fort half) and an additional 2d8 points of cold damage each round for 14 rounds (1d8 if the initial Fort save was successful).

Chill Sight

Divination
Level: Rng 10, Wiz 10
Spell Line: *Serpent sight*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 10 minutes/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)
As *serpent sight*, except this spell affects only the caster and grants ultravision rather than infravision.

Chloroblast

Alteration (Healing)
Level: Dru 13, Shm 13
Spell Line: *Minor healing*
Mana: 29
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels).
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals (3d6)x10 hit points.

Chloroplast

Alteration
Level: Bst 10, Dru 11, Rng 10, Shm 10
Spell Line: *Regeneration*
Mana: 33
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *regeneration*, except this spell sends a vibrant green beam shooting from the caster's hand to the target, which grants the target fast healing (2).

Choke

Alteration [Magic]
Level: Enc 4
Spell Line: *Shallow breath*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 5 rounds
Saving Throw: See text
Spell Resistance: Yes
As *shallow breath*, except this spell deals 3d6 points of magic damage immediately (Fort half), and an additional 1d6 points of magic damage each round (halved if the initial Fort save was successful) for the duration of the spell. The initial Fortitude save will also negate the additional effects of the spell: a –3 penalty to Strength and Dexterity.

Cinder Bolt

Evocation [Fire]
Level: Mag 9
Spell Line: *Flame bolt*
Mana: 30
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *flame bolt*, except this spell deals (7d10+2)x2 points of fire damage.

Cinder Jolt

Alteration [Mind-Affecting]
Level: Rng 10
Spell Line: *Jolt*
Mana: 10
Components: V, S
Casting Time: Free action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature.
Duration: 1d6 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Just as an animal will shy away from fire, so too will any creature who fails her Will save steer clear of the caster of this spell if at all possible. An affected creature in the midst of combat cannot select the caster of this spell as a target for her attacks, unless the caster is the only available opponent, until the spell expires. At that time, the creature is free to choose as she likes.

Circle of Butcher

Alteration [Teleportation]
Level: Dru 8
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of his choice within range to the druid circle within the Butcher Block Mountains.

Circle of Cobalt Scar

Alteration [Teleportation]
Level: Dru 11
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of his choice within range to the dragon circle of the Cobalt Scar.

Circle of Commons

Alteration [Teleportation]
Level: Dru 8
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)



Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of his choice within range to the druid circle within the West Commonlands.

Circle of Feerott

Alteration [Teleportation]
Level: Dru 9
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of his choice within range to the remnants of the druid circle within the Feerott.

Circle of Force

Evocation [Fire, Force]
Level: Wiz 9
Spell Line: *Frost spiral of Al'Kabor*
Mana: 29
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: 25-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *frost spiral of Al'Kabor*, except this spell causes rockets of flame to explode outward to a radius of 25 feet, dealing (5d10+2)x2 points of damage to all in the area, half of which is fire damage and the other half blunt force.

Circle of Iceclad

Alteration [Teleportation]
Level: Dru 9
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of her choice within range to the dragon circle of the Iceclad Ocean.

Circle of Karana

Alteration [Teleportation]
Level: Dru 8
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of her choice within range to the druid circle within the northern portion of the Plains of Karana.

Circle of Lavastorm

Alteration [Teleportation]
Level: Dru 9

Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of his choice within range to the druid circle within the Lavastorm Mountains.

Circle of Misty

Alteration [Teleportation]
Level: Dru 10
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of his choice within range to the druid circle within the Misty Thicket.

Circle of Ro

Alteration [Teleportation]
Level: Dru 9
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of her choice within range to the druid circle in the southern reaches of the Ro Desert.

Circle of Seasons

Abjuration
Level: Dru 15
Spell Line: *Endure cold*
Mana: 67
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 1 day
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *endure cold*, except this spell grants up to six targets a +5 bonus on saves against effects with the [cold] or [fire] descriptors, and cold and fire resistance (22).

Circle of Steamfront

Alteration [Teleportation]
Level: Dru 9
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of his choice within range to the druid circle within the Steamfront Mountains.

Circle of Summer

Abjuration
Level: Dru 13
Spell Line: *Endure cold*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *endure cold*, except this spell grants up to six targets a +4 bonus on saves against effects with the [cold] descriptor and cold resistance (22).

Circle of Surefall Glade

Alteration [Teleportation]
Level: Dru 8
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of her choice within range to the interior of a great tree in the druid haven of Surefall Glade.

Circle of the Combine

Alteration [Teleportation]
Level: Dru 9
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of his choice within range to the druid circle still standing in the Dreadlands of the continent Kunark.

Circle of Great Divide

Alteration [Teleportation]
Level: Dru 10
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of her choice within range to the dragon circle in the Great Divide.

Circle of Toxxulia

Alteration [Teleportation]
Level: Dru 8
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of his choice within range to the druid circle within the Toxxulia Forest.

Circle of Wakening Lands

Alteration [Teleportation]
Level: Dru 11
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster teleports up to six targets of her choice within range to the dragon circle in the remote Wakening Lands of Velious.

Circle of Winter

Abjuration [Fire]
Level: Dru 13
Spell Line: *Endure cold*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *endure cold*, except this spell grants up to six targets a +4 bonus on saves against effects with the [fire] descriptor and fire resistance (22).

Clarity

Alteration
Level: Enc 8
Spell Line: *Breeze*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *breeze*, except the target recovers an additional 1 mana every 2 minutes.

Clarity II

Alteration
Level: Enc 13
Spell Line: *Breeze*
Mana: 19
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creaure
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *breeze*, except the target recovers an additional 1 mana every minute.

Clinging Darkness

Alteration [Magic, Shadow]
Level: Nec 2, Shd 2
Spell Line: *Clinging darkness*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 6 rounds
Saving Throw: Will negates
Spell Resistance: Yes
This spell causes a target's own shadow to animate, clutching at him and slowing his movement while inflicting damage. The target's base speed is reduced by one-quarter, and he takes 1d4 points of magic damage on the round the spell is cast and in each of the next 5 rounds. A Will save in the first round negates all effects.

This spell will not function if the target is not casting a shadow, although the caster can provide some light source to make up for this, such as by wielding a torch at night.

Cloak of the Akheva

Conjuration [Cold, Shadow]
Level: Shd 12
Spell Line: *Cloak of the Akheva*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 15 minutes (D)
This spell grants the caster a +2 bonus to AC, a buff bonus of +35 hit points, and damage shield (1).

Cloud

Abjuration
Level: Enc 6
Spell Line: *Haze*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *haze*, except this spell grants damage reduction 6/–.

Cobalt Scar Gate

Alteration [Teleportation]
Level: Wiz 10
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the dragon circle in the Cobalt Scar deep in the heart of Velious.

Cobalt Scar Portal

Alteration [Teleportation]
Level: Wiz 11
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of her choice within range to the dragon circle in the Cobalt Scar.

Coldlight

Conjuration (Summoning) [Light]
Level: Nec 1
Spell Line: *Coldlight*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 24 hours (D)
A dimly glowing ball of light forms in the caster's hand and hovers against the caster for the duration. This ball gives off no heat, but sheds steady light equivalent to that of a torch (20-foot-radius illumination). The light fades after 24 hours.

Collaboration

Alteration [Mind-Affecting]
Level: Enc 13
Spell Line: *Alliance*
Mana: 13
Components: S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 + 5 ft./level)
Duration: 1 day
Saving Throw: None
Spell Resistance: No
As *alliance*, except the reaction bonus is +6.

Color Flux

Divination [Light]
Level: Enc 2
Spell Line: *Color flux*

Mana: 3
Components: V, S
Casting Time: Free action
Recast Time: 2 rounds
Range: Personal
Area: 5-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
Blinding beams of polychromatic light are emitted in all directions from the body of the caster, stunning all other beings within 5 feet of the caster, foe and ally alike. Affected creatures who fail a Will save are stunned for an entire round, automatically losing their next action. Stunned creatures cannot act and lose any positive Dexterity modifier to AC. Attackers gain a +2 circumstance bonus on attacks against stunned creatures.

Unless an opponent has some extraordinary protection, a sighted target cannot avoid the effects of this spell by declaring that he is fighting with his eyes closed — the light emitted is so brilliant that it will penetrate closed eyelids. Beings unable to see are not affected by this spell.

Color Shift

Divination [Light]
Level: Enc 6
Spell Line: *Color flux*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast Time: 2 rounds
Range: Personal
Area: 5-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes
As *color flux*, except that even with a successful Will save, the target is *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.)

Color Skew

Divination [Light]
Level: Enc 11
Spell Line: *Color flux*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast Time: 2 rounds
Range: Personal
Area: 5-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes
As *color flux*, except a failed save means the target is stunned for 2 rounds and a successful save means he is stunned for 1 round.

Color Slant

Divination [Light]
Level: Enc 13
Spell Line: *Color flux*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast Time: 2 rounds
Range: Personal
Area: 5-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes
As *color flux*, except a failed save means the target is stunned for 2 rounds and a successful save means he is stunned for 1 round. In addition, all targets with a mana pool will immediately lose 16 points of mana (8 points if the Will save was successful).

Column of Fire

Evocation [Fire]
Level: Mag 4
Spell Line: *Column of fire*
Mana: 11
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
This spell creates a blast of flame that shoots downward, dealing 4d8 points of fire damage to all creatures within the area.

Column of Frost

Evocation [Cold]
Level: Wiz 3
Spell Line: *Column of frost*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
This spell creates a blast of icy cold that shrieks downward, dealing 3d8 points of cold damage to all creatures within the area.

Column of Lightning

Evocation [Electricity]
Level: Wiz 7
Spell Line: *Column of lightning*
Mana: 22
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
This spell creates a mad tangle of electricity that falls downward, dealing 7d10 points of electrical damage to all creatures within the area.

Combine Gate

Alteration [Teleport]
Level: Wiz 7
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the wizard spires in the Dreadlands of the continent Kunark.

Combine Portal

Alteration [Teleportation]
Level: Wiz 9
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of his choice within range to the wizard spires in the Dreadlands.

Combust

Evocation [Fire]
Level: Dru 8
Spell Line: *Burst of flame*
Mana: 18
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *burst of flame*, except this spell deals (5d10)x2 points of fire damage.

Common Gate

Alteration [Teleport]
Level: Wiz 7
Spell Line: *Gate*

Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the pyramid in the West Commonlands.

Common Portal

Alteration [Teleportation]
Level: Wiz 10
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of his choice within range to the pyramid in the West Commonlands.

Companion Spirit

Conjuration (Summoning)
Level: Shm 9
Spell Line: *Companion spirit*
Mana: 58
Components: V, S
Casting Time: 2 full rounds
Recast: 3 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text) (D)
Saving Throw: None
Spell Resistance: No
This spell summons a type 1 spirit wolf, a powerful spirit of nature, that attacks the caster's enemies. The wolf appears wherever the caster designates within the spell's range and acts as the caster's pet (see the "**Pets**" sidebar in Chapter 8: Using Magic). The pet attacks the caster's opponents to the best of its ability beginning on the round after it is first summoned, and can be directed not to attack or to attack only particular enemies, to return to the caster's side, to guard the caster, or to perform other actions.

A caster can have only one summoned pet at a time. The spirit wolf is permanent, remaining until dismissed by the caster (or by the caster's *reclaim energy* spell) or destroyed.

The spirit wolf is considered a summoned creature for the purposes of determining what spells and abilities will affect it.

Complete Healing

Alteration (Healing)
Level: Clr 10
Spell Line: *Minor healing*
Mana: 67
Components: V, S, F
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels).
Target: One creature
Duration: Instantaneous
Saving Throw: No
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals the target up to his maximum hit point total.

Concussion

Alteration
Level: Wiz 10
Spell Line: *Calming visage*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
As *calming visage*, except if the target fails a Will save, this spell makes him overlook the wizard as a threat, so the target of the spell will not attack the caster as long as there is an alternative victim for him to consider and as long as the wizard does not attack the target again. This spell is useless to a wizard who is fighting alone. For example, if the wizard and a warrior are fighting a froglok, and the wizard casts this spell on the froglok, if it fails a Will save, it will attack only the warrior until either the warrior is dead (and so the wizard is the only remaining opponent) or until the wizard attacks the froglok (at which point the froglok is free to choose its opponent as normal and may either attack the wizard or continue to battle the warrior).

Conflagration

Evocation [Fire]
Level: Wiz 11
Spell Line: *Shock of fire*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of fire*, except this spell deals (4d6)x10 points of fire damage.

Conglaciation of Bones

Alteration [Cold]
Level: Nec 14
Spell Line: *Ignite bones*
Mana: 35
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text
Saving Throw: See text
Spell Resistance: Yes
As *chill bones*, except the target does not transform into a skeleton.

Conjuration: Air

Conjuration (Summoning)
Level: Mag 11
Spell Line: *Elementalkin: air*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except the caster summons a type 10 air elemental.

Conjuration: Earth

Conjuration (Summoning)
Level: Mag 11
Spell Line: *Elementalkin: earth*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except the caster summons a type 10 earth elemental.

Conjuration: Fire

Conjuration (Summoning)
Level: Mag 11
Spell Line: *Elementalkin: fire*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

As *elementalkin: fire*, except the caster summons a type 10 fire elemental.

Conjuration: Water

Conjuration (Summoning)
Level: Mag 11
Spell Line: *Elementalkin: water*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: water*, except the caster summons a type 10 water elemental.

Conjure Corpse

Conjuration (Summoning)
Level: Nec 14
Spell Line: *Lesser summon corpse*
Mana: 117
Components: V, S, M
Casting Time: 1 action
Recast: 2 rounds
Range: Up to 4 miles
Target: One dead creature
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No
As *summon corpse*, except the material component required is substantially more portable. The corpse appears at the caster's feet.

Material Components: A miniature (fist-sized) jade-inlaid coffin of at least 750 gp value.

Convergence

Alteration
Level: Nec 13
Spell Line: *Reanimation*
Mana: 117
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Touch
Target: Willing dead creature touched
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No
As *reanimation*, except this spell also restores 90% of the experience points lost as a result of dying, and it requires a material component.

Material Component: Essence emerald.

Convoke Shadow

Conjuration (Summoning)
Level: Nec 4, Shd 3
Spell Line: *Cavorting bones*
Mana: 20
Components: V, S, M
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *cavorting bones*, except the caster summons a type 4 skeleton.

Material Components: 2 finger-sized pieces of bone.

Cornucopia

Conjuration (Creation)
Level: Mag 7
Spell Line: *Summon food*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Effect: 21 loaves of black bread
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
As *summon food*, except this spell creates 21 loaves of bread.

Corpal Empathy

Alteration
Level: Nec 11
Spell Line: *Dark empathy*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)
As *dark empathy*, except the caster transfers 50 hit points to the target.

Counteract Disease

Alteration
Level: Bst 6, Clr 7, Dru 7, Nec 10, Pal 10, Shm 6
Spell Line: *Cure disease*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *cure disease*, except the dispel roll is 1d20 + 1 per caster level with no maximum bonus due to level.

Counteract Poison

Alteration
Level: Clr 6, Dru 7, Pal 5, Shm 7
Spell Line: *Cure poison*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *cure poison*, except the dispel roll is 1d20 + 1 per caster level with no maximum bonus due to level.

Courage

Abjuration
Level: Clr 1, Pal 1
Spell Line: *Courage*
Mana: 2
Components: V
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell grants the target a +1 divine bonus to AC and a divine bonus of +3 hit points.

Covetous Subversion

Alteration
Level: Nec 11
Spell Line: *Rapacious subversion*
Mana: 50 (see text)
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One spellcaster
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *rapacious subversion*, except the target gains 40 mana.

Creeping Crud

Conjuration (Summoning) [Magic]
Level: Dru 6
Spell Line: *Stinging swarm*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 11 rounds

Saving Throw: Reflex half
Spell Resistance: Yes
As *stinging swarm*, except the swarm deals 1d10 points of magic damage each round for 11 rounds.

Creeping Vision

Divination
Level: Shm 6
Spell Line: *Glimpse*
Mana: 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Any living creature
Duration: 1 round/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)
As *glimpse*, except this spell can be cast upon another, allowing the target to see one location up to 1000 feet away. Further, this spell grants a +6 circumstance bonus on Spot checks made within 200 feet of the target.

Cripple

Alteration
Level: Enc 13, Shm 13
Spell Line: *Disempower*
Mana: 38
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *disempower*, except this spell imposes a –11 penalty to Strength and Dexterity, a –10 penalty to Constitution, and a –5 penalty to Armor Class.

Crippling Claudication

Alteration [Magic]
Level: Nec 14
Spell Line: *Despair*
Mana: 50
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will half
Spell Resistance: Yes
As *despair*, except this spell transfers the target's –3 attack penalty to up to six targets within 20 feet of the caster, each of whom thus gains a +3 attack bonus. With a successful Will save, the target suffers only a –1 attack penalty, which grants only a +1 bonus to the targets.

Cure Blindness

Alteration
Level: Clr 2, Shm 3
Spell Line: *Cure blindness*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This spell restores sight to a blinded creature, whether the blindness is natural (sand in the eyes) or magical (the spell *flash of light*) in origin. It cannot give sight to naturally blind creatures, nor can it regenerate eyes that have been removed.

Cure Disease

Alteration
Level: Bst 1, Clr 2, Dru 2, Nec 5, Pal 2, Shm 1
Spell Line: *Cure disease*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)
This spell can cancel any one effect that has the [disease] descriptor, as well as natural diseases inflicted by monsters and other creatures. The caster targets a disease effect and may attempt to cancel that specific disease. To determine whether this cancellation takes place, the caster makes a dispel check by rolling 1d20 +1 per caster level (maximum +10), versus the disease's DC (the DC for a disease-based spell is 11 + the caster level of the one who cast the spell being dispelled). If successful, *cure disease* instantly cancels the disease.

Cure disease has no effect on diseases of instantaneous duration, nor does it heal any damage already caused by the canceled disease.

Cure Poison

Alteration
Level: Bst 2, Clr 1, Dru 2, Pal 1, Rng 2, Shm 2
Spell Line: *Cure poison*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)
This spell can cancel any one effect that has the [poison] descriptor, as well as natural poisons inflicted by monsters and other creatures. The caster targets a poison effect and may attempt to cancel that specific poison. To determine whether this cancellation takes place, the caster makes a dispel check by rolling 1d20 +1 per caster level (maximum +10), versus the poison's DC (the DC for a poison-based spell is 11 + the caster level of the one who cast the spell being dispelled). If successful, *cure poison* instantly cancels the poison.

Cure poison has no effect on poisons of instantaneous duration, nor does it heal any damage already caused by the canceled poison.

Curse of the Simple Mind

Alteration [Magic, Mind-Affecting]
Level: Enc 8
Spell Line: *Curse of the simple mind*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
This terrible spell reduces a creature's Intelligence and Wisdom; each of these abilities receives a –5 buff penalty, with the reductions in ability bonuses and perhaps mana pool applying immediately. The affected scores can't be lowered to below 1.

Dagger of Symbols

Conjuration (Creation)
Level: Mag 9
Spell Line: *Summon dagger*
Mana: 20
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 *dagger of symbols*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
As *summon dagger*, except this spell creates a *dagger of symbols*, a *+1 dagger* that, while held, also grants its wielder a +1 bonus on saves against effects with the [disease], [magic], or [poison] descriptors, as well as bonuses of disease resistance (2), magic resistance (2), and poison resistance (2).

Dance of the Fireflies

Conjuration (Summoning) [Light]
Level: Dru 1, Rng 2
Spell Line: *Dance of the fireflies*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 12 hours (D)

A globe of flickering lights resembling fireflies coalesces around the caster's outstretched hand and hovers against the caster for the spell's duration, shedding a faint light equivalent to that cast by a torch (20-foot-radius illumination).

This spell can only be cast outdoors and at night, and the globe disappears if taken indoors or underground; the light fades away with the dawn.

Daring

Abjuration
Level: Clr 6, Pal 5
Spell Line: *Courage*
Mana: 10
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *courage*, except this spell grants +2 AC and +28 hit points.

Dark Empathy

Alteration
Level: Nec 3, Shd 3
Spell Line: *Dark empathy*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)

By opening a necromantic channel between himself and another creature, the caster is able to instantly transfer 7 of his own hit points to the target of the spell. Ugly bruises and small cuts appear on the caster's body, although the hit point transfer is painless for the caster and functions as curative magic for the target.

Dark Pact

Alteration [Magic]
Level: Nec 3
Spell Line: *Dark pact*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: (D) (see text)
Saving Throw: None
Spell Resistance: No

This line of spells allows a necromancer to create mana from the very blood of his veins. He must spend 1 mana to initiate this process, but thereafter it continues without concentration for as long as he wishes. *Dark pact* transforms 2 hit points into 1 mana. The spell takes place at the beginning of each round, prior to any other actions, and continues until dispelled. Obviously, if the caster allows himself to be drained to 0 or fewer hit points, then he will fall unconscious. The spell will immediately terminate if the caster is unconscious.

Hit points lost through this spell may be recovered by normal or magical means.

Dazzle

Conjuration [Mind-Affecting]
Level: Enc 12
Spell Line: *Mesmerize*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 16 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *mesmerize*, except that the duration is longer and, if the mesmerization effect runs its full course, the target forgets the period 4 minutes prior to this spell's casting.

Deadeye

Divination
Level: Nec 3, Shd 3
Spell Line: *See invisible*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 10 minutes/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

As *see invisible*, except this spell affects only the caster. *Deadeye* also grants the caster infravision.

Deadly Temptation

Alteration
Level: Shd 11
Spell Line: *Deadly temptation*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 10 minutes (D)
Saving Throw: None
Spell Resistance: No

This spell does indeed call for the shadow knight to make a potentially lethal choice. For the next 100 rounds (or 10 minutes) after the spell is cast, as the shadow knight begins the painful process of converting his own life force to mana, he will lose 3 hit points per round and gain 1 mana per round. Over the course of the spell, this means a loss of 300 hit points for 100 mana. Although the effects of this spell may be dispelled at any time, the process will continue for the entire duration should the caster lose consciousness or otherwise become unable to choose to cancel the spell.

In addition, while this conversion process is underway, the shadow knight transforms into a medium-sized skeleton that radiates a warm black light. Changes to the caster's attributes due to a change in size should be made immediately.

Finally, while in this form, the caster also gains ultravision.

Dead Man Floating

Abjuration [Poison]
Level: Nec 11
Spell Line: *Dead man floating*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: None
Spell Resistance: No

This powerful spell grants its target a number of abilities: the target may breathe water as if by the spell *enduring breath*, float in the air as by the spell *levitate*, and see invisible objects and beings as by the spell *see invisible*. In addition, the target gains a +7 bonus to saves against attacks with the [poison] descriptor, and poison resistance (28), both of which stack with the benefits of spells in the *endure poison* line.

Dead Men Floating

Abjuration [Poison]
Level: Nec 12
Spell Line: *Dead man floating*
Mana: 63
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)

Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level (D)
Saving Throw: None
Spell Resistance: No
As *dead man floating*, except this spell affects up to six target creatures within range.

Death Pact

Abjuration
Level: Clr 13
Spell Line: *Death pact*
Mana: 17
Components: V, S, M
Casting Time: 1 action
Recast: 3 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour (see text) (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
The caster brings the target of this spell to the attention of her deity and asks her god to save the target in the event that he is about to die. The cleric's god may answer the call — depending on how the target himself appeals to the god. For the duration of the spell, if the target's hit points fall below 0 or if he is affected by a death effect, the *death pact* has a chance of triggering a healing effect. To determine whether the *death pact* triggers or not, the target must make a successful Charisma check (DC 20). If the check is successful, *death pact* heals up to (8d10+2)x2 hit points, limited by the target's maximum hit points, and will undo any death effect that would have otherwise slain the character. Once this occurs, the spell ends, and the cleric may again cast *death pact* on the target.

This spell does not affect the creature's equipment or possessions. If the target is turned into an undead creature, *death pact* automatically fails.

Material Components: A pearl.

Death Peace

Abjuration
Level: Shd 12
Spell Line: *Feign death*
Mana: 20
Components: V, S
Casting Time: Free action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *feign death*, except this spell has a longer duration as well as shorter casting and recast times. In addition, the Will save DC for those trying to see through the spell is 22 + (the caster's Intelligence modifier x3).

Decession

Alteration [Teleportation]
Level: Wiz 13
Spell Line: *Egress*
Mana: 17
Components: V, S
Casting Time: 2 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
As *abscond*, except this spell allows the wizard to teleport any one creature.

Deflux

Alteration [Magic]
Level: Nec 13
Spell Line: *Lifetap*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *lifetap*, except this spells deals (7d10+2)x2 points of magic damage and transfers that amount to the caster.

Defoliate

Evocation [Disease]
Level: Nec 8
Spell Line: *Defoliate*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Area: All normal plants in a 5-ft. radius or one plant creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes
Defoliate can be cast one of two ways. In its first permutation, it instantly kills all normal plants within its area of effect, turning them into powdery gray ash. This includes plants controlled (but not animated) by spells. Animated plants suffer (5d10+2)x2 points of disease damage (Fort half). An area affected by *defoliate* will not sustain normal plant growth for at least a year.

The second version of this spell targets one plant creature, dealing (5d10+2)x2 points of disease damage (Fort half). If a plant creature is killed by *defoliate* it also turns into ash.

Defoliation

Evocation [Disease]
Level: Nec 13
Spell Line: *Defoliate*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Area: All normal plants in a 10-ft. radius or one plant creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes
As *defoliate*, except this spell has a larger area of effect against normal plants, or deals (4d6+2)x10 points of disease damage to animated plants or a single plant creature.

Deftness

Alteration
Level: Bst 9, Shm 10
Spell Line: *Dextrous aura*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *dextrous aura*, except this spell grants a +7 buff bonus to Dexterity.

Degeneration

Alteration
Level: Nec 13
Spell Line: *Siphon strength*
Mana: 50
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude half
Spell Resistance: Yes
As *siphon strength*, except this spell imposes –6 Strength and Constitution penalties to a target; each of up to six other targets within a 20-foot radius of the caster then gains a +6 bonus to Strength and to Constitution. The initial target's Fortitude save reduces the penalty to –3 and resultant bonuses to +3.

Deliriously Nimble

Alteration

Level: Shm 13
Spell Line: *Feet like cat*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *feet like cat*, except this spell grants +5 bonuses.

Dementia

Evocation [Magic]
Level: Enc 13
Spell Line: *Chaotic feedback*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent (see text)
Saving Throw: Will half (see text)
Spell Resistance: Yes
As *chaotic feedback*, except this spell takes longer to cast, but deals (2d10+4)x10 points of magic damage and its confusion effect lasts until removed by spells of the *cancel magic* or *strip enchantment* lines. Also, unlike some earlier spells of the *chaotic feedback* line, a Will save completely negates the damage and confusion.

Dementing Visions

Evocation [Magic]
Level: Enc 14
Spell Line: *Dementing visions*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Medium (100 ft. + 10 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes
The spell draws upon the same energies as spells of the *chaotic feedback* spell line, but causes a stunning effect instead of confusion. The target suffers (4d6+1)x10 points of magic damage (Will half) and, regardless of the save, is *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.)

Demilich

Alteration [Magic]
Level: Nec 14
Spell Line: *Dark pact*
Mana: 0
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: (D) (see text)
Saving Throw: None
Spell Resistance: No
As *call of bones*, except this spell allows the caster to convert 12 hit points into 8 mana each round and the caster is transformed into a hazy, semi-transparent skeleton (as he begins to lose even this physical being).

Desist

Evocation [Force]
Level: Pal 2
Spell Line: *Cease*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *cease*, except the target suffers a –2 divine penalty to the Fortitude save.

Despair

Alteration
Level: Shd 1
Spell Line: *Despair*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
A profound sense of doubt and lack of confidence overcomes the target, who receives a –1 penalty on attack rolls for the duration of the spell.

Devouring Darkness

Conjuration (Summoning) [Magic, Shadow]
Level: Nec 15
Spell Line: *Clinging darkness*
Mana: 67
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 16 rounds
Saving Throw: Will half (see text)
Spell Resistance: Yes
As *engulfing darkness*, except the target's base speed is reduced by three-quarters (or one-third with a successful Will save), and the target takes 3d10 points of magic damage on the round the spell is cast and in each of the next 15 rounds (halved if the initial Will save was successful).

Dexterity

Alteration
Level: Shm 12
Spell Line: *Dextrous aura*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *dextrous aura*, except this spell grants a +8 buff bonus to Dexterity.
Dextrous Aura. Target gains +3 Dex.

Dextrous Aura

Alteration
Level: Shm 1
Spell Line: *Dextrous aura*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The target gains a +3 buff bonus to Dexterity.

Diamondskin

Abjuration
Level: Nec 11, Shd 12, Wiz 11
Mana: 39
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes/level (see text)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *shieldskin*, except this spell grants a buff bonus of (8d10+2)x2 temporary hit points.
Material Components: A peridot.

Dictate

Alteration [Mind-Affecting]
Level: Enc 15
Spell Line: *Charm*
Mana: 125

Components: V, S
Casting Time: 1 action
Recast: 5 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature of less than CR 31
Duration: 8 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *charm*, except this spell does not have a random duration: it always lasts for 8 rounds. Further, it can affect creatures of up to CR 30. Also, it is more difficult to resist than most spells; the Will save DC is 25 + (the caster's Charisma modifier x2). Finally, the caster gains virtually complete control over the target creature, which means that the spell does not automatically end if the caster or her allies attack the target. Instead, the target creature immediately receives an additional Will save when *any* attack is launched against it (this means multiple save attempts versus iterative attacks within the same round).

Dimensional Hole

Conjuration
Level: Mag 8
Spell Line: *Spirit pouch*
Mana: 20
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 pocket
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

As *dimensional pocket*, except this spell creates a container equivalent in size to a large bag and the caster can only target himself.

Dimensional Pocket

Conjuration (Summoning)
Level: Mag 3
Spell Line: *Spirit pouch*
Mana: 6
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1 pocket
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

As *spirit pouch*, except this spell can be cast on other creatures and creates the extradimensional container inside a target's pocket equivalent in size to a small bag. Items placed inside a dimensional pocket become effectively weightless.

The container disappears after 24 hours, as does everything inside of it at the time.

Discordant Mind

Evocation [Magic]
Level: Enc 11
Spell Line: *Chaotic feedback*
Mana: 40
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *chaotic feedback*, except this spell takes longer to cast, but deals (2d10+1)x10 points of magic damage and its confusion effect lasts for 2d6 rounds. Also, unlike some earlier spells of the *chaotic feedback* line, a Will save completely negates the damage and confusion.

Disease Cloud

Conjuration (Summoning) [Disease]
Level: Nec 1, Shd 1
Spell Line: *Disease cloud*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 21 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes

A sickly fog envelops a creature, weakening it with disease. The creature takes 1 point of disease damage immediately, and takes an additional 1 point of disease damage every second round thereafter until the spell ends or the disease is halted or cured.

Disempower

Alteration
Level: Enc 5, Shm 4
Spell Line: *Disempower*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

By sapping the vitality from a target, an enchanter can dramatically reduce a creature's combat effectiveness. The target of this spell suffers a –4 penalty to Strength and Constitution and a –1 penalty to Armor Class.

Disinfecting Aura

Alteration
Level: Shm 12
Spell Line: *Cure disease*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *cure disease*, except this spell also acts as *cure poison*; the dispel roll for each disease or poison to be removed is 1d20 + 1 per caster level, with no maximum bonus due to level. In addition, a single casting of this spell allows the caster to attempt to abolish any and all disease and poison effects on the target, although only one attempt per effect is allowed per casting.

Disintegrate

Evocation [Magic]
Level: Wiz 15
Spell Line: *Disintegrate*
Mana: 108
Components: V, S, M
Casting Time: 1 action
Recast: 2 minutes
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

This powerful spell causes its target (along with any equipment and possessions) to vanish into nothingness. Even if the target succeeds on the Fortitude save, it suffers (2d10)x10 points of magic damage. A creature slain by *disintegrate* is forever destroyed, and cannot be raised from the dead in any fashion. In addition, a foe killed with this spell does not yield any experience points.

Material Components: An opal.

Dismiss Summoned

Evocation [Magic]
Level: Clr 10, Dru 6, Mag 8, Rng 5
Spell Line: *Ward summoned*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One summoned creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

As *ward summoned*, except this spell deals (7d6+1)x2 points of magic damage.

Dismiss Undead

Evocation [Magic]

Level: Clr 6, Nec 8, Pal 6, Shd 6
Spell Line: *Ward undead*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes
As *ward undead*, except this spell deals (7d6+1)x2 points of magic damage.

Divine Aura

Abjuration
Level: Clr 1, Pal 11
Spell Line: *Divine aura*
Mana: 2
Components: V, S
Casting Time: Free action
Recast: 15 minutes
Range: Personal
Target: Caster
Duration: 3 rounds (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
The caster calls upon his god to protect him in a time of need. For 3 full rounds, he becomes completely invulnerable. Nothing can harm or stun him during this time, including any spell or physical attack. However, he himself cannot attack or cast spells. Spells in the *taper enchantment* line do not dispel this effect. Note that even beneficial spells, such as healing magic, cannot affect the caster during this spell's duration.

Divine Barrier

Abjuration [Magic]
Level: Clr 8
Spell Line: *Divine aura*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 15 minutes
Range: Personal
Target: Caster
Duration: 3 rounds (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *divine aura*, except this spell has two additional effects: the cleric regains 3d10 hit points per round while the barrier is active, and the barrier acts as a damage shield (6).

Divine Favor

Abjuration
Level: Pal 10
Spell Line: *Rune*
Mana: 25
Components: V, S
Casting Time: Free action
Recast: 6 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *rune*, but this spell grants a buff bonus of 8d10 temporary hit points and can be cast as a free action. In addition, no material component is required.



Divine Glory

Abjuration
Level: Pal 9
Spell Line: *Divine vigor*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *divine vigor*, except this spell grants +38 bonus hit points.

Divine Intervention

Abjuration
Level: Clr 15
Spell Line: *Death pact*
Mana: 83
Components: V, S, M
Casting Time: 1 full round
Recast: 15 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 10 minutes (see text) (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *death pact*, but the healing effect is like that of *complete heal*.
Material Components: 2 emeralds

Divine Light

Alteration (Healing)
Level: Clr 13
Spell Line: *Minor healing*
Mana: 58
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals (5d6+1)x10 hit points.

Divine Might

Alteration [Magic]
Level: Pal 6
Spell Line: *Instrument of Nife*
Mana: 17
Components: V
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *instrument of Nife*, except the proc effect functions against any opponent; it has a Proc DC of 20 (see "**Process Effects**" in Chapter 12: Combat), and, if successful, deals 4d10 points of magic damage in addition to whatever other damage the paladin's attack causes.

Divine Purpose

Alteration
Level: Pal 5
Spell Line: *Divine purpose*
Mana: 1 (see text)
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 10 minutes (D)
Saving Throw: None
Spell Resistance: No
With this spell a paladin brings her need for strength to the attention of the god in whose name she fights. At the cost of 1 mana per round (in addition to the 1 mana expended to actually cast the spell), the paladin recovers 3 hit points per round for 10 minutes. If at any point during the spell's duration the paladin does not have 1 mana to power this effect, then the spell ends.

Divine Strength

Abjuration
Level: Pal 12
Spell Line: *Divine vigor*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *divine vigor*, except this spell grants +50 bonus hit points.

Divine Vigor

Abjuration
Level: Pal 5
Spell Line: *Divine vigor*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This very flexible spell grants a +25 bonus to hit points that will work in conjunction with any other bonus hit point spell except other spells in this line.

Dizzying Wind

Conjuration (Summoning) [Force, Magic]
Level: Dru 6
Spell Line: *Whirling wind*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes
As *whirling wind*, except this spell deals 7d10 points of magic damage and the target is *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.) A Medium-size or smaller creature must make a second Reflex save (DC 18) to avoid being knocked prone if it fails the first save. A flying creature that fails this save is instead blown back (1d6)x10 feet.

Dominate Undead

Alteration
Level: Nec 6
Spell Line: *Charm*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature of less than CR 17
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect only undead of CR 16 or less, and the spell is not considered mind-affecting, for the control over the undead comes through necromantic magic.

Dooming Darkness

Conjuration (Summoning) [Magic, Shadow]
Level: Nec 8, Shd 6
Spell Line: *Clinging darkness*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 15 rounds
Saving Throw: See text
Spell Resistance: Yes
As *engulfing darkness*, except the target's base speed is reduced by half (this reduction is negated with a successful Will save), and the target takes 1d10 points of magic damage on the round the spell is cast and in each of the next 14 rounds (halved if the initial Will save was successful).

Drain Soul

Alteration [Magic]
Level: Nec 12, Shd 12
Spell Line: *Lifetap*
Mana: 38
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *lifetap*, except this spells deals (7d10+2)x2 points of magic damage and transfers that amount to the caster.

Drain Spirit

Alteration [Magic]
Level: Nec 10, Shd 11
Spell Line: *Lifetap*
Mana: 32
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *lifetap*, except this spells deals (6d10)x2 points of magic damage and transfers that amount to the caster.

Draught of Fire

Evocation [Fire]
Level: Wiz 13
Spell Line: *Shock of fire*
Mana: 36

Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of fire*, except this spell deals (4d6+1)x10 points of fire damage.

Draught of Ice

Evocation [Cold]
Level: Wiz 14
Spell Line: *Shock of frost*
Mana: 36
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of frost*, except this spell deals (4d6+2)x10 points of cold damage.

Draught of Jiva

Evocation [Force, Magic]
Level: Wiz 14
Spell Line: *Force shock*
Mana: 36
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes
As *force shock*, except this spell deals (2d10+4)x10 points of magic damage and stuns the target for 1 round.

Dread of Night

Alteration [Compulsion, Fear]
Level: Clr 13, Nec 13
Spell Line: *Fear*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: 1d10 rounds
Saving Throw: Will negates
Spell Resistance: Yes
As the spell *fear*, except this spell affects undead only.

Drifting Death

Conjuration (Summoning) [Magic]
Level: Dru 11
Spell Line: *Stinging swarm*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 9 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *stinging swarm*, except this spell deals 3d10 points of magic damage each round for 9 rounds.

Drones of Doom

Conjuration (Summoning) [Magic]
Level: Dru 9, Rng 9
Spell Line: *Stinging swarm*
Mana: 23
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 8 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *stinging swarm*, except this spell deals 2d10 points of magic damage each round for 8 rounds.

Drowsy

Alteration
Level: Bst 3, Shm 2
Spell Line: *Drowsy*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels).
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
The spell causes the target to feel as though fatigued, imposing a slow (2) effect upon the target, which causes a –1 slow penalty to AC, a +1 weapon delay, and the loss of 1 attack of opportunity every second round.

Dyn's Dizzying Draught

Alteration
Level: Enc 8
Spell Line: *Whirl till you hurl*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature (see text)
Duration: 2 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *whirl till you hurl*, except that at the end of the spell the target must make an additional Fortitude save of DC 12 + caster's level or be *nauseated* for an additional 1d4 rounds.

Dyzil's Deafening Decoy

Conjuration (Summoning)
Level: Mag 13
Spell Line: *Elementalkin: fire*
Mana: 70
Components: V, S, M
Casting Time: 2 full rounds
Recast: 4 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
This spell summons a blaze, a fire elemental that defends the caster from attack. The blaze appears wherever the caster designates within the spell's range and acts as the caster's pet (see the "**Pets**" sidebar in Chapter 8: Using Magic). A blaze has fewer HD then other pets summoned by spells of similar level, but has other compensatory powers, including a power to distract foes similar to the Taunt skill. See the "Blaze" entry in *EverQuest: Monsters of Norrath* for more information.

A caster can have only one summoned pet at a time. The blaze is permanent, remaining until dismissed by the caster (or by the caster's *reclaim energy* spell) or destroyed.

The blaze is considered both a summoned creature and an elemental for the purposes of determining what spells and abilities will affect it.

Material Components: A piece of malachite.

Eagle Eye

Alteration
Level: Rng 11
Spell Line: *Hawk eye*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 2 rounds/level
Saving Throw: No
Spell Resistance: No
As *hawk eye*, except the caster gains a +8 bonus to attack rolls with a bow.

Earthquake

Evocation
Level: Clr 11, Dru 9

Spell Line: *Tremor*
Mana: 62
Components: V, S
Casting Time: 1 action
Recast: 4 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: 10-ft./level radius
Duration: 1 round
Saving Throw: See text
Spell Resistance: No
As *tremor*, except this spell has a larger area.

Ebbing Strength

Alteration
Level: Enc 4
Spell Line: *Weaken*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *weaken*, except this spell imposes a –5 buff penalty to Strength.

Egress

Alteration [Teleportation]
Level: Dru 12
Spell Line: *Egress*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (object)
The druid can teleport from any point within a geographical area, such as a forest or chain of mountains, to any other location within the boundaries of that geographical feature. For instance, the spell could teleport the caster from the druid circle in the Dreadlands to the entrance of certain caves within the Dreadlands that lead to the coastal valley of the outpost city Firona Vie. Or she could teleport from the entrance to the city of Erud on the northern edge of the Toxxulia Forest to the entrance to Paineel on the southern edge of the same forest. The druid need not have been to the location she wishes to reach, but she does need to specify a distance she wishes to teleport, and if the distance would take her outside the geographical boundaries, then the spell automatically fails. If the druid has already been to the location to which she wishes to teleport, then no distance need be specified.

Elemental: Air

Conjuration (Summoning)
Level: Mag 4
Spell Line: *Elementalkin: air*
Mana: 20
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except the caster summons a type 3 air elemental.

Elemental Armor

Abjuration [Cold, Fire]
Level: Mag 11, Wiz 11
Spell Line: *Elemental shield*
Mana: 17
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Personal
Target: Caster
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *elemental shield*, except the caster gains +3 on cold and fire saves, and cold and fire resistance (12).

Elemental: Earth

Conjuration (Summoning)
Level: Mag 4
Spell Line: *Elementalkin: earth*
Mana: 20
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except the caster summons a type 3 earth elemental.

Elemental: Fire

Conjuration (Summoning)
Level: Mag 4
Spell Line: *Elementalkin: fire*
Mana: 20
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: fire*, except the caster summons a type 3 fire elemental.

Elementaling: Air

Conjuration (Summoning)
Level: Mag 3
Spell Line: *Elementalkin: air*
Mana: 13
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except the caster summons a type 2 air elemental.

Elementaling: Earth

Conjuration (Summoning)
Level: Mag 3
Spell Line: *Elementalkin: earth*
Mana: 13
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except the caster summons a type 2 earth elemental.

Elementaling: Fire

Conjuration (Summoning)
Level: Mag 3
Spell Line: *Elementalkin: fire*
Mana: 13
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: fire*, except the caster summons a type 2 fire elemental.

Elementaling: Water

Conjuration (Summoning)
Level: Mag 3
Spell Line: *Elementalkin: water*
Mana: 13
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)

Saving Throw: None
Spell Resistance: No
As *elementalkin: water*, except the caster summons a type 2 water elemental.

Elementalkin: Air

Conjuration (Summoning)
Level: Mag 2
Spell Line: *Elementalkin: air*
Mana: 7
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
This spell summons a type 1 air elemental, a spirit of wind, that attacks the caster's enemies. The elemental appears wherever the caster designates within the spell's range and acts as the caster's pet (see the **"Pets"** sidebar in Chapter 8: Using Magic). The pet attacks the caster's opponents to the best of its ability beginning on the round after it is first summoned, and can be directed not to attack or to attack only particular enemies, to return to the caster's side, to guard the caster, or to perform other actions.

The elemental can be equipped with weapons and shields once it is summoned. However, any equipment it uses disappears along with the elemental when it is destroyed or dismissed.

The air elemental can become invisible at will, as per the *invisibility* spell. It also has a stunning attack, which it can use once per round as an attack action, that duplicates the effect of the *stun* spell. The elemental regenerates 1 point of damage per round.

A caster can have only one summoned pet at a time. The elemental is permanent, remaining until dismissed by the caster (or by the caster's *reclaim energy* spell) or destroyed.

The elemental is considered both a summoned creature and an elemental for the purposes of determining what spells and abilities will affect it.

Material Components: A piece of malachite.

Elementalkin: Earth

Conjuration (Summoning)
Level: Mag 2
Spell Line: *Elementalkin: earth*
Mana: 7
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except this spell summons a type 1 earth elemental pet.
Material Components: A piece of malachite.

Elementalkin: Fire

Conjuration (Summoning)
Level: Mag 2
Spell Line: *Elementalkin: fire*
Mana: 7
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except this spell summons a type 1 fire elemental pet.
Material Components: A piece of malachite.

Elementalkin: Water

Conjuration (Summoning)
Level: Mag 2
Spell Line: *Elementalkin: water*
Mana: 7
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except this spell summons a type 1 water elemental pet.
Material Components: A piece of malachite.

Elemental Maelstrom

Evocation [Cold, Electricity, Fire, Magic]
Level: Mag 11
Spell Line: *Elemental maelstrom*
Mana: 40
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 6 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
This spell calls evokes a tiny but fierce storm of magical wind, fire, lightning and hail that settles around a single target, dealing (6d10)x2 points of damage in the round the spell is cast, and 3d10 additional points of damage each round for the next 5 rounds. This damage is composed of equal parts cold, electricity, fire, and magic, so an immunity or resistance to any one type cannot negate more than one quarter of the maelstrom's total damage each round.

An initial Fortitude save will halve all damage (before dividing it into 4 types).

Elemental Shield

Abjuration
Level: Mag 6, Wiz 6
Spell Line: *Elemental shield*
Mana: 8
Components: V, S
Casting Time: 1 action
Range: Personal
Target: Caster
Duration: 10 minutes/level or until discharged
Saving Throw: None
Spell Resistance: Yes (harmless)
This spell raises an invisible barrier near the caster's skin that protects her against extremes of heat and cold. The caster gains a +2 bonus on saves against attacks or effects with the [fire] or [cold] descriptors, as well as cold and fire resistance (8).

Elemental: Water

Conjuration (Summoning)
Level: Mag 4
Spell Line: *Elementalkin: water*
Mana: 20
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: water*, except the caster summons a type 3 water elemental.

Elnerick's Electrical Rending

Evocation [Electricity]
Level: Wiz 15
Spell Line: *Shock of lightning*
Mana: 88
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of lightning*, except this spell deals (5d10+4)x10 points of electrical damage.

Elnerick's Entombment of Ice

Evocation [Cold]
Level: Wiz 10
Spell Line: *Elnerick's entombment of ice*
Mana: 38

Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Up to 5 rounds
Saving Throw: Reflex negates
Spell Resistance: Yes

This spell encases the target creature in a thick layer of ice. If the target fails his Reflex saving throw, he suffers (8d10)x2 points of cold damage immediately and is held fast in his current position. The ice may be damaged normally by attacks (see "**Attacking an Object**" in Chapter 12: Combat), and has a hardness of 1 and 50 hit points. In the target's first round following the casting of this spell, and each round thereafter, he may attempt to use a move action to break free, but this requires a Strength check with a DC equal to the ice's current hit points. If the check fails, the victim can take no other action that requires movement. In subsequent rounds, the target takes no further damage, and the ice melts away, losing 10 hit points every round until it reaches 0, at which point the ice is completely melted.

The magically created ice will not last longer than 5 rounds even in frigid climates, but its melting may be hastened by very high local temperatures, at the GM's discretion.

Damage of any type will affect the entombed target only if the attack does enough damage to destroy the ice — any damage remaining from the attack beyond that which reduced the ice to 0 hit points is dealt to the creature instead. Otherwise, the attack is considered to have hit the ice (and will lower the entombed creature's escape DC appropriately).

Other types of targetable spells such as *weaken* or *mana sieve* may be cast at the entombed target as normal.

Emissary of Thule

Conjuration (Summoning)
Level: Nec 15
Spell Line: *Cavorting bones*
Mana: 108
Components: V, S, M
Casting Time: 3 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

As *cavorting bones*, except the caster summons a specter rather than a skeleton. See the "Specter" entry in *EverQuest: Monsters of Norrath* for more information.

Material Components: 2 finger-sized pieces of bone and a peridot.

Endure Acid

Abjuration
Level: Bst 3, Clr 4, Dru 5, Nec 4, Pal 5, Shd 4, Shm 3
Spell Line: *Endure cold*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *endure cold*, except this spell's benefits apply against attacks, spells, or abilities with the [acid] descriptor.

Endure Cold

Abjuration
Level: Bst 1, Clr 4, Dru 3, Nec 1, Rng 3, Shd 2, Shm 1
Spell Line: *Endure cold*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes

This spell grants the target a buff bonus of cold resistance (8) and a +2 buff bonus to saving throws against effects with the [cold] descriptor. For example, if a wizard cast *shock of frost* at a target protected by *endure cold* and the wizard's damage roll resulted in 6 points of cold damage, the target would first receive a +2 cold buff bonus to her Reflex save; if successful, she suffers only half damage (3 points). The target's buff bonus of cold resistance (8) would thus negate the remaining damage. If she fails her save, she takes 2 points of damage, as her cold resistance (8) does not stop all 6 points of damags from the *shock of frost*.

Note that spells which cause damage over time are treated as a single attack in determining how much of the spell's total damage is absorbed by a target's cold resistances (see "**Resistance**" in Chapter 8: Using Magic).

Endure Disease

Abjuration
Level: Clr 4, Dru 5, Nec 4, Pal 5, Shd 4, Shm 3
Spell Line: *Endure cold*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *endure cold*, except this spell's benefits apply against attacks, spells, or abilities with the [disease] descriptor.

Endure Electricity

Abjuration
Level: Bst 4, Clr 5, Dru 5, Enc 5, Shm 5
Spell Line: *Endure cold*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *endure cold*, except this spell's benefits apply against attacks, spells, or abilities with the [electricity] descriptor.

Endure Fire

Abjuration
Level: Bst 2, Clr 3, Dru 1, Rng 1, Shm 2
Spell Line: *Endure cold*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes

As *endure cold*, except this spell's benefits apply against attacks, spells, or abilities with the [fire] descriptor.

Endure Magic

Abjuration
Level: Bst 5, Clr 6, Dru 9, Enc 6, Pal 4, Shm 6
Spell Line: *Endure cold*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *endure cold*, except this spell's benefits apply against attacks, spells, or abilities with the [magic] descriptor.

Endure Poison

Abjuration
Level: Bst 3, Clr 3, Dru 5, Pal 3, Shm 4
Spell Line: *Endure cold*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *endure cold*, except this spell's benefits apply against attacks, spells, or abilities with the [poison] descriptor.

Endure Sonic

Abjuration
Level: Bst 4, Clr 5, Dru 5, Enc 5, Shm 5
Spell Line: *Endure cold*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *endure cold*, except this spell's benefits apply against attacks, spells, or abilities with the [sonic] descriptor.

Enduring Breath

Alteration
Level: Dru 3, Enc 4, Rng 3, Shm 4
Spell Line: *Enduring breath*
Mana: 6
Components: V, S, M
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. +5 ft./level)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This spell allows the target to exist without the need for oxygenation. Air-breathers may go underwater, water-breathers may go on land, and either could walk the airless face of the moon.

Material Component: A pinch of fish scales.

Energy Storm

Evocation [Magic]
Level: Wiz 8
Spell Line: *Lightning storm*
Mana: 27
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *lightning storm*, except this spell creates waves of multicolored magical energy that rain down on the affected area, each dealing 6d10 points of magic damage.

Enfeeblement

Alteration
Level: Enc 2
Spell Line: *Weaken*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *weaken*, except this spell imposes a –4 buff penalty to Strength. In addition, the target also suffers a –1 buff penalty to Armor Class.

Enforced Reverence

Evocation [Force, Magic]
Level: Clr 14
Spell Line: *Stun*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 4 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes
As *stun*, except this spell deals (6d10)x2 points of magic damage, and, if the save is failed, the target is stunned for 1d2 rounds.

Engorging Roots

Alteration [Magic]
Level: Dru 14
Spell Line: *Root*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 3d10 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes
As *grasping roots*, except this spell deals (5d10)x2 points of magic damage, no save. This spell is also much easier to cast than most other spells in the *root* line, so the caster gains a +2 bonus to any Channeling check when casting *engorging roots*.

Engulfing Darkness

Conjuration (Summoning) [Magic, Shadow]
Level: Nec 4, Shd 3
Spell Line: *Clinging darkness*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 20 rounds
Saving Throw: See text
Spell Resistance: Yes
As *clinging darkness*, except as follows: since this spell conjures a shadowy form rather than altering the target's own shadow, it will function even when the target is not casting his own shadow; the target's base speed is reduced by one-third (this reduction is negated with a successful Will save); and the target takes 1d4 points of magic damage on the round the spell is cast and in each of the next 19 rounds (halved if the initial Will save was successful).

Engulfing Roots

Alteration [Magic]
Level: Dru 12
Spell Line: *Root*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 3d10 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes
As *grasping roots*, except this spell deals (7d6+1)x2 points of magic damage, no save.

Enlightenment

Alteration
Level: Enc 14
Spell Line: *Insight*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Will negates
Spell Resistance: Yes (harmless)

As *insight*, except the target gains +5 Intelligence and Wisdom.

Enslave Death

Alteration
Level: Nec 15
Spell Line: *Charm*
Mana: 83
Components: V, S
Casting Time: 1 action
Recast: 5 minutes
Range: Medium (100 ft. + 10 ft./level)
Target: One creature of less than CR 31
Duration: 5 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *dictate*, except this spell affects only undead of CR 30 or less.

Ensnare

Alteration
Level: Dru 8, Rng 7
Spell Line: *Snare*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level).
Target: One creature
Duration: 1 minute/level
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes
As *snare*, except as above.

Ensnaring Roots

Alteration [Magic]
Level: Dru 6, Rng 6
Spell Line: *Root*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 2d8 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes
As *grasping roots*, except this spell deals 4d10 points of magic damage, no save.

Enstill

Alteration [Magic]
Level: Clr 6, Enc 8, Nec 13, Pal 7, Shm 9, Wiz 6
Spell Line: *Root*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 2d8 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes
As *root*, except as above.

Enthrall

Conjuration [Mind-Affecting]
Level: Enc 5
Spell Line: *Mesmerize*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 8 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *mesmerize*, except that the duration is longer and, if the mesmerization effect runs its full course, the target forgets the period 2 minutes prior to this spell's casting.

Enticement of Flame

Evocation [Fire]
Level: Wiz 11
Spell Line: *Lure of frost*
Mana: 40
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *lure of frost*, except this spell has a longer casting time and deals (8d10)x2 points of fire damage that cannot be resisted; creatures immune to fire take no damage.

Entrance

Conjuration [Mind-Affecting]
Level: Enc 9
Spell Line: *Mesmerize*
Mana: 14
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 12 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *mesmerize*, except that the duration is longer and, if the mesmerization effect runs its full course, the target forgets the period 3 minutes prior to this spell's casting.

Entrapping Roots

Alteration [Magic]
Level: Dru 15
Spell Line: *Root*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Area: Up to six creatures, no two more than 20 ft. apart
Duration: 3d10 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes
As *grasping roots*, except this spell affects up to six targets, dealing (5d10)x2 points of magic damage to each target, no save.

Enveloping Roots

Alteration [Magic]
Level: Dru 10, Rng 12
Spell Line: *Root*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1d10 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes
As *grasping roots*, except this spell deals 6d10 points of magic damage, no save. This spell is also much easier to cast than most other spells in the *root* line, so the caster gains a +2 bonus to any Channeling check when casting *enveloping roots*.

Envenomed Bolt

Conjuration (Summoning) [Poison]
Level: Nec 13, Shm 12
Spell Line: *Poison bolt*
Mana: 53
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 7 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *poison bolt*, except the target takes 6d10 points of poison damage immediately (Fort half), then takes an additional 6d10 points of poison damage (3d10 if the initial save was successful) per round until the spell ends or is dispelled.

Envenomed Breath

Conjuration (Summoning) [Poison]
Level: Bst 5, Shm 6
Spell Line: *Poison bolt*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 7 rounds
Saving Throw: Fortitude half

Spell Resistance: Yes
As *poison bolt*, except the target takes 4d6 poison damage immediately (Fort half), then takes an additional 2d8 points of poison damage (1d8 if the initial save was successful) per round until the spell ends or is dispelled.

Epitaph of Life

Alteration [Magic]
Level: Clr 13
Spell Line: *Eternity's torment*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./2 levels)
Target: One undead
Duration: 5 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *eternity's torment*, except this spell deals 5d8 points of magic damage each round for 5 rounds.

Eternity's Torment

Alteration [Magic]
Level: Nec 8
Spell Line: *Eternity's torment*
Mana: 23
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./2 levels)
Target: One undead creature
Duration: 21 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
This spell deals 1d10 points of magic damage in the round the spell is cast, and an additional 1d10 points of magic damage in each of the next 20 rounds. An initial Fortitude save halves all damage dealt by the spell.

Evacuate

Alteration [Teleportation]
Level: Wiz 14
Spell Line: *Egress*
Mana: 17
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
As *abscond*, except this spell transports up to six targets of the caster's choice within range.

Evacuate Faydark

Alteration [Teleportation]
Level: Wiz 9
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of his choice within range to the spires of Greater Faydark. Because this spell is cast so much more quickly than other group teleports, there is a chance that someone (including the caster himself) could be left behind. Each character evacuating has a 5% chance of being left behind. Each target should roll 1d20, and on a result of 1, that creature has been left behind.

Evacuate Nektulos

Alteration [Teleportation]
Level: Wiz 11
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of his choice within range to the pyramid in Nektulos Forest. Because this spell is cast so much more quickly than other group teleports, there is a chance that someone (including the caster himself) could be left behind. Each character evacuating has a 5% chance of being left behind. Each target should roll 1d20, and on a result of 1, that creature has been left behind.

Evacuate North

Alteration [Teleportation]
Level: Wiz 8
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of her choice within range to the spires in the Plains of Karana. Because this spell is cast so much more quickly than other group teleports, there is a chance that someone (including the caster himself) could be left behind. Each character evacuating has a 5% chance of being left behind. Each target should roll 1d20, and on a result of 1, that creature has been left behind.

Evacuate Ro

Alteration [Teleportation]
Level: Wiz 10
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of his choice within range to the pyramid far south in the Ro Desert. Because this spell is cast so much more quickly than other group teleports, there is a chance that someone (including the caster himself) could be left behind. Each character evacuating has a 5% chance of being left behind. Each target should roll 1d20, and on a result of 1, that creature has been left behind.

Evacuate West

Alteration [Teleportation]
Level: Wiz 12
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of her choice within range to the pyramid in the western Plains of Karana. Because this spell is cast so much more quickly than other group teleports, there is a chance that someone (including the caster himself) could be left behind. Each character evacuating has a 5% chance of being left behind. Each target should roll 1d20, and on a result of 1, that creature has been left behind.

Everfount

Conjuration (Creation)
Level: Mag 7
Spell Line: *Summon drink*

Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Effect: 7 gallons of water
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
As *summon drink*, except this spell creates 7 gallons of water.

Everlasting Breath

Alteration
Level: Dru 13, Enc 13, Shm 13
Spell Line: *Enduring breath*
Mana: 11
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. +5 ft./level)
Target: One creature
Duration: 3 hours/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *enduring breath*, except as above.

Exile Summoned

Evocation [Magic]
Level: Dru 14, Mag 14
Spell Line: *Ward summoned*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One summoned creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes
As *ward summoned*, except this spell deals (4d6+2)x10 points of magic damage.

Exile Undead

Evocation [Magic]
Level: Clr 14, Nec 14
Spell Line: *Ward undead*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes
As *ward undead*, except this spell deals (4d6+2)x10 points of magic damage.

Expedience

Alteration
Level: Mag 8
Spell Line: *Spirit of wolf*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: The caster's pet
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes (harmless)
As *spirit of wolf*, except this spell may be cast only upon the caster's summoned elemental pet, allowing the pet to move 20% faster than its base speed (in any medium).

Expel Summoned

Evocation [Magic]
Level: Clr 12, Dru 9, Mag 10
Spell Line: *Ward summoned*
Mana: 22
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One summoned creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes
As *ward summoned*, except this spell deals (6d10+3)x2 points of magic damage.

Expel Undead

Evocation [Magic]
Level: Clr 9, Nec 10, Pal 9, Shd 10
Spell Line: *Ward undead*
Mana: 22
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes
As *ward undead*, except this spell deals (6d10+3)x2 points of magic damage.

Expulse Summoned

Evocation [Magic]
Level: Clr 8, Dru 4, Mag 6
Spell Line: *Ward summoned*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One summoned creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes
As *ward summoned*, except this spell deals 6d10 points of magic damage.

Expulse Undead

Evocation [Magic]
Level: Clr 4, Nec 6, Pal 4, Shd 5
Spell Line: *Ward undead*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes
As *ward undead*, except this spell deals 6d10 points of magic damage.

Extinguish Fatigue

Alteration (Healing)
Level: Clr 6, Dru 8, Enc 11, Rng 8, Shm 10
Spell Line: *Invigor*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)
As *vigor*, except this spell either cancels the *fatigued* condition and cures (7d10)x2 hit points of subdual damage, or else it reduces the target from the *exhausted* to the *fatigued* condition and cures 4d6 hit points of subdual damage.

Eye of Confusion

Alteration [Magic]
Level: Enc 3
Spell Line: *Flash of light*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes
As *flash of light*, except this spell will also affect nonliving targets, as it magically clouds their senses.

Eye of Tallon

Conjuration (Summoning)
Level: Mag 14, Wiz 14
Spell Line: *Eye of Zomm*
Mana: 11
Components: V, S
Casting Time: 1 full round

Recast: 2 rounds
Range: Unlimited
Effect: Magical sensor
Duration: 5 rounds
Saving Throw: None
Spell Resistance: No

As *eye of Zomm*, except that the magical sensor is invisible, grants the caster a +2 bonus on all Spot and Search checks made through the eye, and can detect invisible objects continuously, as the spell *see invisible*.

Any creature with Intelligence 12 or higher can notice the *eye of Tallon* by making a Scry check or an Intelligence check (DC 20). Spells that detect scrying can also notice the eye.

Eye of Zomm

Conjuration (Summoning)
Level: Mag 3, Wiz 3
Spell Line: *Eye of Zomm*
Mana: 5
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Unlimited
Effect: Magical sensor
Duration: 5 rounds
Saving Throw: None
Spell Resistance: No

This spell creates a floating magic eye approximately 3 feet in diameter. Whatever this eye sees is seen also by the caster of the spell. The *eye of Zomm* flies at a speed of 30 feet (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet (100 feet per minute) if watching the ceiling and walls as well as the floor ahead. The *eye of Zomm* sees exactly as the caster would see if he were there: thus, the caster makes Spot checks normally through the eye. The *eye of Zomm* can travel in any direction as long as the spell lasts, and will move as mentally directed by the caster. Solid barriers prevent the passage of an *eye of Zomm*, although it can pass through a space as small as 1 foot in diameter and can even push open an unlatched door.

The caster must concentrate to direct the *eye of Zomm*. If the caster does not concentrate, the eye hovers, motionless, until he resumes concentration, although the caster can choose to switch from his own eyesight to that of the *eye of Zomm* as a free action. The perceptive powers of the eye itself cannot be enhanced by other spells or items, although the caster can use magic to improve his own eyesight. The caster can use the eye to target creatures that he cannot see unaided, as long as the target is within the spell's range from the caster (thus, a magician could send the eye around a corner and then cast a *char* spell on a creature he sees through the eye there, even though the magician cannot see the target himself). The caster is subject to any gaze attack met by the eye.

The eye is visible and can be attacked by enemies (it has AC 10 and 1 hp), but can be made invisible through spells or effects. A successful *cancel magic* cast on the caster ends the spell. With respect to blindness, magical darkness, and other phenomena that affect vision, the *eye of Zomm* is considered an independent sensory organ. (For example, it is not blinded if the caster's own eyes are blinded, and he can thus use the *eye of Zomm* as a surrogate for his normal eyesight.)

An *eye of Zomm* is considered a pet, so the caster must dismiss any pet already under his control before of casting this spell.

Eyes of the Cat

Divination
Level: Rng 4
Spell Line: *Serpent sight*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

As *serpent sight*, except as noted above.

Fade

Alteration [Teleportation]
Level: Wiz 2
Spell Line: *Gate*
Mana: 2
Components: V, S, M
Casting Time: Free action
Recast: 1 round
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell will not teleport the caster very far, and even then it sends him in a random direction, but in times of duress, this quick-casting spell can save his life. Make two dice rolls to determine the direction and distance of the teleportation. A d4 roll determines direction: 1 = north, 2 = south, 3 = east, 4 = west, and (1d10)x5 determines the distance in feet.

Note that the spell will not teleport the caster through structures, such as walls or doors. If the direction of the teleportation is blocked by such a structure, then the caster will appear next to it even if the distance roll indicated he should have teleported farther. For this reason, the spell works best outdoors.

Falcon Eye

Alteration
Level: Rng 8
Spell Line: *Hawk eye*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 2 rounds/level
Saving Throw: No
Spell Resistance: No

As *hawk eye*, except the caster gains a +4 competence bonus to attack rolls with a bow.

Familiar

Conjuration (Summoning)
Level: Wiz 13
Spell Line: *Minor familiar*
Mana: 88
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Until dismissed (D)
Saving Throw: None
Spell Resistance: No

As *minor familiar*, except this spell summons a type 3 familiar.

As long as the familiar remains within the spell's range of the caster, the caster gains the following benefits: a +3 bonus on all Channeling skill checks, +2 on all saves, and a bonus of resistance (8) against any type of spell or spell-like attack that has a descriptor, such as [magic] or [poison]. In addition, this close proximity of the familiar allows the caster to regain 1 point of mana every 5 minutes in addition to any other normal or magical mana recovery, and the caster's mana pool and current mana increase by 12.

Fascination

Conjuration [Mind-Affecting]
Level: Enc 13
Spell Line: *Mesmerize*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft. radius
Duration: 6 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *mesmerize*, except that the spell affects multiple creatures and the duration is slightly longer. Spells and effects that mesmerize individual creatures, such as *dazzle*, do not stack with *fascination*.

Fay Gate

Alteration [Teleportation]

Level: Wiz 6
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell unerringly transports the caster to the wizard spires of Greater Faydark.

Fay Portal

Alteration [Teleportation]
Level: Wiz 8
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of her choice within range to the wizard spires in Greater Faydark.

Fear

Alteration [Compulsion, Fear]
Level: Clr 3, Enc 2, Nec 2, Shd 2
Spell Line: *Fear*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes
This spell causes the target to flee from the caster's perceived location to the best of its ability. If cornered, the target fights to defend itself but suffers a –2 morale penalty to attack and damage rolls.

Feckless Might

Alteration
Level: Enc 6
Spell Line: *Weaken*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *weaken*, except this spell imposes a –6 buff penalty to Strength.

Feedback

Abjuration [Magic]
Level: Enc 8
Spell Line: *Feedback*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 5 minutes (D)
Saving Throw: None
Spell Resistance: Yes (harmless)



This spell surrounds the target with a magical aura that flares out and damages anyone who strikes the target of the spell. This is a damage shield (3).

Feel Like Cat

Alteration
Level: Rng 2, Shm 2
Spell Line: *Feet like cat*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This spell grants the target a +1 bonus to initiative and a +1 dodge bonus to Armor Class.

Feign Death

Abjuration
Level: Nec 5, Shd 4
Spell Line: *Feign death*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Personal
Target: Caster
Duration: 10 minutes/level (D)
Saving Throw: Will negates
Spell Resistance: Yes (harmless)
This spell is like the monk class ability (see "**Feign Death**" in Chapter 3: Classes), except it is necromancers' and shadow knights' affinity with death and death-magic that allows them to simulate a state of death, and even to actually shift into a ghostly realm and be forgotten by the living. Any creature within line of sight of the caster is allowed a Will save with a DC of 10 + spell level + (the caster's Int modifier x2) to see through the spell. Any creature not within line of sight at the time of the casting will automatically be fooled by the spell even if he later wanders within proximity of the caster.

While in the state of pseudo-death created by this spell, the caster is aware of his surroundings, although he cannot move or else the spell is broken. Further, he can recover no hit points or mana except for magical recovery granted by spells or spell-like abilities such as *chloroplast* or *clarity*.

Feral Spirit

Alteration
Level: Dru 5
Spell Line: *Feral spirit*
Mana: 8
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
A druid may cast this spell only on his own pet, either his bear summoned with *nature walker's behest* or an animal that has been charmed with a spell of the *befriend animal* line. The affected pet gains a +5 buff bonus to Strength, a +2 bonus to Armor Class, and haste (3), which grants a +1 haste bonus to AC, 1 extra attack action every third round, and –1 weapon delay. The spell cannot be dispelled and will run its entire duration, even though that might mean a previously charmed animal is now fighting the caster while augmented by the caster's magic.

Fetter

Alteration [Magic]
Level: Enc 14, Wiz 14
Spell Line: *Root*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 3d10 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes
As *root*, except this spell is much easier to cast than most other spells in the *root* line, so the caster gains a +2 bonus to any Channeling check when casting *fetter*.

Fires of Fire

Evocation [Fire]
Level: Wiz 3
Spell Line: *Fingers of fire*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Area: Semicircular burst of flames 10 ft. long, centered on caster's hand
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A sheet of flames shoots from the caster's outstretched hand, dealing 3d8 points of fire damage to all creatures within the affected area (Reflex half). The caster is unharmed.

Fire

Evocation [Fire]
Level: Dru 12
Spell Line: *Fire*
Mana: 43
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Long (400 ft. + 40 ft./level)
Area: 25-ft. radius spread
Duration: Instantaneous (see text)
Saving Throw: Reflex half
Spell Resistance: Yes
Searing flames erupt from any point the caster chooses within range, dealing (8d10+2)x2 points of fire damage to all in the area. In addition, all creatures affected by the spell will suffer a severe reduction in their ability to resist cold-based attacks. For two rounds, such creatures suffer a penalty of cold resistance (–20). [A resistance penalty can never reduce a target's resistance to less than (0).] A successful Reflex saving throw reduces both the damage and the cold resistance penalty by half.

Fire Bolt

Evocation [Fire]
Level: Wiz 3
Spell Line: *Flame bolt*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *flame bolt*, except this spell deals 4d8 points of fire damage.

Firefist

Evocation
Level: Dru 3, Rng 3
Spell Line: *Firefist*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The caster's hands flicker with flames that grant a +1 bonus on all melee attacks, whether armed or unarmed.

Fire Flux

Evocation [Fire]
Level: Mag 2
Spell Line: *Fire flux*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal

Area: 10-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A wave of roiling fire flares out in all directions from the caster, dealing 1d10 points of fire damage to all creatures within a 10-foot radius. The caster is unharmed.

Fire Spiral of Al'Kabor

Evocation [Fire]
Level: Wiz 6
Spell Line: *Frost spiral of Al'Kabor*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft. radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *frost spiral of Al'Kabor*, except this spell creates a swirling spiral of flames that deals 5d10 points of fire damage.

Firestorm

Evocation [Fire]
Level: Wiz 4
Spell Line: *Firestorm*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
A wave of fire rains down on the affected area each round, each wave dealing 4d6 points of fire damage to anyone within the area. A Reflex save is allowed each round for half damage.

Firestrike

Evocation [Fire]
Level: Dru 10, Rng 8
Spell Line: *Burst of flame*
Mana: 26
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *burst of flame*, except this spell deals (7d10)x2 points of fire damage.

Firetree's Familiar Augment

Alteration
Level: Wiz 13
Spell Line: *Firetree's familiar augment*
Mana: 42
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: Caster's pet
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No
This spell allows a wizard to increase the prowess of his familiar: it gains +25 bonus hit points, a +2 bonus to Armor Class, and a +25% increase to speed.

Firetree's Familiar Enhancement

Alteration
Level: Wiz 15
Spell Line: *Firetree's familiar augment*
Mana: 50
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: Caster's pet
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No
As *Firetree's familiar augment*, except this spell grants +50 bonus hit points, a +3 bonus to AC, and and a +50% increase to speed.

Fist of Karana

Evocation [Force, Magic]
Level: Dru 14
Spell Line: *Fist of Karana*
Mana: 60
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Area: All creatures in a 20-ft. burst
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
A blast of divine energy explodes outward, dealing (3d10)x10 points of magic damage in a 20-foot radius. This spell works outdoors only.

Fixation of Ro

Alteration
Level: Dru 11
Spell Line: *Fixation of Ro*
Mana: 17
Components: V, S, F
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will half
Spell Resistance: Yes
This spell causes the target to become incapable of remaining focused on combat, resulting in a –4 penalty to his Armor Class and a –8 attack penalty. A successful Will save halves both of these penalties.
Focus Component: Fire beetle eye

Flame Arc

Evocation [Fire]
Level: Mag 10
Spell Line: *Fire flux*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Area: 10-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *fire flux*, except this spell deals (5d10)x2 points of fire damage.

Flame Bolt

Evocation [Fire]
Level: Mag 3
Spell Line: *Flame bolt*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A bolt of fire shoots from the caster's outstretched hand, dealing 3d10 points of fire damage to its target. The caster must make a ranged touch attack to hit the target.

Flame Flux

Evocation [Fire]
Level: Mag 7
Spell Line: *Fire flux*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Area: 10-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *fire flux*, except this spell deals 6d10 points of fire damage.

Flame Lick

Evocation [Fire]
Level: Dru 1, Rng 1
Spell Line: *Flame lick*
Mana: 2
Components: V, S, F
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 8 rounds
Saving Throw: See text
Spell Resistance: Yes
The target creature bursts into flames, taking 1d6 points of fire damage immediately (Fortitude half), and an additional 2 points of fire damage (1 if the initial Fort save was successful) each subsequent round for 7 rounds. A target that fails its Fortitude save must also roll a Will save, or also suffer a –1 circumstance penalty to AC for the duration of the spell.
Focus: A fire beetle eye.

Flame of Light

Evocation [Fire]
Level: Pal 7
Spell Line: *Shock of fire*
Mana: 14
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of fire*, except this spell deals 7d10 points of fire damage.

Flame Shock

Evocation [Fire]
Level: Wiz 5
Spell Line: *Shock of fire*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of fire*, except this spell deals 6d10 points of fire damage.

Flaming Sword of Xuzl

Conjuration (Summoning)
Level: Wiz 15
Spell Line: *Flaming sword of Xuzl*
Mana: 117
Components: V, S
Casting Time: 1 action
Recast: 10 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned sword
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
This spell creates an animated *+2 flaming burst greatsword*. The sword appears where the caster designates and attacks any opponent within range once per round, beginning on the round in which it appears. Its attack bonus is equal to the caster's base attack bonus + the caster's Int bonus. The sword can be directed not to attack or to attack only particular enemies, to return to the caster's side, or to guard the caster. Each round, the caster can use a free action to redirect the sword. If not commanded, it continues to follow its last command. Once a target is destroyed, or if the sword leaves the spell range or is not directed, it returns to the caster and hovers near her as if it were commanded to guard.
The *flaming sword of Xuzl* can be used to create a flanking situation against an opponent if it attacks opposite an ally.

Flare

Evocation [Light]
Level: Mag 1
Spell Line: *Flare*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Long (400 ft. + 40 ft./level)
Effect: Creates a light
Duration: Instantaneous (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: No
This spell creates a small ball of illusory flame that fires away from the caster toward a chosen target within range, dissipating when it reaches the target. The caster need not know the target's location (in fact, this spell is usually used when the caster does not know the direction to the target), but he does need to be familiar with the target or at least to have seen it within the past hour. This flare travels slowly enough that the caster can easily track its progress with the naked eye (approximately 100 feet per second). If the chosen target is not within range, then the spell fails and the flare never materializes. The flare is not real fire, although it does provide illumination in a 5-foot radius, and cannot inflict any damage.

Flash of Light

Conjuration (Summoning) [Light]
Level: Bst 1, Clr 1, Pal 1, Shm 1
Spell Line: *Flash of light*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 2 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes
This spell creates a small flash of light that blinds a target creature for 2 rounds. A blinded target suffers a 50% miss chance in combat as if its foes had total concealment. The target also moves at half speed, loses its positive Dexterity bonus to AC (if any), and suffers a –4 penalty on most Strength or Dexterity-based skills or checks. Any creature attacking the target gains a +2 bonus on attack rolls.

Fleeting Fury

Abjuration
Level: Shm 2
Spell Line: *Fleeting fury*
Mana: 2
Components: V, S
Casting Time: Free action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 rounds (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
A sudden rush of furious energy fills the target, granting a +4 bonus to Strength and to Dexterity, and a +1 insight bonus to Armor Class.

Focus Death

Alteration
Level: Nec 4
Spell Line: *Focus death*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's undead pet
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
This spell grants the caster's undead pet a haste (2) effect, which provides a +1 haste bonus to AC and an extra action every third round. Additionally, the spell grants a +5 buff bonus to Strength and a +1 deflection bonus to Armor Class.

Focus of the Spirit

Alteration
Level: Shm 15
Spell Line: *Harnessing of spirit*
Mana: 83
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature

Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *harnessing the spirit*, except the target gains a +10 buff bonus to Strength, a +9 buff bonus to Dexterity, and a buff bonus of +101 hit points.

Foliage Shield

Divination
Level: Dru 13
Spell Line: *Invisibility*
Mana: 14
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six willing creatures, no two more than 20 ft. apart
Duration: See text (D)
Saving Throw: None
Spell Resistance: No
As *invisibility*, except this spell allows the caster to target up to 6 creatures within range. The duration of the spell is determined separately for each affected creature.

Force

Evocation [Force, Magic]
Level: Clr 9, Pal 8
Spell Line: *Stun*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes
As *stun*, except this spell deals 5d10 points of magic damage, and, if the save is failed, the target is stunned for 1 round.

Force of Nature

Alteration [Magic]
Level: Rng 6
Spell Line: *Regeneration*
Mana: 17
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *regeneration*, except this spell also grants the target a +2 attack bonus and damage shield (1), although the attack bonuses do not stack with those granted by spells of the *wolf form* line.

Force Shock

Evocation [Force, Magic]
Level: Wiz 7
Spell Line: *Force shock*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes
A resounding blast of magical force strikes any 5-foot space within range, dealing (5d10)x2 points of magic damage to any creature in that space and interrupting the target. (An *interrupted* creature loses one action and cannot cast spells in its next turn.)

Force Spiral of Al'Kabor

Evocation [Force, Magic]
Level: Wiz 10
Spell Line: *Frost spiral of Al'Kabor*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft. radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *frost spiral of Al'Kabor*, except this spell creates a spiral of magical force that deals (7d6+1)x2 points of magic damage.

Force Strike

Evocation [Force, Magic]
Level: Wiz 11
Spell Line: *Force shock*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes
As *force shock*, except this spell deals (4d6)x10 points of magic damage.

Forlorn Deeds

Alteration [Magic]
Level: Enc 14
Spell Line: *Drowsy*
Mana: 38
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
The target suffers a slow (6) effect, which imposes a –3 slow penalty to AC, loss of 2 attacks of opportunity per round, inability to make full-round attack actions, and the loss of 1 attack every second round.

Form of the Bear

Alteration
Level: Shm 8
Spell Line: *Form of the bear*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No
This spell turns the caster into a bear, giving her all the physical characteristics as described in *EverQuest: Monsters of Norrath*. The spell also grants a +2 bonus to Wisdom and allows her to regenerate 1 hit point every 5 rounds.

Form of the Great Bear

Alteration
Level: Shm 13
Spell Line: *Form of the bear*
Mana: 23
Components: V, S
Casting Time: 1 full round.
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No
As *form of the bear*, except this spell grants a +3 bonus to Wisdom and allows the caster to regenerate 1 hit point every 2 rounds.

Form of the Great Wolf

Alteration
Level: Dru 10
Spell Line: *Wolf form*
Mana: 23
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Personal

Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

As *greater wolf form*, except this spell grants a 20% overland movement increase, a +4 bonus to AC, a +4 attack bonus, and a +4 damage bonus. Also, instead of infravision, the caster gains ultravision with this spell.

Form of the Howler

Alteration
Level: Dru 13
Spell Line: *Wolf form*
Mana: 17
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

As *form of the great wolf*, except this spell grants a 25% overland movement increase, a +5 bonus to AC, a +5 attack bonus, and a +5 damage bonus.

Form of the Hunter

Alteration
Level: Dru 15
Spell Line: *Wolf form*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

As *form of the great wolf*, except this spell grants a 30% overland movement increase, a +6 bonus to AC, a +6 attack bonus, and a +6 damage bonus.

Fortitude

Abjuration
Level: Clr 14
Spell Line: *Courage*
Mana: 29
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *courage*, except this spell grants +3 AC and +85 hit points. Note that although this spell provides lesser bonuses than *heroism*, it persists twice as long.

Frenzied Spirit

Conjuration (Summoning)
Level: Shm 12
Spell Line: *Companion spirit*
Mana: 83
Components: V, S
Casting Time: 3 full rounds
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

As *companion spirit*, except the caster summons a type 4 spirit wolf.

Frenzied Strength

Alteration
Level: Clr 9, Pal 8
Spell Line: *Strengthen*
Mana: 15
Components: V, S, F
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3d4 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *reckless strength*, except the initial buff bonus to Strength is +7 and the spell lasts for 3d4 minutes. Therefore, if a casting of this spell were to extend to the maximum duration of 12 minutes, the target would receive a –4 buff penalty to Strength during the final minute.

Frenzy

Abjuration
Level: Bst 6, Shm 6
Spell Line: *Fleeting fury*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 3 rounds (see text)
Range: Personal
Target: Caster
Duration: 3 rounds (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

As *fleeting fury*, except this spell may target only the caster, and grants +6 to Strength and Dexterity, a +2 insight bonus to AC, and an additional +2 bonus to AC. This spell also grants a +2 bonus to initiative.

Note: *No spells at all* may be cast during this spell's recast time, including any other spells the shaman has ready at the time as well as those he might prepare from his prayerbook.

Frost

Evocation [Cold]
Level: Dru 14
Spell Line: *Frost rift*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *frost rift*, except this spell has a longer range and casting time and deals (4d6+3)x10 points of cold damage.

Frost Bolt

Evocation [Cold]
Level: Wiz 1
Spell Line: *Frost bolt*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Effect: Ray
Saving Throw: Reflex half
Spell Resistance: Yes

A pale blue ray springs forth from the caster's hand; the caster must succeed in a ranged touch attack to strike the target. The target takes 1d8 points of cold damage if struck.

Frost Rift

Evocation [Cold]
Level: Shm 2
Spell Line: *Frost rift*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A chilling shock of cold strikes one target within range, dealing 4d4 points of cold damage.

Frost Shock

Evocation [Cold]
Level: Wiz 6
Spell Line: *Shock of frost*
Mana: 18
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *shock of frost*, except this spell deals (5d10)x2 points of cold damage.

Frost Spiral of Al'Kabor

Evocation [Cold]
Level: Wiz 4
Spell Line: *Frost spiral of Al'Kabor*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A swirling vortex of freezing cold roars outward from any point within range to a radius of 20 feet. All creatures within the spell's area suffer 3d10 points of cold damage.

Frost Storm

Evocation [Cold]
Level: Wiz 11
Spell Line: *Cascade of hail*
Mana: 52
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *cascade of hail*, except that each wave deals (6d10)x2 points of cold damage and the area of effect is slightly larger.

Frost Strike

Evocation [Cold]
Level: Shm 6
Spell Line: *Frost rift*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *frost rift*, except this spell deals 8d10 points of cold damage.

Funeral Pyre of Kelador

Alteration [Fire]
Level: Nec 15
Spell Line: *Heat blood*
Mana: 75
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./2 levels)
Target: One living creature
Duration: 10 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *heat blood*, except this spell deals 6d10 points of fire damage per round for 10 rounds.

Furious Strength

Alteration
Level: Shm 10
Spell Line: *Strengthen*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels) radius
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *strengthen*, except this spell grants a +6 buff bonus to Strength.

Furor

Evocation [Force, Magic]
Level: Clr 2
Spell Line: *Strike*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *strike*, except this spell deals 2d8 points of magic damage.

Fury

Abjuration
Level: Shm 9
Spell Line: *Fleeting fury*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 3 rounds (see text)
Range: Personal
Target: Caster
Duration: 3 rounds (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *fleeting fury*, except this spell may target only the caster, and grants +7 to Strength and Dexterity, a +2 insight bonus to AC, and an additional +3 bonus to AC. This spell also grants a +3 bonus to initiative.

Note: *No spells at all* may be cast during this spell's recast time, including any other spells the shaman has ready at the time as well as those he might prepare from his prayerbook.

Fury of the Air

Conjuration (Summoning) [Force, Magic]
Level: Dru 9
Spell Line: *Whirling wind*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes
As *whirling wind*, except this spell deals (6d10)x2 points of magic damage and the target is *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.) A Medium-size or smaller creature must make a second Reflex save (DC 18) to avoid being knocked prone if it fails the first save. A flying creature that fails this save is instead blown back (1d6)x10 feet.

Gale of Poison

Evocation [Poison]
Level: Shm 10
Spell Line: *Poison storm*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *poison storm*, except that each wave deals 7d10 points of poison damage.

Gangrenous Touch of Zum'uul

Alteration [Disease]
Level: Nec 15
Spell Line: *Lifetap*
Mana: 69
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *lifetap*, except this spells deals 3d10 points of disease damage (rather than

magic damage) and transfers that amount to the caster.

Garrison's Mighty Mana Shock

Evocation [Magic]
Level: Wiz 5
Spell Line: *Garrison's mighty mana shock*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
A fine spray of charged magical energy assaults a single target within range, dealing 8d10 points of magic damage.

Garrison's Superior Sundering

Evocation [Magic]
Level: Wiz 15
Spell Line: *Garrison's mighty mana shock*
Mana: 90
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *Garrison's mighty mana shock*, except this spell deals (10d6)x10 points of magic damage.

Gasping Embrace

Alteration [Magic]
Level: Enc 12
Spell Line: *Shallow breath*
Mana: 33
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 20 rounds
Saving Throw: Fortitude half and negates
Spell Resistance: Yes
As *shallow breath*, except this spell deals 6d6 points of magic damage immediately (Fort half), and an additional 2d6 points of magic damage each round (1d6 if the initial Fort save was successful) for the duration of the spell. The initial Fortitude save will also negate the additional effects of the spell: a –6 penalty to Strength and Dexterity.

Gate

Alteration [Teleportation]
Level: Clr 2, Dru 2, Enc 2, Mag 2, Nec 2, Shm 2, Wiz 2
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster is immediately teleported to his bind point, a location that is determined using the spell *bind affinity*. If the caster does not have a specific bind point, then he teleports to his current place of residence. If the caster has no current residence, then he appears at the place of his birth.

Gather Shadows

Divination
Level: Nec 3, Shd 4
Spell Line: *Invisibility*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: See text (D)
Saving Throw: None
Spell Resistance: No
As *invisibility*, except this spell affects only the caster.

Gaze

Divination
Level: Wiz 4
Spell Line: *Glimpse*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 round/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)
As *glimpse*, except this spell has a longer duration and the caster can see one location up to 200 feet away. Further, this spell grants a +2 circumstance bonus on Spot checks made within 50 feet of the caster.

Gift of Brilliance

Alteration
Level: Enc 15
Spell Line: *Gift of magic*
Mana: 75
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One spellcaster
Duration: 1 day (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Like the spell *gift of magic*, except this spell adds 25 points to the target's maximum mana pool. In addition, *gift of brilliance* adds a slight increase to mana recovery that will stack with the *breeze* line of spells. Mana recovery is increased by an additional 3 mana every 10 minutes.

Gift of Insight

Alteration
Level: Enc 13
Spell Line: *Gift of magic*
Mana: 50
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One spellcaster
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Like the spell *gift of magic*, except this spell adds 17 points to the target's maximum mana pool. In addition, *gift of brilliance* adds a slight increase to mana recovery that will stack with the *breeze* line of spells. Mana recovery is increased by an additional 2 mana every 10 minutes.

Gift of Magic

Alteration
Level: Enc 9
Spell Line: *Gift of Magic*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Any creature with a mana pool
Duration: 30 minutes/level (D)
Saving Throw: Will negates
Spell Resistance: Yes (harmless)
The caster infuses the target with magical energy. This spell increases the target's mana pool maximum by +8. Note that the spell provides the potential for the target to have a maximum mana pool 8 points greater, but it does not also grant those mana points. The target gains any actual additional mana in the same manner as his other mana from his level, items, etc.

Gift of Pure Thought

Alteration
Level: Enc 15
Spell Line: *Breeze*
Mana: 50
Components: V, S
Casting Time: 1 action

Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Like the spell *breeze*, except mana recovery with this spell is at a rate of 1 mana/minute. In addition, the spell affects up to six creatures of the caster's choice within range.

Gift of Xev

Conjuration (Creation)
Level: Mag 13
Spell Line: *Spirit pouch*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned container and contents
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a field survival kit: a bag that is a weightless extradimensional container holding 21 loaves of black bread, 7 jugs of water (1 gallon each), and 20 bandages. Items inside the bag do not count toward the user's encumbrance. The container disappears after 24 hours, however, and any items within also vanish.

Girdle of Karana

Alteration
Level: Dru 14
Spell Line: *Strengthen*
Mana: 18
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *strength of earth*, except this spell grants a +10 buff bonus to Strength if the target is in contact with the earth and outdoors; otherwise, it grants a +5 buff bonus to Strength.

Glamorous Visage

Alteration
Level: Enc 14
Spell Line: *Calming visage*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 6 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 3 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell temporarily makes the target much less threatening in appearance. For the duration of the spell, all opponents must succeed at a Will save (DC 24 + caster's Intelligence modifier + caster's Charisma modifier) to directly attack the target creature.

Glamour

Alteration
Level: Shm 10
Spell Line: *Spirit of snake*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of snake*, except this spell grants +6 to Charisma.

Glamour of Kintaz

Conjuration [Mind-Affecting]
Level: Enc 13
Spell Line: *Mesmerize*
Mana: 21
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: 1 creature
Duration: 5 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *mesmerize*, except that the duration is 1 round longer and the target suffers a –4 insight penalty to the initial Will save.

Glamour of Tunare

Abjuration
Level: Dru 12
Spell Line: *Tashan*
Mana: 2
Components: V, S
Casting Time: Free action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One animal
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes
As *tashan*, except this spell works only on animals and imposes penalties of magic and sonic resistance (–8), as well as –2 penalties on saves against attacks or effects with either the [magic] or [sonic] descriptors. A resistance penalty can never reduce a target's resistance to less than (0).

Glimpse

Divination
Level: Rng 1, Wiz 2
Spell Line: *Glimpse*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 1 round
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)
This spell allows the caster to target a point up to 50 feet away, seeing that location as if it were only 5 feet away; thus, the caster does not suffer the usual range penalty on Spot checks to examine or locate objects or creatures in the targeted location. Any obstacles hinder the view as normal.

Grasping Roots

Alteration [Magic]
Level: Dru 2, Rng 2
Spell Line: *Root*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1d10 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes
As *root*, except when this spell first affects the target it deals 1d10 points of magic damage, no save.

Gravity Flux

Alteration/Evocation [Magic]
Level: Enc 10, Wiz 11
Spell Line: *Gravity flux*
Mana: 56
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: 10-ft. radius around target
Duration: See text
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes (see text)
This spell causes a burst of magical energy that deals (5d10)x2 points of magic damage (Fort half) to those within its area of effect. Worse, *gravity flux* reverses gravity within the area of the spell, causing unattached objects and creatures to "fall" upward, reaching a height of 100 feet before plunging downward once again. If creatures strike a solid obstacle (likely a ceiling), they suffer the same amount of damage as if they'd fallen the same distance, and they

then fall downward again (see "**Falling Damage**" in Chapter 12: Combat).

There is no save to avoid the falling damage, although the Safe Fall or Tumble skill may apply, nor will spell resistance or magic resistance overcome this aspect of *gravity flux*.

If there is something heavy to grab onto, creatures within the area of reversed gravity can make a Reflex save against the spell's save DC to secure themselves and keep from falling (although they are still affected fully by the change in gravity). Creatures that can fly or levitate can automatically keep themselves from falling with a similar Reflex save; in this case, however, a save is required each time the gravity changes direction, so two Reflex saves are required for such creatures to avoid the falling damage completely.

Enchanters learn to cast this spell using powers of alteration, while wizards learn it as an evocation.

Great Divide Gate

Alteration [Teleportation]
Level: Wiz 8
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the dragon circle in the Great Divide of Velious.

Great Divide Portal

Alteration [Teleportation]
Level: Wiz 10
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of her choice within range to the dragon circle in the Great Divide of Velious.

Greater Conjuration: Air

Conjuration (Summoning)
Level: Mag 12
Spell Line: *Elementalkin: air*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except the caster summons a type 11 air elemental.

Greater Conjuration: Earth

Conjuration (Summoning)
Level: Mag 12
Spell Line: *Elementalkin: earth*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except the caster summons a type 11 earth elemental.

Greater Conjuration: Fire

Conjuration (Summoning)
Level: Mag 12
Spell Line: *Elementalkin: fire*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: fire*, except the caster summons a type 11 fire elemental.

Greater Conjuration: Water

Conjuration (Summoning)
Level: Mag 12
Spell Line: *Elementalkin: water*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: water*, except the caster summons a type 11 water elemental.

Greater Familiar

Conjuration (Summoning)
Level: Wiz 15
Spell Line: *Minor familiar*
Mana: 108
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Until dismissed (D)
Saving Throw: None
Spell Resistance: No
As *minor familiar*, except this spell summons a type 4 familiar.

As long as the familiar remains within the spell's range of the caster, the caster gains the following benefits: a +4 bonus on all Channeling checks, +2 on all saves, and a bonus of resistance (10) against any type of spell or spell-like attack that has a descriptor, such as [magic] or [poison]. In addition, this close proximity of the familiar allows the caster to regain 3 points of mana every 10 minutes in addition to any other normal or magical mana recovery, and the caster's mana pool and current mana increase by 25.

Greater Healing

Alteration (Healing)
Level: Bst 11, Clr 6, Dru 8, Pal 5, Rng 11, Shm 8
Spell Line: *Minor healing*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals (8d10)x2 hit points.

Greater Shielding

Abjuration
Level: Enc 9, Mag 9, Nec 9, Wiz 9
Spell Line: *Minor shielding*
Mana: 20
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes/level (D)
Saving Throw: None
As *minor shielding*, except this spell grants a +6 armor bonus to AC, a buff bonus of

+25 hit points, magic resistance (6), and a +2 bonus on saves against magic attacks.

Greater Summoning: Air

Conjuration (Summoning)
Level: Mag 8
Spell Line: *Elementalkin: air*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except the caster summons a type 7 air elemental.

Greater Summoning: Earth

Conjuration (Summoning)
Level: Mag 8
Spell Line: *Elementalkin: earth*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except the caster summons a type 7 earth elemental.

Greater Summoning: Fire

Conjuration (Summoning)
Level: Mag 8
Spell Line: *Elementalkin: fire*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: fire*, except the caster summons a type 7 fire elemental.

Greater Summoning: Water

Conjuration (Summoning)
Level: Mag 8
Spell Line: *Elementalkin: water*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: water*, except the caster summons a type 7 water elemental.

Greater Vocaration: Air

Conjuration (Summoning)
Level: Mag 15
Spell Line: *Elementalkin: air*
Mana: 67
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except the caster summons a type 13 air elemental.

Greater Vocaration: Earth

Conjuration (Summoning)
Level: Mag 14
Spell Line: *Elementalkin: earth*
Mana: 67
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except the caster summons a type 13 earth elemental.

Greater Vocaration: Fire

Conjuration (Summoning)
Level: Mag 14
Spell Line: *Elementalkin: fire*
Mana: 67
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: fire*, except the caster summons a type 13 fire elemental.

Greater Vocaration: Water

Conjuration (Summoning)
Level: Mag 15
Spell Line: *Elementalkin: water*
Mana: 367
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: water*, except the caster summons a type 13 water elemental.

Greater Wolf Form

Alteration
Level: Dru 9, Rng 10
Spell Line: *Wolf form*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No
As *wolf form*, except this spell also allows the caster to move 10% faster than the maximum overland traveling speed of a normal wolf. In addition, the caster gains a +2 bonus to Armor Class, a +2 bonus to attack rolls, and a +2 bonus to damage in addition to using either his own AC and bonuses or the wolf's.

Grim Aura

Alteration
Level: Nec 2, Shd 3
Spell Line: *Grim aura*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: None
This spell makes the caster more effective in melee combat by boosting her melee attack bonus by +2.

Group Resist Magic

Abjuration [Magic]
Level: Enc 12
Spell Line: *Endure magic*

Mana: 33
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. +5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *endure magic*, except the caster can affect up to six creatures within range who gain the benefits of a buff bonus of +5 to saves against magic, and magic resistance (22).

Grow

Alteration
Level: Shm 7
Spell Line: *Shrink*
Mana: 8
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Touch
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes
This spell allows the caster to increase the size of a target by one category (e.g., Medium-size to Large). No target may be increased to larger than Huge size, and each casting of the spell increases the target by only one size category. The saves against this spell may be treated as (harmless) for willing subjects. If the spell is to be used against an unwilling target, then a touch attack is required.

Guard

Abjuration
Level: Clr 8, Pal 5
Spell Line: *Holy armor*
Mana: 13
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *holy armor*, except this spell grants damage reduction 10/–.

Guardian

Abjuration
Level: Shm 11
Spell Line: *Scale skin*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *scale skin*, except this spell grants damage reduction 12/–.

Guardian Spirit

Conjuration (Summoning)
Level: Shm 11
Spell Line: *Companion spirit*
Mana: 75
Components: V, S
Casting Time: 2 full rounds
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *companion spirit*, except the caster summons a type 3 spirit wolf.

Halo of Light

Conjuration (Creation) [Light]
Level: Clr 4, Dru 4, Pal 3, Wiz 4
Spell Line: *Summon wisp*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Caster
Effect: 1 headband
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a glowing headband upon the caster's head. This headband casts light equivalent to a lantern (30-ft. radius), but gives off no heat. It takes up the slot used for a headband, hat, or helmet, so any item otherwise worn by the caster in that slot must be removed before casting this spell, or else the spell will fail and the mana still be spent. The headband can be given to another to wear.

As a created item, the *halo of light* vanishes after 24 hours.

Hammer of Requital

Conjuration (Creation)
Level: Clr 11
Spell Line: *Hammer of wrath*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 24 hours
As *hammer of wrath*, except the weapon summoned is in all respects a *+2 warhammer*.

Hammer of Striking

Conjuration (Creation)
Level: Clr 6, Pal 4
Spell Line: *Hammer of wrath*
Mana: 17
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 24 hours
As *hammer of wrath*, except the weapon summoned is in all respects a *+1 warhammer*.

Hammer of Wrath

Conjuration (Creation)
Level: Clr 3, Pal 2
Spell Line: *Hammer of wrath*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 24 hours
This spell creates a *hammer of wrath*, a magic warhammer, in the caster's hand; the hammer created is always of a size appropriate to the caster. The *hammer of wrath* cannot be given to another creature. It is treated as a +1 magic weapon for the purpose of determining its effects on creatures with damage reduction, although the hammer does not actually grant a bonus to the wielder's attack or damage rolls.

As a created item, the *hammer of wrath* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Harmony

Abjuration [Mind-Affecting]
Level: Dru 2, Rng 3
Spell Line: *Harmony*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: 10 ft. radius burst
Duration: 2 minutes (D)
Saving Throw: None (see text)
Spell Resistance: Yes
This spell sends peace into the hearts of targets and calms their spirits. Creatures caught in the burst who fail to resist the spell cannot take any actions, but can defend themselves normally. The spell breaks if the target creature suffers damage from any type of attack or falls victim to any aggressive action, including spells that do not deal damage but otherwise "injure" the target, such as *weaken*.

The caster can use this spell to attempt to engage a group of monsters one at a time rather than all at once. He can cast *harmony* upon

them, then attack whichever one he chooses to fight first. The others will remain pacified until he attacks them personally or until the spell duration ends. However, if someone under the effects of *harmony* has reason to feel threatened (e.g., an enemy is near him with weapon drawn) or witnesses an attack on an ally, then that target gains a Will save against the effects of the spell. This save may thereafter be attempted every round during which such circumstances continue to exist.

Once the spell ends, targets will resume their prior level of aggression. If they witnessed enemies in the area or enemies attacking their allies while they were pacified by *harmony*, then they will respond appropriately (assuming they did not already succeed at a Will save to break the spell). If they are intelligent creatures, the targets might respond by seeking out the enemies, raising an alarm, etc. However, creatures who did not see the spellcaster and were not subjected to attacks and did not witness any fighting will not have any idea that they have been affected by this spell.

Creatures who resist the spell may attempt a Wisdom check (DC 10 + caster's Cha) to determine whether they are aware of resisting *harmony*.

Harmony may be cast only outdoors. Within any interior space, even a cave, the spell automatically fails, though no mana is expended. In addition, any creature already engaged in battle (defined as having taken damage, having been victim to an aggressive action or having perceived enemies and acted at least once in the current combat's initiative sequence) cannot be affected by this spell. Thus the spell can rarely be used against the same target twice, unless no one took visible or direct action against the target during or after the first *harmony*.

Harmshield

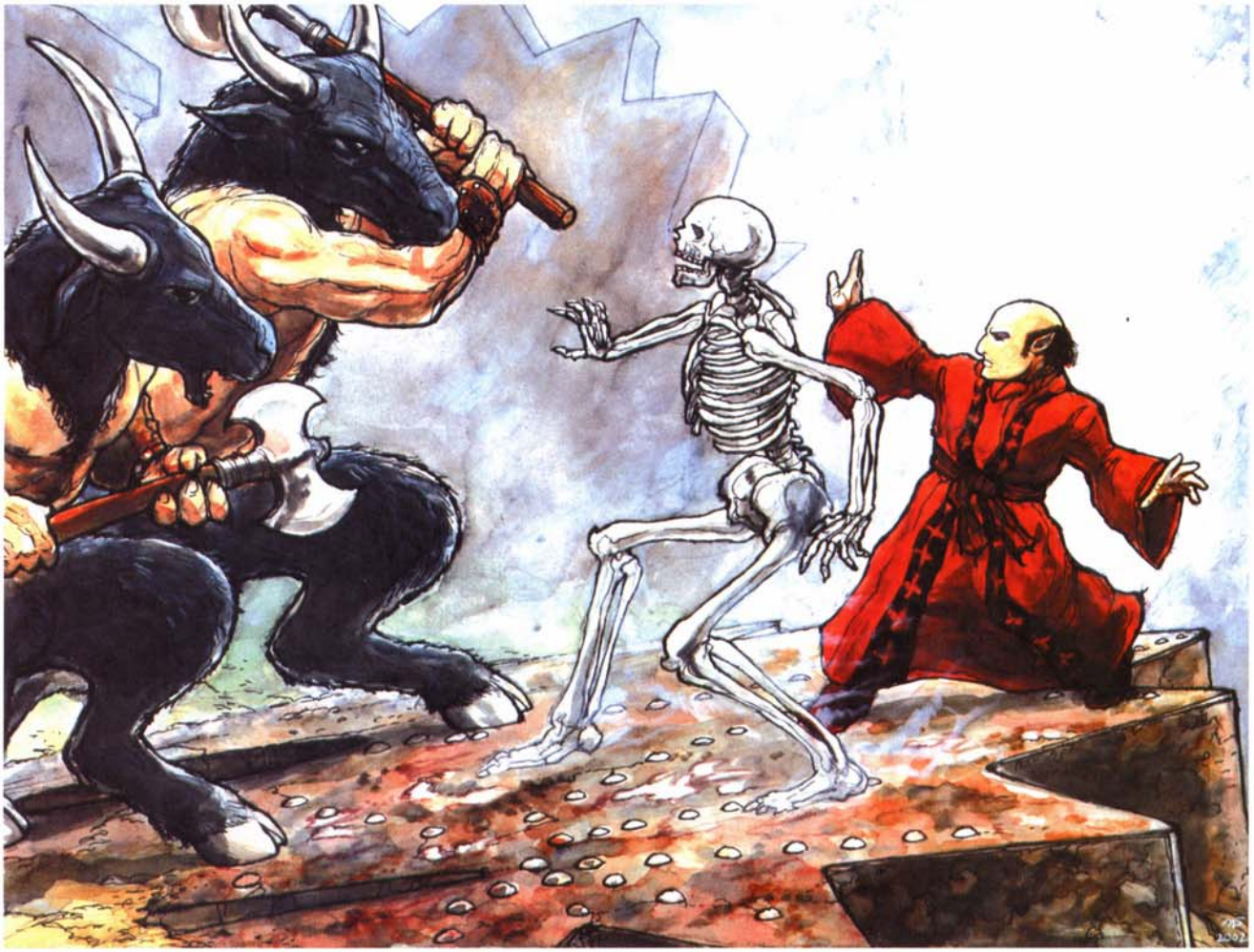
Abjuration
Level: Nec 6
Spell Line: *Divine aura*
Mana: 14
Components: V, S
Casting Time: Free action
Recast Time: 10 minutes
Range: Personal
Target: Caster
Duration: 3 rounds (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *divine aura*, except a necromancer briefly fortifies himself with an aura of death that no power can permeate.

Harnessing of Spirit

Alteration
Level: Shm 12
Spell Line: *Harnessing of spirit*
Mana: 71
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This multifunctional spell grants the target the ability to commune with his innermost self, so that he might gather his energy and enhance his abilities. The target gains a +10 buff bonus to Strength, a +8 buff bonus to Dexterity, and a buff bonus of +63 hit points.

Harvest

Alteration
Level: Wiz 9
Spell Line: *Harvest*
Mana: 0
Components: V, S
Casting Time: 2 full rounds
Recast: 3 hours
Range: Personal
Target: Caster



Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell turns the caster into a living mana magnet, allowing her to instantly attract and absorb mana from the environment and add it to her mana pool. The caster may instantly add 2 mana per caster level to her current mana pool. However, this process is traumatizing, and the caster is *stunned* for 2 rounds after casting this spell.

Haunting Corpse

Conjuration (Summoning)
Level: Nec 7, Shd 6
Spell Line: *Cavorting bones*
Mana: 40
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *cavorting bones*, except the caster summons a type 7 skeleton.
Material Components: 2 finger-sized pieces of bone.

Haunting Visage

Alteration
Level: Enc 8
Spell Line: *Haunting visage*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 4 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 2 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell temporarily makes the target much more threatening in appearance. For the duration of the spell, all opponents must succeed at a Will save (DC 18 + caster's Intelligence modifier + caster's Charisma modifier) each round for 2 rounds or attack the target creature to the exclusion of all others. An opponent will only strike at a target that he would attack under normal circumstances (i.e., the spell will not force someone to attack a friend, but only allows the caster of the spell to help choose the opponent's target from among the opponent's enemies).

Hawk Eye

Alteration
Level: Rng 2
Spell Line: *Hawk eye*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 2 rounds/level
Saving Throw: None
Spell Resistance: No
This spell allows the caster a clearer vision and steadier hand, resulting in a +2 competence bonus to attack rolls with a bow.

Haze

Abjuration
Level: Enc 2
Spell Line: *Haze*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell causes a thin layer of hazy air to build around the target. This does not obscure the target's vision, nor does the haze hide the target; it does, however, grant the target damage resistance 2/–. The haze appears to swirl and fill in wherever an attack has managed to land.

Healing

Alteration (Healing)
Level: Bst 5, Clr 4, Dru 5, Pal 4, Rng 5, Shm 5
Spell Line: *Minor healing*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals 6d10 hit points.

Healing Wave of Prexus

Alteration (Healing)
Level: Pal 11
Spell Line: *Word of health*
Mana: 108
Components: V, S
Casting Time: 1 action
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *word of health*, except each of the targets is healed (2d10+4)x10 hit points of damage.

Health

Alteration
Level: Bst 8, Shm 9
Spell Line: *Spirit of bear*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of bear*, except this spell grants a +6 buff bonus to Constitution.

Heart Flutter

Alteration [Disease]
Level: Nec 5, Shd 5
Spell Line: *Heart flutter*
Mana: 16
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living being
Duration: 12 rounds
Saving Throw: Fortitude half and negates (see text)
Spell Resistance: Yes
The spell throws the target's heartbeat out of rhythm, immediately causing 2 points of temporary Strength and Constitution damage (Fort negates); this damage is recovered at the rate of 1 point per 4 hours. Further, the target takes 1d6 points of disease damage in the round the spell is cast, as well as for the next 11 rounds (damage is halved if the initial Fort save was successful).

Heat Blood

Alteration [Fire]
Level: Nec 4, Shd 4
Spell Line: *Heat blood*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./2 levels)
Target: One living creature
Duration: 10 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
This spell literally brings the blood flowing in the target's vein toward a boiling point. Hence, it affects living targets only. The target sustains 1d10 points of fire damage on the round the spell is cast as well as an additional 1d10 fire damage at the beginning of each round for the next 9 rounds. An initial Fortitude save will half the damage sustained each round.

Heat Sight

Divination
Level: Wiz 5
Spell Line: *Serpent sight*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)
As *serpent sight*, except as noted above.

Herikol's Soothing

Alteration (Healing)
Level: Bst 4
Spell Line: *Minor healing*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals only the caster's pet, curing (7d10)x2 hit points.

Heroic Bond

Abjuration
Level: Clr 13
Spell Line: *Courage*
Mana: 70
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *courage*, except this spell affects up to six targets within range. Each target gains +4 AC and +100 hit points.

Heroism

Abjuration
Level: Clr 13
Spell Line: *Courage*
Mana: 23
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *courage*, except this spell grants +4 AC and +100 hit points.

Holy Armor

Abjuration
Level: Clr 2, Pal 2
Spell Line: *Holy armor*
Mana: 3
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Lifting palms to the skies, the caster professes her piety. Her deity responds with a protective aura around the target she has identified, which grants damage reduction 3/–.

Holy Might

Evocation [Force, Magic]
Level: Clr 6, Pal 6
Spell Line: *Stun*
Mana: 10
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes
As *stun*, except this spell also deals 4d10 points of magic damage (halved if the Fort save was successful), and, if the save is failed, the target is stunned for 1 round.

Horrifying Visage

Alteration
Level: Enc 14
Spell Line: *Haunting visage*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 6 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 3 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell temporarily makes the target much more threatening in appearance. For the duration of the spell, all opponents must succeed at a Will save (DC 24 + caster's Intelligence modifier + caster's Charisma modifier) every round for 3 rounds or attack the target creature to the exclusion of all others. An opponent will only strike at a target that he would attack under normal circumstances (i.e., the spell will not force someone to attack a friend, but only allows the caster of the spell to help choose the opponent's target from among the opponent's enemies).

Hsagra's Wrath

Evocation
Level: Wiz 15
Spell Line: *Hsagra's wrath*
Mana: 75
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: No
This spell targets only giants, creating a beam of magical energy that strikes at a giant's nervous system, dealing (6d10)x10 points of damage. Spells such as those of the *rune* spell line will negate a portion of the damage as normal.

Hungry Earth

Alteration [Magic]
Level: Nec 5
Spell Line: *Root*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: 1d8 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes
As *root*, except this spell affects only undead targets. If the target fails a Reflex save, then it also takes 6d6 points of magic damage when the spell takes effect.

Ice

Evocation [Cold]
Level: Dru 12
Spell Line: *Ice*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous (see text)
Saving Throw: See text
Spell Resistance: Yes
A powerful blast of cold strikes a target within range, dealing (4d6)x10 points of cold damage (Reflex half). Additionally, *ice* reduces the target's ability to resist subsequent fire-based effects, although this component of the spell is negated with a successful Fortitude save, made independently of the Reflex save against *ice's* cold damage. A failed Fortitude save grants a penalty of fire resistance (–20) and a –5

penalty on saves against effects with the [fire] descriptor. A resistance penalty can never reduce a target's resistance to less than (0).

Ice Comet

Evocation [Cold]
Level: Wiz 12
Spell Line: *Shock of frost*
Mana: 67
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of frost*, except this spell deals (4d10)x10 points of cold damage.

Ice Shock

Evocation [Cold]
Level: Wiz 9
Spell Line: *Shock of frost*
Mana: 27
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of frost*, except this spell deals (7d10+2)x2 points of cold damage.

Ice Spear of Solist

Evocation [Cold]
Level: Wiz 15
Spell Line: *Shock of frost*
Mana: 50
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of frost*, except this spell deals (4d10+4)x10 points of cold damage.

Iceclad Gate

Alteration [Teleportation]
Level: Wiz 8
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the dragon circle in the Iceclad Ocean.

Iceclad Portal

Alteration [Teleportation]
Level: Wiz 9
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of her choice within range to the dragon circle in the Iceclad Ocean of Velious.

Icestrike

Evocation [Cold]
Level: Wiz 2
Spell Line: *Cascade of hail*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *cascade of hail*, except the area of effect is slightly larger, and each wave deals 1d10 points of cold damage.

Ice Strike

Evocation [Cold]
Level: Shm 13
Spell Line: *Frost rift*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *frost rift*, except this spell deals (2d10+4)x10 points of cold damage.

Identify

Divination
Level: Enc 5, Mag 5, Nec 6, Wiz 5
Spell Line: *Identify*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: 1 magic item
Duration: Instantaneous
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless) (object)
This spell is cast while touching a magic item about which the caster wants to learn more. Veins of electric blue light dance across the object then leap up the caster's forehead. These spindly lights communicate information regarding the basic functioning of the magic item to the caster, including the item's general properties (i.e., its enhancement bonus, if any, to attack and/or damage rolls), as well as the number of charges (if any) it has remaining, if applicable. In addition, an image comes into the caster's mind revealing something of the item's history. This vision may describe the purpose of the object, or its previous owner, or perhaps what someone used it for most recently. The GM determines what information the caster receives, and, at the GM's discretion, multiple castings of this spell might reveal progressively more information.

Ignite

Evocation [Fire]
Level: Dru 3, Rng 3
Spell Line: *Burst of flame*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *burst of flame*, except this spell deals 3d10 points of fire damage.

Ignite Bones

Alteration [Fire]
Level: Nec 11
Spell Line: *Ignite bones*
Mana: 35
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text
Saving Throw: See text
Spell Resistance: Yes
This bizarre spell sends scorching fires of the underworld coursing through the target's flesh, transforming him for 2 rounds into a skeletal form of himself and dealing (2d10)x10 points of fire damage (Fortitude half). If the Fortitude save fails, the target is also *interrupted*. (An interrupted creature loses one action and

cannot cast spells in its next turn.) There is no save to resist the transformation into a skeleton, although spell resistance does apply. While the target is in this skeletal form, it can be affected by any spells or other effects to which undead creatures are normally susceptible.

Illusion—Air Elemental

Divination
Level: Enc 8
Spell Line: *Minor illusion*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *minor illusion*, except the caster for all intents and purposes becomes an air elemental, gaining all racial abilities and modifiers for that race, as described in *EverQuest: Monsters of Norrath*. The caster also loses all special abilities and racial modifiers for his own race while transformed. Others will have an initial faction reaction based on the caster's new, illusory race.

Illusion—Barbarian

Divination
Level: Enc 5
Spell Line: *Minor illusion*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *minor illusion*, except the caster for all intents and purposes becomes a barbarian of the same gender, gaining all racial abilities and modifiers for that race, as described in Chapter 2: Races. The caster also loses all special abilities and racial modifiers for her own race while transformed. Others will have an initial faction reaction based on the caster's new, illusory race.

Illusion—Dark Elf

Divination
Level: Enc 4
Spell Line: *Minor illusion*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — barbarian*, except the caster for all intents and purposes becomes a dark elf of the same gender.

Illusion—Drybone

Divination
Level: Enc 10
Spell Line: *Minor illusion*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — air elemental*, except the caster for all intents and purposes becomes a drybone of the same racial type and gender as himself. The caster may cast this spell after first casting a different illusion (such as *illusion — high elf*) in order to have the appearance of a drybone of that race.
This spell grants the caster a +2 bonus to Diplomacy checks when dealing with factions friendly to undead.

Illusion—Dwarf

Divination
Level: Enc 5
Spell Line: *Minor illusion*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — barbarian*, except the caster for all intents and purposes becomes a dwarf of the same gender.

Illusion—Earth Elemental

Divination
Level: Enc 7
Spell Line: *Minor illusion*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — air elemental*, except the caster for all intents and purposes becomes an earth elemental.

Illusion—Erudite

Divination
Level: Enc 4
Spell Line: *Minor illusion*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 minute/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — barbarian*, except the caster for all intents and purposes becomes an Erudite of the same gender.

Illusion—Fire Elemental

Divination
Level: Enc 9
Spell Line: *Minor illusion*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — air elemental*, except the caster for all intents and purposes becomes a fire elemental.

Illusion—Gnome

Divination
Level: Enc 3
Spell Line: *Minor illusion*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — barbarian*, except the caster for all intents and purposes becomes a gnome of the same gender.

Illusion—Half Elf

Divination
Level: Enc 2
Spell Line: *Minor illusion*
Mana: 2
Components: V, S
Casting Time: 1 action

Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — barbarian*, except the caster for all intents and purposes becomes a half elf of the same gender.

Illusion—Halfling

Divination
Level: Enc 4
Spell Line: *Minor illusion*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *minor illusion*, except the caster for all intents and purposes becomes a halfling of the same gender, gaining all racial abilities and modifiers for that race, as described in Chapter 2: Races. The caster also loses all special abilities and racial modifiers for his own race while transformed. Others will have an initial faction reaction based on the caster's new, illusory race.

Illusion—High Elf

Divination
Level: Enc 4
Spell Line: *Minor illusion*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — barbarian*, except the caster for all intents and purposes becomes a high elf of the same gender.

Illusion—Human

Divination
Level: Enc 2
Spell Line: *Minor illusion*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — barbarian*, except the caster for all intents and purposes becomes a human of the same gender.

Illusion—Iksar

Divination
Level: Enc 6
Spell Line: *Minor illusion*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No



As *illusion — barbarian*, except the caster for all intents and purposes becomes an iksar of the same gender.

Illusion—Imp

Divination
Level: Enc 12
Spell Line: *Minor illusion*
Mana: 18
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — air elemental*, except the caster for all intents and purposes becomes an imp.

Illusion—Ogre

Divination
Level: Enc 6
Spell Line: *Minor illusion*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — barbarian*, except the caster for all intents and purposes becomes an ogre of the same gender.

Illusion—Skeleton

Divination
Level: Enc 7
Spell Line: *Minor illusion*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — drybone*, except the caster for all intents and purposes becomes a skeleton.

Illusion—Spirit Wolf

Divination
Level: Enc 10
Spell Line: *Minor illusion*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — air elemental*, except the caster for all intents and purposes becomes a spirit wolf.

Illusion—Tree

Divination
Level: Enc 5
Spell Line: *Minor illusion*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 minute/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *minor illusion*, except the caster for all intents and purposes become a tree of any size from Tiny to Huge; the caster does not acquire any special abilities that he didn't have before the transformation. As a tree, the caster cannot move.

Illusion—Troll

Divination
Level: Enc 6
Spell Line: *Minor illusion*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — barbarian*, except the caster for all intents and purposes becomes a troll of the same gender.

Illusion—Water Elemental

Divination
Level: Enc 7
Spell Line: *Minor illusion*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast Time: instant
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — air elemental*, except the caster for all intents and purposes becomes a water elemental.

Illusion—Werewolf

Divination
Level: Enc 11
Spell Line: *Minor illusion*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — air elemental*, except the caster for all intents and purposes becomes a werewolf.

Illusion—Wood Elf

Divination
Level: Enc 2
Spell Line: *Minor illusion*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *illusion — barbarian*, except the caster for all intents and purposes becomes a wood elf of the same gender.

Immobilize

Alteration [Magic]
Level: Clr 12, Enc 10, Nec 14, Shm 13, Wiz 10
Spell Line: *Root*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1d10 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes
As *root*, except this is much easier to cast than most other spells in the *root* line, so the caster gains a +2 bonus to any Channeling check when casting *immobilize*.

Immolate

Evocation [Fire]
Level: Dru 8
Spell Line: *Flame lick*
Mana: 20
Components: V, S, F
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature

Duration: 12 rounds
Saving Throw: See text
Spell Resistance: Yes

As *flame lick*, except this spell deals 1d10 points of fire damage per round for 12 rounds, the range is longer, and the circumstance penalty to AC is –2.

Focus: A fire beetle eye.

Impart Strength

Alteration
Level: Nec 3
Spell Line: *Impart strength*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature.
Duration: 1 minute/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

The spell imposes a –3 buff penalty to Strength on the caster and transfers the energy thus provided into a +3 buff bonus to Strength for the target of the spell. The caster cannot reduce his Strength score below 1 with this spell.

Improved Invisibility

Divination
Level: Enc 12, Wiz 14
Spell Line: *Invisibility*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes (D)
Saving Throw: None
Spell Resistance: No

As *invisibility*, except this spell affects the caster only, and makes him invisible for a fixed duration of 30 minutes.

Improved Invisibility to Undead

Divination
Level: Clr 12, Nec 12
Spell Line: *Invisibility*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes (D)
Saving Throw: None
Spell Resistance: No

As *invisibility to undead*, except this spell affects the caster only, and makes her invisible for a fixed duration of 30 minutes.

Improved Superior Camouflage

Divination
Level: Dru 12
Spell Line: *Invisibility*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes (D)
Saving Throw: None
Spell Resistance: No

As *invisibility*, except this spell affects only the caster, making him invisible for a fixed duration of 30 minutes.

Incapacitate

Alteration
Level: Bst 10, Enc 11, Shm 11
Spell Line: *Disempower*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *disempower*, except the target suffers a –8 penalty to Strength and Dexterity and a –4 penalty to Armor Class.

Incinerate Bones

Alteration [Fire]
Level: Nec 11
Spell Line: *Ignite bones*
Mana: 35
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

As *ignite bones*, except the target does not transform into a skeleton.

Infectious Cloud

Conjuration (Summoning) [Disease]
Level: Nec 5, Shm 6
Spell Line: *Disease cloud*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 15-ft.-radius spread
Duration: 21 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

As *disease cloud*, except this airborne ailment attacks a number of beings within the specified area. Each creature takes 2d10 points of disease damage immediately (Fortitude half), and takes an additional 2 points of disease damage (or 1 point if the save was successful) for the next 20 rounds thereafter until the spell ends or the disease is halted or cured.

Inferno of Al'Kabor

Evocation [Fire]
Level: Wiz 13
Spell Line: *Frost spiral of Al'Kabor*
Mana: 104
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Long (400 ft. + 40 ft./level)
Area: 35-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *fire spiral of Al'Kabor*, except range and area are increased and this spell deals (3d10)x10 points of fire damage.

Inferno Shield

Abjuration [Fire]
Level: Mag 8
Spell Line: *Shield of fire*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 minutes (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

As *shield of fire*, except this spell grants a buff bonus of +1 on saves against attacks with the [fire] descriptor, as well as fire resistance (6) and damage shield (4).

Inferno Shock

Evocation [Fire]
Level: Wiz 8
Spell Line: *Shock of fire*
Mana: 22
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *shock of fire*, except this spell deals (6d10)x2 points of fire damage.

Infusion

Alteration
Level: Nec 14
Mana: 1
Components: V, S, M
Casting Time: 1 round
Recast: 10 minutes
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This remarkable spell allows the caster to absorb the life force energy from an essence emerald and transform it into personal mana. The spell itself requires the expenditure of 1 mana to begin this absorption. The result is an instantaneous gain of 200 mana to a maximum of the caster's mana pool.

Material Component: Essence emerald.

Inner Fire

Abjuration
Level: Bst 1, Shm 1
Spell Line: *Inner fire*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Any creature
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell sparks the target's own inner strength and grants +1 insight bonus to AC. It also grants a buff bonus of 3 hit points.

Insidious Decay

Conjuration (Summoning) [Disease]
Level: Shm 13
Spell Line: *Insidious fever*
Mana: 6
Components: V, S
Casting Time: Free action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

As *insidious fever*, except the affected creature suffers disease resistance (–16) and a –4 buff penalty to saves against disease.

Insidious Fever

Conjuration (Summoning) [Disease]
Level: Shm 5
Spell Line: *Insidious fever*
Mana: 5
Components: V, S
Casting Time: Free action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

The target begins to shake and sweat from fever and becomes much more susceptible to further effects with the [disease] descriptor. The affected creature suffers a buff penalty of disease resistance (–14) and a –3 buff penalty to saves against disease. A resistance penalty can never reduce a target's resistance to less than (0).

Insidious Malady

Conjuration (Summoning) [Disease]
Level: Shm 10
Spell Line: *Insidious fever*
Mana: 10
Components: V, S
Casting Time: Free action
Recast: 1 round
Range: Close (25 ft. + 5ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *insidious fever*, except the affected creature suffers a buff penalty of disease resistance (–24) and a –6 buff penalty to saves against disease.

Insidious Retrogression

Conjuration (Summoning) [Disease]
Level: Nec 12
Spell Line: *Insidious retrogression*
Mana: 35
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 13 rounds
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

This spell inflicts a debilitating illness on the target, slowing his movement while inflicting damage. The target's base speed is reduced by two-thirds (one-third with a successful Fort save), and he takes 2d8 points of disease damage on the round the spell is cast and in each of the next 12 rounds (1d8 if the initial Fort save is successful).

The speed reduction will stack with that from spells of the *clinging darkness* spell line (and either will stack with the *snare* spell line), so a target with a base speed of 30 feet might have his speed cut by *insidious retrogression* to only 10 feet, and then again by *clinging darkness*, for a final speed of only just over 7 feet.

Insight

Alteration
Level: Enc 10
Spell Line: *Insight*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Will negates
Spell Resistance: Yes (harmless)

This spell is a boon to all spellcasters, for the target of the spell gains a +3 bonus to Intelligence and a +4 bonus to Wisdom for the spell's duration. This spell may have the additional effect of increasing the size of a spellcaster's maximum mana pool, but his current mana is not affected. The additional mana will have to be recovered in the normal fashion.

Insipid Weakness

Alteration
Level: Enc 9
Spell Line: *Weaken*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *weaken*, except this spell imposes a –8 buff penalty to Strength.

Inspire Fear

Alteration [Compulsion, Fear]
Level: Clr 7
Spell Line: *Fear*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1d6 rounds
Saving Throw: Will negates
Spell Resistance: Yes

As the spell *fear*, except this spell has a longer potential duration.

Instrument of Nife

Abjuration [Magic]
Level: Pal 4
Spell Line: *Instrument of Nife*
Mana: 8
Components: V

Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 2d4 rounds
Saving Throw: None
Spell Resistance: No

For the duration of the spell, the caster's hand or a hand-held weapon might process a magic attack against undead. Any successful melee attack the paladin makes on an undead opponent has a Proc DC 21 (see "**Process Effects**" in Chapter 12: Combat); if successful, the proc effect deals (6d10)x2 points of magic damage in addition to whatever other damage the paladin's attack causes.

Note that this spell affects the caster only and the magic of the spell is simply transferred through any weapon he might wield. Also note that spells of this line will not stack with each other, but they *will* stack with other process effects a magic weapon might already possess.

Intellectual Advancement

Alteration
Level: Enc 4
Spell Line: *Intellectual advancement*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One spellcaster
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants a spellcasting target an increased capacity to concentrate in the face of distractions, whether physical, emotional, or psychological. Any time the affected spellcaster must make a Channeling check, this spell grants her a +3 circumstance bonus to the roll.

Intellectual Superiority

Alteration
Level: Enc 6
Spell Line: *Intellectual superiority*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One spellcaster
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *intellectual advancement*, except this spell grants the target a +5 bonus to Channeling checks.

Intensify Death

Alteration
Level: Nec 7
Spell Line: *Focus death*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

As *focus death*, except this spell grants a +6 buff bonus to Strength, a +2 deflection bonus to AC, and haste (4), which provides a +2 haste bonus to AC and 1 extra attack action every second round.

Invert Gravity

Alteration/Evocation [Magic]
Level: Wiz 15
Spell Line: *Gravity flux*
Mana: 83
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft. radius around target
Duration: 1 round (see text)
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes (see text)

As *gravity flux*, except this spell has a slightly longer casting time and larger area of effect, the initial burst of magical energy deals (6d10)x2 points of magic damage, and the spell hurls affected creatures as high as 150 feet before dropping them again. In addition, the Reflex save DC for flying or levitating creatures is 25 + (2 x caster's Int modifier).

Invigor

Alteration (Healing)
Level: Bst 6, Clr 3, Dru 4, Enc 7, Pal 3, Rng 4, Shm 6
Spell Line: *Invigor*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)

This spell instantly restores energy to a tired target, with two effects based on the target's condition at the time of casting: it either cancels the *fatigued* condition and cures 4d6 hit points of subdual damage, or restores the target from the *exhausted* to the *fatigued* condition.

Invisibility

Divination
Level: Bst 6, Enc 2, Mag 3, Shm 8, Wiz 5
Spell Line: *Invisibility*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: See text (D)
Saving Throw: None
Spell Resistance: No

Light shifts and warps, fooling the visual senses of living creatures into not seeing the target of the spell. The target does not become invisible to undead. The spell ends if the recipient casts any spell or attacks any creature directly, although he is free to interact with objects in any way.

His equipment vanishes as well while he continues to carry it. If the recipient sets down or drops an object, the object becomes visible. If the recipient picks up an object, it disappears if tucked into folds of clothing, a pouch, or a pocket. Any object that trails more than 5 feet from the recipient, such as a dangling rope or the train of a gown, becomes visible.

However, all other sensory evidence of the recipient's presence remains. For example, he still makes noise when he opens a door and leaves muddy footprints in wet earth, as normal.

When *invisibility* is cast, the GM determines its duration secretly based on the chart below:

d4 Result	Duration
1	1d10 rounds
2	1d10 minutes
3	1d6x10 minutes
4	1d8 hours

Two rounds prior to this spell and those of this line reaching the end of its duration, the character under the influence of the spell will feel themselves reappearing and realize that the spell's affect is fading.

Invisibility to Animals

Divination
Level: Dru 3, Shm 4
Spell Line: *Invisibility*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5ft./2 levels)
Target: One willing creature
Duration: See text (D)
Saving Throw: None
Spell Resistance: No

As *invisibility*, except this spell makes the target invisible only to animals.

Invisibility to Undead

Divination
Level: Clr 4, Enc 5, Nec 1, Pal 3, Shd 1, Wiz 9
Spell Line: *Invisibility*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: See text
Target: See text
Duration: See text (D)
Saving Throw: None
Spell Resistance: No
As *invisibility*, except the target is made invisible only to undead creatures.

Shadow knights and wizards may cast this spell only upon themselves. Other classes that can cast this spell may target any willing creature within close range (25 ft. + 5 ft./2 levels).

Invoke Death

Conjuration (Summoning)
Level: Nec 12
Spell Line: *Cavorting bones*
Mana: 82
Components: V, S, M
Casting Time: 3 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *cavorting bones*, except the caster summons a type 12 skeleton.

Material Components: 2 finger-sized pieces of bone.

Invoke Fear

Alteration [Compulsion, Fear]
Level: Clr 10, Enc 10, Nec 9, Shd 6
Spell Line: *Fear*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature, with 12 or less hit dice or levels.
Duration: 1d8 rounds
Saving Throw: Will negates
Spell Resistance: Yes
As the spell *fear*, but the deep terror of *invoke fear* causes the target to suffer a –4 morale penalty on attack rolls, saving throws and weapon damage rolls.

Invoke Lightning

Evocation [Electricity]
Level: Dru 2, Rng 2
Spell Line: *Invoke lightning*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: Up to four creatures, no two more than 15 ft. apart.
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
This spell creates four clusters of electrical bolts that may target up to four separate creatures, each cluster dealing 2d10 points of electrical damage. Up to two clusters may target any one creature, but no more, regardless of the target's size. This spell can only be cast outdoors under an open sky.

Invoke Shadow

Conjuration (Summoning)
Level: Nec 9
Spell Line: *Cavorting bones*
Mana: 57
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *cavorting bones*, except the caster summons a type 9 skeleton.

Material Components: 2 finger-sized pieces of bone.

Jolt

Alteration [Mind-Affecting]
Level: Rng 7
Spell Line: *Jolt*
Mana: 10
Components: V, S
Casting Time: Free action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Just as an animal shies away from fire, a target that fails its Will save steers clear of the caster of this spell if at all possible. For the spell's duration, the target cannot attack the caster unless the caster is the only available opponent. At that time, the target is free to choose as it likes.

Jolting Blades

Alteration [Magic]
Level: Rng 9
Spell Line: *Call of sky*
Mana: 20
Components: V
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *call of sky*, except this effect has a Proc DC 20 and affects the target as if by a *jolt* spell.

Judgement

Evocation [Force, Magic]
Level: Clr 14
Spell Line: *Strike*
Mana: 54
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *strike*, except this spell deals (3d10+2)x10 points of magic damage.

Juli's Animation

Conjuration (Summoning)
Level: Enc 2
Spell Line: *Pendril's animation*
Mana: 4
Components: V, S, M
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No
As *Pendril's animation*, except the caster creates a type 2 animated sword and shield.

Material Components: A tiny dagger.

Jyll's Static Pulse

Evocation [Electricity]
Level: Wiz 13
Spell Line: *Project lightning*
Mana: 48
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: 10-ft. burst centered on caster.
Duration: Instantaneous
Saving Throw: Reflex half (see text)
Spell Resistance: Yes
As *project lightning*, except this spell deals (2d10)x10 points of electrical damage (Ref half) and also will interrupt those who fail their Reflex save. (An *interrupted* creature loses one action and cannot cast spells in its next turn.)

Jyll's Wave of Heat

Evocation [Fire]
Level: Wiz 15
Spell Line: *Fingers of fire*
Mana: 57
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Area: 15-ft. burst centered on you
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *fingers of fire*, except this spell deals (2d10+4)x10 points of fire damage in a 15-ft. radius.

Jyll's Zephyr of Ice

Evocation [Cold]
Level: Wiz 14
Spell Line: *Numbing cold*
Mana: 52
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Area: 15-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *numbing cold*, except this spell deals (2d10+3)x10 points of cold damage to all within a 15-foot radius.

Keshuval's Rejuvenation

Alteration (Healing)
Level: Bst 2
Spell Line: *Minor healing*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals only the caster's pet, curing 6d10 hit points.

Khura's Focusing

Alteration
Level: Shm 15
Spell Line: *Harnessing of spirit*
Mana: 208
Components: V, S
Casting Time: 4 full rounds
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *harnessing of spirit*, except this spell grants each of up to six targets a +10 buff bonus to Strength, a +9 buff bonus to Dexterity, and a buff bonus of +108 hit points.

Kilan's Animation

Conjuration (Summoning)
Level: Enc 4
Spell Line: *Pendril's animation*
Mana: 11
Components: V, S, M
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)



Saving Throw: None
Spell Resistance: No
As *Pendril's animation*, except the caster summons a type 4 animated sword and shield.
Material Components: A tiny dagger.

Kintaz's Animation

Conjuration (Summoning)
Level: Enc 12
Spell Line: *Pendril's animation*
Mana: 50
Components: V, S, M
Casting Time: 2 full rounds
Recast: 4 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No
As *Pendril's animation*, except the caster creates a type 12 animated sword and shield.
Material Components: 3 tiny daggers.

Koadic's Endless Intellect

Alteration
Level: Enc 15
Spell Lines: *Breeze*, *gift of magic*, and *insight*
Mana: 150
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 1 day (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This unique spell actually belongs to three different spell lines, superseding the effects of any other spells of those lines when cast. As *breeze*, this spell increases a target's mana recovery, adding 2 mana per minute to his mana pool. As *gift of magic*, this spell increases the target's maximum mana pool, in this case by 42. Finally, as *insight*, this spell grants a bonus to both Intelligence and Wisdom, but in this case the bonus is +4 to each ability. *Koadic's endless intellect* affects up to six targets within range.

Largarn's Lamentation

Evocation
Level: Enc 14
Spell Line: *Largarn's lamentation*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: 4 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
A shimmering ray springs forth from the caster's hand to unerringly strike a target within range. The target is stunned for 1d2 rounds and immediately loses 12 points of mana. For targets with multiple mana pools, this mana comes from the largest mana pool. Lost mana may be recovered normally.

Languid Pace

Alteration [Magic]
Level: Enc 4
Spell Line: *Drowsy*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
The spell imposes slow (3) upon the targeted creature, causing it to move and attack at a slower pace, resulting in a –2 slow penalty to AC, the loss of 1 attack of opportunity every second round, and the inability to make full-round attack actions.

Lava Bolt

Evocation [Fire]
Level: Mag 12
Spell Line: *Flame bolt*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *flame bolt*, except the casting time is longer and this spell deals (3d10)x10 points of fire damage.

Lava Storm

Evocation [Fire]
Level: Wiz 9
Spell Line: *Firestorm*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *firestorm*, except that each wave deals 7d10 points of fire damage.

Leach

Alteration [Magic]
Level: Nec 3
Spell Line: *Leach*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3d10
Saving Throw: Fortitude half
Spell Resistance: Yes
This spell transfers hit points from the target to the caster over a period of time. Beginning on the round the spell is cast, the target takes 1d6 points of magic damage per round for 9 rounds. All hit points lost by the target are gained by the caster, although this transfer cannot raise the caster's current hit point total past his normal maximum total. If the spell reduces the target to 0 hit points, the target falls unconscious. It is possible to kill a target with this spell if the drain causes the victim to reach –10 hit points.

Leatherskin

Abjuration
Level: Nec 7, Wiz 7
Spell Line: *Shieldskin*
Mana: 14
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes/level (see text)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *shieldskin*, except this spell grants a buff bonus of 7d10 temporary hit points.
Material Components: A bloodstone.

Leering Corpse

Conjuration (Summoning)
Level: Nec 2, Shd 1
Spell Line: *Cavorting bones*
Mana: 7
Components: V, S, M
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *cavorting bones*, except the caster summons a type 2 skeleton.
Material Components: 2 finger-sized pieces of bone.

Legacy of Spikes

Abjuration

Level: Dru 13
Spell Line: *Shield of thistles*
Mana: 50
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 3 minutes (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *shield of thistles*, except this spell grants up to six creatures damage shield (5).

Legacy of Thorn

Abjuration
Level: Dru 15
Spell Line: *Shield of thistles*
Mana: 58
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 3 minutes (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *shield of thistles*, except this spell grants up to six creatures damage shield (7).

Lesser Conjuration: Air

Conjuration (Summoning)
Level: Mag 10
Spell Line: *Elementalkin: air*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except the caster summons a type 9 air elemental.

Lesser Conjuration: Earth

Conjuration (Summoning)
Level: Mag 10
Spell Line: *Elementalkin: earth*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except the caster summons a type 9 earth elemental.

Lesser Conjuration: Fire

Conjuration (Summoning)
Level: Mag 10
Spell Line: *Elementalkin: fire*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: fire*, except the caster summons a type 9 fire elemental.

Lesser Conjuration: Water

Conjuration (Summoning)
Level: Mag 10
Spell Line: *Elementalkin: water*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: water*, except the caster summons a type 9 water elemental.

Lesser Familiar

Conjuration (Summoning)
Level: Wiz 12
Spell Line: *Minor familiar*
Mana: 82
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Until dismissed (D)
Saving Throw: None
Spell Resistance: No
As *minor familiar*, except this spell summons a type 2 familiar.

As long as the familiar remains within the spell's range of the caster, the caster gains the following benefits: a +2 bonus on all Channeling checks, +2 on all saves, and a bonus of resistance (6) against any type of spell or spell-like attack that has a descriptor, such as [magic] or [poison]. In addition, this close proximity of the familiar allows the caster to regain 1 point of mana every 10 minutes in addition to any other normal or magical mana recovery

Lesser Shielding

Abjuration
Level: Enc 3, Mag 3, Nec 3, Wiz 3
Spell Line: *Minor shielding*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 10 minutes/level (D)
Saving Throw: None
As *minor shielding*, except this spell grants a +3 armor bonus to AC, a buff bonus of +7 hit points, magic resistance (4), and a +1 bonus on saves against magic attacks.

Lesser Summoning: Air

Conjuration (Summoning)
Level: Mag 6
Spell Line: *Elementalkin: air*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except the caster summons a type 5 air elemental.

Lesser Summoning: Earth

Conjuration (Summoning)
Level: Mag 6
Spell Line: *Elementalkin: earth*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except the caster summons a type 5 earth elemental.

Lesser Summoning: Fire

Conjuration (Summoning)
Level: Mag 6
Spell Line: *Elementalkin: fire*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature

Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: fire*, except the caster summons a type 5 fire elemental.

Lesser Summon Corpse

Conjuration (Summoning)
Level: Nec 4, Shd 3
Spell Line: *Lesser summon corpse*
Mana: 17
Components: V, S, M
Casting Time: 1 action
Recast: 2 rounds
Range: Up to 2 miles
Effect: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster summons the mortal remains of any one being within range to his side, so long as the corpse is that of a creature that has died within a number of days past equal to the caster's level. The spell imparts no life to the corpse; it merely summons it to the caster's side. The corpse appears within the coffin supplied as the spell's material component. The caster need not know the target's location within the spell's range. This spell will not affect an undead creature, but only the corpse of a truly dead creature.

Material Component: A coffin of at least 750 gp value, of a size to hold the summoned corpse.

Lesser Summoning: Water

Conjuration (Summoning)
Level: Mag 6
Spell Line: *Elementalkin: water*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: water*, except the caster summons a type 5 water elemental.

Levant

Alteration [Teleportation]
Level: Nec 14
Spell Line: *Gate*
Mana: 83
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell acts as a *gate* spell for a necromancer who has created a secondary bind point with the spell *bind affinity*. *Levant* may be cast only at night, but when cast it instantly teleports the caster to his secondary bind point.

Levitate

Alteration
Level: Dru 4, Enc 5, Rng 5, Shm 4, Wiz 7
Spell Line: *Levitate*
Mana: 6
Components: V, S, M
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level (D)
Saving Throw: Will (harmless, see text)
Spell Resistance: Yes (harmless)
Through this spell, the target gains the ability to float above ground level, roughly 3 feet in the air, and to sink more slowly into liquid bodies (if desired). As a move action, the target of the spell may choose to either ascend or descend in a vertical line at the rate of 5 feet per round.

The spell also negates most terrain penalties, allowing the target to move at his normal maximum overland speed regardless of terrain. The target can also cross water or other nonsolid surfaces as long as he keeps moving; if he stops, he will begin to sink into the liquid at a rate of 1 foot per round. Also, should the target step off a cliff or other elevated position, he descends at the rate of 1 foot per round if he does not concentrate to abate that movement or to hasten it.

A target under the effects of *levitate* knows when the spell is about to end; he begins to feel slightly heavier and sluggish about 1 minute prior to the end of the duration.

Material Component: One bat's wing.

Levitation

Alteration
Level: Dru 13, Enc 13, Shm 13, Wiz 13
Spell Line: *Levitate*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *levitate*, except the target of the spell may choose to either ascend or descend in a vertical line at the rate of 10 feet per round, and no material component is required to cast this spell.

Lich

Alteration [Magic]
Level: Nec 12
Spell Line: *Dark pact*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: (D) (see text)
Saving Throw: None
Spell Resistance: No
As *call of bones*, except this spell allows the caster to convert 8 hit points into 5 mana each round.

Lifedraw

Alteration [Magic]
Level: Nec 4, Shd 4
Spell Line: *Lifetap*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *lifetap*, except this spells deals 6d6 points of magic damage and transfers that amount to the caster.

Lifeforce

Alteration (Healing)
Level: Bst 3, Clr 2, Dru 2, Pal 2, Rng 2, Shm 2
Spell Line: *Lifeforce*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
By renewing vigor in the target, the caster cures 1d4 points of temporary ability damage (see **"Ability Damage and Ability Drain"** in Chapter 12: Combat). This spell will not affect or cure permanent ability drain, nor does it affect ability penalties imposed from a spell such as *weaken*.

Life Leech

Alteration [Magic]
Level: Shd 6
Spell Line: *Lifetap*
Mana: 53
Components: V, S
Casting Time: 1 action

Recast: 2 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *lifetap*, except this spells deals (7d10)x2 points of magic damage and transfers that amount to the caster.

Lifespike

Alteration [Magic]
Level: Nec 2, Shd 2
Spell Line: *Lifetap*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *lifetap*, except this spells deals 1d10+1 points of magic damage and transfers that amount to the caster.

Lifetap

Alteration [Magic]
Level: Nec 1, Shd 1
Spell Line: *Lifetap*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
This spell immediately transfers part of the target's life force to the caster. The target takes 2 points of magic damage (only 1 point with a successful Fort save), which the caster immediately gains. This spell cannot raise the caster's current hit point total past her normal maximum total. If the spell reduces the target to 0 hit points, the target falls unconscious. It is possible to kill a target with this spell if the drain causes the victim to reach –10 hit points.

Light Healing

Alteration (Healing)
Level: Bst 3, Clr 2, Dru 3, Pal 2, Rng 3, Shm 3
Spell Line: *Minor healing*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals 4d6 hit points.

Lightning Blast

Evocation [Electricity]
Level: Dru 11
Spell Line: *Invoke lightning*
Mana: 39
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: Up to four creatures no two more than 15 ft. apart.
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *invoke lightning*, except each cluster deals (2d10)x10 points of electrical damage.

Lightning Bolt

Evocation [Electricity]
Level: Wiz 5
Spell Line: *Lightning bolt*
Mana: 14
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Effect: Ray
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
This spell sends a slim bolt of lightning streaking straight at one target within range. A ranged touch attack is required for the bolt to hit. If it hits, the bolt deals 7d10 points of electrical damage.

Lightning Shock

Evocation [Electricity]
Level: Wiz 10
Spell Line: *Shock of lightning*
Mana: 30
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of lightning*, except this spell deals (8d10+2)x2 points of electrical damage.

Lightning Storm

Evocation [Electricity]
Level: Wiz 7
Spell Line: *Lightning storm*
Mana: 23
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
A wave of lightning bolts rains down on the affected area each round, each wave dealing 5d10 points of electrical damage to anyone within the area. A Reflex save is allowed each round for half damage.

Lightning Strike

Evocation [Electricity]
Level: Dru 9
Spell Line: *Invoke lightning*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: Up to four creatures no two more than 15 ft. apart.
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *invoke lightning*, except each cluster deals (5d10)x2 points of electrical damage.

Listless Power

Alteration
Level: Bst 6, Enc 8, Shm 8
Spell Line: *Disempower*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *disempower*, except the target suffers a –7 penalty to Strength and Dexterity and a –3 penalty to Armor Class.

Locate Corpse

Divination
Level: Nec 1, Shd 1
Spell Line: *Sense animal*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Area: Circle centered on caster, with a radius of 400 ft. + 40 ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As *sense animal*, except the caster learns the direction to the nearest corpse within range. Further, the caster can narrow the parameters of his search by thinking of a particular race when casting the spell, such as wood elf. If the corpse of a wood elf is within range, then the direction to it is sensed. If there is no wood elf's corpse within spell range, then the spell fails and nothing is detected.

Lull

Alteration [Mind-Affecting]
Level: Clr 1, Enc 1, Pal 2
Spell Line: *Lull*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2 minutes
Saving Throw: Will negates
Spell Resistance: Yes
This spell soothes the target and partially hypnotizes it so it's less aware of its surroundings or an impending threat. If the target fails its saving throw, then for the duration of the spell, it is unaware of what happens more than 5 feet away from itself, including a melee against a nearby comrade. This spell does not work if the target is already involved in combat, and its effects end immediately if the target is attacked in any manner.

Lull Animal

Alteration [Mind-Affecting]
Level: Dru 1, Rng 1
Spell Line: *Lull*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Any animal, beast, or vermin
Duration: 2 minutes
Saving Throw: Will negates
Spell Resistance: Yes
As *lull*, except this spell targets only an animal, beast, or vermin.

Lure of Flame

Evocation [Fire]
Level: Wiz 14
Spell Line: *Lure of frost*
Mana: 53
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *lure of frost*, except this spell deals (4d6)x10 points of fire damage that cannot be resisted; creatures immune to fire take no damage.

Lure of Frost

Evocation [Cold]
Level: Wiz 13
Spell Line: *Lure of frost*
Mana: 53
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell deals (4d6)x10 points of cold damage to any creature that is not completely immune to cold, with no save allowed. Further, spell resistance is ineffective against this spell. Creatures immune to cold take no damage.

Lure of Ice

Evocation [Cold]
Level: Wiz 15
Spell Line: *Lure of frost*
Mana: 53
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *lure of frost*, except this spell deals (5d6)x10 points of cold damage.

Lure of Lightning

Evocation [Electricity]
Level: Wiz 14
Spell Line: *Lure of frost*
Mana: 53
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *lure of frost*, except this spell deals (4d6+1)x10 points of electrical damage that cannot be resisted; creatures immune to electricity take no damage.

Magnify

Divination
Level: Wiz 8
Spell Line: *Glimpse*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 1 minute/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *creeping vision*, except the duration is longer and the caster also gains ultravision.

Major Shielding

Abjuration
Level: Enc 7, Mag 7, Nec 7, Wiz 7
Spell Line: *Minor shielding*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 10 minutes/level (D)
Saving Throw: None
As *minor shielding*, except this spell grants a +5 armor bonus to AC, a buff bonus of +18 hit points, magic resistance (6), and a +2 bonus on saves against magic attacks.

Mala

Alteration [Magic]
Level: Mag 15
Spell Line: *Malise*
Mana: 58
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *malise*, except the target suffers a –3 save penalty and resistance (–14) against acid, cold, electricity, fire, magic, or poison effects, and a –2 save penalty to saves against sonic attacks, as well as sonic resistance (–6). In addition, note that this spell is irresistible.

Malignant Dead

Conjuration (Summoning)
Level: Nec 10, Shd 8
Spell Line: *Cavorting bones*
Mana: 65
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *cavorting bones*, except the caster summons a type 10 skeleton.

Material Components: 2 finger-sized pieces of bone.

Malise

Alteration [Magic]
Level: Mag 7, Shm 6
Spell Line: *Malise*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
This multifaceted spell reduces a target's ability to withstand a variety of different kinds of attacks. Unless the target makes a Fortitude save, it becomes more vulnerable to attacks with the following descriptors: acid, cold, electricity, fire, magic, poison, or sonic. To acid, cold, electricity, fire, magic, or poison effects, the target receives a –2 buff penalty to saves, and resistance (–8), while to effects with sonic effects, the target receives a –1 buff penalty to saves, as well as sonic resistance (–4). A resistance penalty can never reduce a target's resistance to less than (0).

Note that this spell has a [magic] descriptor, and thus saves against it are affected normally by any save bonuses against magic that the target might have, unless the target has previously failed to save against this spell (or another in the *malise* line) and the caster is renewing it to extend the duration.

Malisement

Alteration [Magic]
Level: Mag 11, Shm 9
Spell Line: *Malise*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *malise*, except the target suffers a –4 save penalty and resistance (–16) against acid, cold, electricity, fire, magic, or poison effects, and a –2 save penalty to saves against sonic attacks, as well as sonic resistance (–8).

Malo

Alteration [Magic]
Level: Shm 15
Spell Line: *Malise*
Mana: 58
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *malise*, except the target suffers a –4 save penalty and resistance (–18) against acid, cold, electricity, fire, magic, or poison effects, and a –2 save penalty to saves against sonic attacks, as well as sonic resistance (–8). In addition, note that this spell is irresistible.

Malosi

Alteration [Magic]
Level: Mag 13, Shm 12
Spell Line: *Malise*
Mana: 29
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *malise*, except the target suffers a –6 save penalty and resistance (–24) against acid, cold, electricity, fire, magic, or poison effects, and a –3 save penalty to saves against sonic attacks, as well as sonic resistance (–12).

Malosini

Alteration [Magic]
Level: Mag 14, Shm 14
Spell Line: *Malise*
Mana: 33
Components: V, S
Casting Time: Free action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *malise*, except the target suffers a –6 save penalty and resistance (–24) against acid, cold, electricity, fire, magic, or poison effects, and a –3 save penalty to saves against sonic attacks, as well as sonic resistance (–12). This spell has a casting time of a free action, but if it's to be cast a second time in the same round, an attack action is required for the second casting.

Mana Sieve

Alteration
Level: Enc 9
Spell Line: *Mana sieve*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One spellcaster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell causes a target with a mana pool to instantly lose mana. The amount of mana lost is 2 per enchanter level of the caster. This spell cannot be resisted.

Manasink

Abjuration
Level: Wiz 14
Spell Line: *Manasink*
Mana: 33
Components: V, S, M
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 30 minutes/level (see text)
Saving Throw: None
Spell Resistance: Yes (harmless)
The caster shapes her mana into a second skin that protects her from spell attacks, granting her a buff bonus of (2d10+3)x10 temporary hit points that apply only to damage caused by spells or spell-like abilities. Damage is taken from these temporary hit points first, and they cannot be healed. The spell ends at the conclusion of its duration or when all the temporary hit points have been removed due to damage.

These temporary hit points will stack with those granted by the *shieldskin* or *rune* spell lines.

Material Components: A jasper.

Manaskin

Abjuration
Level: Nec 13, Wiz 13
Spell Line: *Manasink*
Mana: 55
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 day (see text)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *manasink*, except this spell grants a buff bonus of (2d10+3)x10 temporary hit points. Further, the caster also gains faster mana recovery: she gains an additional 1 mana every 10 minutes while this spell persists.

Material Components: A peridot.

Manastorm

Evocation [Magic]
Level: Mag 15
Spell Line: *Tears of Druzzil*
Mana: 71

Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *tears of Druzzil*, except the casting time is slightly longer, and each wave deals (4d6+1)x10 points of cold damage and drains 8 mana from the mana pool (if any) of anyone within the area. A Fortitude save is allowed each round for half damage and half mana loss (one save for both effects). Magic resistance has no effect on the mana loss.

Maniacal Strength

Alteration
Level: Shm 14
Spell Line: *Strengthen*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 day
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *strengthen*, except this spell grants a +10 buff bonus to Strength.

Mark of Karn

Abjuration
Level: Clr 14
Spell Line: *Mark of Karn*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: 10 rounds + 1 round/level
Saving Throw: None
Spell Resistance: Yes

This spell surrounds the target with a faintly glowing aura that effectively acts as a damage shield (–2): that is, the aura actually cures 2 hit points for any creature that successfully attacks the recipient with a natural or hand-held melee weapon. For example, if Halwain casts this spell on an enemy dark elf, then each time Halwain's ally Vagner hits the elf in melee, Vagner gains 2 points of healing. In addition, when this spell takes effect it automatically and instantly negates any other damage shield(s) that the target may already have in effect.

The target itself receives no benefits from *mark of Karn*; only those who attack the target are blessed with the healing effect.

Mark of Retribution

Abjuration
Level: Clr 13
Spell Line: *Mark of retribution*
Mana: 19
Components: V, S
Casting Time: 1 action
Recast: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: 10 rounds + 1 round/level
Saving Throw: None
Spell Resistance: Yes

This spell surrounds the target with a shimmering aura that effectively acts as an inverted damage shield (2): that is, whenever the target is struck in melee, the aura deals an additional 2 points of damage to the target rather than to the attacker.

Mark of the Predator

Alteration
Level: Rng 10
Spell Line: *Mark of the predator*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell increases each target's base attack bonus by +2. Unlike most effects that provide bonuses to a character's attack rolls, *mark of the predator* (and other spells in this line) increase the target's base attack bonus, so a recipient not only has a higher total attack bonus for attack rolls, but may also realize additional iterative attacks when making a full-attack action (see "**Iterative Attacks**" in Chapter 12: Combat and "**Table 7–3: Delay and Iterative Attacks**" in Chapter 7: Equipment). The normal limit of no more than five iterative attacks still applies.

Markar's Clash

Evocation [Magic]
Level: Wiz 12
Spell Line: *Tishan's clash*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 4 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

As *Tishan's clash*, except this spell deals (5d10+2)x2 points of magic damage and stuns for 1d2 rounds on a failed Will save.

Markar's Discord

Evocation [Magic]
Level: Wiz 14
Spell Line: *Tishan's clash*
Mana: 50
Components: V, S
Casting Time: 1 action
Recast: 4 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

As *Tishan's clash*, except this spell has a longer range, and it deals (4d6+3)x10 magic damage and stuns for 1d2 rounds on a failed Will save.

Marker's Relocation

Alteration [Teleportation]
Level: Wiz 10
Mana: 50
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No

The caster transports up to six willing targets to a location in the southwestern portion of the Emerald Jungle between the cliff rises toward the Field of Bone and the marshy region known as Trakanon's Teeth. This destination is not entirely safe.

Marzin's Mark

Abjuration
Level: Clr 14
Spell Line: *Symbol of Transal*
Mana: 96
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *symbol of Transal*, except this spell grants up to six targets (4d6+1)x10 bonus hit points.

Material Components: 3 peridots.

Mask of the Hunter

Alteration
Level: Dru 15

Spell Line: *Glimpse*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

As *glimpse*, except the caster can see one location up to 200 feet away. Further, this spell grants a +5 circumstance bonus on Spot checks made within 50 feet of the caster while she is outdoors and in natural environments. Further, this spell also allows the caster to recover 3 additional mana every 10 minutes in addition to her normal mana recovery, as long as the caster is under the open sky in natural surroundings. Finally, the spell also grants the effects of the spell *see invisible*.

Memory Blur

Alteration [Mind-Affecting]
Level: Enc 4
Spell Line: *Memory blur*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The caster causes a target's memories of recent events to blur, becoming hazy and inconsistent enough that the target is unlikely to trust its own recollection. If the target fails a Will save, it forgets all slights and abuses committed against it within the past 1 hour per enchanter level of the caster. The spell does not prevent the target from reacting negatively to any future slights against it, nor does it guarantee change regarding a present circumstance (e.g., a hungry giant might forget that a human attacked him with magic spells, but he won't forget that he's hungry). A target affected by this spell in the midst of combat is considered *flat-flooted* and must reroll initiative to determine the new count for its actions.

Memory Flux

Alteration [Mind-Affecting]
Level: Enc 14
Spell Line: *Memory blur*
Mana: 58
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

As *memory blur*, except this spell is much more potent: the Will save DC is 24 + enchanter's Int modifier + enchanter's Cha modifier, and the target loses all memory of a number of days equal to the enchanter level of the caster.

Mend Bones

Alteration (Healing)
Level: Nec 3
Spell Line: *Mend bones*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell heals the caster's skeleton pet of 3d10 hit points of damage.

Mental Corruption

Alteration
Level: Shd 8
Spell Line: *Vampiric embrace*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

As *vampiric embrace*, except this effect has a Proc DC 21 and drains 5 mana from the target and transfers that amount to the caster.

Mesmerization

Conjuration [Mind-Affecting]
Level: Enc 5
Spell Line: *Mesmerize*
Mana: 14
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft. radius
Duration: 4 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *mesmerize*, except that the spell affects multiple creatures. Spells and effects that mesmerize individual creatures, such as *dazzle*, do not stack with *fascination*.

Mesmerize

Conjuration [Mind-Affecting]
Level: Enc 2
Spell Line: *Mesmerize*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 4 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes

The target is mesmerized by a display of scintillating colors that flashes from the caster's hand. A *mesmerized* creature can take no actions and loses its Dexterity bonus to AC (if any). Foes gain a +2 circumstance bonus to attack rolls against mesmerized creatures. The effect ends immediately when the mesmerized creature takes at least 1 hit point of damage. As soon as the mesmerization effect is broken, if the creature has been mesmerized for at least 1 full round, it acts immediately on the next initiative count (and this becomes its new initiative for the duration of the encounter). Otherwise, a creature that is no longer mesmerized resumes action on its original initiative count in the next melee round.

Non-damaging effects or spells such as *weaken* or *tashan* may be used against a mesmerized creature without breaking the mesmerized condition. Even spells that cause mana damage can be used (such as *mana sieve*), as long as they do not also cause hit point damage. Likewise, magic canceling or dispelling effects such as *taper enchantment* can be used on the target as well, and this will not break the mesmerization even if the target loses hit points as a result of lost beneficial spells such as *spirit of bear*.

All enchanter spells in the *mesmerize* spell line are difficult to resist. The save DC for these spells is (10 + spell level + enchanter's Int modifier + enchanter's Cha modifier).

Note that it is possible to mesmerize a target currently subject to a spell that inflicts damage over time (on a round-to-round basis). However, the mesmerization will last at most 1 round — that is, until the next initiative count of the damaging spell's caster, at which point new damage from the spell is dealt to the target, breaking the mesmerization effect.

A mesmerized creature is oblivious to its surroundings, and afterwards remembers nothing that transpired while it was mesmerized. If the mesmerizing spell runs its full duration without the effect being broken by damage to the target, then the target will not even realize that it was mesmerized and, in fact, must make another Will save against this spell or forget completely the period 1 minute prior to the casting of this spell.

Mind Wipe

Alteration [Mind-Affecting]

Level: Enc 10
Spell Line: *Memory blur*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
As *memory blur*, except this spell causes up to six targets of the caster's choice to forget slights against them that have taken place within the past day per enchanter level of the caster.

Mind Wrack

Alteration
Level: Nec 14
Spell Line: *Theft of thought*
Mana: 100
Components: V, S
Casting Time: 1 full round
Recast: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes
As *theft of thought*, except this powerful spell drains up to 50 mana from the target's mana pool (Will half) and then amplifies the mana stolen, transferring a like amount of mana to up to six other targets. For example, if a magician loses 50 mana to this spell, up to six other recipients may then gain 50 mana *each*; the stolen mana is not divided among them. If the initial target's current mana pool is less than 50, then his entire pool is drained and the recipients gain only a like amount. This mana transfer is possible even if the target is incapacitated, but not if the target is dead. A successful Will save means that only 25 mana (or half the target's pool if currently lower than 50) are drained or gained. Note that the caster can include himself as one of the six recipients and thereby potentially regain half the mana expended to cast the spell.

Minion of Shadows

Conjuration (Summoning)
Level: Nec 13
Spell Line: *Cavorting bones*
Mana: 88
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *cavorting bones*, except the caster summons a type 13 skeleton.
Material Components: 2 finger-sized pieces of bone.

Minor Conjuration: Air

Conjuration (Summoning)
Level: Mag 9
Spell Line: *Elementalkin: air*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except the caster summons a type 8 air elemental

Minor Conjuration: Earth

Conjuration (Summoning)
Level: Mag 9
Spell Line: *Elementalkin: earth*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except the caster summons a type 8 earth elemental.

Minor Conjuration: Fire

Conjuration (Summoning)
Level: Mag 9
Spell Line: *Elementalkin: fire*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: fire*, except the caster summons a type 8 fire elemental.

Minor Conjuration: Water

Conjuration (Summoning)
Level: Mag 9
Spell Line: *Elementalkin: water*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: water*, except the caster summons a type 8 water elemental.

Minor Familiar

Conjuration (Summoning)
Level: Wiz 8
Spell Line: *Minor familiar*
Mana: 48
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Until dismissed (D)
Saving Throw: None
Spell Resistance: No
This spell summons a type 1 familiar, a small winged dragon that can be commanded to attack, defend, or perform other tasks. The familiar appears wherever the caster designates within the spell's range and acts as the caster's pet (see the "**Pets**" sidebar in Chapter 8: Using Magic).

As long as the familiar remains within the spell's range of the caster, the caster gains the following benefits: a +1 bonus on all Channeling skill checks, +1 on all saves, and a bonus of resistance (4) against any type of spell or spell-like attack that has a descriptor, such as [magic] or [poison].

A caster can have only one summoned pet at a time. The familiar is permanent, remaining until dismissed by the caster (or by the caster's *reclaim energy* spell) or destroyed.

The familiar is considered a summoned creature for the purposes of determining what spells and abilities will affect it.

Minor Healing

Alteration (Healing)
Level: Bst 1, Clr 1, Dru 1, Pal 1, Rng 1, Shm 1
Spell Line: *Minor healing*
Mana: 2
Components: V, S
Casting Time: Free action (see below)
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The caster channels divine energy to heal the target of wounds and injuries, curing 1d10 hit points. This spell may be cast as a free action, but only once per round.

Additional castings of the spell within the same round require 1 attack action.

Minor Illusion

Divination
Level: Enc 1
Spell Line: *Minor illusion*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 8 hours (D)
Saving Throw: None (harmless)
Spell Resistance: No
This spell transforms the caster into any common, nonmagical, relatively simple inanimate object that she can see in her vicinity. The object may be any size from that of a coin to the caster's own mass. The GM is the final arbiter on whether a caster can become a particular object or not. All of the possessions the caster presently carries are transformed with her. The caster cannot move, speak, use magic items, or cast spells while inanimate; she may sense her immediate surroundings to a limited extent (to within 30 feet). The caster retains her current hit points, but her Dexterity is reduced to 0. The caster's AC and hardness are that of the object and material she becomes (see "**Attacking an Object**" in Chapter 12: Combat).

Anyone who inspects the caster in object form for more than a moment is allowed a Spot check opposed to the caster's level check (1d20 + caster level) to recognize that the object is not authentic. A spellcaster that discerns something unusual about the object may attempt a Spellcraft check, again against a caster level check, to recognize the nature of the spell.

Minor Shielding

Abjuration
Level: Enc 1, Mag 1, Nec 1, Wiz 1
Spell Line: *Minor shielding*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 10 minutes/level (D)
Saving Throw: None
This spell grants the caster a +2 armor bonus to AC and a buff bonus of +2 temporary hit points.

Minor Summoning: Air

Conjuration (Summoning)
Level: Mag 5
Spell Line: *Elementalkin: air*
Mana: 27
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except the caster summons a type 4 air elemental.

Minor Summoning: Earth

Conjuration (Summoning)
Level: Mag 5
Spell Line: *Elementalkin: earth*
Mana: 27
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except the caster summons a type 4 earth elemental.

Minor Summoning: Fire

Conjuration (Summoning)
Level: Mag 5
Spell Line: *Elementalkin: fire*
Mana: 27
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: fire*, except the caster summons a type 4 fire elemental.

Minor Summoning: Water

Conjuration (Summoning)
Level: Mag 5
Spell Line: *Elementalkin: water*
Mana: 27
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: water*, except the caster summons a type 4 water elemental.

Mircyl's Animation

Conjuration (Summoning)
Level: Enc 3
Spell Line: *Pendril's animation*
Mana: 7
Components: V, S, M
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No
As *Pendril's animation*, except the caster creates a type 3 animated sword and shield.
Material Components: A tiny dagger.

Mist

Abjuration
Level: Enc 4
Spell Line: *Haze*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *haze*, except this spell grants damage reduction 4/–.

Modulating Rod

Conjuration (Creation)
Level: Mag 10
Spell Line: *Modulating rod*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Effect: One *modulating rod*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a *modulating rod*, a Medium-size blunt weapon equivalent to a *+1 light mace*, in the hand of the caster. The rod also has a special mana conversion ability, which the wielder can activate with a command word (a standard action that provokes no attacks of opportunity): the rod transforms 40 hit points into 25 mana that can be added immediately to the mana pool of the wielder's choice. The mana may be split this 25 mana between pools in whatever fashion he desires. This power can be used only once, and the power will not function if the user is in possession of more than one *modulating rod*.

As a created object, the *modulating rod* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Monster Summoning I

Conjuration (Summoning)
Level: Mag 9
Spell Line: *Monster summoning I*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

This spell conjures a monster of a random type from among those creatures found within 4 miles of the caster's current location to attack the caster's enemies. However, the creature summoned will always have 16 Hit Dice, even if its racial type cannot normally have 16 HD. Thus, if cast in the East Commonlands, the spell would create a 16-HD version of any monster that lives in that area, from a lowly fire beetle to a griffon.

The creature appears wherever the caster designates within the spell's range and acts as the caster's pet (see the "**Pets**" sidebar in Chapter 8: Using Magic). The pet attacks the caster's opponents to the best of its ability, and can be directed not to attack or to attack only particular enemies, to return to the caster's side, to guard the caster, or to perform other actions.

The creature may be equipped with weapons and shields once it is summoned. However, any equipment it uses disappears along with the creature when it is destroyed or dismissed.

A caster can have only one summoned pet at a time. The summoned monster is permanent, remaining until dismissed by the caster (or by the caster's *reclaim energy* spell) or destroyed.

The monster is considered a summoned creature for the purposes of determining what spells and abilities will affect it.

Material Components: A piece of malachite.

Monster Summoning II

Conjuration (Summoning)
Level: Mag 12
Spell Line: *Monster summoning I*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

As *Monster summoning I*, except the summoned creature has 24 Hit Dice.

Material Components: A piece of malachite.

Monster Summoning III

Conjuration (Summoning)
Level: Mag 15
Spell Line: *Monster summoning I*
Mana: 33
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

As *Monster summoning I*, except the summoned creature has 30 Hit Dice.

Material Components: A piece of malachite.

Moonfire

Evocation [Cold]
Level: Dru 15
Spell Line: *Frost rift*
Mana: 53
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *frost rift*, except this spell has a longer casting time and deals (6d6+4)x10 points of cold damage.

Mortal Deftness

Alteration
Level: Shm 14
Spell Line: *Dextrous aura*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *dextrous aura*, except this spell grants a +9 buff bonus to Dexterity.

Muzzle of Mardu

Conjuration
Level: Mag 14
Spell Line: *Muzzle of Mardu*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1 *muzzle of Mardu*
Duration: 24 hours (see text)
Saving Throw: None
Spell Resistance: No

This spell creates a *muzzle of Mardu*, a magic mask that may be conjured upon any summoned pet (including those summoned by other classes), granting that creature haste (1). As this haste is from an item, it will stack with any haste spell and/or bard song.

As a created item, the *muzzle of Mardu* vanishes after 24 hours. The *muzzle of Mardu* is also destroyed if the pet wearing it is killed.

Nalton's Mark

Abjuration
Level: Clr 14
Spell Line: *Symbol of Transal*
Mana: 83
Components: V, S, M
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *symbol of Transal*, except this spell grants up to six targets (3d16+1)x10 bonus hit points.

Material Components: A peridot.

Natureskin

Abjuration
Level: Dru 14
Spell Line: *Skin like wood*
Mana: 67
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *skin like wood*, except this spell grants a +3 divine bonus to AC and a divine bonus of +100 hit points. In addition, the target regains lost hit points at the rate of 1 hit point per minute.

Nature's Precision

Evocation
Level: Rng 5
Spell Line: *Firefist*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *firefist*, except the duration is increased and the attack bonus is +2.

Nature's Recovery

Alteration
Level: Dru 15
Spell Line: *Regeneration*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *regeneration*, except the target regains 2d6 hit points per round for 30 rounds.

Nature's Touch

Alteration (Healing)
Level: Dru 15
Spell Line: *Minor healing*
Mana: 67
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals (5d6+2)x10 hit points.

Nature Walker's Behest

Conjuration (Summoning)
Level: Dru 14
Spell Line: *Companion spirit*
Mana: 100
Components: V, S
Casting Time: 2 full rounds
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *companion spirit*, except the caster summons a spirit bear.

Nek Gate

Alteration [Teleportation]
Level: Wiz 7
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the pyramid within the Nektulos Forest.

Nek Portal

Alteration [Teleportation]
Level: Wiz 9
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of her choice within range to the pyramid in the Nektulos Forest.

Nexus Gate

Alteration [Teleportation]
Level: Wiz 6
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the Nexus on the moon of Luclin.

Nexus Portal

Alteration [Teleportation]
Level: Wiz 8
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of his choice within range to the Nexus on the moon of Luclin.

Nimble

Alteration
Level: Shm 9
Spell Line: *Feet like cat*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *feet like cat*, except this spell grants +3 bonuses.

North Gate

Alteration [Teleportation]
Level: Wiz 6
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the wizard spires north of the river that divides the Plains of Karana.

North Portal

Alteration [Teleportation]
Level: Wiz 8
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of her choice within range to the wizard spires in North Karana.

Nullify Magic

Abjuration
Level: Bst 11, Clr 10, Dru 11, Enc 8, Mag 9, Nec 10, Pal 11, Rng 11, Shd 11, Shm 11, Wiz 9
Spell Line: *Cancel magic*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or one item
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As *cancel magic*, except this spell allows the caster to make two dispel attempts with a maximum caster level modifier of +20. The two attempts may be made either consecutively on the same effect or on two separate effects.

Numbing Cold

Evocation [Cold]
Level: Wiz 1
Spell Line: *Numbing cold*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Area: 10-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
A wave of numbing cold spreads out from the caster, dealing 1d6 points of cold damage to all creatures within a 10-foot radius. The caster is unharmed.

Numb the Dead

Abjuration
Level: Nec 2, Shd 2
Spell Line: *Numb the dead*
Mana: 3
Components: V, S, M
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: Concentration, up to 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes
As *lull*, except this spell affects undead only.

Material Component: A finger-sized piece of bone.

Obscure

Abjuration
Level: Enc 8
Spell Line: *Haze*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *haze*, except this spell grants damage reduction 7/– and has a longer duration than other spells of the same line.

O'Keil's Embers

Abjuration [Fire]
Level: Wiz 4
Spell Line: *Shield of fire*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *shield of fire*, except this wizard version of the spell grants a buff bonus of +1 on saves against attacks with the [fire] descriptor, as well as fire resistance (4) and damage shield (2).

O'Keil's Flickering Flame

Abjuration [Fire]
Level: Wiz 9
Spell Line: *Shield of fire*
Mana: 19
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 5 minutes (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *shield of fire*, except this wizard version of the spell grants a buff bonus of +1 on saves against attacks with the [fire] descriptor, as well as fire resistance (4) and damage shield (3).

O'Keil's Radiation

Abjuration [Fire]
Level: Wiz 2
Spell Line: *Shield of fire*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 5 rounds (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *shield of fire*, except this wizard version of the spell grants a buff bonus of +1 on saves against attacks with the [fire] descriptor, as well as fire resistance (2) and damage shield (1)

Omakin's Alacrity

Alteration
Level: Bst 10
Spell Line: *Yekan's quickening*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: No
Spell Resistance: Yes (harmless)
As *Yekan's quickening*, except this spell grants a +8 bonus to Strength, a +5 natural armor bonus to AC, a +4 attack bonus, and haste (7), which grants a +3 haste bonus to AC and an alternating 1 or 2 extra attack actions every second round.

Overwhelming Splendor

Alteration
Level: Enc 14
Spell Line: *Spirit of snake*
Mana: 29
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 day
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of snake*, except this spell grants a +8 buff bonus to Charisma.

Pacify

Alteration [Mind-Affecting]
Level: Clr 10, Enc 10, Pal 7
Spell Line: *Lull*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 4 minutes
Saving Throw: Will negates
Spell Resistance: Yes
As *lull*, except this spell has a longer duration and the target suffers a penalty to the Will save equal to the caster's Charisma modifier.

Pack Chloroplast

Alteration
Level: Dru 12
Spell Line: *Regeneration*
Mana: 67
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six targets, no two more than 20 ft. apart
Duration: 10 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *chloroplast*, except this spell affects up to six targets.

Pack Regeneration

Alteration
Level: Dru 10
Spell Line: *Regeneration*
Mana: 33
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six targets, no two more than 20 ft. apart
Duration: 10 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *regeneration*, except this spell affects up to six targets.

Pack Spirit

Alteration
Level: Dru 10
Spell Line: *Spirit of wolf*
Mana: 20
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of wolf*, except this spell affects up to six targets.

Pact of Shadow

Alteration
Level: Nec 11
Spell Line: *Dark empathy*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 4 rounds
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)
As *shadow compact*, except this spell transfers 20 hit points per round for 4 rounds.

Panic Animal

Alteration [Compulsion, Fear]
Level: Dru 1, Rng 3
Spell Line: *Fear*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One animal, beast, or vermin
Duration: 1d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes
As *fear*, except this spell affects only animals, beasts, and vermin.

Panic the Dead

Alteration [Compulsion, Fear]
Level: Clr 8, Nec 8, Shd 9
Spell Line: *Fear*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: 1d10 rounds
Saving Throw: Will negates
Spell Resistance: Yes
As *fear*, except this spell affects only undead.

Paralyzing Earth

Alteration [Magic]
Level: Clr 14, Enc 12, Nec 14, Shm 13, Wiz 12
Spell Line: *Root*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 3d10 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes
As *root*, except as above.

Pendril's Animation

Conjuration (Summoning)
Level: Enc 1
Spell Line: *Pendril's animation*
Mana: 2
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text) (D)
Saving Throw: None
Spell Resistance: No
This spell creates a type 1 animated sword and shield, an animation that appears wherever the caster designates within the spell's range and remains by the caster's side, acting as the enchanter's pet (see the "Pets" sidebar in Chapter 8: Using Magic). When the caster is attacked by an opponent, the pet automatically attacks that opponent; the animation acts on the caster's initiative count. Animations cannot be commanded; they will continue to fight — even against the caster's wishes — until destroyed. When a foe is defeated, the animation will attack the nearest target that attacked its master. However, an animation will not attack a ***mesmerized* foe. If the mesmerization is broken, then the pet will immediately resume its attack.**

A caster can have only one summoned pet at a time. An animation is permanent, remaining until dismissed by the caster (or by the caster's *reclaim energy* spell) or destroyed.

The animation is considered a summoned creature for the purposes of determining what spells and abilities will affect it.

Material Components: A tiny dagger.

Phantom Armor

Abjuration
Level: Mag 13
Spell Line: *Phantom leather*
Mana: 38
Components: V, M
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)
As *phantom leather*, except this spell grants damage reduction 11/– and fast healing (1).

Material Component: 4 cat's eye agates.

Phantom Chain

Abjuration
Level: Mag 8
Spell Line: *Phantom leather*
Mana: 17
Components: V, M
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)
As *phantom leather*, except this spell grants damage reduction 7/– and allows the caster to heal 1 hit point per minute.

Material Component: 2 cat's eye agates.

Phantom Leather

Abjuration
Level: Mag 5
Spell Line: *Phantom leather*
Mana: 10
Components: V, M
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 10 minutes/level

Saving Throw: None
Spell Resistance: Yes (harmless)
This spell covers the caster with a nearly imperceptible layer of protection that grants damage reduction 4/– and allows the caster to heal 1 hit point every 10 minutes.
Material Component: A cat's eye agate.

Phantom Plate

Abjuration
Level: Mag 11
Spell Line: *Phantom leather*
Mana: 33
Components: V, M
Casting Time: 1 full round
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)
As *phantom leather*, except this spell grants damage reduction 9/– and allows the caster to heal 1 hit point every 5 rounds.
Material Component: 3 cat's eye agates.

Pillage Enchantment

Abjuration
Level: Enc 11
Spell Line: *Taper enchantment*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: From 1 to 4 rounds
Saving Throw: None
Spell Resistance: No
As *strip enchantment*, except the caster may select two schools to be affected, and the caster may now also set the duration of the spell to be between 1 and 4 rounds (meaning that if the caster chooses 1 round, then at the beginning of the next round, all spells of the two affected schools have a chance to be dispelled). This decision must be made at the time the spell is cast. In addition, the maximum caster level modifier for dispel checks is +30 for this spell.

Pillar of Fire

Evocation [Fire]
Level: Wiz 5
Spell Line: *Column of fire*
Mana: 14
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *column of fire*, except this spell deals 5d10 points of fire damage.

Pillar of Flame

Evocation [Fire]
Level: Wiz 14
Spell Line: *Column of fire*
Mana: 61
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (20-ft. radius, 50 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *pillar of fire*, except the pillar is slightly higher and deals (3d10+2)x10 points of fire damage.

Pillar of Frost

Evocation [Cold]
Level: Wiz 13
Spell Line: *Column of frost*
Mana: 54
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *column of frost*, except this spell deals (3d10)x10 points of cold damage.

Pillar of Lightning

Evocation [Electricity]
Level: Wiz 13
Spell Line: *Column of lightning*
Mana: 57
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *column of lightning*, except this spell deals (5d6)x10 points of electrical damage.

Plague

Conjuration [Disease]
Level: Nec 13, Shm 12
Spell Line: *Sicken*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 21 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *sicken*, except that the affected creature immediately takes 4d10 points of disease damage (Fort half), and takes an additional 2d10 points of disease damage (1d10 if the initial save was successful) each round thereafter, until the spell ends or is countered.

Plague of Insects

Alteration [Disease]
Level: Shm 13
Spell Line: *Drowsy*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
A swarm of seemingly minute insects appears around the target and promptly burrows into the target's flesh, quickly spreading a potent disease. The disease imposes a slow (3) effect that causes a –2 slow penalty to AC, the loss of 1 attack of opportunity every second round, and the inability to make full-round attack actions. While this slow effect is not as potent as the shaman's magic-based ones she possesses at this level, there is a better chance of this spell affecting some opponents who might be highly magic resistant.

Plain Sight

Divination
Level: Wiz 14
Spell Line: *Serpent sight*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 10 minutes/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)
As *chill sight*, except the caster also gains an ability identical to the spell *see invisible*.

Pogonip

Evocation [Cold]
Level: Dru 6
Spell Line: *Cascade of hail*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (10-ft. radius)

Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *frost storm*, except as listed above.

Poison Bolt

Conjuration (Summoning) [Poison]
Level: Nec 2
Spell Line: *Poison bolt*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 7 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
The target of this spell is afflicted with a virulent poison that eats away at the flesh. The target takes 1d6 poison damage immediately (Fort half), and takes an additional 1d4 points of poison damage (1d2 if the initial save was successful) each round thereafter, until the spell ends or is countered.

Poison Storm

Evocation [Poison]
Level: Shm 6
Spell Line: *Poison storm*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
A wave of vile, toxic gas and liquid rains down on the affected area each round, each wave dealing 4d10 points of poison damage to anyone within the area. A Fortitude save is allowed each round for half damage.

Porlos' Fury

Evocation
Level: Wiz 15
Spell Line: *Porlos' fury*
Mana: 75
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: No
This spell targets only dragons, creating a beam of magical energy that strikes at a dragon's nervous system, dealing (6d10)x10 points of damage. Spells such as those of the *rune* spell line will negate a portion of the damage as normal.

Pouch of Quellious

Conjuration (Creation/Summoning)
Level: Mag 14
Spell Line: *Summon arrows*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Effect: Pouch and 60 *shurikens of Quellious*
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No



This spell creates a small pouch containing 60 *shurikens of Quellious*, which are *+1 shurikens*. Further, the *pouch of Quellious* itself grants a +2 enhancement bonus to the bearer's Dexterity as long as it is held.

As created items, the pouch and shurikens vanish after 24 hours. Their temporary nature is apparent to anyone who looks at them.

Power of Life

Alteration (Healing)
Level: Bst 7, Clr 5, Dru 6, Pal 5, Rng 6, Shm 6
Spell Line: *Lifeforce*
Mana: 12
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *lifeforce*, except this spell cures all temporary ability damage and also restores any permanent ability drain to any one ability score of the caster's choice. In addition, this spell also cancels negative energy levels (see "**Negative Levels**" in Chapter 12: Combat) and restores 1 experience level lost due to a negative level becoming a permanent level loss. The spell will not restore levels lost due to death.
Material Component: A black pearl.

Pox of Bertoxxulous

Conjuration [Disease]
Level: Shm 15
Spell Line: *Sicken*
Mana: 72
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 19 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *sicken*, except that the affected creature immediately takes 5d10 disease damage (Fort half), and takes an additional 3d10 disease damage (halved if the initial save was successful) each round thereafter, until the spell ends or is countered.

Primal Avatar

Alteration
Level: Shm 15
Spell Line: *Avatar*
Mana: 65
Components: V, S
Casting Time: 1 action
Recast: 3 minutes
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid
Duration: 10 rounds
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *avatar*, except this spell is much rarer, as it does not require an emerald to be expended in the casting.

Project Lightning

Evocation [Electricity]
Level: Wiz 5
Spell Line: *Project lightning*
Mana: 14
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Area: 10-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A crackling wave of lightning bursts out from the caster, dealing 4d10 points of electrical damage to all creatures within a 10-foot radius. The caster is unharmed.

Protect

Abjuration
Level: Shm 7
Spell Line: *Scale skin*
Mana: 12
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *scale skin*, but the target receives damage reduction 7/–.

Protection of Diamond

Abjuration
Level: Dru 10
Spell Line: *Skin like wood*
Mana: 75
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six targets, no two more than 20 ft. apart
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *skin like diamond*, except this spell affects up to six targets.

Protection of Nature

Abjuration
Level: Dru 12
Spell Line: *Skin like wood*
Mana: 117
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six targets, no two more than 20 ft. apart
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *skin like nature*, except this spell affects up to six targets.

Protection of Rock

Abjuration
Level: Dru 6
Spell Line: *Skin like wood*
Mana: 20
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six targets, no two more than 20 ft. apart
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *skin like rock*, except this spell affects up to six targets.

Protection of Steel

Abjuration
Level: Dru 8
Spell Line: *Skin like wood*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six targets, no two more than 20 ft. apart
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *skin like steel*, except this spell affects up to six targets.

Protection of the Glades

Abjuration
Level: Dru 15
Spell Line: *Skin like wood*
Mana: 200
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six targets, no two more than 20 ft. apart
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)
As *skin like wood*, except this spell grants up to six targets a +4 divine bonus to AC and a divine bonus of +112 hit points. The spell also speeds mana recovery, allowing the recovery of 1 mana per round for the duration of the spell.

Protection of Wood

Abjuration
Level: Dru 3
Spell Line: *Skin like wood*
Mana: 4
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six targets, no two more than 20 ft. apart
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *skin like wood*, except this spell affects up to six targets.

Pyrocuror

Alteration [Fire]
Level: Nec 14
Spell Line: *Heat blood*
Mana: 67
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./2 levels)
Target: One living creature
Duration: 18 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *heat blood*, except this spell deals 3d10 points of fire damage per round for 18 rounds.

Quickness

Alteration
Level: Enc 5, Shm 7
Spell Line: *Quickness*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/levels
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This spell causes the target to move with supernatural speed while in combat, granting the target haste (4), which results in a +2 haste bonus to AC and 1 extra attack action every second round.

Quivering Veil of Xarn

Abjuration [Magic]
Level: Nec 14
Spell Line: *Divine aura*
Mana: 23
Components: V, S
Casting Time: 1 action
Recast Time: 10 minutes
Range: Personal
Target: Caster
Duration: 4 rounds (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *divine barrier*, except the necromancer regains 2d10 hit points per round and gains damage shield (9).

Quiver of Marr

Conjuration (Creation/Summoning)
Level: Mag 13
Spell Line: *Summon arrows*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Effect: Quiver and 60 arrows
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a quiver containing 60 arrows. The arrows can be for a longbow or shortbow, as the caster decides, but all the created arrows are of the same type. The arrows are treated as +1 magic weapons for the purpose of determining their effects on creatures with damage reduction, although the arrows do not actually grant a bonus to the archer's attack or damage rolls.

As created items, the quiver and arrows vanish after 24 hours. Their temporary nature is apparent to anyone who looks at them.

Radiant Visage

Alteration
Level: Enc 9
Spell Line: *Spirit of snake*
Mana: 11
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of snake*, except this spell grants a +6 buff bonus to Charisma.

Rage

Abjuration
Level: Shm 9
Spell Line: *Fleeting fury*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 3 rounds (see text)
Range: Personal
Target: Caster
Duration: 3 rounds (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *fleeting fury*, except this spell may target only the caster, and grants +8 to Strength and Dexterity, a +3 insight bonus to AC, and an additional +5 bonus to AC. This spell also grants a +5 bonus to initiative.

Note: *No spells at all* may be cast during this spell's recast time, including any other spells the shaman has ready at the time as well as those he might prepare from his prayerbook.

Rage of Zomm

Conjuration (Summoning)
Level: Mag 13
Spell Line: *Elementalkin: earth*
Mana: 33
Components: V, S
Casting Time: 2 full rounds
Recast: 2 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except this spell summons a tremblor, a powerful earth elemental companion that attacks a single enemy of the caster. The tremblor attacks the assigned target until either the trembler, its summoner, or its target is killed or incapacitated, at which point it disappears immediately.

See the "tremblor" entry in *EverQuest: Monsters of Norrath* for more information.

Raging Strength

Alteration
Level: Bst 6, Shm 8
Spell Line: *Strengthen*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels) radius
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *strengthen*, except this spell grants a +5 buff bonus to Strength.

Rain of Blades

Evocation [Magic]
Level: Mag 4
Spell Line: *Rain of blades*
Mana: 10
Components: V, S

Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
Sharp blades of magical energy rain down in a wave over the affected area each round, each wave dealing 4d6 points of magic slashing damage to all within the area. A Reflex save is allowed each round for half damage.

Rain of Fire

Evocation [Fire]
Level: Mag 6
Spell Line: *Firestorm*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *firestorm*, except that each wave deals 4d10 points of fire damage.

Rain of Lava

Evocation [Fire]
Level: Mag 10
Spell Line: *Firestorm*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *firestorm*, except that each wave deals (5d10)x2 points of fire damage.

Rain of Spikes

Evocation [Magic]
Level: Mag 8
Spell Line: *Rain of blades*
Mana: 27
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *rain of blades*, except that this spell creates spikes of magical energy and each wave deals (5d10)x2 points of magic piercing damage.

Rain of Swords

Evocation [Magic]
Level: Mag 12
Spell Line: *Rain of blades*
Mana: 62
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *rain of blades*, except that this spell deals (7d10+2)x2 points of magic slashing damage.

Rampage

Alteration
Level: Enc 10
Spell Line: *Berserker strength*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 rounds/level
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)
As *berserker strength*, except the target receives a +7 buff bonus to Strength and a –3 buff penalty to Armor Class. The spell also grants 22 temporary hit points.

Rapacious Subversion

Alteration
Level: Nec 7
Spell Line: *Rapacious subversion*
Mana: 30 (see text)
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One spellcaster
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The caster creates a temporary magical bond that effectively allows him to transfer mana to a target. The target gains 20 mana. The unfortunate side effect of this spell is that mana transferred by the caster cannot be recovered by virtually any means for a period of 12 hours; neither normal meditation nor spells that augment mana recovery, such as *clarity*, will replenish the caster's mana pool. In fact, the only means of recovering at least a portion of the 30 mana expended in casting this spell is if a second necromancer casts *rapacious subversion* on the first caster. After the 12 hours have elapsed, the caster may recover his lost mana normally.

Rapture

Conjuration [Mind-Affecting]
Level: Enc 15
Spell Line: *Mesmerize*
Mana: 85
Components: V, S
Casting Time: 1 action
Recast: 4 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: 1 creature
Duration: 4 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *mesmerize*, except that this spell is very difficult to resist: the Will save DC is 25 + (the enchanter's Int modifier x2) + (the enchanter's Cha modifier x2) + any additional modifiers (for magic items, etc.).

Reanimation

Alteration
Level: Clr 4, Pal 3
Spell Line: *Reanimation*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Touch
Target: Willing dead creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No (target must be willing)
The spellcaster calls upon divine energies to restore life to a dead being. The soul of the creature must willingly accept *reanimation*, or else the spell automatically fails. The newly restored dead awakens but has only 20% of his maximum hit points and no mana. Both of these may be recovered normally. In addition, the trauma of being restored to life leaves the character both *nauseated* and *exhausted*. The nausea fades within 5 minutes (or with a *complete healing* spell), but the exhaustion persists normally.

Nauseated characters cannot take any actions that require their attention, including casting spells or fighting. They may take only move (or equivalent) actions. *Exhausted* characters suffer a –6 penalty to Strength and Dexterity and may move only at half speed. After 1 hour of complete rest, an *exhausted* character becomes instead *fatigued*, when the penalty to Strength and Dexterity is reduced to –2 and the character may move at normal speed but may not run or charge. Eight hours of complete rest allow recovery from the *fatigued* condition.

This spell does not restore any experience points lost by death, but later spells in this spell line do, so these rules are introduced here in the base spell of the spell line. Some spells of this line restore a percentage of the experience points lost when a creature dies. If the percentage XP loss should

cause the raised character to lose a level, the character's XP total is reduced to the minimum amount needed to retain the level the character had when he was killed. This spell cannot be used to raise those who have died of old age, nor can it restore to life those beings whose spirits are unwilling to return from the Beyond.

Recant Magic

Abjuration
Level: Enc 13
Spell Line: *Taper enchantment*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: From 1 to 6 rounds
Saving Throw: None
Spell Resistance: No
As *pillage enchantment*, except the caster may select any or all schools to be affected, and the caster may now also set the duration of the spell to be between 1 and 6 rounds. In addition, there is no maximum caster level modifier for dispel check with this spell.

Reckless Strength

Alteration
Level: Clr 2, Pal 3
Spell Line: *Strengthen*
Mana: 5
Components: V, S, F
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 9 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell sends a surge of power through the target that temporarily though dramatically increases his Strength. However, this tires the target, which loses the Strength and for a period of time will have a penalty to Strength. On the round the spell is cast, the target gains a +5 buff bonus to Strength. This bonus decreases by 1 per minute thereafter, so that the buff bonus is +4 in the second minute, then +3, and so on, and is actually a penalty of –3 during the final minute of the spell. Other spells in the *strengthen* spell line will not stack with this spell until this spell's bonus becomes a buff penalty, and even then will only serve to offset penalties — for the final 3 minutes of this spell, the greatest bonus a target can have through spells of this line is +0.

Reckoning

Evocation [Force, Magic]
Level: Clr 13
Spell Line: *Strike*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *strike*, except this spell deals (2d10+4)x10 points of magic damage.

Reclaim Energy

Conjuration (Summoning)
Level: Enc 1, Mag 1, Nec 1
Spell Line: *Reclaim energy*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: Caster's summoned creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
With a spoken word and the wave of a hand, the caster dismisses a summoned companion and recovers half of the mana cost (rounded down) originally spent to summon the creature.

Reconstitution

Alteration
Level: Clr 5, Pal 4
Spell Line: *Reanimation*
Mana: 33
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Touch
Target: Willing dead creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No (target must be willing)
As *reanimation*, except this spell also restores 10% of the experience points lost as a result of dying.

Regeneration

Alteration
Level: Dru 9, Shm 7
Spell Line: *Regeneration*
Mana: 17
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell grants the target the ability to heal wounds at an extraordinary rate. The target recovers 1 hit point at the beginning of every round, or 100 hit points total over the 10-minute duration of the spell. The target cannot have more hit points than his maximum, but the spell does not end if the target reaches his maximum hit points. If the target sustains more damage before the conclusion of the spell, then the fast healing effect continues.

Regrowth

Alteration
Level: Dru 13, Shm 13
Spell Line: *Regeneration*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *regeneration*, except this spell grants fast healing (3).

Regrowth of Dah Khura

Alteration (Healing)
Level: Shm 14
Spell Line: *Regeneration*
Mana: 100
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six targets, no two more than 20 ft. apart
Duration: 10 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *regrowth*, except this spell affects up to six targets.

Regrowth of the Grove

Alteration (Healing)
Level: Dru 14
Spell Line: *Regeneration*
Mana: 100
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six targets, no two more than 20 ft. apart
Duration: 10 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *regrowth*, except this spell affects up to six targets. The skin of the targets assumes

a greenish tint as the powerful regenerative forces of nature are set to work within them.

Remedy

Alteration (Healing)
Level: Clr 12
Spell Line: *Minor healing*
Mana: 29
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals (3d6)x10 hit points.

Rend

Evocation [Force, Magic]
Level: Wiz 12
Spell Line: *Force shock*
Mana: 47
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes
As *force shock*, except this spell has a slightly longer casting time and deals (4d6+3)x10 points of magic damage, and stuns the target for 1 round on a failed save.

Renewal

Alteration
Level: Clr 9, Pal 6
Spell Line: *Reanimation*
Mana: 67
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Touch
Target: Willing dead creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No (target must be willing)
As *reanimation*, except this spell also restores 50% of the experience points lost as a result of dying.

Renew Bones

Alteration (Healing)
Level: Nec 8
Spell Line: *Mend bones*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *mend bones*, except this spell heals (5d10)x2 hit points.

Renew Elements

Alteration (Healing)
Level: Mag 3
Spell Line: *Renew elements*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell heals the caster's elemental pet of 3d10 hit points of damage.

Renew Summoning

Alteration (Healing)
Level: Mag 6
Spell Line: *Renew elements*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *renew elements*, except this spell heals (5d10+2)x2 hit points.

Recurring Amnesia

Alteration [Mind-Affecting]
Level: Enc 12
Spell Line: *Memory blur*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
As *memory blur*, except one casting of this spell allows a chance for the target to be affected by *memory blur* up to four times over the next 4 rounds. In the round the spell is cast and at the end of each of the next 3 rounds, the target of this spell receives a Will save or it forgets slights made against it for the past hour per enchanter level of the caster.

Reparation

Alteration
Level: Clr 6
Spell Line: *Reanimation*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Touch
Target: Willing dead creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No (target must be willing)
As *reanimation*, except this spell also restores 20% of the experience points lost as a result of dying.

Repulse Animal

Alteration [Compulsion, Fear]
Level: Dru 12
Spell Line: *Fear*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One animal, beast or vermin
Duration: 1d8 rounds
Saving Throw: Will negates
Spell Resistance: Yes
As the spell *fear*, except this spell affects only animals, beasts and vermin.

Resist Acid

Abjuration
Level: Bst 9, Clr 9, Dru 11, Shm 10
Spell Line: *Endure cold*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *resist cold*, except this spell's benefits apply against attacks, spells, or abilities with the [acid] descriptor.

Resistant Skin

Abjuration [Disease, Poison]
Level: Wiz 4
Spell Line: *Resistant skin*
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster

Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
By magically fortifying the skin, this spell grants a bonus of +1 to saves against disease and poison as well as granting a bonus to disease and poison resistance (6).

Resist Cold

Abjuration
Level: Clr 10, Dru 9, Nec 7, Rng 10, Shd 5, Shm 7
Spell Line: *Endure cold*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *endure cold*, but this spell grants the target a buff bonus of +4 to saves against cold and a buff bonus to cold resistance (16).

Resist Disease

Abjuration
Level: Clr 10, Dru 11, Nec 9, Pal 8, Shm 9
Spell Line: *Endure cold*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *resist cold*, except this spell's benefits apply against attacks, spells, or abilities with the [disease] descriptor.

Resist Electricity

Abjuration
Level: Bst 11, Clr 10, Dru 9, Enc 9, Shm 10
Spell Line: *Endure cold*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *resist cold*, except this spell's benefits apply against attacks, spells, or abilities with the [electricity] descriptor.

Resist Fire

Abjuration
Level: Clr 9, Dru 7, Rng 6, Shm 8
Spell Line: *Endure cold*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *resist cold*, except this spell's benefits apply against attacks, spells, or abilities with the [fire] descriptor.

Resist Magic

Abjuration
Level: Clr 11, Dru 12, Enc 10, Pal 10, Shm 11
Spell Line: *Endure cold*
Mana: 16
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *resist cold*, except this spell's benefits apply against attacks, spells, or abilities with the [magic] descriptor.

Resist Poison

Abjuration
Level: Bst 9, Clr 9, Dru 11, Shm 10
Spell Line: *Endure cold*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *resist cold*, except this spell's benefits apply against attacks, spells, or abilities with the [poison] descriptor.

Resist Sonic

Abjuration
Level: Clr 10, Dru 11, Enc 9, Shm 10
Spell Line: *Endure cold*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *resist cold*, except this spell's benefits apply against attacks, spells, or abilities with the [sonic] descriptor.

Resolution

Abjuration
Level: Clr 11, Pal 12
Spell Line: *Courage*
Mana: 18
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *courage*, except this spell grants +3 AC and +62 hit points.

Resurrection

Alteration
Level: Clr 12, Pal 12
Spell Line: *Reanimation*
Mana: 117
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Touch
Target: Willing dead creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *reanimation*, except this spell also restores 90% of the experience points lost as a result of dying.

Restless Bones

Conjuration (Summoning)
Level: Nec 5, Shd 4
Spell Line: *Cavorting bones*
Mana: 27
Components: V, S, M
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *cavorting bones*, except the caster summons a type 5 skeleton.
Material Components: 2 finger-sized pieces of bone.

Restoration

Alteration
Level: Clr 11, Pal 10
Spell Line: *Reanimation*
Mana: 100
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Touch
Target: Willing dead creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No (target must be willing)
As *reanimation*, except this spell also restores 75% of the experience points lost as a result of dying.

Rest the Dead

Abjuration
Level: Nec 7, Shd 8
Spell Line: *Lull*
Mana: 12
Components: V, S,
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: Concentration, up to 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes
As *lull*, except this spell affects undead only.
Material Component: A finger-sized piece of bone.

Resuscitate

Alteration
Level: Clr 10
Spell Line: *Reanimation*
Mana: 83
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Touch
Target: Willing dead creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No (target must be willing)
As *reanimation*, except this spell also restores 10% of the experience points lost as a result of dying.

Retribution

Evocation [Force, Magic]
Level: Clr 11
Spell Line: *Strike*
Mana: 40
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *strike*, except this spell deals (2d10+1)x10 points of magic damage.

Retribution of Al'Kabor

Evocation [Cold]
Level: Wiz 14
Spell Line: *Frost spiral of Al'Kabor*
Mana: 110
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Long (400 ft. + 40 ft./level)
Area: 40-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *frost spiral of Al'Kabor*, except range and area are increased and this spell deals (5d6+1)x10 points of cold damage.

Revive

Alteration
Level: Clr 8, Pal 5
Spell Line: *Reanimation*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Touch
Target: Willing dead creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No (target must be willing)
As *reanimation*, except this spell also restores 33% of the experience points lost as a result of dying.

Reviviscence

Alteration
Level: Clr 14
Spell Line: *Reanimation*
Mana: 100
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Touch
Target: Willing dead creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No (target must be willing)
As *reanimation*, except this awesome spell also restores 100% of the experience points lost as a result of dying. In addition, the target of the spell is considered *fatigued*, not *exhausted*, after its life is restored.

Riftwind's Protection

Alteration [Magic]
Level: Rng 4
Spell Line: *Riftwind's protection*
Mana: 7
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The target of this spell gains a damage shield (1) that works in conjunction with any other damage shield, though it works only outdoors in a natural environment. Whenever the target is struck by a foe, earth and stone spray from the ground and bruise the aggressor. In addition, the target receives a +2 bonus to Armor Class.

Ring of Butcher

Alteration [Teleportation]
Level: Dru 5
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the ancient druid's circle near the Butcher Block Mountains.

Ring of Cobalt Scar

Alteration [Teleportation]'
Level: Dru 9
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the dragon circle deep in the continent Velious in the region known as the Cobalt Scar.

Ring of Commons

Alteration [Teleportation]
Level: Dru 5
Spell Line: *Gate*
Mana: 25
Components: V, S

Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the ancient druid's circle in the West Commonlands.

Ring of Feerot

Alteration [Teleportation]
Level: Dru 6
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the ancient druid's circle within the dank Feerot.

Ring of Karana

Alteration [Teleportation]
Level: Dru 5
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the ancient druid's circle in the northern portion of the Plains of Karana.

Ring of Lavastorm

Alteration [Teleportation]
Level: Dru 6
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the ancient druid's circle within the Lavastorm Mountains.

Ring of Misty Thicket

Alteration [Teleportation]
Level: Dru 7
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the ancient druid's circle in the Misty Thicket, near the halfling town of Rivervale.

Ring of Ro

Alteration [Teleportation]
Level: Dru 6
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the ancient druid's circle in the southern reaches of the Ro Desert.

Ring of Steamfont

Alteration [Teleportation]
Level: Dru 6
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the ancient druid's circle within the Steamfont Mountains.

Ring of Surefall Glade

Alteration [Teleportation]
Level: Dru 5
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to a site nestled within Surefall Glade.

Ring of the Combines

Alteration [Teleportation]
Level: Dru 6
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the ancient druid's circle in a valley that is part of the Dreadlands of Kunark.

Ring of the Great Divide

Alteration [Teleportation]
Level: Dru 7
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the dragon circle in the heart of the Great Divide in Velious.

Ring of the Iceclad

Alteration [Teleportation]
Level: Dru 7
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the dragon circle situated in the Iceclad Ocean of Velious.

Ring of the Wakening Lands

Alteration [Teleportation]
Level: Dru 9
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round

Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the dragon circle in the Wakening Lands, near the home of the great dragon Wuoshi.

Ring of Toxxulia

Alteration [Teleportation]
Level: Dru 5
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the ancient druid's circle in the northern portion of the Toxxulia Forest.

Rising Dexterity

Alteration
Level: Shm 8
Spell Line: *Dextrous aura*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *dextrous aura*, except this spell grants a +6 buff bonus to Dexterity.

Riotous Health

Alteration
Level: Shm 13
Spell Line: *Spirit of bear*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of bear*, except this spell grants a +8 buff bonus to Constitution. In addition, while this spell is active, the target can sustain any activity for twice as long as normal before becoming *fatigued*.

Rod of Mystical Transvergence

Conjuration (Creation)
Level: Mag 13
Spell Line: *Modulating rod*
Mana: 67
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: One *rod of mystical transvergence*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
As *modulating rod*, except the *rod of mystical transvergence* is equivalent to a *+2 light mace*. It also holds 3 uses of improved mana conversion, which allows the caster to gain 35 mana for an expenditure of 50 hit points.

Ro Gate

Alteration [Teleport]
Level: Wiz 7
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the nearly buried pyramid in the northern part of the Ro Desert.

Root

Alteration [Magic]
Level: Clr 3, Enc 3, Nec 9, Pal 3, Shm 4, Wiz 2
Spell Line: *Root*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1d8 rounds (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes
This spell magically forces the target to remain in its current location. The target may continue to act normally, fighting or casting spells, for example, but it cannot take any move actions. The target may use a teleport spell, but once the teleportation has relocated him, the target will still be rooted in his new location. The *root* effect lasts for 1d8 rounds (this roll is made in secret by the GM), but each time the target is hit by a spell that causes instantaneous damage, such as *shock of fire*, it is allowed another Reflex save. Additional saves are not granted if the spells cause continual damage over more than 1 round, such as *winged death* or any "rain" spell.

Ro Portal

Alteration [Teleport]
Level: Wiz 10
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of her choice within range to the sand-swept pyramid in the northern reaches of the Ro Desert.

Ro's Fiery Sundering

Alteration [Fire]
Level: Dru 10
Spell Line: *Ro's fiery sundering*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 2 rounds/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
This spell imposes a –3 penalty to the target's Armor Class and decreases the target's ability to resist fire attacks. The target receives penalties as follows: fire saves –3 and fire resistance (–12). A resistance penalty can never reduce a target's resistance to less than (0).

Ro's Smoldering Disjunction

Alteration
Level: Dru 14
Spell Line: *Ro's fiery sundering*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will half
Spell Resistance: Yes
This spell combines the effects of the spells of its spell line into one. The target receives the following penalties: a –6 penalty to Armor Class, fire saves –6, fire resistance (–28) and an attack penalty of –6. In addition, the target sustains

(5d10)x2 fire damage. All of the penalties and the damage are halved with a successful Will save.

Rune I

Abjuration
Level: Enc 5
Spell Line: *Rune*
Mana: 8
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell grants the target a buff bonus of 6d6 temporary hit points. The target cannot heal lost temporary hit points. The spell ends at the conclusion of its duration or when all the temporary hit points have been removed due to damage. In addition, a target protected by an active spell of the *rune* line cannot be affected by spells of the *lifetap* spell line.

These buff temporary hit points do not stack with any other buff bonus hit points, such as those provided by spells of the *shieldskin* spell line.

Material Component: A cat's eye agate.

Rune II

Abjuration
Level: Enc 7
Spell Line: *Rune*
Mana: 14
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *rune I*, except this spell grants 7d10 temporary hit points.

Material Components: A bloodstone.

Rune III

Abjuration
Level: Enc 9
Spell Line: *Rune*
Mana: 25
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *rune I*, except this spell grants (6d10)x2 temporary hit points and has a longer duration.

Material Components: A jasper.

Rune IV

Abjuration
Level: Enc 11
Spell Line: *Rune*
Mana: 39
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *rune I*, except this spell grants (8d10+2)x2 temporary hit points and has a longer duration.

Material Components: A peridot.

Rune V

Abjuration
Level: Enc 13
Spell Line: *Rune*
Mana: 58
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 day (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *rune I*, except this spell grants (4d6+1)x10 temporary hit points and lasts one day.

Material Components: A peridot.

Sacred Word

Alteration [Magic]
Level: Clr 10
Spell Line: *Sacred word*
Mana: 20
Components: V
Casting Time: 1 action
Recast: 8 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: All creatures within a 15 ft. radius burst
Duration: 1 round
Saving Throw: Fortitude negates
Spell Resistance: Yes
The caster speaks a word of power and stuns creatures within 15 feet of a point she indicates. Foes and friends (caster included) within range must make a Fortitude save (made at a –2 divine penalty) or be stunned for the duration of the spell and sustain 5d10+2 magic damage. Stunned creatures can't act and lose any Dexterity bonuses to AC. Attackers gain a +2 bonus to attack them.

Sacrifice

Alteration
Level: Nec 13
Spell Line: *Sacrifice*
Mana: 20
Components: V, S, F
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Not well liked by good folk, this spell nevertheless can affect only a willing target, so there is little room for abuse by evil necromancers. This spell allows a necromancer to magically imbue an emerald with life force that is drawn from the willing victim. The emerald gains a sickly, dull-green glow, and those familiar with such objects will immediately recognize it as an essence emerald. These gems are highly prized among necromancers, as they serve as the material component in several high-level necromancer spells, including *convergence* and *infusion*.

Material Component: An emerald.

Sagar's Animation

Conjuration (Summoning)
Level: Enc 7
Spell Line: *Pendril's animation*
Mana: 22
Components: V, S, M
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No
As *Pendril's animation*, except the caster creates a type 7 animated sword and shield.

Material Components: 2 tiny daggers.

Sanctuary

Divination
Level: Clr 3
Spell Line: *Sentinel*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Area: Circle centered on caster's location, with a radius of 25 ft. + 5 ft./2 levels (see text)
Duration: 1 day
Saving Throw: None
Spell Resistance: No

As *sentinel*, except this spell alerts the caster only to undead who pass through the warded area. This spell also lasts a great deal longer than *sentinel*.

Sanity Warp

Evocation [Magic]
Level: Enc 5
Spell Line: *Chaotic feedback*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes
As *chaotic feedback*, except this spell deals 6d10 and its confusion effect lasts for 1d3 rounds.

Savage Spirit

Alteration
Level: Dru 11
Spell Line: *Feral spirit*
Mana: 17
Components: V, S
Casting Time: 1 full round
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *feral spirit*, except this spell grants a +8 buff bonus to Strength, a +3 bonus to Armor Class, and haste (8), which grants a +3 haste bonus to AC, alternating 1 or 2 extra attack actions every second round, and –1 weapon delay.

Scale of Wolf

Alteration
Level: Dru 8, Shm 7
Spell Line: *Spirit of wolf*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of the wolf*, except the target of this spell has its base speed increased by 66%. However, if the target either attacks or casts a spell, then *scale of wolf* immediately ends.

Scale Skin

Abjuration
Level: Bst 2, Shm 2
Spell Line: *Scale skin*
Mana: 4
Components: V, M
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
The target's skin acquires the protective qualities of tough snake skin. While under the influence of the spell, the target receives damage reduction 3/–.
Material Components: A snake scale

Scars of Sigil

Evocation [Fire]
Level: Mag 13
Spell Line: *Flame bolt*
Mana: 30
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *flame bolt*, except this spell deals (3d6+1)x10 points of fire damage.

Scent of Darkness

Alteration [Poison]
Level: Nec 10
Spell Line: *Scent of dusk*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *scent of dusk*, except the target suffers a –3 penalty on saves against disease, fire, and poison attacks, as well as disease, fire, and poison resistance (–10).

Scent of Dusk

Alteration [Poison]
Level: Nec 4
Spell Line: *Scent of dusk*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
The target suffers a –1 penalty to saves against attacks or effects with the [disease], [fire] or [poison] descriptors. In addition, the target is suffers a penalty of disease, fire, and poison resistance (–4). A resistance penalty can never reduce a target's resistance to less than (0).

Scent of Darkness

Alteration [Poison]
Level: Nec 7
Spell Line: *Scent of dusk*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *scent of dusk*, except the target suffers a –2 penalty on saves against disease, fire, and poison attacks, as well as disease, fire, and poison resistance (–8).

Scent of Terris

Alteration [Poison]
Level: Nec 13
Spell Line: *Scent of dusk*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *scent of dusk*, except the target suffers a –4 penalty on saves against disease, fire, and poison attacks, as well as disease, fire, and poison resistance (–14).

Scintillation

Evocation [Fire]
Level: Mag 13
Spell Line: *Fire flux*
Mana: 145
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Area: 15-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *fire flux*, except this spell has a greater area and deals (2d10+3)x10 points of fire damage.

Scirocco

Evocation [Fire]

Level: Mag 14
Spell Line: *Firestorm*
Mana: 66
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes

As *firestorm*, except waves of burning sand blast the affected area each round, dealing (4d6)x10 points of damage. Half of this damage is from impact and tearing sand, while the other half is heat and fire, so defenses that protect against only one of these resist only against half of the spell's damage.

Scoriae

Evocation [Fire]
Level: Dru 13
Spell Line: *Burst of flame*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *burst of flame*, except this spell deals (4d6+1)x10 points of fire damage.

Scourge

Conjuration [Disease]
Level: Nec 10, Shm 9
Spell Line: *Sicken*
Mana: 28
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 21 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

As *sicken*, except that the affected creature immediately takes 3d10 disease damage (Fort half), and takes an additional 1d10 disease damage(halved if the initial save was successful) each round thereafter, until the spell ends or is countered.

Screaming Terror

Alteration [Compulsion, Fear]
Level: Nec 7



Spell Line: *Mesmerize*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 3 rounds
Saving Throw: Will negates
Spell Resistance: Yes

This spell has a similar effect to that of *mesmerize*. The spell pulls the target's deepest fears from the recesses of its with sudden and overwhelming force. If the target fails a Will save (a normal save, not the more difficult one as per enchanter spells of this line), it is frozen with terror for 3 rounds. The target remains in its stupor until the spell expires, or until it takes damage as per *mesmerize*.

The mental shock of facing these fears means the target is not allowed a saving throw to forget recent events if the spell runs its entire course. However, only the most recent 1 round/level of the spellcaster is forgotten.

Note that unlike other spells of this line, *screaming terror* is considered a fear effect and not mind-affecting.

Scream of Death

Alteration [Magic]
Level: Shd 5
Spell Line: *Vampiric embrace*
Mana: 0
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

As *vampiric embrace*, except this effect has a Proc DC 19 and deals 1 point of damage/4 levels of the caster, which is then added to the caster's own hit point total.

Scream of Hate

Alteration
Level: Shd 2
Spell Line: *Despair*
Mana: 14
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

As *despair*, except this spell transfers the target's –1 attack penalty to the caster in the form of a +1 attack bonus. This bonus persists for the duration of the spell, even if the target dies.

Scream of Pain

Alteration
Level: Shd 4
Spell Line: *Scream of pain*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
The target suffers a –1 penalty to Armor Class, which is transferred to the caster in the form of a +1 bonus to Armor Class. This bonus persists for the duration of the spell, even if the target dies.

Sedulous Subversion

Alteration
Level: Nec 14
Spell Line: *Rapacious subversion*
Mana: 70 (see text)
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One spellcaster
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *rapacious subversion*, except the target gains 65 mana.

See Invisible

Divination
Level: Dru 4, Enc 3, Mag 5, Rng 5, Wiz 2
Spell Line: *See invisible*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)
This spell grants its target the ability to see invisible, astral, or ethereal creatures and objects. It does not reveal the method used to obtain invisibility, nor does it reveal illusions or allow the recipient to see through solid obstacles. Furthermore, it does not reveal creatures or objects that are hidden or otherwise out of sight as a result of normal concealment or stealth. Invisible objects are seen only to the extent of the target's natural vision given the prevailing light conditions — in a dark cave, a dark elf with *see invisible* active will be able to see invisible objects much more easily than a human using this spell.

Seeking Flame of Seukor

Evocation [Fire]
Level: Mag 15
Spell Line: *Flame bolt*
Mana: 53
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *flame bolt*, except this spell deals (3d10+4)x10 points of fire damage.

Sense Animal

Divination
Level: Bst 2, Dru 1, Shm 3
Spell Line: *Sense animal*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Area: Circle centered on caster, with a radius of 400 ft. + 40 ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
While casting this spell the caster spins slowly around, and in this way senses the first animal, beast, or monstrous vermin in whose direction he faces, at which time the spell ends. If there is no such creature within range, the spells ends without effect. As soon as the caster senses an animal he instinctively learns its species, but nothing else regarding it, such as the speed or direction in which it's traveling.

Sense Summoned

Divination
Level: Clr 4, Mag 2, Wiz 3
Spell Line: *Sense animal*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Area: Circle centered on caster, with a radius of 400 ft. + 40 ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *sense animal*, except the caster learns the direction and nature of the nearest summoned creature within range.

Sense the Dead

Divination
Level: Clr 3, Nec 2, Pal 2, Shd 1
Spell Line: *Sense animal*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Area: Circle centered on caster, with a radius of 400 ft. + 40 ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *sense animal*, except the caster learns the direction and nature of the nearest undead creature within range.

Sentinel

Divination
Level: Enc 3
Spell Line: *Sentinel*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Area: Circle centered on caster's location, with a radius of 25 ft. + 5 ft./2 levels (see text)
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
The spell establishes an alarmed circle of space radiating outward from the caster's location. The caster can move out of the area, while the circle remains fixed. The caster does not set off the alarm, and she may specify up to five other creatures who will not trigger it as well. Any other creature that passes through the alarmed area causes it to send the caster a mental image of the trespasser.

Sermon of the Righteous

Alteration [Magic]
Level: Clr 7
Spell Line: *Eternity's torment*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./2 levels)
Target: One undead
Duration: 16 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *eternity's torment*, except this spell deals 1d8 points of magic damage each round for 16 rounds.

Serpent Sight

Divination
Level: Bst 3, Enc 4, Shm 3
Spell Line: *Serpent sight*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)
Serpent sight grants infravision to the target.

Servant of Bones

Conjuration (Summoning)
Level: Nec 14
Spell Line: *Cavorting bones*
Mana: 88
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *cavorting bones*, except the caster summons a type 14 skeleton.

Material Components: 2 finger-sized pieces of bone.

Shackle of Bone

Alteration
Level: Nec 6
Spell Line: *Drowsy*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One undead
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
This spell imposes slow (3) on an undead target, causing it to suffer a –2 slow penalty to AC, the loss of 1 attack of opportunity every second round, and the inability to make full-round attack actions.

Shackle of Spirit

Alteration
Level: Nec 10
Spell Line: *Drowsy*
Mana: 29
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One undead
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
This spell imposes slow (4) on an undead target, causing it to suffer a –2 slow penalty to AC, the loss of 1 attack of opportunity every second round, the inability to make full-round attack actions, and the loss of 1 attack every third round.

Shade

Abjuration
Level: Enc 10
Spell Line: *Haze*
Mana: 15
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *obscure*, except this spell grants damage reduction 9/–.

Shadow

Abjuration
Level: Enc 12
Spell Line: *Haze*
Mana: 12
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *haze*, except tendrils of darkness swirl around the target's body and seem to move to intercept incoming attacks, granting damage reduction 10/–.

Shadowbond

Alteration
Level: Nec 13
Spell Line: *Dark empathy*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 4 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 4 rounds
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)
As *shadow compact*, except this spell transfers 30 hit points per round for 3 rounds.

Shadow Compact

Alteration
Level: Nec 6
Spell Line: *Dark empathy*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 4 rounds
Saving Throw: Fortitude (harmless)
Spell Resistance: Yes (harmless)
As *dark empathy*, except this spell transfers 5 hit points per round for 5 rounds, starting on the round in which the spell is cast. This transfer is possible no matter the distance between the caster and target, as long as the target was within range of the spell when it was cast. No target can be affected by more than one *pact of shadow* at a time.

Note that once this spell is cast it cannot be reversed, even if the target of the spell is killed or is otherwise unable to receive the hit points. Note too that the caster can die from the loss of hit points caused by this spell.

Shadow Sight

Divination
Level: Nec 7, Shd 6
Spell Line: *Serpent sight*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)
As *chill sight*.

Shadow Step

Alteration [Teleportation]
Level: Nec 3, Shd 3, Wiz 3
Spell Line: *Gate*
Mana: 2
Components: V, S, M
Casting Time: Free action
Recast: 1 round
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *fade*, except the distance teleported is (1d100)x5 feet.

Shadow Vortex

Alteration
Level: Shd 5
Spell Line: *Scream of pain*
Mana: 7
Components: V, S
Casting Time: 1 action

Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
This spell transfers a target's –2 penalty to Armor Class to the caster, who gains a +2 bonus to Armor Class.

Shalee's Animation

Conjuration (Summoning)
Level: Enc 5
Spell Line: *Pendril's animation*
Mana: 14
Components: V, S, M
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No
As *Pendril's animation*, except the caster creates a type 5 animated sword and shield.
Material Components: 2 tiny daggers.

Shallow Breath

Alteration [Magic]
Level: Enc 1
Spell Line: *Shallow breath*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 8 rounds
Saving Throw: See text
Spell Resistance: Yes
This spell constricts the target's throat, dealing 1d4 points of magic damage (Fort half). Further, the target suffers a –2 penalty to Strength and Dexterity for 8 rounds; if the initial Fortitude save is successful, then these penalties are not applied.

Share Wolf Form

Alteration
Level: Dru 10
Spell Line: *Wolf form*
Mana: 20
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No
As *wolf form*, except this spell transforms up to six willing targets into wolves.

Sharik's Replenishing

Alteration (Healing)
Level: Bst 1
Spell Line: *Minor healing*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals only the caster's pet, curing 4d6 hit points.

Sha's Advantage

Alteration
Level: Bst 12
Spell Line: *Drowsy*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
This spell imposes slow (4) on the target, causing it to suffer a –2 slow penalty to AC, the loss of 1 attack of opportunity every second round, the inability to make full-round attack actions, and the loss of 1 attack every third round.

Sha's Ferocity

Alteration
Level: Bst 12
Spell Line: *Yekan's quickening*
Mana: 58
Components: V, S
Casting Time: 1 full round
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: No
Spell Resistance: Yes (harmless)
As *Yekan's quickening*, except this spell grants a +13 bonus to Strength, a +10 natural armor bonus to AC, a +6 attack bonus, and haste (8), which grants a +3 haste bonus to AC, alternating 1 or 2 extra attack actions every second round, and –1 weapon delay.

Sha's Lethargy

Alteration
Level: Bst 7
Spell Line: *Drowsy*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
This spell imposes slow (3) on the target, causing it to suffer a –2 slow penalty to AC, the loss of 1 attack of opportunity every second round, and the inability to make full-round attack actions.

Sha's Restoration

Alteration (Healing)
Level: Bst 10
Spell Line: *Minor healing*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals only the caster's pet, curing (7d6+2)x10 hit points.

Shielding

Abjuration [Magic]
Level: Enc 5, Mag 5, Nec 5 , Wiz 5
Spell Line: *Minor shielding*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 10 minutes/level (D)
Saving Throw: None
As *minor shielding*, except this spell grants a +4 armor bonus to AC, a buff bonus of +12 hit points, magic resistance (6), and a +1 bonus on saves against magic attacks.

Shield of Barbs

Abjuration [Magic]
Level: Dru 5
Spell Line: *Shield of thistles*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2 minutes (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *shield of thistles*, except this spell grants damage shield (3).

Shield of Blades

Abjuration [Magic]
Level: Dru 14
Spell Line: *Shield of thistles*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *shield of thistles*, except this spell grants damage shield (38.

Shield of Brambles

Abjuration [Magic]
Level: Dru 8, Rng 6
Spell Line: *Shield of thistles*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 6 minutes (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *shield of thistles*, except this spell grants damage shield (4).

Shield of Fire

Abjuration [Fire]
Level: Mag 3
Spell Line: *Shield of fire*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
When this spell is cast, a roar of flames explodes upward around the target, then settles into a steady flicker. This resulting fiery aura lends the target a temporary affinity with fire that grants a buff bonus of +1 to saves against attacks with the [fire] descriptor and a bonus of fire resistance (4). It also grants the target damage shield (2). As other damage shields, the one granted by *shield of fire* is irresistible; only the fire save and fire resistance components of this spell use the [fire] descriptor.

Shield of Flame

Abjuration [Fire]
Level: Mag 6
Spell Line: *Shield of fire*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2 minutes (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *shield of fire*, except this spell grants a buff bonus of +1 on saves against attacks with the [fire] descriptor, as well as fire resistance (6) and damage shield (3).

Shield of Lava

Abjuration [Fire, see text]
Level: Mag 12
Spell Line: *Shield of fire*
Mana: 20
Components: V, S
Casting Time: 1 full round
Recast: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 5 minutes (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *shield of fire*, except this spell grants a buff bonus of +2 on saves against attacks with the [fire] descriptor, as well as fire resistance (10) and damage shield (6).

Shield of Spikes

Abjuration [Magic]
Level: Dru 10, Rng 11
Spell Line: *Shield of thistles*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 5 minutes (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *shield of thistles*, except this spell grants damage shield (5).

Shield of the Magi

Abjuration
Level: Enc 13, Mag 13, Nec 13, Wiz 13
Spell Line: *Minor shielding*
Mana: 50
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: None
As *minor shielding*, except this spell grants a +8 armor bonus to AC, a buff bonus of +60 hit points, magic resistance (10), and a +3 bonus on saves against magic attacks.

Shield of Thistles

Abjuration [Magic]
Level: Dru 3, Rng 4
Spell Line: *Shield of thistles*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2 minutes (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Waxy leaves and prickly thorns emerge from thin air and form a protective layer around the target. Any creature making a successful attack on the target with either its body or a hand-held weapon deals normal damage; however, it also takes 2 points of damage from the *shield of thistles*. Creatures that attack with a reach weapon, such as a longspear, avoid the *shield of thistles* and risk no damage from it.

Shield of Thorns

Abjuration [Magic]
Level: Dru 12
Spell Line: *Shield of thistles*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 5 minutes (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *shield of thistles*, except this spell grants damage shield (6).

Shield of Words

Abjuration
Level: Clr 12, Pal 12
Spell Line: *Holy armor*
Mana: 50
Components: V
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *holy armor*, except this spell grants damage reduction 16/–.

Shieldskin

Abjuration
Level: Nec 5, Shd 5, Wiz 5
Spell Line: *Shieldskin*
Mana: 7
Components: V, S, M
Casting Time: 1 action

Recast: Instant
Range: Personal
Target: Caster
Duration: 10 minutes/level (see text)
Saving Throw: None
Spell Resistance: Yes (harmless)
This spell bolsters the caster's ability to survive damage, granting a buff bonus of 6d6 hit points. Damage is taken from these temporary hit points first, and they cannot be healed.

A caster protected by an active spell of the *shieldskin* line cannot be affected by spells of the *lifetap* spell line.

The spell ends at the conclusion of its duration or when all the temporary hit points have been removed due to damage.

Material Components: A cat's eye agate.

Shifting Shield

Abjuration
Level: Bst 10, Shm 9
Spell Line: *Scale skin*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *scale skin*, except this spell produces a shielding aura of light that dances subtly around the target, granting damage reduction 9/–.

Shifting Sight

Divination
Level: Enc 6, Wiz 10
Spell Line: *Bind sight*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One living creature
Duration: Concentration (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *bind sight*, except this spell also grants the caster (not the host subject) infravision.

Shiftless Deeds

Alteration
Level: Enc 11
Spell Line: *Drowsy*
Mana: 33
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
The target suffers a slow (5) effect, which imposes a –3 slow penalty to AC, the loss of 1 attack of opportunity per round, the inability to make full-round attack actions, and the loss of 1 attack every third round.

Shock of Blades

Conjuration (Summoning) [Magic]
Level: Mag 3
Spell Line: *Shock of blades*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
The target of this spell is lacerated by a stream of magical shards that deal 3d8 points of magic slashing damage (Ref half) and, on a failed save, the target is also *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.)

Shock of Fiery Blades

Conjuration (Summoning) [Fire, Magic]
Level: Mag 15
Spell Line: *Shock of blades*
Mana: 56
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half (see text)
Spell Resistance: Yes
As *shock of blades*, except this spell conjures flaming shards that deal (3d6)x10 points of fire damage and (3d6)x10 points of magic damage. Thus, a creature immune to either fire or magic still takes half damage (or one-quarter with a successful Reflex save).

Shock of Fire

Evocation [Fire]
Level: Wiz 2
Spell Line: *Shock of fire*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A gout of flame erupts in any 5-foot square the caster chooses within range, doing 3d6 points of fire damage to any creature in that space.

Shock of Flame

Evocation [Fire]
Level: Mag 5
Spell Line: *Burn*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *burn*, except this spell deals 6d10 points of fire damage.

Shock of Frost

Evocation [Cold]
Level: Wiz 1
Spell Line: *Shock of frost*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A chilling shock of cold strikes one target within range, dealing 1d6 points of cold damage.

Shock of Ice

Evocation [Cold]
Level: Wiz 3
Spell Line: *Shock of frost*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of frost*, except this spell deals 3d10 points of cold damage.

Shock of Lightning

Evocation [Electricity]
Level: Wiz 4
Spell Line: *Shock of lightning*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)

Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A powerful blast of electrical energy surges around a target within range, dealing 5d10 points of electrical damage.

Shock of Poison

Conjuration (Summoning) [Poison]
Level: Nec 6
Spell Line: *Shock of poison*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
This vicious spell literally conjures poison inside the body of the target of the spell, dealing 9d10 points of poison damage.

Shock of Spikes

Conjuration (Summoning) [Magic]
Level: Mag 7
Spell Line: *Shock of blades*
Mana: 18
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of blades*, except this spell produces a stream of pointed magical spikes that deal (5d10)x2 points of magic piercing damage.

Shock of Steel

Conjuration (Summoning) [Magic]
Level: Mag 14
Spell Line: *Shock of blades*
Mana: 46
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of blades*, except the target takes (5d6)x10 points of magic slashing damage.

Shock of Swords

Conjuration (Summoning) [Magic]
Level: Mag 11
Spell Line: *Shock of blades*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of blades*, except this spell has a slightly longer casting time but deals (2d10+3)x10 points of magic slashing damage.

Shock of the Tainted

Conjuration (Summoning) [Poison]
Level: Shm 9
Spell Line: *Shock of poison*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *shock of poison*, except the target takes 12d10 points of poison damage.

Shock Spiral of Al'Kabor

Evocation [Electricity]
Level: Wiz 8
Spell Line: *Frost spiral of Al'Kabor*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: 25-ft. radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *frost spiral of Al'Kabor*, except this spell creates a spiral of electricity that deals 7d10 points of electrical damage.

Shrink

Alteration
Level: Bst 3, Shm 7
Spell Line: *Shrink*
Mana: 8
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Touch
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes
This spell allows the caster to reduce the size of a target by one category (e.g., Large to Medium-size). No target may be reduced to smaller than Tiny size, and each casting of the spell only reduces the target by only one size category. The saves against this spell may be treated as (harmless) for willing subjects. If the spell is to be used against an unwilling target, then a touch attack is required.

Shroud of Death

Alteration [Magic]
Level: Shd 10
Spell Line: *Vampiric embrace*
Mana: 0
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No
As *vampiric embrace*, except this effect has a Proc DC 19 and deals 1 point of damage/2 levels of the caster, which is then added to the caster's own hit point total.

Shroud of Hate

Alteration
Level: Shd 5
Spell Line: *Despair*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
As *scream of hate*, except the target's –2 attack penalty grants the caster a +2 attack bonus.

Shroud of Pain

Alteration
Level: Shd 7
Spell Line: *Scream of pain*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
As *scream of pain*, except the target's –3 AC penalty grants the caster a +3 bonus to AC.

Shroud of the Spirits

Abjuration
Level: Shm 13

Spell Line: *Scale skin*
Mana: 33
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *scale skin*, except this spell has greater range and the target receives damage reduction 14/–.

Sicken

Conjuration [Disease]
Level: Bst 2, Shm 2
Spell Line: *Sicken*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 21 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes
The target of this spell is weakened by a virulent disease that slowly eats away at the flesh. The target takes 1d10 points of disease damage immediately, and an additional 1 point of disease damage each round thereafter, until the spell ends or is dispelled.

Sight

Divination
Level: Wiz 6
Spell Line: *Glimpse*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 1 minute/level (D)
Saving Throw: None (harmless)
Spell Resistance: No
As *glimpse*, except this spell has a longer duration and grants the caster infravision, and the caster can see one location up to 500 feet away. Further, this spell grants a +4 circumstance bonus on Spot checks made within 100 feet of the caster.

Sight Graft

Divination
Level: Nec 4
Spell Line: *Bind sight*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Long (400 ft. + 40 ft./level)
Target: Caster's pet
Duration: Concentration (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *bind sight*, except this spell allows the caster to see through the eyes of his undead pet.

Siphon Life

Alteration [Magic]
Level: Nec 6, Shd 7
Spell Line: *Lifetap*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *lifetap*, except this spells deals 8d6 points of magic damage and transfers that amount to the caster.

Siphon Strength

Alteration
Level: Nec 1, Shd 1
Spell Line: *Siphon strength*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 6 minutes
Saving Throw: Fortitude negates
Spell Resistance: Yes
This spell magically weakens the target and gives some of his strength to the caster. The target suffers a –3 buff penalty to Strength, and the caster gains a +3 buff bonus to Strength. The spell cannot reduce the target to a Strength of less than 1; if it would do so, the caster can gain only as many points of Strength as the target loses.

Sisna's Animation

Conjuration (Summoning)
Level: Enc 6
Spell Line: *Pendril's animation*
Mana: 18
Components: V, S, M
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *Pendril's animation*, except the caster creates a type 6 animated sword and shield.
Material Components: 2 tiny daggers.

Skin Like Diamond

Abjuration
Level: Dru 10, Rng 9
Spell Line: *Skin like wood*
Mana: 33
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *skin like wood*, except this spell grants a +3 divine bonus to AC and a divine bonus of +50 hit points.

Skin Like Nature

Abjuration
Level: Dru 12, Rng 12
Spell Line: *Skin like wood*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *skin like wood*, except this spell grants a +3 divine bonus to AC and a divine bonus of +60 hit points. In addition, the target regains lost hit points at the rate of 1 hit point every 2 minutes.

Skin Like Rock

Abjuration
Level: Dru 4, Rng 3
Spell Line: *Skin like wood*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *skin like wood*, except this spell grants a +2 divine bonus to AC and a divine bonus of +18 hit points.

Skin Like Steel

Abjuration
Level: Dru 7, Rng 5
Spell Line: *Skin like wood*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature

Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *skin like wood*, except this spell grants a +2 divine bonus to AC and a divine bonus of +26 hit points.

Skin Like Wood

Abjuration
Level: Dru 1, Rng 1
Spell Line: *Skin like wood*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Wherever exposed, the target's skin appears to harden and crack, thickening, darkening, and drying, taking on the sturdiness of wood while maintaining the flexibility of flesh. This grants a +1 divine bonus to AC and a divine bonus of +3 hit points.

Skin of the Shadow

Alteration
Level: Nec 14
Spell Line: *Glimpse* and *invisibility*
Mana: 14
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: (see text) (D)
Saving Throw: None
Spell Resistance: No
As *glimpse*, except this spell has a longer duration, and the caster can see space up to 200 feet away as if it were only 5 feet away or less. This spell grants a +2 circumstance bonus to Spot checks for rolls to detect something more than 50 feet away from the caster. The caster also gains ultravision. Finally, the caster gains the benefit of *invisibility*, which, if broken, means all the benefits of the spell are lost.

When the spell is cast, the GM secretly determines its duration based on the chart below:

d4 Result	Duration
1	1d10 rounds
2	1d10 minutes
3	(1d6)x10 minutes
4	1d8 hours

Smite

Evocation [Force, Magic]
Level: Clr 5
Spell Line: *Strike*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *strike*, except this spell deals 5d10 points of magic damage.

Snare

Alteration [Magic]
Level: Dru 1, Rng 1
Spell Line: *Snare*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 15 rounds
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes
This spell magically hampers the target, reducing his speed to half normal. This spell and others in the *snare* spell line are especially difficult to resist, with a Reflex save DC of 10 + spell level + (the caster's key spellcasting ability modifier x3).

Soothe

Alteration [Magic, Mind-Affecting]
Level: Clr 3, Enc 3, Pal 4
Spell Line: *Lull*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2 minutes
Saving Throw: Will negates
Spell Resistance: Yes
As *lull*, except that the target suffers a penalty to the Will save equal to the caster's Charisma modifier.

Sound of Force

Evocation [Force, Magic]
Level: Clr 12
Spell Line: *Stun*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: 4 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes
As *stun*, except this spell deals (5d10+2)x2 points of magic damage, and, if the save is failed, the target is stunned for 1d2 rounds.

Spear of Warding

Conjuration (Summoning)
Level: Mag 6
Spell Line: *Staff of tracing*
Mana: 12
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1 *spear of warding*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a *spear of warding*, a magic bronze shortspear that, while held, also grants its wielder a +1 bonus on saves against effects with the [cold] or [fire] descriptors, as well as a bonus of cold resistance (2) and fire resistance (2). The spear is treated as +1 magic weapon for the purpose of determining its effects on creatures with damage reduction, although the spear does not actually grant a bonus to the wielder's attack or damage rolls.

As a created item, the *spear of warding* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Speed of the Brood

Alteration
Level: Enc 15
Spell Line: *Augmentation*
Mana: 93
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *augmentation*, except this grants up to six targets haste (7), a +7 bonus to Dexterity, and a +6 insight bonus to Armor Class, and each target is instantly healed of all subdual damage at the beginning of every round.

Sphere of Light

Conjuration (Summoning) [Light]
Level: Wiz 1
Spell Line: *Sphere of light*
Mana: 2
Components: V, S, M
Casting Time: 1 action
Recast: 1 round
Range: 5 feet
Effect: 20-ft.-radius light
Duration: Up to 12 hours
Saving Throw: None
Spell Resistance: No

The caster summons a fist-sized globe of dweomer-glow that casts light out to a 20-foot radius. The globe will never stray farther from the caster than 5 feet, but within that area, the caster can direct the globe's location. The globe does not shed light in an area of magical darkness and it disappears when the sun next rises or sets.

Spikecoat

Abjuration [Magic]
Level: Dru 10, Rng 6
Spell Line: *Thistlecoat*
Mana: 18
Components: V
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *thistlecoat*, except this spell grants +4 AC and damage shield (1).

Spirit Armor

Abjuration
Level: Clr 5, Nec 5, Pal 4
Spell Line: *Holy armor*
Mana: 12
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *holy armor*, except this spell grants damage reduction 7/–.

Spirit of Bear

Alteration
Level: Bst 3, Shm 3
Spell Line: *Spirit of bear*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This spell grants the target a +4 buff bonus to Constitution.

Spirit of Bih'Li

Alteration
Level: Shm 10
Spell Line: *Spirit of wolf*
Mana: 20
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of wolf*, except this spell affects up to six targets. In addition, all the targets of the spell gain a +2 bonus on attack rolls because of the feral instincts the spell grants them.

Spirit of Blizzard

Alteration [Cold]
Level: Bst 3
Spell Line: *Spirit of lightning*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 10 minutes/level
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of lightning*, except this effect deals 4d6 points of cold damage.

Spirit of Cat

Alteration
Level: Shm 5
Spell Line: *Feet like cat*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *feet like cat*, except this spell grants +2 bonuses.

Spirit of Cheetah

Alteration
Level: Dru 6, Shm 6
Spell Line: *Spirit of cheetah*
Mana: 3
Components: V, S
Casting Time: Free action
Recast: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 8 rounds
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
An excellent short-term escape spell that may be cast as a free action, *spirit of cheetah* doubles the caster's movement rate for 8 rounds. However, this spell is taxing to the caster's physical well-being, and thus has a recast time of 10 minutes.

Spirit of Eagle

Alteration
Level: Dru 13
Spell Lines: *Levitate* and *spirit of wolf*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This spell grants the target the ability to fly at 160% of its base ground speed (e.g., a human druid who can run 120 feet in 1 round could now fly 192 feet in that same time). The target may not carry more than its maximum load while flying, and it has good maneuverability while in the air. Flying does not require concentration, so the creature may attack or otherwise take actions normally. Also, flying upwards is done at one-half the normal flight speed, and diving can be done at twice the normal speed (e.g., the human druid above could ascend at 96 feet per round or dive a distance of 384 feet in 1 round, although this kind of flight speed is sustainable only in short bursts, of course).

In addition, the target of this spell gains the effects of the spells *see invisible* and *ultravision*.

A creature under the effects of *spirit of eagle* does sense when the spell is about to end. It begins to feel heavier and sluggish about 1 minute prior to the end of the duration. If the target has not landed before the end of the spell's duration, it will fall from its current height.

Note that as this spell is part of two spell lines, it will supersede other spells from either or both of these lines. For instance, it is not possible to cast *levitate* on a creature while it currently has *spirit of eagle* in effect.

Spirit of Herikol

Alteration
Level: Bst 4
Spell Line: *Spirit of Sharik*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 day
Saving Throw: No
Spell Resistance: Yes (harmless)

As *spirit of sharik*, except this spell transforms the warder into a type 5 warder.

Spirit of Inferno

Alteration [Fire]
Level: Bst 4
Spell Line: *Spirit of lightning*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 10 minutes/level
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of lightning*, except this effect deals 4d6 points of fire damage.

Spirit of Kahliz

Alteration
Level: Bst 2
Spell Line: *Spirit of Sharik*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 day
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of Sharik*, except this spell transforms the warder into a type 3 warder.

Spirit of Kashek

Alteration
Level: Bst 6
Spell Line: *Spirit of Sharik*
Mana: 42
Components: V, S
Casting Time: 2 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 day
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of Sharik*, except this spell transforms the warder into a type 7 warder.

Spirit of Kati Sha

Alteration
Level: Bst 12
Spell Line: *Spirit of Sharik*
Mana: 75
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 day
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of Sharik*, except this spell transforms the warder into a type 11 warder.

Spirit of Keshuval

Alteration
Level: Bst 3
Spell Line: *Spirit of Sharik*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 day
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of Sharik*, except this spell transforms the warder into a type 4 warder.

Spirit of Khurenz

Alteration
Level: Bst 11
Spell Line: *Spirit of Sharik*
Mana: 67
Components: V, S
Casting Time: 2 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 day
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of Sharik*, except this spell transforms the warder into a type 10 warder.

Spirit of Lightning

Alteration [Electricity]
Level: Bst 2
Spell Line: *Spirit of lightning*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 10 minutes/level
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of lightning*, except this effect deals 4d6 points of electrical damage.

Spirit of Monkey

Alteration
Level: Bst 5, Shm 6
Spell Line: *Dextrous aura*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *dextrous aura*, except this spell grants a +5 buff bonus to Dexterity.

Spirit of Oak

Alteration
Level: Dru 15
Spell Line: *Treeform*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No
As *treeform*, except the caster is able to determine the kind and size (from Tiny to Huge) of tree she becomes. Also, the rate of hit point recovery is now equivalent to fast healing (1), and the caster also recovers mana at an accelerated rate: 2 mana every 5 minutes.

Spirit of Omakin

Alteration
Level: Bst 8
Spell Line: *Spirit of Sharik*
Mana: 50
Components: V, S
Casting Time: 2 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 day
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of Sharik*, except this spell transforms the warder into a type 8 warder.

Spirit of Ox

Alteration
Level: Bst 5, Shm 7
Spell Line: *Spirit of bear*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of bear*, except this spell grants a +6 buff bonus to Constitution.

Spirit of Scale

Alteration
Level: Dru 13, Shm 13
Spell Line: *Spirit of wolf*

Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *scale of wolf*, except this spell affects up to six targets. If any target either attacks or casts a spell, then *spirit of scale* immediately ends, but only for that target. Others affected by the spell continue to benefit from the speed increase until the spell ends or they too attack or cast.

Spirit of Scorpion

Alteration [Poison]
Level: Bst 5
Spell Line: *Spirit of lightning*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 10 minutes/level
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of lightning*, except this effect deals 4d10 points of poison damage.

Spirit of Sharik

Alteration
Level: Bst 1
Spell Line: *Spirit of Sharik*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 day
Saving Throw: No
Spell Resistance: Yes (harmless)
A beastlord may cast this spell only upon the animal that has befriended him and become his warder — his lifelong animal companion. Due to the mystical bond between the two, the beastlord is able to add great power to the animal. The spell transforms a normal type 1 warder into a type 2 warder. See *EverQuest: Monsters of Norrath* for details on warder types.

Spirit of Snake

Alteration
Level: Shm 4
Spell Line: *Spirit of snake*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This spell grants the target a +4 buff bonus to Charisma.

Spirit of the Howler

Conjuration (Summoning)
Level: Shm 14
Spell Line: *Companion spirit*
Mana: 108
Components: V, S
Casting Time: 2 full rounds
Recast: 4 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *companion spirit*, except the caster summons a type 5 spirit wolf.

Spirit of the Storm

Alteration [Fire]
Level: Bst 9
Spell Line: *Spirit of lightning*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 10 minutes/level
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of lightning*, except this effect deals 5d10 points of fire damage. In addition, the pet receives a further bonus of +10 to its Taunt check because of the power of this spell.

Spirit of Vermin

Alteration [Disease]
Level: Bst 6
Spell Line: *Spirit of lightning*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 10 minutes/level
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of lightning*, except this effect deals 4d10 points of disease damage.

Spirit of Wind

Alteration [Force, Magic]
Level: Bst 7
Spell Line: *Spirit of lightning*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 10 minutes/level
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of lightning*, except this effect deals 4d10 points of magic damage and does not taunt the opponent; instead, the being hit must also roll a Fortitude save (DC 10 + beastlord's caster level) or be *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.)

Spirit of Wolf

Alteration
Level: Bst 4, Dru 4, Rng 4, Shm 3
Spell Line: *Spirit of wolf*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The target of the spell has its base speed increased by 50%.

Spirit of Yekan

Alteration
Level: Bst 5
Spell Line: *Spirit of Sharik*
Mana: 33
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 day
Saving Throw: No
Spell Resistance: Yes (harmless)
As *spirit of Sharik*, except this spell transforms the warder into a type 6 warder.

Spirit of Zehkes

Alteration
Level: Bst 10
Spell Line: *Spirit of Sharik*
Mana: 58
Components: V, S
Casting Time: 2 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 day
Saving Throw: No
Spell Resistance: Yes (harmless)

As *spirit of Sharik*, except this spell transforms the warder into a type 9 warder.

Spirit Pouch

Conjuration (Summoning)
Level: Shm 2
Spell Line: *Spirit pouch*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Effect: 1 pouch
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell creates a magic pouch with an extradimensional space inside equivalent in size to a small bag. Items placed inside a *spirit pouch* become effectively weightless.

The container disappears after 24 hours, as does everything inside of it at the time. Its temporary nature is apparent to anyone who looks at it.

Spirit Quickening

Alteration
Level: Shm 12
Spell Line: *Spirit quickening*
Mana: 8
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: No
Spell Resistance: Yes (harmless)

A shaman may cast this spell only on his wolf spirit pet. For the duration of the spell, the pet gains the following: a +6 bonus to Strength, a +3 bonus to Armor Class, and haste (3), which grants a +1 haste bonus to AC, 1 extra attack action every third round, and –1 weapon delay.

Spirit Sight

Abjuration
Level: Bst 4, Shm 3
Spell Line: *See invisible*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

As *see invisible*, except this spell also allows the target to discern the presence of spirits and ghosts even if they are insubstantial or hiding, such as inside a bottle or even in solid objects such as walls.

Spirit Strength

Alteration
Level: Bst 4, Shm 6
Spell Line: *Strengthen*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels) radius
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *strengthen*, except this spell grants a +4 buff bonus to Strength.

Spirit Strike

Evocation [Cold]
Level: Shm 4
Spell Line: *Frost rift*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *frost rift*, except this spell deals 5d10 points of cold damage.

Spirit Tap

Alteration [Magic]
Level: Nec 8, Shd 10
Spell Line: *Lifetap*
Mana: 24
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

As *lifetap*, except this spells deals 8d10 points of magic damage and transfers that amount to the caster.

Spiritual Purity

Alteration
Level: Bst 11
Spell Line: *Breeze*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *breeze*, except the target recovers an additional 1 mana every 2 minutes.

Spiritual Strength

Alteration
Level: Bst 12
Spell Line: *Harnessing of spirit*
Mana: 71
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *harnessing of spirit*, except the target gains a +10 buff bonus to Strength, a +8 buff bonus to Dexterity, and a buff bonus of +63 temporary hit points.

Splurt

Alteration [Magic]
Level: Nec 13
Spell Line: *Splurt*
Mana: 40
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 16 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

This spell sends necromantic energies surging uncontrollably through the target, inflicting a random but generally increasing amount of magic damage upon the target. Moving out of range does not help — once the spell has taken effect, its progress can be stopped only by dispelling or similar means. The target takes 1d4 points of magic damage in the round the spell is cast, but the damage escalates every round as shown on the following chart:

Round	Magic Damage
1	1d4
2	1d6
3	1d8
4	1d10
5	1d12
6	1d20
7	2d12
8	3d10
9	4d8
10	4d10

11	6d8
12	5d10
13	6d10
14	7d10
15	8d10
16	10d10

An initial Fortitude save halves the damage suffered during each subsequent round of the spell's duration.

Spook the Dead

Alteration [Compulsion, Fear]
Level: Clr 1, Nec 4, Pal 1, Shd 3
Spell Line: *Fear*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: 1d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes
As the spell *fear*, but this spell affects only undead.

Staff of Runes

Conjuration (Creation)
Level: Mag 7
Spell Line: *Staff of tracing*
Mana: 10
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 *staff of runes*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a *staff of runes*, a *+1 quarterstaff* that also holds one charge of *cancel magic*, which the wielder may activate with a command word (use the caster's level for roll determining the effectiveness of the *cancel magic*).

As a created item, the *staff of runes* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Staff of Symbols

Conjuration (Creation)
Level: Mag 9
Spell Line: *Staff of tracing*
Mana: 13
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 *staff of symbols*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a *staff of symbols*, a *+1 quarterstaff* that also holds 4 charges of *see invisible*, which the wielder may activate with a command word.

As a created item, the *staff of symbols* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Staff of Tracing

Conjuration (Creation)
Level: Mag 3
Spell Line: *Staff of tracing*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Effect: 1 *staff of tracing*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a *staff of tracing*, a magic quarterstaff that is treated as a +1 magic weapon for the purpose of determining its effects on creatures with damage reduction, although the staff does not actually grant a bonus to the wielder's attack or damage rolls. Further, the staff may, at the wielder's command word (a standard action that provokes no attacks of opportunity), confer on its wielder a temporary +2 buff bonus to Constitution, which lasts for 1 minute. This ability can be used twice during the staff's 24-hour duration. The *staff of tracing* may be given to another to wield.

As a created item, the *staff of tracing* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Staff of Warding

Conjuration (Creation)
Level: Mag 5
Spell Line: *Staff of tracing*
Mana: 7
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 *staff of warding*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a *staff of warding*, a magic quarterstaff that holds 5 charges of the *gaze* spell, which the wielder may activate with a command word.

As a created item, the *staff of warding* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Stamina

Alteration
Level: Shm 11
Spell Line: *Spirit of bear*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of bear*, except this spell grants a +7 buff bonus to Constitution.

Starfire

Evocation [Fire]
Level: Dru 12
Spell Line: *Burst of flame*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *burst of flame*, except this spell has a longer casting time and deals (4d6)x10 points of fire damage.

Starshine

Conjuration (Summoning) [Light]
Level: Dru 3
Spell Line: *Summon wisp*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 24 hours (D)
A brightly glowing ball of light forms in the caster's hand and hovers against the caster for the spell's duration. The illumination produced is as bright as daylight extending in a 60-foot radius.

The spell can only be cast outdoors, but the globe of light continues to function indoors and underground once summoned.

Steelskin

Abjuration
Level: Nec 9, Shd 10, Wiz 9
Spell Line: *Shieldskin*
Mana: 25
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes/level (see text)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *shieldskin*, except this spell grants a buff bonus of (6d10)x2 temporary hit points.
Material Components: A jasper.



Stinging Swarm

Conjuration (Summoning) [Magic]
Level: Dru 4, Rng 4
Spell Line: *Stinging swarm*
Mana: 11
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 11 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
This spell calls forth a swarm of what appear to be stinging insects that envelops and harasses an opponent. These insects are really magical wisps of energy that inflict 1d6 points of magic damage on the target immediately (Ref half), and then an additional 1d6 points of magic damage (1d3 if the initial save was successful) each round for the next 10 rounds.

Storm Strength

Alteration
Level: Dru 11, Rng 9
Spell Line: *Strengthen*
Mana: 14
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *strength of earth*, except this spell grants a +9 buff bonus to Strength if the target is in contact with the earth and outdoors; otherwise, it grants a +4 buff bonus to Strength.

Strength

Alteration
Level: Shm 12
Spell Line: *Strengthen*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *strengthen*, except this spell grants a +10 buff bonus to Strength.

Strengthen

Alteration
Level: Bst 2, Enc 1, Shm 1
Spell Line: *Strengthen*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The target of this spell gains a +3 buff bonus to Strength.

Strengthen Death

Alteration
Level: Shd 4
Spell Line: *Focus death*
Mana: 6
Components: V, S
Casting Time: 1 full round
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *focus death*, except this spell grants haste (3), which provides +1 haste bonus to AC, 1 extra attack action every third round, and –1 weapon delay, as well as a +2 buff bonus to Strength and a +1 deflection bonus to Armor Class.

Strength of Earth

Alteration
Level: Dru 3, Rng 4
Spell Line: *Strengthen*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *strengthen*, except the buff bonus to Strength granted by this spell is dependent upon the location of the target. Whenever the target is both in contact with the earth *and* outdoors, he gains a +5 buff bonus to Strength. Otherwise, the he gains only a +3 buff bonus to Strength. The target's Strength can fluctuate based on his location throughout the duration of the spell.

Strength of Nature

Abjuration
Level: Rng 7
Spell Line: *Firefist*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *firefist*, except this is a spell may target another creature, granting a +3 attack bonus and 18 bonus hit points.

Strength of Stone

Alteration
Level: Bst 9, Dru 9
Spell Line: *Strengthen*
Mana: 11
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *strength of earth*, except this spell grants a +7 buff bonus to Strength if the target is in contact with the earth and outdoors; otherwise, it grants a +3 buff bonus to Strength.

Strike

Evocation [Force, Magic]
Level: Clr 1
Spell Line: *Strike*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
A blast of magical force strikes a single target within range, dealing 1d8 points of magic damage.

Strip Enchantment

Abjuration
Level: Enc 7
Spell Line: *Taper enchantment*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1d4 rounds
Saving Throw: None
Spell Resistance: No
As *taper enchantment*, except any new spells of the school selected by the caster that are cast upon the target during the duration of the spell will also be subject to dispel checks. In addition, the maximum caster level modifier for dispel checks is +20 for this spell.

Finally, *strip enchantment* itself can be dispelled prior to the end of its duration. If it is canceled, then any spells that it has already affected remain cancelled. However, dispelling it will allow new spells of the affected school to be cast upon the target without those spells also becoming subject to dispel checks.

Stun

Evocation [Force, Magic]
Level: Clr 2, Pal 4
Spell Line: *Stun*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Fortitude negates
Spell Resistance: Yes
This spell shocks the system of the target creature, causing it to become *stunned* for 1 round. Stunned creatures take no actions and lose their Dexterity bonus to AC (if any). Foes gain a +2 bonus to hit a stunned opponent.

Stun Command

Evocation
Level: Clr 14
Spell Line: *Stun command*
Mana: 25
Components: V
Casting Time: 1 action
Recast: 8 rounds
Range: Personal
Area: 15-ft. radius spread
Duration: 2 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes
The caster speaks a powerful imprecation that stuns all within a 15-foot radius. All creatures within the area (caster included) must make a Fortitude save, with a –6 divine penalty to the save, or be *stunned* for 2 rounds.

Stunned creatures can't act and lose any positive Dexterity modifiers to AC. Attackers gain a +2 bonus to attack a stunned creature.

Succession of Shadows

Alteration [Magic]
Level: Nec 13
Spell Line: *Scream of pain*
Mana: 58
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will half
Spell Resistance: Yes
This spell imposes a –3 penalty to Armor Class on an initial target, and then each of up to six secondary targets gains a +3 bonus to Armor Class. A successful Will save means the target suffers only a –1 penalty, which results in only a +1 AC bonus for the secondary target(s).

Succor

Alteration [Teleportation]
Level: Dru 14
Spell Line: *Egress*
Mana: 50
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
As *egress*, except this spell transports up to six targets.

Succor: Butcher

Alteration [Teleportation]
Level: Dru 9
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
This relatively quick spell is an excellent means of saving lives, allowing the caster to simultaneously teleport a number of creatures to safety. A druid may teleport up to six willing creatures to the druid ring in the Butcher Block Mountains.

Succor: East

Alteration [Teleportation]
Level: Dru 8
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
This relatively quick spell is an excellent means of saving lives, allowing the caster to simultaneously teleport a number of creatures to safety. A druid may teleport up to six willing creatures to the druid ring in the eastern portion of the Plains of Karana.

Succor: Lava

Alteration [Teleportation]
Level: Dru 10
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
This relatively quick spell is an excellent means of saving lives, allowing the caster to simultaneously teleport a number of creatures to safety. A druid may teleport up to six willing creatures to the druid ring in the Lavastorm Mountains.

Succor: North

Alteration [Teleportation]
Level: Dru 12
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
This relatively quick spell is an excellent means of saving lives, allowing the caster to simultaneously teleport a number of creatures to safety. A druid may teleport up to six willing creatures to the druid ring in the northern Plains of Karana.

Succor: Ro

Alteration [Teleportation]
Level: Dru 10
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
This relatively quick spell is an excellent means of saving lives, allowing the caster to simultaneously teleport a number of creatures to safety. A druid may teleport up to six willing creatures to the druid ring in the southern portion of the Ro Desert.

Suffocate

Alteration [Magic]
Level: Enc 8
Spell Line: *Shallow breath*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 11 rounds
Saving Throw: Fortitude half and negates
Spell Resistance: Yes
As *shallow breath*, except this spell deals 4d10 points of magic damage immediately (Fort half), and an additional 1d10 points of magic damage each round (halved if the initial Fort save was successful) for the duration of the spell. The initial Fortitude save will also negate the additional effects of the spell: a –5 penalty to Strength and Dexterity.

Suffocating Sphere

Alteration [Magic]
Level: Enc 2
Spell Line: *Shallow breath*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 4 rounds
Saving Throw: Fortitude half and negates
Spell Resistance: Yes
As *shallow breath*, except this spell deals 1d8 points of magic damage immediately (Fort half), and an additional 1d8 points of magic damage each round (halved if the initial Fort save was successful) for the duration of the spell. The initial Fortitude save will also negate the additional effects of the spell: a –2 penalty to Strength and Dexterity.

Summon Arrows

Conjuration (Creation)
Level: Mag 6
Spell Line: *Summon arrows*
Mana: 5
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 20 arrows
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates 20 arrows. The arrows can be for a longbow or shortbow, as the caster decides, but all the created arrows are of the same type. The arrows are treated as +1 magic weapons for the purpose of determining their effects on creatures with damage reduction, although the arrows do not actually grant a bonus to the archer's attack or damage rolls.

As created items, the arrows vanish after 24 hours. Their temporary nature is apparent to anyone who looks at them.

Summon Bandages

Conjuration (Creation)

Level: Mag 2
Spell Line: *Summon bandages*
Mana: 2
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1 bandage + 1 bandage/level
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell creates bandages that can be used to bind wounds. The caster can create one bandage plus one additional bandage per caster level. The bandages appear in the caster's hand.

Unused bandages degrade after 24 hours. Their temporary nature is apparent to anyone who looks at them. However, wounds that have been treated with created bandages do not reopen.

Summon Coldstone

Conjuration (Creation)
Level: Mag 8
Spell Line: *Summon heatstone*
Mana: 12
Components: V, S
Casting Time: 2 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1 *coldstone*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

As *heatstone*, except the *coldstone* casts a dim blue light and grants its possessor ultravision to a range of 120 feet rather than infravision. The light shed by the *coldstone* is equivalent to that of a candle (5-foot-radius illumination). The magician may give a *coldstone* to another creature.

Summon Companion

Conjuration (Summoning)
Level: Bst 5, Enc 11, Mag 10, Nec 11, Shd 8, Shm 11
Spell Line: *Summon companion*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Up to 4 miles
Target: 1 summoned companion
Duration: Instantaneous
Saving Throw: None (harmless)
Spell Resistance: No (harmless)

This spell calls the caster's summoned companion ("pet") to the caster's side from any current location within range. The pet cannot be in combat or in pursuit of an enemy at the time; it must be calm to be able to respond to the magical summons. The summoned pet appears beside the caster and returns to its default orders.

Summon Corpse

Conjuration (Summoning)
Level: Nec 10, Shd 7
Spell Line: *Lesser summon corpse*
Mana: 117
Components: V, S, M
Casting Time: 1 action
Recast: 2 rounds
Range: Up to 4 miles
Effect: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As *lesser summon corpse*, except this spell has a greater range and the creature can have died within a number of years past equal to the caster's level.

Summon Dagger

Conjuration (Creation)
Level: Mag 1
Spell Line: *Summon dagger*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 1 dagger
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell creates a magic dagger that is treated as a +1 magic weapon for the purpose of determining its effects on creatures with damage reduction, although the staff does not actually grant a bonus to the wielder's attack or damage rolls. The dagger may be given to another to wield.

As a created item, the dagger vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Summon Dead

Conjuration (Summoning)
Level: Nec 8, Shd 7
Spell Line: *Cavorting bones*
Mana: 48
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

As *cavorting bones*, except the caster summons a type 8 skeleton.

Material Components: 2 finger-sized pieces of bone.

Summon Drink

Conjuration (Creation)
Level: Bst 3, Clr 2, Dru 4, Mag 1, Shm 2
Spell Line: *Summon drink*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: One gallon of water
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell creates a globe of wholesome, potable water (about 1 gallon). The water is created within any standard container held by the caster. Unused water evaporates after 24 hours.

One gallon of water is required to sustain a Medium-sized creature for one day. Small creatures require only two-thirds of a gallon, and those smaller than Small require but one-third. Large creatures require four gallons, and Huge sixteen.

Summon Elemental Blanket

Conjuration (Creation)
Level: Mag 11
Spell Line: *Summon elemental blanket*
Mana: 37
Components: V, S
Casting Time: Free action
Recast: 1 round
Range: Personal
Effect: 1 summoned cloak
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell creates a magic cloak that grants its wearer a +1 bonus on saves against effects with the [cold], [fire], or [magic] descriptors, as well as cold resistance (6), fire resistance (6), and magic resistance (6). The cloak appears in the casters hands and may be given away to others.

As a created item, the *elemental blanket* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Summon Elemental Defender

Conjuration (Creation)
Level: Mag 4
Spell Line: *Summon elemental blanket*
Mana: 7
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 summoned shield
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell creates a *+2 small steel shield* that grants its wearer a +1 bonus on saves against effects with the [cold], [fire], or

[magic] descriptors, as well as cold resistance (6), fire resistance (6), and magic resistance (6).

As a created item, the *elemental defender* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Summon Fang

Conjuration (Creation)
Level: Mag 4
Spell Line: *Summon dagger*
Mana: 7
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 giant snake fang
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a giant snake fang, a piercing weapon. It may be used by caster or given to another creature. The fang is treated as a +1 magic weapon for the purpose of determining its effects on creatures with damage reduction, although the fang does not actually grant a bonus to the wielder's attack or damage rolls.

As a created item, the snake fang vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Giant snake fang: 1-handed piercing; Dmg 1d6, Size S, Wt 5, Dly 3.

Summon Food

Conjuration (Creation)
Level: Bst 4, Clr 3, Dru 4, Mag 1, Shm 3
Spell Line: *Summon food*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 3 loaves of black bread
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates 3 loaves of black bread, sufficient to feed one Medium-size person for 1 day, although the sustenance lacks variety. The bread appears in the hands or at the feet of the caster. Unused bread decays and becomes inedible after 24 hours.

Three loaves of bread are required to sustain a Medium-size creature for one day. Small creatures require only two, and Tiny or smaller creatures require but one. Large creatures require four loaves, and Huge sixteen.

Summon Heatstone

Conjuration (Creation)
Level: Mag 5
Spell Line: *Summon heatstone*
Mana: 7
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 *heatstone*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a *heatstone*, a magic item that grants its possessor infravision. The magician may give a *heatstone* to another creature.

As a summoned item, the *heatstone* vanishes after 24 hours.

Summoning: Air

Conjuration (Summoning)
Level: Mag 7
Spell Line: *Elementalkin: air*
Mana: 40
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except the caster summons a type 6 air elemental.

Summoning: Earth

Conjuration (Summoning)
Level: Mag 7
Spell Line: *Elementalkin: earth*
Mana: 40
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except the caster summons a type 6 earth elemental.

Summoning: Fire

Conjuration (Summoning)
Level: Mag 7
Spell Line: *Elementalkin: fire*
Mana: 40
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: fire*, except the caster summons a type 6 fire elemental.

Summoning: Water

Conjuration (Summoning)
Level: Mag 7
Spell Line: *Elementalkin: water*
Mana: 40
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: water*, except the caster summons a type 6 water elemental.

Summon Phantom Chain

Conjuration (Creation)
Level: Mag 8
Spell Line: *Summon phantom leather*
Mana: 17
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 set of chainmail armor
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
As *summon phantom leather*, except that the caster creates a suit of chainmail.

Summon Phantom Leather

Conjuration (Creation)
Level: Mag 6
Spell Line: *Summon phantom leather*
Mana: 17
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 set of leather armor
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a suit of leather armor. The caster may create leather armor of any size from Tiny to Large, and the armor may be given to another creature.

As a created item, the *phantom leather* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Summon Phantom Plate

Conjuration (Creation)
Level: Mag 10
Spell Line: *Summon phantom leather*
Mana: 50
Components: V, S
Casting Time: 2 full rounds
Recast: 2 rounds
Range: Personal
Effect: 1 set of half-plate armor
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
As *summon phantom leather*, except that the caster creates a set of half-plate armor.

Summon Ring of Flight

Conjuration (Creation)
Level: Mag 10
Spell Line: *Summon ring of flight*
Mana: 17
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 *ring of flight*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a *ring of flight*, a magic ring that contains 2 charges of the *levitate* spell, which the wearer activates with a command word (a standard action that provokes no attacks of opportunity). The *levitate* effect lasts for 10 minutes and may be cast upon any creature within range of the wearer. The ring may be given to another to use.

As a created item, the *ring of flight* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Summon Shard of the Core

Conjuration (Creation)
Level: Mag 9
Spell Line: *Summon heatstone*
Mana: 8
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 *shard of the Core*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
As *coldstone*, except the *shard of the Core* also grants its possessor a +1 bonus to saves against effects with the [cold] or [poison] descriptor, as well as cold resistance (6) and poison resistance (6). If this item is given away by or taken from the caster, its magic immediately fades.

Summon Throwing Daggers

Conjuration (Creation)
Level: Mag 5
Spell Line: *Summon dagger*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Effect: 20 throwing daggers (see text)
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
As *summon dagger*, except this spell creates 20 special throwing daggers that deal 1d3 points of damage, weigh only one-tenth of a pound each, and have a range increment of 15 feet. The daggers appear at the caster's feet.

Summon Waterstone

Conjuration (Creation)
Level: Mag 6
Spell Line: *Summon waterstone*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Effect: 1 *waterstone*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a *waterstone*, a magic item that confers the benefits of the *enduring breath* spell on its possessor with a command word (a standard action that provokes no attacks of opportunity). The caster may give a *waterstone* to another creature. Once the *waterstone* has been activated, it vanishes.

As a summoned item, the *waterstone* vanishes after 24 hours if not used prior to that time. Its temporary nature is apparent to anyone who looks at it.

Summon Wisp

Conjuration (Creation) [Light]
Level: Mag 2
Spell Line: *Summon wisp*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1 *wisp stone*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a *wisp stone*, a magic item that sheds light equivalent to that of a torch (15-ft.-radius illumination).

As a created item, the *wisp stone* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Sunbeam

Conjuration (Summoning) [Light]
Level: Dru 6
Spell Line: *Flash of light*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cylinder (20-ft. radius, unlimited height)
Duration: 3 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *flash of light*, except this spell calls down a ray of bright light from the sky, temporarily blinding anyone caught in the area thus created. The blindness casued by this spell lasts for 3 rounds. This spell can only be cast outdoors.

Sunskin

Divination
Level: Clr 13
Spell Line: *Invisibility*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six willing creatures, no two more than 20 ft. apart
Duration: See text (D)
Saving Throw: None
Spell Resistance: No
As *invisibility to undead*, except this spell allows the caster to target up to six creatures within range. The duration of the spell is determined separately for each affected creature.

Sunstrike

Evocation [Fire]
Level: Wiz 15
Spell Line: *Shock of fire*
Mana: 75
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes



As *shock of fire*, except this spell deals (5d10+1)x10 points of fire damage.

Superior Camouflage

Divination
Level: Dru 5, Rng 6
Spell Line: *Invisibility*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: See text (D)
Saving Throw: None
Spell Resistance: No
As *invisibility*.

Superior Healing

Alteration (Healing)
Level: Clr 9, Dru 13, Pal 11, Shm 13
Spell Line: *Minor healing*
Mana: 39
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals (4d6)x10 hit points.

Supernova

Evocation [Fire]
Level: Wiz 12
Spell Line: *Fingers of fire*
Mana: 145
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Area: Semicircular burst of flames 10 ft. long, centered on caster's hand
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *fingers of fire*, except this spell has a longer casting time and deals (5d6)x10 points of fire damage.

Surge of Enfeeblement

Alteration
Level: Nec 9
Spell Line: *Weaken*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: 20 ft. radius centered on caster
Target: All creatures within range, except the caster
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
As *wave of enfeeblement*, except this spell imposes a –6 buff penalty to Strength to all creatures within the area of effect.

Swift Like the Wind

Alteration
Level: Enc 11
Spell Line: *Quickness*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)
This spell grants haste (7) to the target, granting a +3 haste bonus to AC and alternating 1 or 2 extra attack actions every second round.

Sword of Runes

Conjuration (Creation)
Level: Mag 8
Spell Line: *Summon dagger*
Mana: 12
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Personal
Effect: 1 *sword of runes*
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
This spell creates a *sword of runes*, a magic short sword that is treated as a +1 magic weapon for the purpose of determining its effects on creatures with damage reduction, although the staff does not actually grant a bonus to the wielder's attack or damage rolls. In addition, the *sword of runes* has a proc effect of the spell *ward summoned* with a Proc DC of 22 (see **"Process Effects"** in Chapter 12: Combat). The sword may be given to another to wield.

As a created item, the *sword of runes* vanishes after 24 hours. Its temporary nature is apparent to anyone who looks at it.

Symbol of Marzin

Abjuration
Level: Clr 13
Spell Line: *Symbol of Transal*
Mana: 58
Components: V, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *symbol of Transal*, except this spell grants (4d6+1)x10 bonus hit points.
Material Component: A peridot.

Symbol of Naltron

Abjuration
Level: Clr 11, Pal 11
Spell Line: *Symbol of Transal*
Mana: 53
Components: V, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *symbol of Transal*, except this spell grants (2d10+1)x10 bonus hit points.
Material Component: A peridot.

Symbol of Pinzarn

Abjuration
Level: Clr 9, Pal 6
Spell Line: *Symbol of Transal*
Mana: 33
Components: V, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *symbol of Transal*, except this spell grants (7d10)x2 bonus hit points.
Material Component: A jasper.

Symbol of Ryltan

Abjuration
Level: Clr 7, Pal 5
Spell Line: *Symbol of Transal*
Mana: 19
Components: V, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *symbol of Transal*, except this spell grants (7d6+1)x2 bonus hit points.
Material Component: A bloodstone.

Symbol of Transal

Abjuration
Level: Clr 4, Pal 4
Spell Line: *Symbol of Transal*
Mana: 9
Components: V, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell grant the target 7d6 bonus hit points. These hit points will stack with any other type of bonus hit points.
Material Component: A cat's eye agate.

Sympathetic Aura

Alteration
Level: Enc 6
Spell Line: *Spirit of snake*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of snake*.

Tagar's Insects

Alteration
Level: Shm 8
Spell Line: *Drowsy*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
A swarm of insects rises up and harasses the target, causing a distraction that imposes a slow (4) effect, which applies a –2 slow penalty to AC, the loss of 1 attack of opportunity every second round, the inability to make full-round attack actions, and the loss of 1 attack every third round.

Tainted Breath

Conjuration (Summoning) [Poison]
Level: Bst 3, Shm 3
Spell Line: *Poison bolt*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 7 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *poison bolt*, except the target takes 1d10 poison damage immediately (Fort half), then takes an additional 1d8 points of poison damage (1d4 if the initial save was successful) per round until the spell ends or is dispelled.

Talisman of Altuna

Alteration
Level: Bst 11, Shm 11
Spell Line: *Talisman of Tnarg*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. +5 ft./level)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)
As *talisman of Tnarg*, except the target gains 62 bonus hit points.

Talisman of Epuration

Abjuration
Level: Shm 14
Spell Line: *Endure cold*
Mana: 67
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 1 day
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *endure cold*, except this spell grants up to six targets a +5 bonus to saves against effects with the [disease] descriptor and also grants a buff bonus of disease resistance (22).

Talisman of Jasinth

Abjuration
Level: Shm 13
Spell Line: *Endure cold*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *endure cold*, except this spell grants up to six targets a +4 bonus to saves against effects with the [disease] descriptor and also grants a buff bonus of disease resistance (18).

Talisman of Kragg

Alteration
Level: Shm 14
Spell Line: *Talisman of Tnarg*
Mana: 42
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. +5 ft./level)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *talisman of Tnarg*, except the target gains 95 bonus hit points.

Talisman of Raptor

Alteration
Level: Shm 15
Spell Line: *Dextrous aura*
Mana: 58
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *dextrous aura*, except this spell grants a +9 buff bonus to Dexterity to up to six targets within range.

Talisman of Shadoo

Abjuration
Level: Shm 13
Spell Line: *Endure cold*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *endure cold*, except this spell grants up to six targets a +4 bonus to saves against effects with the [poison] descriptor and also grants a buff bonus of poison resistance (18).

Talisman of the Beast

Alteration
Level: Shm 3
Spell Line: *Strengthen*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. +5 ft./level)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *strengthen*, except this spell grants up to six targets a buff bonus of +3 to Strength.

Talisman of the Brute

Alteration
Level: Shm 14
Spell Line: *Spirit of bear*
Mana: 58
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As the spell *spirit of bear*, except this spell grants a +8 buff bonus to Constitution for up to six targets within range.

Talisman of the Cat

Alteration
Level: Shm 13
Spell Line: *Feet like cat*
Mana: 58
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *feet like cat*, except this spell grants +5 bonuses to up to six targets.

Talisman of the Rhino

Alteration
Level: Shm 14
Spell Line: *Strengthen*
Mana: 58
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *strengthen*, except this spell grants up to six targets a +11 buff bonus to Strength.

Talisman of Tnarg

Alteration
Level: Shm 9
Spell Line: *Talisman of Tnarg*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. +5 ft./level)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This potent spell allows the shaman to trace a mystical symbol in the air in the direction of his target. That creature gains 37 bonus hit points for the duration of the spell.

Tangling Weeds

Alteration
Level: Rng 1
Spell Line: *Snare*
Mana: 2
Components: V, S
Casting Time: Free action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes
As *snare*, except this spell reduces the target's speed by only one-quarter, but may be cast as a free action.

Taper Enchantment

Abjuration
Level: Enc 1
Spell Line: *Taper enchantment*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1d4 rounds
Saving Throw: None
Spell Resistance: No
This spell can reduce the duration of any one school of magic in effect on the target at the time of casting, as long as the spell or spell-like effect does not have the [poison] or [disease] descriptors. At the time of casting, the caster selects one school of magic (e.g., alteration, abjuration, etc.), and any spells of that school currently active on the target are affected. Such spells and their effects will be annulled at the same time that *taper enchantment* ends.

To determine whether this tapering takes place, the enchanter makes a dispel check for each spell of the selected school by rolling 1d20 + 1 per caster level (maximum +10), versus a DC of 11 + the caster level of the one who cast the spell being tapered.

Taper enchantment has no effect on spells of instantaneous duration, nor does it heal any damage caused by the tapered spell prior to the time the spell is cancelled.

Tashan

Abjuration [Magic]
Level: Enc 2
Spell Line: *Tashan*
Mana: 2
Components: V, S
Casting Time: Free action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
The *tashan* line of spells is a fundamental property of enchanters. *Tashan* itself is irresistible and makes a target more susceptible to future magical attacks, imposing penalties of magic resistance (–6) and a –1 penalty to saves against attacks or effects with the [magic] descriptor.

The spell can be cast once per round as a free action, but any second casting of *tashan* in the same round is considered to have a casting time of 1 action. A resistance penalty can never reduce a target's resistance to less than (0).

Tashani

Abjuration [Magic]
Level: Enc 6
Spell Line: *Tashan*
Mana: 3
Components: V, S
Casting Time: Free action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *tashan*, except this spell imposes magic resistance (–8) and magic save –2.

Tashania

Abjuration [Magic]
Level: Enc 11
Spell Line: *Tashan*
Mana: 5
Components: V, S
Casting Time: Free action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *tashan*, except this spell imposes magic resistance (–12) and magic save –3.

Tashanian

Abjuration
Level: Enc 14
Spell Line: *Tashan*
Mana: 7
Components: V, S
Casting Time: Free action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *tashan*, except this spell imposes magic resistance (–16) and magic save –4.

Tears of Druzzil

Evocation [Magic]
Level: Wiz 13
Spell Line: *Tears of Druzzil*
Mana: 63
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
A wave of magical energy rains down on the affected area each round, each wave dealing (2d10+3)x10 points of magic damage to anyone within the area. A Fortitude save is allowed each round for half damage.

Tears of Prexus

Evocation [Cold]
Level: Wiz 14
Spell Line: *Cascade of hail*
Mana: 73
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *cascade of hail*, except the area of effect is slightly larger, and each wave deals (4d6+1)x10 points of cold damage.

Tears of Solusek

Evocation [Fire]
Level: Wiz 14
Spell Line: *Firestorm*
Mana: 68
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Long (400 ft. + 40 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *firestorm*, except that the range is longer and each wave deals (2d10+4)x10 points of fire damage.

Tepid Deeds

Alteration [Magic]
Level: Enc 7
Spell Line: *Drowsy*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
This spell imposes slow (4) on the target, causing it to suffer a –2 slow penalty to AC, the loss of 1 attack of opportunity every second round, the inability to make full-round attack actions, and the loss of 1 attack every third round.

Terrorize Animal

Alteration [Compulsion, Fear]
Level: Dru 5
Spell Line: *Fear*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One animal, beast, or vermin
Duration: 1d10 rounds
Saving Throw: Will negates
Spell Resistance: Yes
As the spell *fear*, except this spell affects only animals, beasts, and vermin.

Theft of Thought

Alteration
Level: Enc 13
Spell Line: *Theft of thought*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 2 minutes
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
This spell drains mana from the target spellcaster's pool and adds it to the caster's. The target loses 67 mana and the caster instantly gains a like amount. If the target's mana pool is currently smaller than 67, then the entire pool is drained and transferred to the caster. This mana transfer is possible even if the target is incapacitated, but not if the target is dead.

The Unspoken Word

Alteration [Magic]
Level: Clr 15
Spell Line: *Sacred word*
Mana: 71
Components: V
Casting Time: Free action
Recast: 2 minutes
Range: Personal
Area: All enemies within a 15 ft. radius
Duration: 1 round
Saving Throw: Fortitude (see text)
Spell Resistance: Yes
The caster speaks a word of incredible power, and all enemies within 15 feet of a point she indicates must make three separate Fortitude saving throws. Allies of the caster are not affected by this spell, even if they are within the area of effect. The first saving throw determines whether or not the target is blinded for 1 round. The second save determines whether or not the target has been *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.) The third save is against (4d6)x10 points of magic damage; if successful, the target takes only half damage.

Thistlecoat

Abjuration [Magic]
Level: Dru 3, Rng 2
Spell Line: *Thistlecoat*
Mana: 4
Components: V
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell toughens the caster's skin, which grows a coat of thorny barbs that break away and pierce attackers. The caster gains a +1 natural armor bonus to AC and damage shield (1). The damage shield component of the *thistlecoat* spell line stacks with all other damage shields, including those of the druid spell line *shield of thistles*.

Thorncoat

Abjuration
Level: Dru 12, Rng 12
Spell Line: *Thistlecoat*
Mana: 29
Components: V
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *thistlecoat*, except this spell grants +5 AC and damage shield (2).

Thrall of Bones

Alteration
Level: Nec 13
Spell Line: *Charm*
Mana: 50
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature of less than CR 27
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect only undead of CR 26 or less, and the spell is not considered mind-affecting, for the control over the undead comes through necromantic magic, not a compulsion.

Thunderbolt

Evocation [Electricity]
Level: Wiz 13
Spell Line: *Column of lightning*
Mana: 50
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half (see text)
Spell Resistance: Yes
As *column of lightning*, except this spell deals (4d6)x10 points of electrical damage. Further, those who fail the initial Reflex save are also *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.)

Thunderclap

Evocation [Electricity]
Level: Wiz 9
Spell Line: *Project lightning*
Mana: 29
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Area: 10-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Reflex half (see text)
Spell Resistance: Yes
As *project lightning*, except this spell deals (6d10)x2 points of electrical damage. Further, those who fail the initial Reflex save are also *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.)

Thunder of Karana

Alteration
Level: Pal 6
Spell Line: *Mana sieve*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One spellcaster
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: No

As *mana sieve*, except this spell drains 17 mana. In addition, if the target fails its Fortitude save, it will be *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.)

Thunder Strike

Evocation [Force, Magic]
Level: Wiz 8
Spell Line: *Force shock*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes
As *force shock*, except this spell deals (6d10+3)x2 magic damage.

Tigir's Insects

Alteration
Level: Shm 14
Spell Line: *Drowsy*
Mana: 58
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Area: Up to six creatures, no two more than 20 ft. apart
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
The spell causes thick clouds of insects to rise up and swarm around up to six creatures that the caster indicates. No two targets may be more than 20 ft. apart. Those that fail a Will saving throw are all so distracted by the swarming bugs that they suffer slow (4), which imposes a –2 slow penalty to AC, the loss of 1 attack of opportunity every second round, the inability to make full-round attack actions, and the loss of 1 attack every third round.

Tishan's Clash

Evocation [Magic]
Level: Wiz 6
Spell Line: *Tishan's clash*
Mana: 11
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will half (see text)
Spell Resistance: Yes
This spell fires a bolt of chaotic energy that deals 6d6 points of magic damage (Will half). Additionally, if the creature fails its saving throw, it is stunned for 1 round.

A stunned creature cannot act and loses any positive Dexterity modifier to AC. Attackers gain +2 bonuses to attack a stunned creature.

Tishan's Discord

Evocation [Magic]
Level: Wiz 13
Spell Line: *Tishan's clash*
Mana: 22
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes
As *Tishan's clash*, except this spell has a longer range, and it deals (6d10+3)x2 magic damage.

Tishan's Relocation

Alteration [Teleportation]
Level: Wiz 10
Mana: 50
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six willing creatures to a location within the Skyfire Mountains near a pass to the Burning Woods. This destination is not entirely safe.

Togor's Insects

Alteration
Level: Shm 10
Spell Line: *Drowsy*
Mana: 29
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
The spell summons magical insects that sting and bite the target, and greatly slows its speed in combat, imposing slow (5), which results in a –3 slow penalty to AC, the loss of 1 attack of opportunity per round, the inability to make full-round attack actions, and the loss of 1 attack every third round.

Torba's Acid Blast

Conjuration (Summoning) [Acid]
Level: Nec 8
Spell Line: *Torba's acid blast*
Mana: 21
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
A great gout of acid spews in a stream toward a single target, dealing (5d10+2)x2 points of acid damage.

Torment of Argli

Alteration [Magic]
Level: Enc 14
Spell Line: *Torment of Argli*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 20 rounds (D)
Saving Throw: See text
Spell Resistance: Yes
This spell inflicts 2d8 points of magic damage each round for the duration of the spell. This damage is halved with an initial Fortitude save. This save also negates the additional effects of the spell, which are quite hurtful to spellcasters in particular: a –5 penalty to Intelligence and a –5 penalty to Wisdom.

Torpor

Alteration (Healing)
Level: Shm 15
Spell Line: *Regeneration*
Mana: 33
Components: V, S
Casting Time: 1 full round
Recast: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 4 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *regeneration*, except the target regains (7d10)x2 hit points per round for 4 rounds. However, during those 4 rounds, the target suffers a slow (3) effect and a one-third reduction in speed. In addition, if the target is a spellcaster, he loses 8 mana; if the target has fewer than 8 mana remaining, then his mana pool is reduced to 0. This mana may be recovered normally.

Torrent of Fatigue

Alteration
Level: Shd 11

Spell Line: *Torrent of fatigue*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
This spell literally sucks the vitality out of the target and transfers it to up to six secondary targets who must be within 20 feet of the caster. The target becomes *fatigued* (he suffers a –2 penalty to both Strength and Dexterity and may not run or charge). Each of up to six secondary targets then gains a +4 bonus to Strength and a +4 bonus to Constitution. These bonuses persist for the duration of the spell, even if the initial target dies.

Torrent of Hate

Alteration
Level: Shd 9
Spell Line: *Despair*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes
As *despair*, except this spell transfers the target's –3 attack penalty to up to six targets within 20 feet of the caster, each of whom thus gains a +3 attack bonus.

Torrent of Pain

Alteration
Level: Shd 10
Spell Line: *Scream of pain*
Mana: 14
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes
This spell transfers a target's –4 penalty to Armor Class to up to six targets within 20 feet of the caster, each of whom thus gains a +4 bonus to Armor Class.

Torrent of Poison

Evocation [Poison]
Level: Shm 14
Spell Line: *Poison storm*
Mana: 63
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: Rain (20-ft. radius)
Duration: 3 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *poison storm*, except the casting time is slightly longer and each wave deals (3d6+3)x10 points of poison damage.

Touch of Night

Alteration [Magic]
Level: Nec 14
Spell Line: *Lifetap*
Mana: 68
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *lifetap*, except this spells deals (4d6+2)x10 points of magic damage and transfers that amount to the caster.

Tox Gate

Alteration [Teleportation]
Level: Wiz 6
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell transports the caster to the wizard spires along the southern edge of the Toxxulia Forest.

Tox Portal

Alteration [Teleportation]
Level: Wiz 8
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of her choice within range to the wizard spires in the Toxxulia Forest.

Translocate

Alteration [Teleportation]
Level: Wiz 12
Spell Line: *Translocate*
Mana: 33
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell allows the caster to teleport one willing target to his or her bind point. If the target does not have a specific bind point, then it teleports to its current place of abode. If the target has no current abode, then it appears at the place of its birth.

Translocate: Cazic

Alteration [Teleportation]
Level: Wiz 11
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster transports one willing target to the pyramid inside Cazic'Thule.

Translocate: Cobalt Scar

Alteration [Teleportation]
Level: Wiz 12
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster transports one willing target to the dragon circle in the Cobalt Scar.

Translocate: Combine

Alteration [Teleportation]
Level: Wiz 10
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster transports one willing target to the spires in the Dreadlands of Kunark.

Translocate: Commons

Alteration [Teleportation]
Level: Wiz 11
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster transports one willing target to the pyramid in the West Commonlands.

Translocate: Fay

Alteration [Teleportation]
Level: Wiz 10
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster transports one willing target to the spires of Greater Faydark.

Translocate: Great Divide

Alteration [Teleportation]
Level: Wiz 12
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster transports one willing target to the dragon circle in the Great Divide.

Translocate: Group

Alteration [Teleportation]
Level: Wiz 12
Spell Line: *Translocate*
Mana: 100
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
This spell allows the caster to teleport up to six willing targets to their bind points. If any target does not have a bind point, then that target will not teleport, although any others with bind points will teleport as normal.

Translocate: Iceclad

Alteration [Teleportation]
Level: Wiz 12
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster transports one willing target to the dragon circle in the Iceclad Ocean.

Translocate: Nek

Alteration [Teleportation]
Level: Wiz 11
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster transports one willing target to the pyramid inside the Nektulous Forest.

Translocate: Nexus

Alteration [Teleportation]
Level: Wiz 10
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster transports one willing target to the Nexus on the moon Luclin.

Translocate: North

Alteration [Teleportation]
Level: Wiz 10
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster transports one willing target to the spires in the northern Plains of Karana.

Translocate: Ro

Alteration [Teleportation]
Level: Wiz 11
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster transports one willing target to the pyramid in the north of the Ro Desert.

Translocate: Tox

Alteration [Teleportation]
Level: Wiz 10
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
The caster transports one willing target to the spires in Toxxulia Forest.

Translocate: Wakening Lands

Alteration [Teleportation]
Level: Wiz 12
Spell Line: *Translocate*
Mana: 38
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The caster transports one willing target to the dragon circle in the Wakening Lands.

Transon's Elemental Infusion

Alteration (Healing)
Level: Mag 13
Spell Line: *Renew elements*
Mana: 46
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *renew elements*, except this spell heals (2d10+3)x10 hit points.

Transon's Elemental Renewal

Alteration (Healing)
Level: Mag 15
Spell Line: *Renew elements*
Mana: 67
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *renew elements*, except this spell heals (5d6+1)x10 hit points.

Transon's Phantasmal Protection

Abjuration
Level: Mag 14
Spell Line: *Phantom leather*
Mana: 54
Components: V
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)
As *phantom leather*, but this spell grants damage reduction 12/– and allows the healing of 1 hit point per round. In addition, the caster recovers 1 point of mana every 2 minutes.

Treeform

Alteration
Level: Dru 3
Spell Line: *Treeform*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No
The caster is turned into a tree of whatever type is most common in the area in which the spell is cast and becomes literally rooted to the spot where the spell is cast. While in this form, the caster recovers an additional 2 hit points every 5 minutes. He retains his normal AC but does not gain the benefit of any Dexterity modifiers. The caster is also indistinguishable from normal trees, except by those who can detect magical effects or recognize shapeshifted beings. The caster cannot see while in tree form, but he remains aware of his surroundings and can hear conversations that take place nearby or sense the approach of others. Additionally, he may cast spells as normal. Finally, the caster is slightly more susceptible to fire attacks, and he gains a –1 buff penalty to fire saves, and fire resistance (–4). [A resistance penalty can never reduce a target's resistance to less than (0).]

Tremor

Evocation
Level: Clr 9, Dru 7
Spell Line: *Tremor*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: 5-ft./level radius
Duration: 1 round
Saving Throw: See text
Spell Resistance: No
This spell causes an brief, powerful tremor to shake the area for 1 round. The tremor knocks down creatures, collapses structures, opens cracks in the ground, and so forth. During the round in which the tremor lasts, creatures cannot move or attack. Spellcasters touching the ground must make Channeling checks (DC 20 + spell level) to avoid losing any spells they attempt to cast or are currently casting. The tremor affects all terrain types, structures, and creatures within the area as follows:

Caves and Tunnels: Ceilings and walls collapse, dealing 8d6 points of damage to any creature caught in the cave-in (Reflex half DC 15). A *tremor* cast in part of a large cavern may bring about the collapse of a larger area, resulting in some damage outside the area of the spell (at the GM's discretion).

Cliffs: Rock-faces crumble, creating a landslide that extends as far horizontally as it falls vertically. Thus a *tremor* that strikes a 100-foot cliff causes a landslide that extends 100 feet down and 100 feet out from the cliff-face. Creatures caught in its path suffer 8d6 points of damage (Reflex half DC 15).

Open Ground: All creatures must make Reflex saves (DC 15) or fall down. Cracks and fissures open in the ground, and every creature has a 25% chance to have one pen under it (Reflex DC 20 to avoid falling). At the end of the spell all fissures grind shut, instantly killing the creatures trapped inside.

Structures: Structures standing in the affected area collapse, dealing 8d6 points of damage to any creatures caught inside them (Reflex half DC 15).

River, Lake or Marsh: Fissures open underwater, draining away the water and leaving muddy ground. Marsh or swampland effectively becomes quicksand for the duration of the spell, drawing down creatures and structures (Reflex DC 15 to avoid being drawn down into the mud). When the spell ends, the water (if any remains) rushes in, potentially drowning trapped creatures.

Trepidation

Alteration [Compulsion, Fear]
Level: Clr 14, Enc 14, Nec 14
Spell Line: *Fear*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1d8 rounds
Saving Throw: Will negates
Spell Resistance: Yes
As *fear*, but the target suffers a –6 morale penalty to attack and damage rolls.

Trickster's Augmentation

Alteration
Level: Enc 13
Spell Line: *Boon of the garou*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 3 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *boon of the garou*, except the target for all intents and purposes becomes an imp (see *EverQuest: Monsters of Norrath*).

Trucidation

Alteration
Level: Nec 15
Spell Line: *Lifetap*
Mana: 63
Components: V, S, M
Casting Time: 1 action
Recast: 15 minutes
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
As *lifetap*, except this spells allows no save, and it transfers (4d10)x10 hit points from the target to the caster. This potent spell requires the sacrifice of life force in the form of an essence emerald.
Material Component: An essence emerald.

True North

Divination
Level: Clr 1, Dru 1, Enc 1, Mag 1, Nec 2, Pal 1, Rng 1, Shm 1, Wiz 1
Spell Line: *True north*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None (harmless)
Spell Resistance: No
This spell allows the caster to sense which direction is north.

Tumultuous Strength

Alteration
Level: Shm 10
Spell Line: *Strengthen*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *strengthen*, except this spell grants up to six targets a +6 buff bonus to Strength.

Tunare's Request

Alteration [Mind-Affecting]
Level: Dru 14
Spell Line: *Charm*
Mana: 12
Components: V, S
Casting Time: 1 full round
Recast: 4 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature of less than CR 18
Duration: 1d8 rounds or 8d10 rounds (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
As *charm*, except this spell can affect only animals, beasts, or vermin of CR 17 or less. However, whenever the spell breaks and no matter the circumstances of the spell ending (e.g., the caster attacked the target), the target will under no circumstances attack the caster of the spell and will instead generally wander away. If the caster attacks the target after the spell has worn off, then the target will again react normally, but will otherwise take no aggressive actions toward the caster.

Turgur's Insects

Alteration [Magic]
Level: Shm 13
Spell Line: *Drowsy*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
A swarm of bugs rises up and surrounds the target, causing a distraction that imposes slow (6), or a –3 slow penalty to AC, loss of 2 attacks of opportunity per round, inability to make full-round attack actions, and the loss of 1 attack every second round.

Turning of the Unnatural

Evocation [Magic]
Level: Clr 10
Spell Line: *Turning of the unnatural*
Mana: 30
Components: V, S, F
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: 16 rounds
Saving Throw: Will half (see text)
Spell Resistance: Yes
This spell causes a divine light to settle onto an undead creature within range, dealing 2d6 points of magic damage per round for 16 rounds (1d6 if the initial Will save is successful), after which time the light fades away.

Turtle Skin

Abjuration
Level: Bst 4, Shm 4
Spell Line: *Scale skin*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *scale skin*, but the target gains damage reduction 5/–.

Uleen's Animation

Conjuration (Summoning)
Level: Enc 8
Spell Line: *Pendril's animation*
Mana: 25
Components: V, S, M
Casting Time: 2 full rounds
Recast: 3 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No
As *Pendril's animation*, except the caster creates a type 8 animated sword and shield.
Material Components: 2 tiny daggers.

Ultravision

Divination
Level: Bst 7, Enc 8, Shm 8
Spell Line: *Serpent sight*
Mana: 9
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)
This spell grants ultravision to the target.

Umbra

Abjuration
Level: Enc 14
Spell Line: *Haze*
Mana: 13
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *obscure*, except this spell grants damage reduction 13/–.

Unfailing Reverence

Alteration

Level: Shm 15
Spell Line: *Spirit of snake*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *spirit of snake*, except this spell grants +9 to Charisma.

Unswerving Hammer of Faith

Conjuration (Summoning)
Level: Clr 13
Spell Line: *Unswerving hammer of faith*
Mana: 100
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One animated warhammer
Duration: See text
Saving Throw: None
Spell Resistance: No
This spell creates an animated +5 *warhammer*. The *unswerving hammer of faith* is treated in all ways as a pet (see the "**Pets**" sidebar in Chapter 8: Using Magic).Upon completion of casting, the cleric designates one target within range that the hammer will attack; the hammer appears beside that opponent and attacks once per round, beginning on the round in which it appears. The animated warhammer cannot be otherwise commanded. The hammer's attack bonus is equal to the caster's base attack bonus (not including its +5 enhancement bonus). It can move at the caster's base speed, and will pursue its target unceasingly until either the target or the caster is killed; once summoned, it can move freely beyond the spell's range.

If the hammer is unable to locate its target for 10 rounds (for example, if the target becomes invisible or teleports away), it disappears. Note, however, that the hammer can be enhanced with spells such as *see invisible* or buff-type spells, as any other pet.

Upheaval

Evocation
Level: Clr 13, Dru 12
Spell Line: *Tremor*
Mana: 104
Components: V, S
Casting Time: 1 action
Recast: 4 rounds
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft./level radius
Duration: 1 round
Saving Throw: See text
Spell Resistance: No
As *tremor*, except this spell has a much larger area and greater range.

Valiant Companion

Alteration
Level: Mag 15
Spell Line: *Valiant companion*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Long (400 ft. + 40 ft./level)
Target: Caster's pet
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No
A magician may cast this spell only upon his own elemental pet, making it completely immune to any effect with the [fear] descriptor.

Valor

Abjuration
Level: Clr 9, Pal 6
Spell Line: *Courage*
Mana: 15
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *courage*, except this spell grants +3 AC and +50 hit points.

Valor of Marr

Alteration
Level: Pal 6
Spell Line: *Quickness*
Mana: 50
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
A paladin may cast this spell upon herself only. Under its effects, she gains the benefit of a haste (4), resulting in a +2 haste bonus to AC and 1 extra attack action every second round.

Vampiric Curse

Alteration [Magic]
Level: Nec 8, Shd 11
Spell Line: *Leach*
Mana: 24
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 9 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *leach*, except this spell transfers 1d12 hit points per round.

Vampiric Embrace

Alteration
Level: Nec 3, Shd 3
Spell Line: *Vampiric embrace*
Mana: 5
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No
For the duration of the spell, the caster's hand or a hand-held weapon might process a magic attack. Any successful melee attack the caster makes has a Proc DC 20 (see "**Process Effects**" in Chapter 12: Combat); if successful, the proc effect deals 1 point of damage per 3 levels, in addition to whatever other damage the caster's attack causes. This damage cannot be resisted.

Note that this spell affects the caster only and the magic of the spell is simply transferred through any weapon he might wield. Also note that spells of this line will not stack with each other, but they *will* stack with other process effects a magic weapon might already possess.

Velocity

Alteration
Level: Mag 14
Spell Line: *Spirit of wolf*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)
As *expedience*, except the pet gains a 50% increase to all base speeds.

Vengeance of Al'Kabor

Evocation [Force, Magic]
Level: Wiz 15
Spell Line: *Frost spiral of Al'Kabor*
Mana: 117
Components: V, S

Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Area: 50-ft. radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *force spiral of Al'Kabor*, except this spell has a larger area and deals (3d10+2)x10 points of magic damage. Further, any creature that takes damage from this spell is stunned for 1 round (no save).

Venom of the Snake

Conjuration (Summoning) [Poison]
Level: Bst 8, Nec 9, Shm 10
Spell Line: *Poison bolt*
Mana: 27
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 7 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *poison bolt*, except the target takes 3d10 points of poison damage immediately (Fort half), then takes an additional 3d10 points of poison damage (halved if the initial save was successful) per round until the spell ends or is dispelled.

Vexing Mordania

Alteration [Magic]
Level: Nec 14
Spell Line: *Leach*
Mana: 83
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 9 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *leach*, except this spell transfers 4d10 hit points per round.

Vigilant Spirit

Conjuration (Summoning)
Level: Shm 10
Spell Line: *Companion spirit*
Mana: 67
Components: V, S
Casting Time: 2 full rounds
Recast: 4 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *companion spirit*, except the caster summons a type 2 spirit wolf.

Vigor of Zehkes

Alteration (Healing)
Level: Bst 6
Spell Line: *Minor healing*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals only the caster's pet, curing (5d6+1)x10 hit points.

Vision

Divination
Level: Shm 6
Spell Line: *Bind sight*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Long (400 ft. + 40 ft./level)
Target: One living creature
Duration: Concentration (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *bind sight*, except this spell also grants the target (not the host subject) ultravision, as well as a +2 bonus on all Spot checks. For every round the spell remains active, the target suffers 1d6 points of damage. The caster may not target himself with this spell.

Visions of Grandeur

Alteration
Level: Enc 15
Spell Line: *Augmentation*
Mana: 23
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
As *augmentation*, except this spell provides haste (7), a +7 bonus to Dexterity, a +6 bonus to Armor Class and a +2 bonus to attack rolls.

Vocarate: Air

Conjuration (Summoning)
Level: Mag 13
Spell Line: *Elementalkin: air*
Mana: 50
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: air*, except the caster summons a type 12 air elemental.

Vocarate: Earth

Conjuration (Summoning)
Level: Mag 13
Spell Line: *Elementalkin: earth*
Mana: 50
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: earth*, except the caster summons a type 12 earth elemental.

Vocarate: Fire

Conjuration (Summoning)
Level: Mag 13
Spell Line: *Elementalkin: fire*
Mana: 50
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: fire*, except the caster summons a type 13 fire elemental.

Vocarate: Water

Conjuration (Summoning)
Level: Mag 13
Spell Line: *Elementalkin: water*
Mana: 50
Components: V, S, M
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No
As *elementalkin: water*, except the caster summons a type 13 water elemental.

Voice Graft

Divination

Level: Nec 5
Spell Line: *Bind sight*
Mana: 2
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Long (400 ft. + 40 ft./level)
Target: Caster's pet
Duration: Concentration (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *sight graft*, except this spell allows the caster to speak through her pet. It's not necessary for the pet to be able to physically form the appropriate sounds, as the sound is transferred magically.

Voice of the Berserker

Abjuration
Level: Shm 15
Spell Line: *Fleeting fury*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 3 rounds (see text)
Range: Personal
Target: Caster
Duration: 3 rounds (D)
Saving Throw: None
Spell Resistance: Yes (harmless)
As *fleeting fury*, except this spell may target only the caster, and grants +10 to Strength and Dexterity, a +4 insight bonus to AC, and an additional +7 bonus to AC. This spell also grants a +7 bonus to initiative.

Note: *No spells at all* may be cast during this spell's recast time, including any other spells the shaman has ready at the time as well as those he might prepare from his prayerbook.

Voltaic Draught

Evocation [Electricity]
Level: Wiz 13
Spell Line: *Shock of lightning*
Mana: 36
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *shock of lightning*, except this spell deals (4d6+1)x10 points of electrical damage.

Wake of Karana

Alteration
Level: Dru 14
Mana: 67
Components: V, S, M
Casting Time: 1 full round
Recast: 1 minute
Range: 1 mile
Area: 20-mile radius
Duration: Instantaneous (see text)
Saving Throw: None
Spell Resistance: No
Through this amazing spell, the god Karana allows the mightiest of druids to clear foul weather and create a bright, sunny day (or clear night). The spell will not change the surrounding temperature, so if cast during the winter, it may remain cold, but the spell will remove any weather conditions, including rain, snow, strong winds or any stronger conditions, such as thunderstorms or tornadoes. After the spell is cast, the weather within at least a 20-mile radius will be calm and clear, and it will remain clear until natural conditions reassert themselves, which can be no sooner than 4 hours later.

Material Component: One opal

Wake of Tranquility

Alteration [Mind-Affecting]
Level: Clr 14, Enc 13
Spell Line: *Lull*
Mana: 50
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 2 minutes
Saving Throw: Will negates
Spell Resistance: Yes
As *lull*, except it can affect up to six targets, and each target suffers a penalty to the Will save equal to the caster's Charisma modifier.

Waking Lands Portal

Alteration [Teleportation]
Level: Wiz 11
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of her choice within range to the dragon circle in the Waking Lands of Velious.

Waking Sleep

Alteration [Magic]
Level: Shm 4
Spell Line: *Drowsy*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
The spell causes the target to slip into a somnambulistic state that imposes a slow (3) effect, causing a –2 slow penalty to AC, the loss of 1 attack of opportunity every second round, and the inability to make full-round attack actions.

Wandering Mind

Conjuration (Summoning)
Level: Enc 10
Spell Line: *Wandering mind*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 3 minutes
Range: Medium (100 ft. + 10 ft./level)
Effect: One creature
Duration: 24 rounds
Saving Throw: Will negates
Spell Resistance: Yes
This spell drains mana from the target spellcaster's pool and adds it to the caster's own, at a rate of 1 mana per round for 24 rounds. The target gets one saving throw only to resist the spell initially, after which the transfer proceeds apace. The mana transfer continues even if the target becomes incapacitated, but ends if the target leaves the spell's range. If the target's mana pool reaches 0, then no more transfer is possible, but if the target somehow gains more mana before the *wandering mind* duration expires, then the mana transfer resumes.

Warder's Protection

Abjuration [Magic]
Level: Rng 12
Spell Line: *Mark of the predator*
Mana: 58
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Personal
Target: Caster
Duration: 1 day
Saving Throw: None
Spell Resistance: No
As *mark of the predator*, except this spell targets the caster only, granting her a base attack bonus of +7, as well as a damage shield (3) that is additive with any other damage shields, a +2 bonus to Armor Class, and +18 bonus hit points.

Ward Summoned

Evocation [Magic]
Level: Clr 5, Dru 2, Mag 4, Rng 3

Spell Line: *Ward summoned*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One summoned creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

This spell deals 3d10 point of magic damage to any one creature within range either summoned with conjuration magic or of the elemental or outsider type (unless such creatures are encountered on their own plane). It has no affect on any other sort of creature, including elementals or outsiders on their own plane, such as an abhorrent encountered on the Plane of Hate.

Ward Undead

Evocation [Magic]
Level: Clr 2, Nec 3, Pal 2, Shd 3
Spell Line: *Ward undead*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

This spell creates a magical force that rips away at the structure of any undead being, dealing 3d10 points of magic damage.

Wave of Enfeeblement

Alteration
Level: Nec 4, Shd 4
Spell Line: *Weaken*
Mana: 7
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: 20 ft. radius centered on caster
Target: All creatures within range, except the caster
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *weaken*, except this spell imposes a –4 buff penalty to Strength to all creatures within the area of effect. This spell affects friends as well as foes (though not the caster himself), so the necromancer needs to be careful when casting it.

Wave of Fear

Alteration [Compulsion, Fear]
Level: Clr 7
Spell Line: *Fear*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Area: 10 ft. radius burst centered on the caster
Duration: 1d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes

This fear spell causes all those within 10 feet of the caster (friend as well as foe) to flee for 1d4 rounds unless they succeed at a Will save. If cornered, a fleeing creature fights to defend itself but suffers a –2 morale penalty to attack and damage rolls.

Wave of Healing

Alteration (Healing)
Level: Pal 10
Spell Line: *Word of health*
Mana: 75
Components: V, S
Casting Time: Free action
Recast: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *word of health*, except each of up to six targets is healed of (5d10)x2 hit points, and the spell requires only a free action to cast.

Weaken

Alteration
Level: Enc 1
Spell Line: *Weaken*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

The target of this spell suffers a –4 buff penalty to Strength. This spell cannot reduce the target's Strength below 1.

Weakness

Alteration
Level: Enc 11
Spell Line: *Weaken*
Mana: 20
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *weaken*, except this spell imposes a –10 buff penalty to Strength.

West Karana Gate

Alteration [Teleportation]
Level: Wiz 7
Spell Line: *Gate*
Mana: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell transports the caster to the pyramid in the western portion of the Plains of Karana.

West Karana Portal

Alteration [Teleportation]
Level: Wiz 10
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No

The caster transports up to six targets of her choice within range to the pyramid in the western Plains of Karana.

Whirling Wind

Conjuration (Summoning) [Force, Magic]
Level: Dru 2
Spell Line: *Whirling wind*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

A powerful funnel of air strikes one target within range, dealing 2d10 points of magic damage and the target is also *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.) A Small or smaller creature must make a second Reflex save (DC 15) to avoid being knocked prone if it fails the first save. A flying creature that fails this save is instead blown back (1d6)x10 feet.

This spell can be used only outdoors.

Whirl Till You Hurl

Alteration
Level: Enc 4
Spell Line: *Whirl till you hurl*
Mana: 9
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature (see text)
Duration: 2 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes
This spell causes a creature to spin in a tight circle for 2 rounds unless it makes a Will save. During this time, the target is considered *stunned*. A stunned creature does not receive its Dexterity bonus to AC and can take no actions. Additionally, opponents gain a +2 circumstance bonus to attack rolls. However, each time the creature is hit by an attack or by a spell, it receives an additional Will save to negate the remainder of the spell. If this occurs prior to the creature initiative count in a given round, then the creature may act as normal that round. When the spell ends — whether after 2 rounds or because of an additional save due to an attack or spell — any living target must roll a successful Fortitude save (DC 10 + caster level) or be *nauseated* for an additional round. *Nauseated* creatures cannot take any actions that require their attention, including casting spells or fighting. They may take only movement (or equivalent) actions.

Wildfire

Evocation [Fire]
Level: Dru 15
Spell Line: *Burst of flame*
Mana: 53
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *burst of flame*, except this spell deals (6d6)x10 points of fire damage.

Wind of the North

Alteration [Teleportation]
Level: Dru 10
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six targets of his choice within range to a location in the Skyfire Mountains near the Burning Woods. This destination is not entirely safe.

Wind of the South

Alteration [Teleportation]
Level: Dru 10
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 2 full rounds
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six willing creatures, no two more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
The caster transports up to six willing creatures within range to a location deep within the Emerald Jungle somewhat near the marshy region known as Trakanon's Teeth. This destination is not entirely safe.

Wind of Tishani

Abjuration [Magic]
Level: Enc 14
Spell Line: *Tashan*
Mana: 8
Components: V, S
Casting Time: Free action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Cone
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *tashan*, except this spell's effect billows out in a close-range cone from the caster's hands and imposes upon any foe caught in the cone a penalty of magic resistance (–10) and a –2 penalty to saves against magic attacks or effects.

Wind of Tishanian

Abjuration
Level: Enc 15
Spell Line: *Tashan*
Mana: 12
Components: V, S
Casting Time: Free action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Cone
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
As *wind of Tishani*, except this spell imposes magic resistance (–16) and –4 on magic saves.

Winds of Gelid

Evocation [Cold]
Level: Wiz 15
Spell Line: *Numbing cold*
Mana: 146
Components: V, S
Casting Time: 1 full round
Recast: 3 rounds
Range: Personal
Area: 20-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *numbing cold*, except the casting time is slightly longer, the radius is increased, and this spell deals (7d6+2)x10 points of cold damage.

Winged Death

Conjuration (Summoning) [Magic]
Level: Dru 13
Spell Line: *Stinging swarm*
Mana: 58
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 10 rounds
Saving Throw: Reflex half
Spell Resistance: Yes
As *stinging swarm*, except this spell deals 4d10 points of magic damage each round for 10 rounds.

Winter's Roar

Evocation [Cold]
Level: Shm 9
Spell Line: *Frost rift*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
As *frost rift*, except the range is longer and this spell deals (6d10+3)x2 points of cold damage.

Wolf Form

Level: Dru 7, Rng 6
Spell Line: *Wolf form*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 30 minutes/level (D)
Saving Throw: None

Spell Resistance: No
The caster turns into an average wolf, with all the attributes and qualities described in *EverQuest: Monsters of Norrath*. The caster may choose to use her own Armor Class, attack bonuses, and damage bonuses, however. The caster retains her prior mental abilities as well as her spellcasting ability, and also gains infravision while in wolf form. Any of the caster's equipment and possessions worn or carried at the time of the casting are part of the transformation and are therefore unavailable until after the caster resumes her normal form. The only exceptions to this are the material components required for spells, which are consumed even though they are in a transformed state.

Wondrous Rapidity

Alteration
Level: Enc 14
Spell Line: *Quickness*
Mana: 54
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
This spell gives the target a haste (8) effect, providing a +3 haste bonus to AC, alternating 1 or 2 extra attack actions every second round, and –1 weapon delay.

Word Divine

Evocation [Magic]
Level: Clr 12
Spell Line: *Word of pain*
Mana: 50
Components: V
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Area: 30-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *word of pain*, except this spell deals (7d10+2)x2 points of magic damage to all within 30 feet.

Word of Healing

Alteration (Healing)
Level: Clr 12
Spell Line: *Word of health*
Mana: 100
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 40 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *word of health*, except each of up to six targets is healed of (2d10)x10 hit points of damage.

Word of Health

Alteration (Healing)
Level: Clr 9
Spell Line: *Word of health*
Mana: 30
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 40 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
This spell allows the caster to heal damage to up to six creatures at one time, as long as all six are within range of the spell. Each of the targets is healed of 6d10 hit points of damage.

Word of Pain

Evocation [Magic]
Level: Clr 3
Spell Line: *Word of pain*
Mana: 8
Components: V
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Area: 20-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
The caster speaks a single sharp word that causes terrible, stabbing pain, dealing 3d8 points of magic damage to all within 20 feet.

Word of Redemption

Alteration (Healing)
Level: Clr 15
Spell Line: *Word of health*
Mana: 183
Components: V, S
Casting Time: 2 full rounds
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 40 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *complete healing*, except this spell affects up to six targets.

Word of Restoration

Alteration (Healing)
Level: Clr 14
Spell Line: *Word of health*
Mana: 150
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 40 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *word of health*, except each of up to six targets is healed of (4d6)x10 hit points of damage. In addition, each target is affected as though the spells *abolish disease* and *abolish poison* had been cast on it.

Word of Shadow

Evocation [Magic]
Level: Clr 5, Nec 6
Spell Line: *Word of pain*
Mana: 14
Components: V
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Area: 20-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *word of pain*, except this spell deals 4d10 points of magic damage.

Word of Souls

Evocation [Magic]
Level: Clr 10, Nec 10
Spell Line: *Word of pain*
Mana: 28
Components: V
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Area: 20-ft. burst centered on caster
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *word of pain*, except this spell deals (7d6+1)x2 points of magic damage.

Word of Spirit

Evocation [Magic]
Level: Clr 8, Nec 8, Shd 6
Spell Line: *Word of pain*
Mana: 22
Components: V
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Area: 20-ft. burst centered on caster
Duration: Instantaneous

Saving Throw: Fortitude half
Spell Resistance: Yes
As *word of pain*, except this spell deals 6d10 points of magic damage.

Word of Vigor

Alteration (Healing)
Level: Clr 12
Spell Line: *Word of health*
Mana: 125
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 40 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *word of health*, except each of up to six targets is healed for (4d6)x10 hit points. In addition, each target is affected as though the spell *extinguish fatigue* has been cast upon it.

Words of Tranquility

Evocation [Force, Magic]
Level: Pal 9
Spell Line: *Stun*
Mana: 33
Components: V, S
Casting Time: 1 action
Recast: 4 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes
As *stun*, except this spell also deals 6d10 points of magic damage (halved if the Fort save was successful), and, if the save is failed, the target is stunned for 1d2 rounds.

Wrath

Evocation [Force, Magic]
Level: Clr 8
Spell Line: *Strike*
Mana: 24
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
As *strike*, except this spell deals (5d10+2)x2 points of magic damage.

Wrath of Al'Kabor

Evocation [Cold]
Level: Wiz 12



Spell Line: *Frost spiral of Al'Kabor*
Mana: 83
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Area: 35-ft. radius spread
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes
As *frost spiral of Al'Kabor*, except the area is increased and this spell deals (2d10)x10 points of cold damage. Further, any creature caught in the area must make a Will save or be stunned for 1 round.

Wrath of the Elements

Evocation [Cold, Electricity, Fire, Magic]
Level: Mag 14
Spell Line: *Elemental maelstrom*
Mana: 44
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 6 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *elemental maelstrom*, except this spell deals (7d10+2)x2 points of damage the round the spell is cast, plus 4d10 points of damage each round for the next 5 rounds.

Yaulp

Abjuration
Level: Clr 1, Pal 1
Spell Line: *Yaulp*
Mana: 1
Components: V
Casting Time: Free action
Recast: 3 rounds
Range: Personal
Target: Caster
Duration: 3 rounds (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
The power of Yaulp infuses the caster. This spell grants a +1 deflection bonus to AC and a +3 bonus to the caster's Strength score. Note that this bonus to Strength stacks with any others.

Yaulp II

Abjuration
Level: Clr 6, Pal 5
Spell Line: *Yaulp*
Mana: 3
Components: V
Casting Time: Free action
Recast: 3 rounds
Range: Personal

Target: Caster
Duration: 3 rounds (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *Yaulp I*, except this spell grants a +2 deflection bonus to AC and +5 to Strength.

Yaulp III

Abjuration
Level: Clr 11, Pal 9
Spell Line: *Yaulp*
Mana: 4
Components: V
Casting Time: Free action
Recast: 3 rounds
Range: Personal
Target: Caster
Duration: 3 rounds (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *Yaulp I*, except this spell grants a +3 deflection bonus to AC and +6 to Strength.

Yaulp IV

Abjuration
Level: Clr 13, Pal 11
Spell Line: *Yaulp*
Mana: 1
Components: V
Casting Time: Free action
Recast: 3 rounds
Range: Personal
Target: Caster
Duration: 4 rounds (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *Yaulp I*, except this spell grants a +2 deflection bonus to AC, a +5 to Strength, an additional +2 attack bonus, and fast healing (1).

Yegoreff's Animation

Conjuration (Summoning)
Level: Enc 11
Spell Line: *Pendril's animation*
Mana: 42
Components: V, S, M
Casting Time: 2 full rounds
Recast: 4 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No
As *Pendril's animation*, except the caster creates a type 11 animated sword and shield.
Material Components: 3 tiny daggers.

Yekan's Quickening

Alteration
Level: Bst 5
Spell Line: *Yekan's quickening*
Mana: 33
Components: V, S
Casting Time: 1 full round
Recast: 5 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: 1 minute/level
Saving Throw: No
Spell Resistance: Yes (harmless)
This spell grants the caster's animal warder a +7 bonus to Strength, a +2 natural armor bonus to AC, a +2 attack bonus, and haste (6), which grants a +2 haste bonus to AC, 1 extra attack action every round, and –1 weapon delay.

Yekan's Recovery

Alteration (Healing)
Level: Bst 5
Spell Line: *Minor healing*
Mana: 21
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's pet
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
As *minor healing*, except this spell heals only the caster's pet, curing (2d10)x10 hit points.

Yonder

Alteration [Teleportation]
Level: Wiz 8
Spell Line: *Gate*
Mana: 2
Components: V, S, M
Casting Time: Free action
Recast: 1 round
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: No
As *fade*, except the distance traveled is (1d100)x10 feet. In addition, if the caster can make a successful Will save (DC15), then she can control the direction the spell takes her. Otherwise, it is random as per *shadow step*.

Zevfeer's Theft of Vitae

Alteration [Magic]
Level: Nec 15
Spell Line: *Leach*
Mana: 92
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart
Duration: 9 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes
As *leach*, except the powerful magic of this spell drains 4d10 hit points per round from a target and then amplifies the life force stolen, transferring a like amount of hit points to up to six other targets. For example, if a frost giant takes 22 points of damage from this spell in a round, up to six other targets then gain 22 hit points *each*; the hit points are not divided among them. Note that it is not possible for any one secondary target of this spell to gain more hit points than are drained from the initial target, even if the caster chooses fewer than six creatures to reap the benefits of the spell.

Zumaik's Animation

Conjuration (Summoning)
Level: Enc 14
Spell Line: *Pendril's animation*
Mana: 58
Components: V, S, M
Casting Time: 2 full rounds
Recast: 4 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No
As *Pendril's animation*, except the caster creates a type 13 animated sword and shield.
Material Components: 3 tiny daggers.



Book Three:



Playing the Game

Chapter Eleven: Adventuring

Once the players have created their characters — abilities, race, class, feats, skills, alignment, equipment, spells or special class abilities, etc. — it's time to put the party together and go adventuring. This chapter covers some miscellaneous but necessary topics for both players and GMs to know, such as vision, speed and encumbrance. As well as covering a few tips to speed play and improve party survival rates, the chapter also discusses a topic near to every player's heart: What goodies do I get for going up a level?

How Far Can I See?

It's hard to fight what you can't see; therefore range and accuracy of vision are primary concerns to all adventurers.

The key elements in vision are line of sight and available light. It's possible to see very, very distant objects if conditions are right. For example, in the real world a person with average eyesight can easily see the Andromeda Galaxy — two hundred million light-years distant — if he or she knows just where to look in the night sky. But in a game environment it's less important to see a distant point of light miles away (except, of course, when you're lost or trying to find an enemy hideout) than to know how far away you can see to accurately target a weapon, see an oncoming enemy, spot a looming trap and the like.

As a rule of thumb, characters in the game can see whatever the players could see if they were in the same surroundings. Whenever in doubt about how far or how well characters can see in a given lighting condition (see Table 11–1), think of what you or your players could see and use that as your guide.

Adventurers tend to spend a lot of time in the dark, or wandering around in heavy fog, or generally wishing they could see better than they can. In such cases, the available light is the chief limiting factor for vision. Table 11–2 lists various common light sources and the area they illumine. Note that any of these light sources can be seen from much farther away than these listed distances, which represent the radius of the useful light they cast under adventuring conditions (the area within which characters can read scrolls, see inscriptions over doorways, distinguish colors and so on). The GM can adjust these distances when conditions are perfect or adverse — characters sitting quietly in a candlelit room have time for eyes to adjust; those running for their lives down a dark corridor with only a guttering torch may be lucky just to see the ground beneath their feet.

Infravision: Some races see better than humans in twilight or other dim lighting thanks to a special type of sight called infravision. A character with infravision can see twice as well in dim lighting as a human. In game terms, this means the range of their effective vision is doubled. For example, a human can see 20 feet by torchlight, while an elf can see 40 feet. Also, a living, warm-blooded creature sheds as much light for the purposes of infravision as does a torch. Since creatures with infravision generally shed their own heat, they effectively illuminate the area around themselves as if they carried a torch (granting vision to a 20-foot radius). Other warm-blooded creatures are easily spotted in darkness at considerable distances, since, to a creature with infravision, such creatures shed "light" in their own 20-foot radius as if they were walking torches.

Ultravision: Races who typically live underground, such as dark elves, long ago developed the ability to see in the dark (either on their own or as a gift from their gods, depending on whom you ask). A character with ultravision can see as clearly in pitch darkness as a human character can see in full daylight.

Magical Vision: This is a catchall category for any magically enhanced form of vision. Spells like *assiduous vision* or *spirit sight* can enable characters to see around corners, see distant objects or see the invisible.

Seeing without Vision (Blindsight): Some creatures possess senses so keen that they can function as if they had vision even when sight is impossible. Examples include keen hearing, echolocation, sensitivity to vibrations or bioelectrical currents, etc. Collectively, all these modes of nonvisual sight are called blindsight. Creatures with any of these abilities are able to locate targets as well as a sighted character in full daylight. Invisibility, darkness, spells or effects that strike characters blind and the like do not hinder blindsight in any way, although other means might negate a creature's blindsight. For example, magical silence or magically induced deafness would effectively blind a character who relies on hearing to target his foes, and a decoy could mislead a creature who relies on sensing vibrations.

Note that blindsight is not the same as the feat Blind-fight (see next paragraph). Also, while blindsight allows for effective targeting in combat, it is not a satisfactory substitute for sight in other ways — for example, you can't read a spellbook through echolocation (though a blind but keen eared race might develop a sonic equivalent of a "spellbook").

Operating without Sight: Although characters rely heavily on sight (more than any other sense, with hearing running a respectable but distant second), they are more capable than they realize of functioning perfectly well without it, at least for short periods. A wizard may not be able to read a scroll, but she can drink a potion, activate a magic item or cast a prepared spell without being able to see her target (in most cases).

A fighter in combat with a foe she can't see is at a disadvantage (assuming the foe *can* see her) but is not helpless. Her foe gains +2 to attack, and the defender loses any Dexterity bonuses she may have to Armor Class (she can't dodge what she can't see coming). She has to guess at her foe's location, suffering a 50% miss chance (see "**Concealment**" in Chapter 12: Combat) to her attacks. However, she can still attack if she has a good idea where her foe is (if he just whacked her with a mace, for example).



A Character who takes the Blind-fight feat has undergone special training to offset an unseen foe's advantage. In melee her foe does not gain the +2 bonus to attacks, nor does she lose any Dex bonus to her Armor Class (in ranged combat, the disadvantages still apply). Her speed is three-quarters normal (not one-half), and best of all she gets to reroll all miss chances, taking the second roll as the actual result.

The best defense when fighting foes you can't see is to do the best you can in the circumstances, then change them as soon as possible. Get a light source going so you can see, cancel a foe's invisibility or ability to see when you can't, move the fight to a better-lit area, etc. Use whatever strategy is necessary to shift the odds back in your favor.

Table 11-1: Lighting Conditions

Visibility	Range of Vision
Total darkness	0 ft.
Starlight/ near total darkness	25 ft.
Moonlight/ moderate darkness	50 ft.
Twilight/ gloom	100 ft.
Full daylight	line of sight*

*Depends on terrain.

Dim lighting conditions can also cause what would otherwise have been successful attacks to miss their targets (the chance is 50% for total darkness, 30% for near total darkness and 10% for moderate darkness). See "**Concealment**" in Chapter 12: Combat for more on "miss chances."

Table 11-2: Light Sources

Light Source	Radius of Light
Candle	5 ft.
Fire Beetle Eye	10 ft.
Lamp	15 ft.
Torch	20 ft.
Hooded lantern	30 ft.
Lightstone	40 ft.
Bull's-eye lantern	60 ft. cone

How Fast Can I Move?

The average Medium-size character (humans, iksar, elves, etc.) can move 30 feet in a 6-second round and still attack. She can double that (60 feet in 6 seconds) if she does nothing but move. A character can also run at four times her base speed. For a human-sized character, this means she can run 120 feet in a round as a full-round action. Characters who are encumbered, because they are wearing heavy armor or staggering along under a load of treasure, can't move as fast: Their maximum speed when trying to run is a fast jog that moves them along at three times their base speed, or 90 feet per round for Medium-size characters. By contrast, an unencumbered character with the Run feat can move a maximum speed equal to five times her base speed, or 150 feet per round for a Medium-size character.

For Small characters (halflings, gnomes, and the like), the base speed is 20 feet per round (or 40 feet on a double move). Such a character can run 80 feet in a round or jog 60 feet per round if

encumbered. With the Run feat, an unencumbered small character can move a respectable 100 feet per round.

Large characters, such as ogres and trolls, have longer legs but also tend to be a bit slower, giving them the same speed (30 feet per round) as Medium-size characters.

Enhanced Speed: Some abilities, spells and magic items like the Swift feat, *spirit of the wolf* or *journeyman's boots* can increase a character's speed. In such cases, all of her derived speeds also increase proportionally. For example, a Medium-size ranger has a base speed of 30 feet. If she had the Swift feat, her base speed would be increased to 40 feet per round, her double move would be 80 feet and her run speed 160 feet per round, even without the Run feat (and an impressive 200 feet per round with the feat).

Encumbered Speed: Characters who are encumbered, because they are wearing heavy armor or staggering along under a load of treasure, cannot run full-out but merely jog along at three times their walking speed (90 feet per round for Medium-size characters, 60 feet per round for Small characters). Encumbered characters also cannot walk as fast: A Medium-size character is slowed to 20 feet per round and a Small-size character to 15 feet per round when encumbered. Characters who are encumbered cannot take advantage of the Run feat to increase their movement.

Table 11-3: Speed and Distance Traveled

Speed	Encumbered Move	Normal Move (Walk)	Double Move (Hustle)	Encumbered Run (Jog)	Run	Run w. Run Feat
Medium/Large character	20 ft.	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.
Small character	15 ft.	20 ft.	40 ft.	60 ft.	80 ft.	100 ft.

Long-Distance Speeds

All the character speeds given on Table 11–3 are for small-scale, short-term movement (tactical movement in a single melee round). To find out how fast and far a character can move outside combat situations, simply make the following adjustments:

To find out how far a character can move in 1 minute, simply multiply her standard speed by ten. Thus, a character who can move 30 feet in a round (6 seconds) can move 300 feet in a minute (60 seconds). Similarly, a character who can run 120 feet in a round can run 1,200 feet in a full minute. A character can run for 1 round per point of Constitution, after which she must make Con checks each round to be able to continue (DC 10+ number of previous consecutive checks). Thus, a character with a Constitution score of 12 can run for 12 rounds but must make a Con check (DC 10) in the 13th round, another of DC 11 in the 14th round and so forth. Once the Con check is failed, she becomes winded and must slow down to no faster than a walk for a full minute (10 rounds) before continuing.

To find out how many miles a character can move in 1 hour, divide her base speed by ten. A character cannot run or jog this long, only walk or hustle (double move). Thus a character who can move 30 feet in a round moves three miles in an hour of uninterrupted walking, or six miles in a double-move fast walk.

To find out how far a character can move in a day, assume she can travel for about 8 hours before having to stop for the night. Then simply multiply her hourly speed (see preceding paragraph) by eight to get the result. Bad terrain can slow movement by one-quarter, one-half or even three-quarters, depending on the availability of roads, trails, bridges or reliable fords, passes and the like.

Flying, Swimming and Climbing

Other movement modes besides walking and running have their own long-term rates based on the same principles for normal land movement. For example, a monster that can fly at 90 feet would move 900 feet per minute or nine miles in an hour.

Diving: As a full-round action, a flying creature can double its speed by going into a controlled dive, the flight equivalent of a double move/hustle. Thus, a creature with a flight speed of 90 feet could dive at the speed of 180 feet per round. The doubled speed is the maximum speed at which a flying creature can control its descent; attempting to exceed the maximum speed causes it to lose control and plummet like a rock. There is no flight equivalent of the run or jog maneuver.

A diving creature who hits the ground or collides with a solid object suffers 1d6 points of damage for every 10 feet per round it was traveling at the time, up to a maximum of 20d6 (the falling damage from the "terminal velocity" of an average living creature).

Swimming: A character can swim at one-quarter her base speed, or one-half her base speed as a double move. Thus, a Medium-size character can swim 7 feet per round (30 divided by 4 = 7.5, rounded down to 7) and take another action, or 15 feet per round if all she does is swim (that is, if she swims as a full-round action). It's also possible to fast-swim (the swimming equivalents of "jog" or "run") to move up to your full base speed, or three-quarters your base speed if encumbered. Thus, an unencumbered Medium-size character who fast-swims can swim 30 feet in a round. There is no swimming equivalent of the Run feat, but GMs are free to create one if characters spend a lot of time around water in their campaigns.

A swimming character must make a successful Swim check each round to make progress. A simple failure means the character splashes around, but a failure by 5 points or more indicates that the character slips underwater and begins to drown (see drowning rules in *EverQuest: Game Master's Guide*).

Climbing: Vertical movement is slower than horizontal movement (except, of course, when falling). A character may climb as a move action at one-quarter her base speed (7 feet per round for a Medium-size character) or one-half her base speed as a full-round action (15 feet per round for a Medium-size character). She must make a Climb check each round. A success indicates steady progress. A failure indicates a hitch and no progress that round. A failure by 5 or more points means disaster; she slips and falls.

A character may attempt accelerated climbing, the climbing equivalent of running or jogging. To attempt this, she must make two Climb checks per round, each at a –5 penalty. If successful, she moves either three-quarters her base speed (if encumbered) or her full base speed (if unencumbered), so a Medium-size character could fast-climb 30 feet per round, or 23 feet per round if encumbered. There is no climbing equivalent of the Run feat, but GMs are free to create one if characters spend a lot of time climbing in their campaigns.

Mounted Speeds

Though horses are extremely rare in Norrath, they do exist. Those wealthy enough to afford them can benefit from mounted land travel. When a character is mounted on a horse or similar stead, her speed becomes that of her mount. By applying the same formulae described in the normal land movement rules earlier in this chapter, it becomes easy to figure out speeds for long-distance travel. Thus, a character on a typical riding horse (base speed 60 feet) could cover 600 feet in a minute at a simple walk, double that at a trot and four times that (2,400 feet per minute, or almost half a mile) at a gallop. In an hour, the same horse could go six miles (twelve miles if trotting), and forty-eight miles a day. These speeds would be reduced for an encumbered mount — for example, one wearing barding (horse armor) or carrying a heavy load would go 400 feet in a minute, four miles in an hour and thirty-two miles in a day, though it would be a very tired horse at the end of that exertion.

Heavy warhorses are built for endurance, not for speed; these massive destriers resemble Clydesdales more than a sleek, fast racehorse. Hence their slightly slower speeds: 50 feet in a round,

500 feet a minute, five miles in an hour, and forty miles in a day (when encumbered, 30 feet, 300 feet, three miles and twenty-four miles, respectively).

To find the speeds of other mounts, simply follow the same guidelines provided earlier in this chapter.

Vehicles

When traveling as a passenger on a vehicle of some sort, your speed is that of the vehicle on which you are traveling. See Table 11–4 for examples and details.

Table 11-4: Vehicle Speeds

Vehicle	Speed per Round	Speed per Hour	Speed per Day
Raft (poled) or barge (towed)	5 ft.	0.5 miles	5 miles*
Rowboat	15 ft.	1.5 miles	15 miles
Wagon or cart	20 ft.	2 miles	16 miles
Sailing ship (cog or caravel)	20 ft.	2 miles	48 miles†
Longship	30 ft.	3 miles	72 miles†
Galley	40 ft.	4 miles	96 miles†

*A strong current can move a raft an additional one to three miles per hour, assuming it avoids sandbars, tangles, rapids, waterfalls and the like and that downstream is in fact the direction the players wish to go. A raft that is simply floating travels 24 hours a day unless tied up.

†These vessels can travel 24 hours a day, as reflected by their speeds per day.

How Much Can I Carry?

It's been said that much of adventuring consists of meeting interesting people, killing them and taking their stuff. While this is an exaggeration, loot is a fun part of the *EverQuest* game. You can buy so many useful things with it that it'd be a pity to have to leave behind some of the monster's treasure just because it weighed too much. "**Table 11–5: Weight Limits**" indicates how much total weight a character can carry around in addition to her own body weight, including armor, equipment, food, treasure and whatnot (a fallen colleague slung over one shoulder and a bag full of gold coins over the other, or maybe no fallen colleague and two bags full of gold…).

Table 11-5: Weight Limits

Character's Strength Score	Medium Load	Heavy Load
Str 1	4–6 lb	7–10 lb
Str 2	7–13 lb	14–20 lb
Str 3	11–20 lb	21–30 lb
Str 4	14–26 lb	27–40 lb
Str 5	17–33 lb	34–50 lb
Str 6	21–40 lb	41–60 lb
Str 7	24–46 lb	47–70 lb
Str 8	27–53 lb	54–80 lb
Str 9	31–60 lb	61–90 lb
Str 10	34–66 lb	67–100 lb
Str 11	39–76 lb	77–115 lb
Str 12	44–86 lb	87–130 lb
Str 13	51–100 lb	101–150 lb
Str 14	59–116 lb	117–175 lb
Str 15	67–133 lb	134–200 lb
Str 16	77–153 lb	154–230 lb
Str 17	87–173 lb	174–260 lb
Str 18	101–200 lb	201–300 lb
Str 19	117–233 lb	234–350 lb
Str 20	134–266 lb	267–400 lb
Str 21	154–306 lb	307–460 lb
Str 22	174–346 lb	347–520 lb
Str 23	201–400 lb	401–600 lb
Str 24	234–466 lb	467–700 lb
Str 25	267–533 lb	534–800 lb
Str 26	307–613 lb	614–920 lb
Str 27	347–693 lb	694–1040 lb
Str 28	401–800 lb	801–1200 lb
Str 29	467–933 lb	934–1400 lb

For characters whose Strength score is 30 or more, see the section on "**Tremendous Strength**" below.

Encumbrance can be a dangerous thing. A character armored like a turtle and loaded with every piece of equipment that could possibly come in handy isn't going to be sprinting for the exit very gracefully if things go wrong. Encumbrance keeps characters from strolling around with a mountain on their back, or several million coins in their pack and so on.

Light Load: A character with less than a medium load suffers no penalties to her movement or actions.

Medium Load (Partially Encumbered): A character with a medium load suffers some, but not all, of the penalties associated with being encumbered. She can still run (x4 movement), but her walking and hustling speeds are reduced — for a Medium-size character, her base speed falls from 30 feet to 20 feet, and for a Small character, from 20 feet to 15 feet. In addition, her maximum Dexterity bonus to Armor Class drops to +3 (she can't move as nimbly when weighed down) and her check penalty to certain skills (the same skills as for armor check penalties — see Chapter 7: Equipment) is –3 to the rolls (so a roll of 17 becomes a result of 14 for purposes of the check, for example).

Heavy Load (Encumbered): A character with a heavy load suffers all the penalties of encumbrance. She cannot run, reducing her top speed to a jog (3x base speed). Her base speed falls just as with a medium load. Her maximum Dexterity bonus to Armor Class falls to +1, and she suffers a –6 check penalty to skills affected by armor check penalties. An encumbered character has a hard time outrunning pursuit, but fortunately it's often possible to reduce your load simply by dropping excess gear or abandoning a too-heavy treasure or trophy — after all, it's better to run away and live to return and reclaim it another day than to be the last one out when disaster strikes.

Maximum Lift: A character can actually lift twice her maximum load, but carrying it is a full-round action, meaning all she can do is stagger along (a 5-foot step) under the weight of it. A character exceeding her heavy load loses any Dexterity or dodge bonuses to AC. Thus, a character with Str 10 (heavy load 67–100 pounds) can actually lift something weighing up to 200 pounds, but it's an awkward and exhausting load for her.

Dragging: It's easier to drag something than to lift it, so by pushing, pulling, shoving or dragging, a character can actually budge objects weighing up to five times (5x) her heavy load. Thus, even a relatively weak character can usually drag a wounded colleague to safety on a makeshift travois. Unfavorable conditions (broken ground, a rough surface) reduce the maximum weight a character can drag by half (to 2.5 times her maximum heavy load), while favorable conditions (a smooth ramp, a slick surface with good footing) can up to double it (to ten times her maximum heavy load).

Size Modifiers: All the figures on Table 11–5 are for Medium-size characters. For Small characters, reduce all the numbers by a quarter (so that their medium and heavy loads are three-quarters that of a medium character with the same Strength score). For Large characters, double all the numbers (so that their medium and heavy loads are double those of Medium-size characters with the same Strength scores).

Tremendous Strength: For Strength scores not listed in Table 11–5, find the right range of numbers by the following method. For a number between 30 and 39, subtract ten from the Strength score and find that line on Table 11–5, then multiply the weights given there by four. For example, a character with Str 30 can carry up to 1,600 pounds (Str 30 – 10 = 20, Str 20 maximum load = 400 lb, 400 lb x4 = 1,600 lb). For a number between 40 and 49, subtract twenty from the Strength score and multiply the weights in the corresponding line by sixteen. Similarly, a character with Str 50 would subtract 30 and multiply the weight results by sixty-four.

Experience

Gold is good. Magical treasure is good. But no form of reward is as valuable, or more important, than experience points. Experience points (XP) are in a sense the coin of the realm in the *EverQuest* Role-Playing Game. Only by accumulating XP can a character advance in level, gaining all the powers available to higher-level characters.

Characters gain experience through adventuring, reflected in the game by the experience point system. Every time a character defeats an enemy, overcomes traps or other obstacles or completes a quest, she gains XP. The greater a challenge the player character meets, the greater her reward and the more XP she gains (guidelines on what constitute appropriate XP awards can be found in *EverQuest: Game Master's Guide*). When her experience reaches a certain total (see Table 3–1 in Chapter 3: Classes), she gains another level.



Advancing a Level

When a character advances a level, she gains all the following benefits:

1. Her overall character level goes up by one. For example, a 2nd-level warrior/ 2nd-level rogue is a 4th-level character; upon gaining another level she becomes a 5th-level character, no matter what class she puts the new level in. This can be important, as some spell effects and abilities are determined by overall character level. Most characters remain in a single class for their entire career, while others enjoy an eclectic approach and multiclass freely; see "**Multiclassing**" in Chapter 3.

2. She chooses what class the new level will be in. She can pick a class she already has levels in or a new class, so long as she meets all the prerequisites for that class (see Chapter 3: Classes).

3. She gains an extra hit die (HD), along with the associated hit points (hp). The type of HD varies according to the class chosen: 1d4, 1d8, 1d10 or 1d12. In any case, she rolls the appropriate die and adds the result to her hit point total. If she has a Constitution bonus or penalty, she adds or subtracts that many hit points as well. No matter how bad her Constitution penalty, she always gains at least 1 hp upon gaining each new level.

4. Her base attack bonus and base save bonuses may increase. See the line corresponding to her new class level on that character class table in Chapter 3. For example, Altora, 1st-level bard, accumulates enough XP to go to 2nd level. She chooses to continue her bard career and becomes a 2nd-level bard. Looking at "**Table 3–4: Bard Level Progression**" in Chapter 3: Classes, we see that a 2nd-level bard gets an additional +1 base attack bonus, Reflex and Will save over that of a 1st-level bard. Altora's player records the new bonuses on Altora's character sheet.

5. She immediately gains any special abilities associated with that level of that class (see the "Special" column of the level progression tables in Chapter 3. If she already had at least one level in that class, all class-dependent features (such as effective caster level for turning undead attempts) improve by 1.

6. She gains 5 training points. Characters may spend accumulated training points at any time the GM allows (usually based on the character's accessibility to an appropriate mentor or guild instructor).

If the character uses training points to increase an ability score by a point, then this increase is permanent and affects all statistics dependent upon that ability. Note that using training points just acquired from advancing a level to increase Intelligence may result in a larger number of skill points for future levels gained, but this increase does not affect the skill points gained for the current level advancement nor does it retroactively provide skill points for prior levels. For example, a character who boosts her Intelligence from 13 (+1 modifier) to 14 (+2 modifier) upon reaching 4th level does not gain an extra skill point for her 4th-level skill purchases nor does she gain extra points to reflect what her skill totals would be had her Intelligence been 14 since 1st level. While Intelligence increases do not grant retroactive skill points from prior levels, an increased Constitution ability score and Constitution modifier do grant retroactive hit points. See "**Constitution**" in Chapter 1: Abilities for more clarification.

7. She gains skill points. The actual number gained depends on the class she has chosen, modified by any Intelligence bonus or penalty; see Chapters 3 and 4 for details. She can use these points to buy ranks in any skill at the rate of 1 rank per point for those skills that are class skills in the class she just gained a level in, or 1/2 rank per point for crossclass skills. For characters with more than one class, all purchases are made from the point of view of the class in which she just gained the level: skills that had been class skills previously that are not class skills for the new class can be purchased, but only as crossclass skills.

8. If her new level is in a spellcasting class, she might gain access to higher level spells; see the tables in Chapter 3 for details.

Challenge Rating (CR)

The Challenge Rating (CR) system is a tool for GMs to determine appropriate encounters for their players. An average encounter is defined as one that uses up roughly one-quarter of the party's resources (spells, hit points, arrows, potions, etc.). Such an encounter would have a CR equal to the average character level of the player-character group. For example, a group of four 3rd-level characters should be able to handle an encounter with a CR 3 monster and emerge a little scratched but basically intact; after four or so such encounters, however, they'd need to fall back and rest. A larger group could go on longer but would have to divide the resulting experience among more PCs, so the result comes out about the same. A smaller group would have to stop and recharge more often and run a greater risk of character death, but dividing the XP among fewer players would speed their advancement, meaning this arrangement, too, would average out about the same.

This does not mean that all encounters should be of the same CR as the party; far from it. The group of four 3rd-level characters mentioned above could easily handle a CR 1 encounter but could expect to emerge from a CR 6 encounter battered and bruised.

Encounters with CRs significantly higher than the average character level bring both great risk and great reward — appropriately enough, as characters must expend themselves to the fullest to meet the challenges and may lose some of their comrades in the process. Encounters with CRs far below the current party level become less and less significant as the characters advance in level, with diminishing XP rewards as a result.

See *EverQuest: Game Master's Guide* for a more detailed description of how CRs work, along with examples.

Quests

It's possible to earn experience by simply going out and slaying monsters; this type of gaming is often called "hack 'n' slash" or, because much of it takes place underground, a "dungeon crawl." It's also possible to win experience through role-playing and working to achieve story goals. One distinctive *EverQuest* variant of the latter method is the undertaking of quests.

A quest is a special mission undertaken by a player character or group of player characters at the behest of a particular faction in the *EverQuest* world. Quests are described using the following format:

Name of Quest: Self-explanatory.

Faction: The faction or factions that would assign you to undertake such a quest, along with the faction ranks a character must have as a prerequisite in order to be granted this quest by that faction.

NPC: The name of the NPC who begins the quest, typically the PCs' contact with the faction.

CR: All quests have a Challenge Rating, reflecting the difficulty of successfully completing it and the story award XP gained by doing so. Remember that this XP award is *in addition to* any gained in the course of the quest (by defeating monsters, for example). A few quests do not grant XP and thus have a CR of zero, but even these quests usually offer other rewards of faction, coin or items.

Reward: A successfully completed quest will often increase your standing in the eyes of at least one faction (the one sending you on the quest). In addition, the success may raise your standing in other factions as well. For example, recovering some stolen loot may gain you a faction rank in several local law-abiding factions. Usually a quest has a limit to the amount of faction you can earn by repeating the quest over and over again. Rewards may also come in more tangible form, such as money, a magic item or an oddment.

Consequence: Sometimes a quest can have negative repercussions. Thus in the example given in the preceding section, recovering stolen loot might please the local merchants but anger the thieves' guild, causing them to target the PCs for thefts. And if the thieves' guild controls the local bank, all the worse for the PCs. These consequences are represented in the game by some quests granting negative faction ranks (generally those factions who would be harmed by the quest or who oppose the goals it furthers). As with faction rewards, there is usually a maximum number of faction ranks you can lose due to repeating the same quest.

Quest Summary: A paragraph or two describing quest events — what the faction contact tells the PCs, where they need to go to complete the quest, complications likely to arise along the way, links to other quests or subquests, possible follow-ups and the like.

EverQuest: Game Master's Guide has more information on how to create your own quests and how to judge how difficult a given quest should be for the number and level of characters that will be taking part in it.

Abandoned Quests

Characters may find themselves in over their heads — for example, an unlucky early encounter cripples their ability to complete the quest within its given timeframe. Characters who abandon a quest unfinished would be well advised to get word back to whoever sent them on the quest as soon as possible, lest they gain that faction's enmity. For example, a party sent to aid a small village on the frontier that never arrives to the village because the PCs decided to explore an interesting dungeon they stumbled across on the way there would find the faction that sent them very unhappy when the village is destroyed by attackers a few days later. Just as completing a quest gains the favor of a given faction, failing at best brings a neutral response and at worst puts you in their black books.

Fame and Infamy

Successfully completing a quest on behalf of a faction improves your standing in that faction's eyes (usually expressed as a +1 rank with that faction). This newfound standing can take the form of their marking you down as a likely candidate to entrust with still more difficult and rewarding missions in the future, their giving you discounts on equipment purchased by outlets controlled by that faction, improving your chance of a friendly reaction from other characters belonging to or affiliated with that faction and so on. Unfortunately, gaining the good opinion of one faction tends to automatically gain the disfavor of those factions opposed to them, so completing a quest gains characters both friends and enemies.

Quest Ladders

One of the best things about quests is that one quest tends to lead to another, partially because some events naturally lead to others, with the first quest turning out to be just the tip of the iceberg. Faction standing is also a factor: Factions do not send just anybody on missions of great importance to them, only those they trust — that is, those who have already completed lesser quests for them and risen high in faction standing. Since the more difficult and dangerous the quest, the greater the reward, it is well worth a PC party's while to cultivate a particular faction through a whole series of minor quests in order to be selected for major missions later. Some of the greatest rewards (e.g., artifacts, taking on the most dangerous legendary monsters) are available only to adventurers with very high standing in the right factions.

A Quest Example

Here's one example of a quest. *EverQuest: Game Master's Guide* has many, many more.

Name of Quest: Bounty on Deathfist Orc Belts

Faction: Freeport Militia (–1 rank)

NPC: Captain Hazran of the Freeport Militia

CR: 1

Reward: +1 faction rank with the Freeport Militia (maximum +2 from this quest). +1 faction rank with the Coalition of Tradefolk (Illegal) if the quest is completed twice (maximum +1 from this quest). 2d4 gold pieces.

Consequence: –1 faction rank with the Knights of Truth (maximum –2 from this quest). –1 faction rank with the Priests of Marr if the quest is completed twice (maximum –1 from this quest).

Quest Summary: Captain Hazran is having trouble keeping the Deathfist clan of orcs in check and protecting the citizens of Freeport who settle in the Commonlands, and the caravans that travel through the area. The Deathfist orc clan warriors wear slashed belts to denote their rank within the clan. Return three such belts to Captain Hazran to earn a bounty and his respect. The Knights of Truth, however, have little love for bounty hunters willing to prop up the popularity of Hazran with the citizens of Freeport.

Curious what a quest looks like to the characters involved? Here's the beginning of a story about two heroes who had planned only to combat evil and instead find themselves enmeshed in a much larger plot. Want to see this firsthand? Log on and search for "Ghost of Sir Ariam" online — he's seeking heroes, or even just the enemies of his enemies.

The Scroll of the Burning Dead

Halwain clutched the symbol of Rodcet Nife at his neck. The Prime Healer would have much to say through his vessel this day, Halwain would see to that. The other man was much larger, not only for the thick furs that bundled him. A massive sword in each hand, Vagner asked few questions and required fewer answers. There could be little doubt that monsters like those now before him were the foes his dreams bade him seek.

But for the moment the two listened, crouching where the wind-blown sand of these arid lands met the worn rock of the sunken and haunted tomb of Befallen.

There were six skeletons ahead of them, including a leader, a foreman of sorts. The creature's hollow voice carried clearly to them: "Dig faster, fools. We are close. This ghost alone stands in the way of the great one's return. Uncover his hiding place so that the forces of the Burning Dead might destroy him and restore the legacy."

Vagner and Halwain locked eyes, their scowls barely visible in the deep shadows. The big warrior nodded almost imperceptibly, then leapt to his feet and rushed forward, choking back his howl so that other fell beasts of this place would not be alerted to their eventual doom.

Halwain stood, somewhat obscured by the dust left swirling in the warrior's wake. He bowed his head and said a prayer, extending his hands, and a soft glow spiraled toward Vagner. When it reached him, the light covered the barbarian's body, which grew even larger, muscles swelling to the limits of the flesh.

The warrior crushed into the group of skeletons, three or four of them ending in a tangle at his feet. One that remained standing prepared to plunge its pick into Vagner, but was cut short when a blast of magical energy from Halwain washed over and destroyed it.

As the other skeletons clambered back to their feet, Vagner hacked one in twain and then smote another's fleshless skull. The skeletal foreman rose to meet Vagner, but another blow clove away the skeleton's arm. Undaunted, the foul creature drove face first at Vagner, surprising the normally imperturbable warrior. The barbarian felt his shoulder burn, and realized belatedly that the skeleton's teeth had been filed to razor-sharpness.

Vagner kicked the undead foreman out from such close quarters, striking downward with both swords, crushing the already dead being into a truly lifeless pile of bones.

Halwain then closed to smite the final skeleton, wielding his mace with desperate strength. As he fended off the creature's blows, however, he stumbled over a fragment of old stone; he grunted in pain as the skeleton's heavy pick punched through his armor. Then, in a blast of bone shards, the skeleton was gone and Vagner stood in its place.

Halwain inspected Vagner's injury, and with a murmured prayer, the wound was gone. His own wound was too minor for concern.

As Vagner began to kick the piles of bones to one side of the tunnel, a glowing mist began to issue forth from a small vent in a rockfall that blocked one portion of the tunnel. Vagner shoved Halwain back three steps and stood his guard between the cleric and the billowing mass that slowly formed into a humanoid shape. When the mist resolved, it was clear the warrior and cleric faced a ghost, for it possessed a soft white luminescence and hovered a foot off the grime-covered floor.

The benevolent, clearly elven face put Halwain at ease, but Vagner was not impressed and remained poised to counter any attack.

Halwain nudged the warrior aside and spoke directly to the apparition. "I sense a deep pain within you, ghost. Is there some way I might assist you so that you may find eternal rest?"

Turning, the figure inspected Halwain for a moment, and then replied in a faint, reverberating voice, like that of one who spoke only softly and from the opposite end of a great hall. "Our time is short, hero, for the minions of the Burning Dead will soon sense something amiss here. Will you perform a task so we might lay to eternal rest the evil that dwells within Befallen?"

Over Vagner's growled warning, Halwain hurriedly replied, "I will perform any task that will cleanse this place."

"Then take this," the ghost said, bringing forth a rolled parchment from the deep recesses of its faintly glowing form. "This must be delivered to the paladins of Marr in the city of Freeport. It details a terrible plan to restore to life a foul necromancer called Marnek. The Burning Dead must not be allowed to achieve this goal."

Halwain accepted the scroll with some surprise at its weight, and then responded. "But who or what are you?"

"I was Sir Ariam Arcanum, a paladin of Tunare. There is no time for my own story, which in any case is of little account." The ghost paused. "But if you wish to know more of me, and to do me a personal favor after you've traveled to Freeport, then please seek out my family in Felwithe. Will you travel there?"

"There is evil enough here to busy us — but, yes, we will travel to Felwithe as soon as we are able," the cleric answered smoothly.

"Then deliver to this my family. It is my love for them that binds me here. Deliver my sister's token," said the ghost. The ghost carefully removed a necklace and handed it to the cleric. Immediately, the ghost vanished, though its gentle radiance shimmered faintly for several moments afterward.

"May your journey take you through the Plane of Health, there to lighten your soul," Halwain intoned, "and then on to your place beside the Mother of All."

Soon, the ghostly paladin's glow was gone entirely, and the grip of the dank tomb closed in on Halwain and Vagner. Both men squinted, muttering oaths to return some day, and then turned their backs on the evil and prepared to seek a paladin in the city of Freeport.



Chapter Twelve: Combat

Role-playing an interesting character, interacting with others, exploring a vast, ever-changing world filled with wonders — there are many reasons to play *EverQuest*, but inevitably the time will come when role-playing and interaction will not be enough to keep a character alive. That's where combat comes in. This chapter will detail all you need to know for your character to successfully attack and defeat her enemies and to keep herself and her friends alive while she does it.

The Basics

The basics of combat in the *EverQuest Role-Playing Game* are very simple. To attack someone, roll 1d20 and add any applicable combat modifiers for the character. If the result equals or exceeds the target's Armor Class (AC), then the attack succeeds and you get to roll damage.

Of course, to this simple formula can be added any number of complications. That's where the strategy of game-play comes in. First and foremost, a character's skill at combat increases as she goes up in level. For example, a 1st-level warrior has a base attack bonus of +1, meaning that she adds +1 to her 1d20 roll every time she attacks. By the time she's reached 5th level, her base attack bonus will have risen to +5 (see "**Table 3–16: Warrior Level Progression**" in Chapter 3: Classes), meaning she adds +5 to every attack roll. This increase represents the character's advancing combat expertise and overall improvement.

The character also gains a bonus or penalty to all attack rolls based on her ability scores. Her Strength modifier, if any, applies to all melee (hand-to-hand, close-quarters) combat. Similarly, her Dexterity modifier, if any, applies to all ranged combat (a thrown knife, an arrow from a bow, a shuriken, etc.). If the 1st-level warrior from the preceding example has a Strength of 15 and a Dexterity of 12, for example, she gains a +2 bonus to her base attack bonus for all her melee attacks, for a total bonus of +3 at 1st level, and a +1 bonus to her base attack bonus for all ranged attacks, for a total of +2. If she permanently raises her Strength score later on (say, increasing it from 15 to 16 using training points), her Strength ability modifier goes up as well — in this case, from +2 to +3, so that at 5th level she would be adding +8 (+5 base attack bonus and +3 Strength modifier) to her d20 rolls for all melee attacks. Note that since a character's ability score can be enhanced or impaired by magical means (spells like *strengthen* or *cripple*, or magic items like a *purity belt*), these enhancements can change her bonus or penalty to attacks, even in the middle of a battle, as they raise or lower her relevant ability score.

In addition to attack modifiers from class bonuses and ability scores, having the proper tools also improves a character's chances in combat. A fine steel weapon of masterwork quality adds +1 to all attack rolls made with it, for example. A magic weapon adds not only to the attack roll but usually to the damage as well. For example, a *+1 longsword* adds +1 to every attack roll made with the weapon and +1 to all damage inflicted by successful attacks with it as well. In the case of missile weapons, if both the missile-launcher and the ammunition itself are magical, both bonuses apply. For example, a character with a *+1 shortbow* (+1 to attack, +1 damage) and a *+1 arrow* (+1 to attack, +1 damage) would gain a +2 bonus to attack when bow and arrow together and a +2 bonus to damage if the attack succeeded.

Training also comes into play to improve a character's chances in combat. Skills such as Tumble make a character harder to hit. Feats play a huge role in combat — so much so, in fact, that making the right choices from among the vast array of combat feats detailed in Chapter 5: Feats can often mean the difference between life and death. Some, like Dodge and Mobility, help the character avoid enemies' attacks. Others, like Improved Critical or Far Shot, improve the character's own attacks. Weapon Focus gives her a +1 bonus to all attacks with a chosen weapon. Still more, like Spring Attack or Sunder, make special maneuvers in combat possible or enable the character to overcome restrictions that otherwise apply. Still others prefer Improved Initiative — getting the first attack is often crucial, since, if you strike hard enough, your foe may never get a chance to strike back.

Finally, magic plays a major role in combat, not only directly (in attack spells cast by player characters at their foes and vice versa), but indirectly as well. Spells cast before combat begins can improve or "buff" a character's abilities or temporarily grant him special powers or immunities that can make the combat itself much less dangerous. Spells cast during combat might negate some enemy advantage or rescue a wounded comrade. And, of course, magic is a great way to escape from a battle that's turning ugly. Magic plays such a crucial role in combat that few warriors would wish to go on an adventure without spellcasters among their companions.

High is Good, Low is Bad: The Law of the d20

One simple rule to remember in the *EverQuest Role-Playing Game* is that when rolling a d20 you always want a high roll: the higher the better. To reflect the fact that even the lowliest fighter can get lucky and the greatest unlucky, no matter how high in level the PCs may get, use the following rule in combat (and in most other) situations: a natural 20 always hits and a natural 1 always misses.

Don't forget to pull back, heal up, and regroup when the going gets too rough. Many a new player has gotten her character (and sometimes her character's allies) killed by pressing ahead when a short pit stop would have tilted the odds in her favor. Some you'll win and some you'll lose, but never worry that your character won't meet foes. The most important thing to remember about combat is to fight under circumstances of your own choosing whenever possible — and, if you can help it, roll high . . .

A Sample Combat

The quickest and easiest way to learn a game is to see it played. The following combat scenario shows you all of the basic elements of conducting a combat in the *EverQuest Role-Playing Game*.

Three player characters (PCs) — Halwain, a 2nd-level human cleric; Vagner, a 2nd-level barbarian warrior; and Quillaa, a 2nd-level wood elf ranger — have banded together to search the ancient elven ruins in the northern stretches of the Desert of Ro. Following the Ocean of Tears coastline south from Freeport, they come upon one of the small barbarian fishing villages dotting the coast and find it destroyed, its inhabitants slaughtered. Vagner's thirst for treasure becomes a thirst for vengeance — one he swears to slake upon whomever slew his kinsmen — and his comrades agree to help him in this quest.

Quillaa makes a very high Wilderness Lore check, and is able to find and follow the tracks left by the attackers leaving the scene of the slaughter. She also discerns that the marauders consisted of an ogre, a troll, and another elf. The PCs eventually catch up to their quarry at the decades-old ruin of a farmstead where the villains have camped for the night, and stage an ambush to surprise the murderers.

The Ambush

After listening to each player describe his or her character's approach, the GM asks each to roll a Sneak check. She then rolls opposing Listen checks for the three NPCs (Alluveal, a 2nd-level dark elf wizard; Woomp, a 2nd-level ogre shaman; and Elmerg, a 2nd-level troll shadow knight). Alluveal makes her Listen check and hears the PCs just before their ambush is sprung, while Woomp and Elmerg both fail their checks — the GM explains that they are too busy sitting at the fire eating stolen fish to notice the PCs' approach.

The GM then asks each player to roll initiative for a surprise round. Each rolls 1d20 and adds his or her character's initiative modifier to the roll. Halwain gets a 4 (a roll of 5, –1 Dex modifier), Vagner a 9 (a roll of 8, +1 Dex modifier), and Quillaa a 15 (a roll of 11, +4 Dex modifier). The GM also rolls for Alluveal, since the dark elf has heard the PCs' approach in time to avoid being surprised; she gets a 13 (a roll of 8, +1 Dex modifier and +4 for having the Improved Initiative feat).

The surprise round: Any characters who have rolled initiative may now take one action each, either an attack action or a move action, in descending order of their initiative results.

On initiative count 15, Quillaa attacks with her longbow and a masterwork arrow, which she had drawn and knocked during her approach. She fires at Woomp, who sits 40 feet away from her. She rolls 1d20 to attack and gets a 5, then adds her modifier of +6 (+2 base attack bonus, +4 Dex modifier, +1 for a masterwork arrow, +1 for the Weapon Focus (longbow) feat, –2 for a ranged attack against a seated target), for a result of 11. Woomp's AC is 11 (base 10, +2 for leather armor, –1 for Large size). Note that, since Woomp is surprised and flat-footed, he does not get his Dexterity bonus to AC (if he had one to begin with). Quillaa's attack roll of 11 equals or exceeds Woomp's AC of 11, so her arrow hits. She rolls 1d8 for arrow damage and scores a 5. Woomp has 15 hit points, so his current hit points drop to 15 – 5 = 10.

On count 13, Alluveal uses a move action to stand up and, as a free action, screams a warning at her two hulking companions.

Count 9, Vagner's turn. Because he gets only one action during the surprise round, Vagner cannot attack this round as well as move, so he chooses a move action to travel 20 feet (as far as he can go in his chainmail), just enough to end up adjacent to both Woomp and Elmerg. Since both the ogre and the troll have 10-foot reach, both would normally get attacks of opportunity as Vagner closes; however, both are surprised and flat-footed, so neither can make attacks of opportunity this round.

On count 4, Halwain casts *flash of light* at Elmerg to attempt to blind the troll. The spell calls for a Fortitude saving throw to resist its effects. The save DC for Halwain's spell is 14 (base 10, +1 for spell level, +3 for Halwain's Wisdom modifier). Elmerg rolls his saving throw on 1d20 and gets a total of 22 (a roll of 15, +3 base save bonus, +4 for his Constitution modifier), easily resisting the spell.

That ends the surprise round.

Kinslayers!

Since Woomp and Elmerg were not active in the surprise round, the GM now rolls initiative for them. Woomp gets a 7 and Elmerg gets an 11. The GM then begins the round again in descending order, this time incorporating Woomp's and Elmerg's rolls into the initiative count.

On count 15, Quillaa elects not to fire into melee at either Woomp or Elmerg since she might risk hitting Vagner, who is now in melee with them. She sees Alluveal and, guessing the dark elf might be a spellcaster, decides to ready an action to shoot an arrow at her should the dark elf attempt to cast a spell.

On count 13 Alluveal does just that, casting *shock of frost* at Vagner. Quillaa has a chance to interrupt Alluveal with her readied action, though, and does so: she rolls a 16 and adds her bonus of +8 (Alluveal is no longer sitting, so Quillaa does not suffer the same –2 penalty she had on her first attack against the ogre), for a total of 24 for her archery attack. Alluveal's AC is only (10, +1 Dex, +2 raw silk armor), or 13. Quillaa's attack hits cleanly, but she then rolls only 2 points of damage for the arrow. Still, Alluveal's current hit points drop from her maximum of 8 down to 6. Further, because she was interrupted by Quillaa's readied action during her spellcasting, Alluveal must now make a Channeling check to finish casting her spell. The DC is for this check is 13 (base 10, +2 for 2 points damage taken, +1 for the spell's level) — however, Alluveal adds her roll of 14 and her Channeling skill bonus of +2 (+0 Con modifier, +2 for 2 ranks in Channeling), for a total of 16, and thus manages to continue casting the spell despite the wound. Quillaa's initiative count is now reset to 13 in the subsequent rounds, as that is the count on which she took her readied action.

The GM rolls 1d6 for Alluveal's *shock of frost*, which results in 6 points of cold damage. Vagner, her target, gets a Reflex save for half damage against Alluveal's spell DC of 16 (base 10, +1 for the spell's level, +5 for Alluveal's Int modifier). He rolls a 10 and adds his Reflex save bonus of +1 (+0 base save, +1 Dex modifer), for a total of 11, so he fails his saving throw. However, as a barbarian, Vagner has a bonus of cold resistance (3) [he ignores the first 3 points of cold damage from any source], and *shock of frost* is a [cold] spell. Thus, Vagner takes only 3 points of damage from the *shock of frost*, bringing his current hit points from 22 to 19. (If Vagner's save had succeeded, he would have taken only half, or 3 points of damage from the attack, and thus would have ignored the spell entirely due to his cold resistance.) Alluveal then completes her turn by taking a move action to travel 25 feet (she can move up to 30 feet and still cast a spell, since her base speed is 30 feet), taking cover behind one of the crumbling stone walls of the ruins.

On 11, Elmerg uses his move action to stand up. He then attempts to use his harm touch ability on Vagner as an attack action. Since harm touch is a supernatural ability, it does not provoke an attack of opportunity from Vagner. Elmerg rolls a 12 for his melee touch attack, and adds his bonus of +6 (+2 base attack bonus, +4 Str modifier), for an attack roll of 18. Vagner's armor and shield provide him no benefit against a touch attack, so his touch AC is only 11 (base 10, +1 Dex). The harm touch hits, so Vagner needs to make a Fortitude saving throw against it: his Fort save bonus is +7 (+3 base, +4 Con modifier), and the save DC is 12 (base 10, +1 for Elmerg's Int modifier, +1 for 1/2 his shadow

knight level). However, Vagner rolls a natural 1, and thus fails his saving throw for half damage (a 1 always fails). His current hit points are reduced from 19 to 13. Finally, using his Quick Draw feat, Elmerg draws his greatsword as a free action at the end of his round (this does not provoke an attack of opportunity).

On initiative count 9, Vagner roars a war cry for his slain kinsmen and hews into Elmerg. As luck would have it, he rolls a natural 19, which, with his attack bonus of +7 (+2 base attack bonus, +4 Str bonus, +1 Weapon Focus (broad sword)), hits easily. Further, since Vagner rolled a 19, he also threatens a critical hit with his broad sword (see "**Critical Hits**"). He makes another attack roll to confirm the critical, and gets a result of 14 on his confirmation roll. Elmerg's AC is only 14 (base 10, +5 chainmail, –1 Large size), so Vagner scores a critical hit. Broad swords do double damage on successful criticals, so instead of rolling 1d10+4 for damage, Vagner rolls twice that, or 2d10+8 damage. He again rolls exceptionally well, for a total of 27 points of damage. This exceeds Elmerg's 26 hit points, and thus the troll falls to –1 hit points, dropping to the ground unconsciousness.

On initiative count 7, Woomp casts *minor healing* on his unconscious companion. The spell has a free action casting time, and so provokes no attack of opportunity from Vagner — it is cast so quickly that the warrior has no chance to interrupt the spell. The GM rolls for the spell and gets 6 points of healing, so Elmerg's eyes snap open and he awakens from his dreams of a mad-eyed barbarian, his hit points going up from –1 to 5. The shadow knight remains prone, however, until his next turn (when he can get up if he takes a move action to do so).

Since casting the first spell was a free action, Woomp now attempts to cast *minor healing* again, this time on himself. Per the spell description, a second casting of this spell in the same round is an attack action, so Woomp takes his attack action to cast the spell. He decides not to try to cast defensively (his Channeling skill is not particularly good, and failing the Channeling check would cancel the spell), so his casting provokes an attack of opportunity from Vagner. Vagner gets only a 10 to hit, however, which just misses Woomp's AC of 11. Woomp casts his second *minor healing* on himself and the GM rolls a 9 for the spell, more than enough to bring the ogre's hit points from 10 back up to his hit point total of 15 (the extra 4 points of healing are lost).

Finally, Woomp takes his move action to move 15 feet back from the seething barbarian avenger. Since Vagner has already taken an attack of opportunity against the ogre this round, he cannot do so now, even though Woomp's retreat would otherwise provoke one.

On initiative count 4, Halwain also chooses to cast *minor healing* as a free action and another as his attack action, both of these spells targeting Vagner. He rolls the dice for both spells and gets 3 and 10, respectively, restoring 13 hit points to the barbarian; this brings Vagner back from 13 current hit points to his maximum of 22 hit points. Halwain chooses not to take his move action.

The combat would now continue into round 2, with the combatants each acting on their initiative counts in descending order. Quillaa's count would now be 13, however, since she took her readied action on that count in the first round (Alluveal goes just before the ranger on 13, though, since her initiative bonus is higher — think of this as initiative counts 13.A and 13.B).

Surprise

At the beginning of any encounter (usually in a combat scenario), there's the chance for a surprise round. Surprise occurs when some of the combatants are not aware of their foes before combat begins, such as during an ambush or flank assualt. Characters who heard or saw the opponents approach (generally through a successful opposed Spot or Listen check) are not surprised.

The Surprise Round

The GM should have characters who are not surprised roll for initiative. Only they can act in the surprise round, and even then they can only take a single action — an attack or a move action, but not both, and no full-round actions. Characters who are surprised are considered flat-footed (see "**Flat-footed AC**" later in this chapter) during the surprise round and until their first action occurs in the first normal round of combat. Surprised characters are also vulnerable to backstab attacks. Characters who are not surprised retain all their AC bonuses, even if they haven't gone yet in the surprise round.

Once the surprise round is finished, the rest of the characters and creatures present can roll initiative, and their counts are sorted in among those already rolled for the surprise round. The first normal round then follows, in which all characters get to go (including those who already took actions during the surprise round) when their initiative counts come up. From this point onward, combat proceeds normally.

Initiative: Who Goes First?

Like combat, initiative is very simple: Roll a d20 and add the character's Dexterity modifier, along with any other initiative bonuses. The character or creature who gets the highest score goes first, followed by the one who got next highest, and so forth until everyone has had a turn. The GM should always keep a pad or scrap of paper nearby to record each character's initiative at the start of combat, as the sequence in which players go will be different with every combat. Each point in the initiative sequence is referred to as a "count" — thus, if a character's initiative result for a given combat is 20, the character goes on count 20, before her foe at count 15 but after his pet elemental at count 22.

In the event of a tie, the character with the higher total initiative bonus goes first. If *that* too results in a tie, then the character with the higher Dexterity goes first. After that, flip a coin. There is no such thing as simultaneous initiative in the *EverQuest Role-Playing Game*.

At the same time that the GM calls for initiative rolls, he should roll himself to see when the NPCs and monsters go. For purposes of simplicity, some GMs prefer to have all the monsters and NPCs (that is, all the player characters' foes) go together on the same initiative. Other GMs prefer to roll initiative for each foe separately, making it more difficult for the PCs to predict when their enemies will act. And other GMs use one roll for all lesser monsters or NPCs in an encounter and separate rolls for their leader(s).

The Combat Round

Combat takes place in units of time called rounds. Each round lasts 6 seconds, so there are 10 rounds in one minute. Initiative is cyclical in nature, which means you only roll for initiative once, at the start of combat, and then characters act in that order each round until the combat is over.

One point that can be confusing for new players is that one round usually refers to the new cycle of initiatives (and combatants' actions on those initiatives), starting with the character with the highest initiative count and going down through to the lowest. That's one 6-second round of combat. When that's over, the next round begins. However, certain effects or conditions which have a casting time or duration of one or more rounds will be timed from the initiative count on which they began until the same initiative count on the following round or rounds. For example, the cleric Halwain acts on initiative count 15 and begins to cast *complete heal* (which has a casting time of 1 full round) on his injured comrade Vagner. The casting will finish one round later on the cusp of initiative count 15, just as Halwain's next turn begins.

Refocusing

While a character may always simply pass, doing nothing on her turn but retaining her place in the initiative sequence, characters who find they cannot act effectively for whatever reason in a round of combat will usually choose to refocus instead of simply pass.

By taking no other action in a round, the character abandons her place in the initiative sequence and refocuses, thus changing her initiative count for the next round. Her new initiative count is calculated as if she had rolled a 20 on her initiative roll (with any Dexterity modifier or other initiative modifiers then added to the 20). This becomes her new count in the initiative sequence for the rest of that combat, starting with the next round. In essence, refocusing means giving up a round's actions in order to be in a better position to make future actions or attacks.

Holding an Action

Styles of play differ, and different styles' adherents disagree on whether it's better to go first or last in the initiative sequence. Some players prefer their characters to strike first, and they prize any means that enables their characters to strike the first blow — after all, a foe your character disables at initiative count 20 is a foe who can't try to kill her when his turn comes around at initiative count 15. For these players, Improved Initiative is perhaps the best of all possible feats, and their characters will also tend to have high Dexterity scores if they can possibly manage it (whether naturally so or enhanced by spells and items). Other players prefer to react to opponents' actions, and their characters will wait until foes have committed themselves to a course of action before choosing their own response. These players will tend to ignore initiative bonuses, to frequently make use of the various rules for holding actions, and to manipulate their place in the initiative cycle as much as possible.

Sometimes it's advantageous to delay, holding the character's action until a later point in the initiative sequence. For example, if a character wishes to shoot at a charging foe, she can delay loosing the bolt until he comes within point blank range. The point in the initiative count at which she finally acts becomes her new initiative for the rest of that combat (unless she refocuses — see above — or delays again). Holding an action can take two forms, with slightly different rule implications: delaying an action and readying an action.

Delaying an Action

Delaying an action simply means that the character waits until a later point in the initiative sequence to act — say, after a friendly cleric has healed her of some damage she had suffered earlier, or after a foe has been taunted into melee with another PC, thus turning his back to her and leaving himself open to her flank attack. While delaying, she can announce a specific point at which she will take her action or not, as she chooses, and in any case need not abide by any action she has announced once its moment arrives. A character who delays does not commit herself to any specific course of action but may do as she sees fit when she sees an opening.

If she delays too long, however, she forfeits her turn for the round: the longest a character can delay is to hold off until the count of –10 minus her initiative bonus (if any). For example, a character with an initiative bonus of +3 could delay an action until the count of –13, at which point she would either have to take her action or pass for the round. In either case, her initiative would now reset to –13, probably dead last in the subsequent rounds.

Readying an Action

By contrast, readying an action commits the character to carrying out a specific course of action if its stated condition occurs. The action to be readied must be one action, but can be either an attack or a move action. A typical example would be a character who draws a bow and points it at the doorway, declaring he will shoot the first creature he sees coming through it. Note that a character can always opt to cancel the readied action once the condition occurs, thus withholding his bowshot if, for example, an ally is the first through the door.

The advantage of a readied attack can be great: the readied action goes off immediately when the stated condition is fulfilled, making it one of the few ways to interrupt another character's action. However, this potential advantage is lost if the condition the character chose to trigger the readied action does not take place. Further, to continue the above example, if the first thing to enter were something immune to missile fire or an oncoming flood of water, his readied arrow shot would be useless.

One of the best uses for a readied action is to interfere with enemy spellcasters, either by attacking with a ranged weapon as soon as she begins casting a spell or by readying a counterspell. Another commonly used readied action is setting a spear or polearm in order to receive a charge. See **"Table 7–5: Weapons"** in Chapter 7: Equipment for weapons that can be readied in this way to receive a charging opponent, thereby dealing double damage on a successful attack.

If the stated condition for a readied action does not occur before the end of the round, then the character holds his readied action over until his normal initiative count on the following round, when he can decide either to continue with the readied action again or to choose another action. If the conditions do finally arise and the character opts to take his readied action, then his new initiative for subsequent combat rounds is the point at which he finally takes his readied action (even if that point is a higher initiative count in the following round).

For example, the ogre shaman Woomp has an initiative count of 8. His comrades are fighting a pitched battle in Befallen when he hears something scrambling up the well behind his group. On his turn, he readies an action, stating he will pulverize whatever comes up out of the well with his maul. Nothing comes up from the well for the remainder of that round, however, so Woomp's readied action is held over to the following round. On initiative count 14 of the following round, a horde of skeletons erupts from the well. Woomp immediately takes his readied action, and his *gatormash maul* sends a skeleton toppling back into the pit as so many shards of bone. Woomp's use of his readied action counts as his action for this round (he does not act again on count 8), and his new initiative count for subsequent rounds will be 14.

Dropping in or Out of Initiative

A new character who joins an ongoing combat rolls for initiative on the round when she could first reasonably take part in the combat. By contrast, a character present at the start of melee who chooses not to act right away still rolls initiative with his companions at the start of combat. A character who successfully withdraws from combat by leaving the area entirely (ducking through a secret door, *gating* away, or simply running for it and outdistancing pursuit) drops out of the initiative sequence and should reroll if she reenters it later (assuming the combat lasts that long, which is rare).

Actions

A character normally gets one move action and one attack action each round. A character can give up her attack action to devote an entire round to movement (a double-move), or give up her move action to devote an entire round to attacking (making an iterative attack or casting a spell with a casting time of 1 full round). Both of these cases are described as full-round actions, since the character spends the entire round either moving or attacking. There are also times when a character loses an action (for example, she is *slowed* or surprised), so that she can either move or attack but not both. There are also times when she gains an action (for example, when she is *hasted*), so that she could attack twice and still move or move twice and still attack, or else either move or attack one three times. Finally, some actions take so little time that they are barely actions at all, such as dropping an item or shouting a warning; these are called free actions.

Move Actions

A typical Large or Medium-size character can move 30 feet in a round. A typical Small character can move 20 feet in a round. A character who does nothing but move can double that amount (taking a double-move), covering 60 feet in six seconds (or 40 feet for Small characters). Characters can also flat-out run, moving four times their standard distance (three times if hampered by heavy armor or weighed down with too much gear or loot, five times if they're unencumbered and they've taken the Run feat).

Of course, a move action can be more than simple ambulatory movement. A character or creature can use any movement mode it has as a move action: climbing, swimming, burrowing, flying, levitating, leaping, or whatever.

The move action must either come before the attack action or after it. A character cannot break up his move action and insert the attack action into the middle. That is, he cannot move, attack, and then move again, even if the total distance covered would be no more than his base speed and even if the first move is only a 5-foot step (for more on this, see "**Free Actions**"). The only exceptions to this rule are characters or creatures who have feats like Shot on the Run or Spring Attack, or similar abilities that enable them to achieve such difficult maneuvers.

Attack Actions

Attack actions are virtually anything you normally think of as combat — swinging a sword, shooting a bow, casting a spell (if its casting time is 1 action), using a spell-like or supernatural ability, turning undead, or the like. For dedicated fighting classes, most attack actions consist of making a melee or ranged weapon attack against a foe. Most spellcasting classes use their attack actions to invoke their magic to blast enemies, to heal companions, or to do any of the hundred other things magic can do.

Attack actions are sometimes referred to as "standard actions," particularly when the action involved is not necessarily combat-oriented. For example, a monk's feign death special ability is a standard action — using it requires an attack action.

Free Actions

Any action which takes so little time or has so little effect on game-play that it's not worth policing is considered a free action. Examples include brief conversation between characters (a few words), dropping a weapon (as opposed to sheathing it, which would be the equivalent of a move action), abandoning concentration on a spell, and the like.

Probably the most important free action is the 5-foot step. Any character who has not moved during a round is generally entitled to move 5 feet, unless she is physically incapable of moving (unconscious, *rooted*, paralyzed, or the like). She does not gain this 5-foot step if she has taken any other movement that same round. The 5-foot step is unique in that a character taking this free action never provokes an attack of opportunity for moving, even if she does so within spaces threatened by opponents. (Other actions taken during the same round may well provoke attacks of opportunity, but not the 5-foot step itself.)

Attacks of opportunity (AoO) themselves are also considered free actions, although a character only gets one AoO per round unless she has special abilities that grant additional ones, such as the Combat Reflexes feat.

Opposed rolls or checks (for example, an opposed grapple check) are also typically free actions on the part of the character responding to the action.

Full-Round Actions

Full-round actions may be several combinations of move actions and attack actions. The double-move action is a full-round action, as is the standard combination of move action and attack action. Many combat feats described in Chapter 5: Feats allow a character to make special attacks or to perform some impressive maneuver if she does nothing else that round; these are also examples of full-round actions. Other full-round actions include lighting a torch using flint and steel, killing a helpless opponent (see "***Coup de Grace***"), picking a lock, putting oneself out if on fire, and anything else the GM considers would require a character's full, undivided attention for about 6 seconds.



Table 12-1: Actions

Action Type	Attack of Opportunity (AoO)?
Free Actions	
Cast a quickened spell	No
Cast a spell (free action)	No
Start a bard song	No
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell	No
Speak	No
Use an extraordinary ability (free)	No
Use a feat (free)	Varies
Attack (Standard) Actions	
Activate a magic item	Maybe
Aid another	No
Attack (melee)	No
Attack (ranged)	Yes
Bull rush	Yes
Cast a spell (1-action)	Yes
Play a bard instrument	Yes
Concentrate to maintain or redirect a spell	No
Disarm *	Yes
Dismiss a spell	No
Feint	No
Grapple **	Yes
Heal a dying friend	Yes
Overrun (charge)	Yes
Ready	No
Ready to interrupt a spellcaster	No
Rebuke undead (use special ability)	No
Start full-round action ***	No
Strike a weapon	Yes
Strike an object	Maybe
Trip an opponent *	No
Total defense	No
Turn undead (use special ability)	No
Use a skill (1-action)	Varies
Use an extraordinary ability (1-action)	No
Use a feat (1-action)	Varies
Use a spell-like ability	Yes
Use a supernatural ability	No
Use a touch spell on one target	No
Move Actions	
Climb (1-action)	No
Control a frightened mount	Yes
Draw a weapon	No
Loose a shield	No
Mount or dismount	No
Move a heavy object	Yes
Open a door	No
Pick up an item	Yes
Ready a shield	No
Retrieve a stored item	Yes
Sheathe a weapon	Yes
Stand up from prone	No

Action Type	Attack of Opportunity (AoO)?
Full-Round Actions	
Cast a spell (full-round)	Yes
Climb (full-round)	No
Charge	No
Coup de grace	Yes
Dive attack (flying, swimming)	Yes
Double move	Maybe
Escape from a net	Yes
Extinguish flames	No
Full attack	No
Light a torch	Yes
Load a heavy crossbow	Yes
Load a repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw oil	Yes
Refocus (no move)	No
Run	Yes
Throw a two-handed weapon with one hand	Yes
Use a skill (full-round)	Varies
Use a feat (full-round)	Varies
Use a touch spell on up to six friends	Yes

* This action substitutes for a single melee attack, not an action. As such, it can be used once in an attack or charge action, one or more times in a full or iterative attack action, or even as an attack of opportunity.

** 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, a character can attempt to start a grapple multiple times (with iterative base attack bonuses).

*** The character starts taking a miscellaneous full-round action in one round, and completes it during his or her next round. This option is normally used when a character has been magically slowed or is suffering some other condition that restricts him or her from taking full-round actions.

Iterative Attacks

Possibly the most important full-round actions relating directly to combat are iterative attacks. Characters of high enough level wielding fast enough weapons or characters fighting with two or more weapons gain multiple attacks in a round if they forego their move action for that round. A character doing so may still take free actions, including one 5-foot step free action.

To determine the number of attacks a character gets when making an iterative attack, find the character's base attack bonus (unadjusted for Strength modifier, feats, magic weapon bonuses, or any other attack bonuses) on the character's class level progression table in Chapter 3: Classes. Compare the base attack bonus to the effective delay rating of the weapon in the character's primary hand (see "**Table 7–3: Delay and Iterative Attacks**" in Chapter 7: Equipment). For example, **Table 3–8: Druid Level Progression** in Chapter 3: Classes shows that a 9th-level druid has a base attack bonus of +6. If the druid is wielding a light flail, a weapon of standard speed, delay (5), then Table 7–3 gives her base attack bonus for iterative attacks as +6/+1, meaning she gains two attacks, the first with a +6 bonus and the second +1. (These base attack bonuses are then modified by any applicable bonuses or penalties, such as her Strength modifier, feats, magic weapon bonuses, and other such items that can affect attack rolls.) If the same druid were using a greatclub, a slow delay (6) weapon, she would not qualify for iterative attacks, whereas if she used her scimitar, a quick delay (4) weapon, her iterative attack bonuses would be +6/+2.

A character with iterative attacks can use them all against a single foe or divide them among multiple foes as she sees fit, as

long as they are all within reach. For example, a 12th-level warrior is fighting three gnolls that have surrounded her. She wields a +2 *bastard sword* and has a 17 Strength and the Weapon Focus (bastard sword) and Double Attack feats, so her total modified iterative attack bonus is +18/+14/+12. She makes her first attack (at +18) at the first gnoll. Whether or not she inflicts enough damage to kill her foe, she can choose to direct her next attack (+14) at the same gnoll or a different one. If she so chooses, she can direct the third and final attack (+12) against the third gnoll, whether or not his two pack-mates are still standing, or at either the first or second target. She does not have to make these decisions beforehand; that is, she does not have to declare the targets of her second and third strikes until she learns the result of her earlier strikes. She can even decide just after making her first attack that she wants to take her move action instead of making any iterative attacks.

However, if she chooses to make her second attack, she cannot then move any further than 5 feet in the same round. Iterative attacks are a full-round action gained by giving up the character's move action (but the character can always take a 5-foot step, either before, during, or after her iterative attacks — see "**Free Actions**"). But remember also that no character can move, take an attack action, and then move again, even if one of those moves is only a 5-foot step. Thus, the warrior above can strike once, take a 5-foot step, and then strike twice more, for instance, but she cannot move 5 feet, strike, and then move again (unless she has the Spring Attack feat).

Armor Class

Just as Difficulty Class (DC) represents the number to equal or beat when a character attempts to use a skill, so Armor Class (AC) represents the target number on an attack roll when she's attempting to hit a foe in combat. Armor Class starts at AC 10, the equivalent of an average unarmed person, so that AC 11 (the same person with a small shield) is better than AC 10; AC 12 (the same person with a large shield) is better than either; and so forth. There is no theoretical upper limit on AC, although starting characters will probably stand somewhere in the AC 10 to 18 range due to budgetary constraints and ability score limitations: extremely powerful, high-level characters may have ACs of 40+, and gods or other extraplanar entities often have ACs even higher.

A creature's AC is a composite of many parts: how fast the creature is (so it can avoid damage), how tough its skin is (so some blows bounce right off), how difficult it is to penetrate its magical protections (some attacks just veer off harmlessly), and so on — any factor that makes it difficult to land decisive blows on a creature improves its Armor Class. Still, AC protection can be broken down into two basic categories: evading the attack and resisting the attack.

Evading an Attack

The best way to avoid taking damage from an attack is to make sure the attack never connects. A character's Dexterity modifier

Making Combat Fast and Fun

The passage of time for characters (game time) and the passage of time for the players (real time) are rarely one and the same. Your group may play through several days of game time in a single evening's session, while a combat that lasts all of thirty seconds (5 rounds) in game time might require half an hour or more of real time to play out. This is because combat is very rules-intensive: naturally, as players we want to bring into play any game mechanics that will help our characters, and the GM can do no less for the NPCs and monsters those characters will face.

To keep combat from slowing down the game, prepare as much as you can ahead of time. Know your character's special abilities and special qualities, as well as the effects of spells she's likely to cast, so you don't have to look them up once combat starts. If you know a particular situation is likely to occur (say, an ambush), prepare strategies ahead of time so your character and her comrades can react with a minimum of confusion or delay. Most in-game battles are over so quickly — in game time, not real time — that a spellcaster typically gets the chance to cast only three or four spells in a given combat: know ahead of time which one she'd most likely want to lead off with, which one makes a good follow-up, etc.

Remember that unless he's suicidal or megalomaniacally overconfident, a foe won't enter combat without a plan for retreating if things go wrong — why shouldn't you take a page from his book? Keep an eye out for probable escape routes when your character enters unknown territory, and have ready a ruse or two to gain time and make good her getaway. Your PC party is much more dangerous if you've had warning that a combat is about to erupt; at the very least your characters can all get into position, and if time allows they can cast spells, drink potions, and activate items to buff themselves up. Be sure to know how long each of these temporary enhancements or protections will last so that you won't get an unpleasant shock, and remember what your character's stats will revert to when the buffs end (remember, they might be dispelled prematurely in mid-combat).

Pay attention to what's happening in the game even when it's not your character's initiative, and start planning her next action as soon as you've taken your turn. If you can't decide which spell she should cast or what action to take when her initiative comes around, it slows down the game for everyone. After this has happened a couple of times, your GM will likely skip over you, saying "your character hesitates in indecision," and she will lose her turn for that round. After all, a round only last for six seconds, which does not allow the luxury of weighing fine points of strategy while the rest of the combatants wait patiently to get on with their life-and-death struggle.

Other tips that speed up game play include:

- Rolling attack and damage dice at the same time. If the attack misses you can always ignore the damage dice.
- Use dice or tally cards to track how many rounds certain effects like damage over time spells have remaining. When using a die, just keep the remaining number of rounds for the effect face up on the die, and change it to the next lower number each round.
- Rolling different colored d20s at the same time for different iterative attacks or for extra attacks from feats or haste effects can speed up high-level fighters' attacks.
- If your GM allows it, you can even roll dice before the initiative sequence gets all the way to your character's count. For example, while an ally who goes just before you in the initiative count has declared her action and is resolving it, you might go ahead and roll your attack and damage. ...

Finally, if you're a novice, don't let yourself become overwhelmed with minutiae. When in doubt, keep it simple: just tell your GM what you want your character to do and he'll outline a few options for you to choose among. A good GM keeps an eye out for novice players, telling you when you need to roll, what to add, and what happens as a result. If there are experienced players among the group, don't hesitate to ask them for suggestions as well; you may have abilities you've forgotten about, or they may have run into this sort of monster before. You'll be surprised how quickly you learn the essentials and start to come up with ideas on your own . . .

is added to his AC (assuming he's not flat-footed) to reflect his ability to avoid blows. Concealment, cover, invisibility, or displacement may mean the attack never lands as it was intended, either going astray or hitting the wrong target (for example, the tree the character ducked behind). Dodge, haste, insight, and luck bonuses (or penalties) to Armor Class reflect a character's ability to see the attack coming and get out of the way in time. Deflection bonuses represent a magical or supernatural ability to warp space around oneself in such a way that attacks that would otherwise have hit just veer off. A luck bonus reflects a character's uncanny knack *not* to be in the wrong place at the wrong time. A character's size also factors into the likelihood of her being hit (see "**Size**" later in this chapter).

Note that bonuses of different types "stack" with each other, so that it's possible for a character to benefit from more than one of them at the same time. For example, a gnome character under the effects of an *alacrity* spell — granting haste (5), which gives him a +2 haste bonus to AC — and who has a Dexterity of 17 (+3 modifier) would have an AC of 16 (base 10, +1 Small size, +2 haste, +3 Dex) based just on those factors. With the exception of dodge bonuses, which *do* stack with other dodge bonuses, bonuses of the same type never stack, and only the highest applicable bonus of a given type applies to a character at any one time (see "**Combining Magical Effects**" in Chapter 8: Using Magic).

Resisting an Attack

If a character can't avoid an attack altogether, the next best thing is to be able to shrug off its effects. This is what armor does: it prevents some of the blows aimed at the character from damaging her. This does not mean that the attack didn't hit (a common misconception), but that it didn't hit hard enough to do any damage — it was blocked by the target's shield, ricocheted off her helmet, or the like. The better the armor, the more protection it offers and the greater its Armor Class bonus (see "**Table7–7: Armor**" in Chapter 7: Equipment). This is the type of AC protection most low-level characters focus on, since it's easier to buy a suit of armor than it is to acquire potent magics or supernatural enhancements.

Iksar characters and many monsters have what is known as a "natural armor" bonus. This means that their skin, scales, fur, hide, or whatever is sufficiently thick or tough to act as if it were armor, protecting them from some attacks. Natural armor works in exactly the same way as normal armor (chainmail, plate armors, shields, etc.), except that it is actually part of the creature, and thus imposes no armor check penalties.

The following bonus types may prevent attacks that do connect from harming the target: arcane, armor, augmentation, buff, divine, enhancement, and natural (also called natural armor). As with other bonuses, those of different types do stack with one another, so that, for example, armor and natural armor bonuses do stack: an iksar wearing leather armor and having no Dexterity bonus (natural armor +3, leather armor +2) would be AC 15. Bonuses of the same type do not stack — only the highest bonus of a singular type presently in effect counts toward the character's AC. One notable exception to this rule involves the separate armor bonuses gained from armor and a shield, which do stack.

Touch AC

The AC recorded on character's record sheet is usually the total of all elements that protect that character. However, under some conditions not all these elements come into play. For example, a metal breastplate may offer good protection against a blow from a sword, axe, or warhammer, but it won't protect its wearer at all from a shadow knight's harm touch or a blow from an incorporeal creature. Attacks which merely need to touch the character to be effective are called "touch attacks," and the character's full normal AC does not apply against such attacks.

Touch AC includes any dodge, Dexterity, deflection, haste, insight, luck, and size bonuses — anything that helps the character evade being touched at all. It does not include protection from AC bonus types that resist damage from blows (arcane, armor, augmentation, buff, divine, enhancement, and natural armor bonuses), which merely safeguard a character from being injured once hit.

Flat-Footed AC

Sometimes a character loses some of the elements that make up her AC because she doesn't have a chance to move or react to avoid an attack. In such cases, she must simply "take it" and hope for the best. Her flat-footed AC includes all those elements that don't depend upon seeing and avoiding an incoming attack: armor or natural armor, arcane, augmentation, buff, deflection, divine, enhancement, luck, and size modifiers. It does not include protection from Dexterity, dodge, haste, or insight bonuses.

Size

It's easier to hit a large target ("the broad side of a barn") than a small one ("a bull's-eye"). Therefore, Armor Class includes a size modifier to reflect the fact that a smaller target is easier to miss and a larger target is easier to hit, all other factors being equal. Of course size is relative, so very small creatures have an even easier time hitting very large creatures, while the opposite is inversely true. **Table 12–2: Size Modifiers** shows the various modifiers for

Table 12-2: Size Modifiers

Size	Height/Weight	AC and Attack Bonus/Penalty	Reach	Face
Fine	up to 6 in./less than 2 oz.	+8 bonus	0 ft.	1/2 ft. x 1/2 ft.
Diminutive	6 to 12 in./2 oz. to 1 lb	+4 bonus	0 ft.	1ft. x 1 ft.
Tiny	1 to 2 ft./1 to 8 lb	+2 bonus	0 ft.	2 1/2 ft. x 2 1/2 ft.
Small	2 to 4 ft./8 to 60 lb	+1 bonus	5 ft.	5 ft. x 5 ft.
Medium-size	4 to 8 ft./60 to 500 lb	0	5 ft.	5 ft. x 5 ft.
Large	8 to 16 ft./500 lb to 2 tons	–1 penalty	10 ft. (tall)	5 ft. x 5 ft. (tall)
			5 ft. (long)	5 ft. x 10 ft. (long)
Huge	16 to 32 ft./2 to 16 tons	–2 penalty	15 ft. (tall)	10 ft. x 10 ft. (tall)
			10 ft. (long)	10 ft. x 20 ft. (long)
			10 ft. (long)	15 ft. x 15 ft. (long)
Gargantuan	32 to 64 ft./16 to 125 tons	–4 penalty	20 ft. (tall)	20 ft. x 20 ft. (tall)
			10 to 15 ft. (long)	20 ft. x 40 ft. (long)
			10 to 15 ft. (long)	30 ft. x 30 ft. (long)
Colossal	over 64 ft./over 125 tons	–8 penalty	25 ft. (tall) 4	0 ft. x 40 ft. (tall)
			15 ft. (long)	40 ft. x 80 ft. (long)

each size category of creature, as well as its natural reach (which might be augmented, such as in the case of a human using a polearm) and the usual facing dimensions such creatures occupy in the midst of combat (important if you are using tabletop miniatures — see "**Using Miniatures**" later in this chapter).

The same size modifier that affects a creature's AC also applies to all attack rolls it makes. For example, a halfling, which is size Small, gains not only a +1 size bonus to her Armor Class, but also +1 to all her melee and missile attacks.

Size modifiers apply to objects (see "**Attack an Object**" in this chapter) as well as creatures. Note that all these size modifiers have already been figured into the monster stats in *EverQuest: Monsters of Norrath*. Characters who temporarily change in size (say, as the result of drinking a magical *shrink* potion) gain the bonus or penalty to Armor Class and attack rolls appropriate to their new size. Of course, being large also brings considerable benefits that offset the AC and attack penalties for size. Larger creatures are able to use larger weapons to deal more damage, and also have longer reach, which can give significant advantages in combat.

Cover

If a character is trying to stab someone who's on the other side of a picket fence, the fence is going to get in the way and make the task more difficult. Conversely, if he's facing twenty gnoll archers, ducking behind the nearest tree begins to sound like a good idea.

The amount of protection cover provides depends on what kind of cover it is and how much of the target it shields. Think of cover as environmental armor: not something a character can carry around on her body but something she can take advantage of in the field — a stone doorway, an arrow-slit, a boulder or tree stump. Even the body of a fallen foe held in front of your warrior as an impromptu shield can mean the difference between his being made into a pincushion by a hail of defenders' arrows and making that dramatic charge as he dashes across an exposed courtyard. Think strategically about how to turn the surroundings to your advantage to gain an edge over a foe. It's also wise to keep an eye out and anticipate the way foes might use the same cover in order to deny them that advantage (and possibly avoid a nasty ambush).

Specific cover bonuses are given in **Table 12–3: Cover Modifiers**. After deciding how much of the character's body, especially his vital areas, are behind cover, the GM must assign the extent of cover given to the target. The AC bonus for cover applies to all attacks, with only one notable exception: Any penalty to an attack roll based on the covered target kneeling or sitting or being prone (see "**Table 12–5: Attack Roll Modifiers**") does not stack with any AC bonus derived from being prone or kneeling while behind cover in order to hide more of one's body — only the cover bonus applies. That is, a character can crouch down in a field and thus make herself harder to shoot because she's a smaller target; however, if she crouches down behind a boulder then she's hard to hit because she's mostly covered by the boulder, not because she's a smaller target. The cover Reflex save bonus only applies to those cases where cover might protect a character from an area of effect attack — for example, dropping behind a low wall to avoid the worst of a dragon's breath. Neither the AC nor the Reflex save bonuses apply, of course, unless the cover interposes itself between the attack and the target. Hiding behind a low wall won't help a character at all from a dragon flying directly overhead and breathing fire on the ground, or from a burst of acid that detonates just behind (or above) her.

If it should ever become important to know whether the cover was actually struck by an incoming attack that misses the intended target, the GM must determine whether the attack roll would have hit the protected target without the cover AC bonus. If the attack roll falls within a range low enough to have missed the target with cover but high enough to have struck the target if there had been no cover, the object used for cover was struck. This can be particularly important in cases where a combatant gains cover from another combatant. In such a case, if the cover is struck and the attack roll exceeds the AC of the covering combatant, the covering combatant takes the damage intended for the target.

If the covering combatant has a Dexterity bonus to AC or a dodge bonus, and this bonus keeps the covering combatant from being hit, then the original target is hit instead: the covering combatant has dodged out of the way and didn't actually provide cover after all. A covering combatant can choose not to apply his Dexterity bonus to AC and/or his dodge bonus, if his intent is to try to take the damage in order to keep the covered combatant from being hit.

For example, when Vagner steps in front of Akhbar the magician seeking to shield the Erudite spellcaster from a volley launched by gnoll archers, it is important to know whether the arrows might actually have struck Vagner. Since both Vagner and Akhbar are Medium-size, Vagner provides half cover (+4 AC) to the magician, whose AC is otherwise only 13. If a gnoll archer rolls a 16 to hit Akhbar, he barely misses, having actually struck the magician's cover, or, rather, Vagner (since the attack roll falls between Akhbar's normal AC 13 and his AC with cover, 17). Vagner wears chainmail, but, since he currently wields his greatsword, he is not using his shield; further, although he normally has a +1 Dex bonus to AC, Vagner opts not to use it, since his intention is to stand firm and shield the magician. Thus Vagner's current AC is 15, which means that the gnoll's arrow, with its roll of 16, damages him just as if he had been its original

Table 12-3: Cover Modifiers

Extent of Cover	AC Bonus	Reflex Save Bonus	Attack of Opportunity	Example
Total	Not applicable	None needed	No	Behind a closed door; completely ducked behind a tower shield
Nine-tenths	+10	+4*	No	Peeking through a face-slot in a door; fighting from behind a creature or object two or more sizes larger (a halfling behind an ogre)
Three-quarters	+7	+3	No	Making a Spot check from around a tree; fighting from behind a creature or object one size larger (a gnome behind an iksar)
Half	+4	+2	No	Firing a bow from an embrasure on a city wall; fighting from behind a creature or object of the same size (a human behind another human)
One-quarter	+2	+1	Yes	Standing behind a thigh-high barricade; fighting from behind a creature or object one size smaller (a barbarian behind a dwarf)

*No damage on a successful save; only half damage on a failed save.

target. If the attack roll had been a 13 or a 14, the arrow would have snapped harmlessly against the warrior's heavy mail coat.

Reach Weapons and Cover: If a character is using a reach weapon, a combatant standing between the character and her target provides cover to the target. Generally, if both the target and the other combatant are the same size, the target has half cover. In this case, however, if the character's attack misses due to cover (as discussed above), the covering combatant takes no damage because the character would be striking him with only the haft of her weapon.

Concealment

Sometimes a character's foe is protected by concealment, which can also be called "soft cover." If the character knew exactly where the foe was, she could attack him with no penalty, but targeting him is the problem. Perhaps it's dark or foggy, so she can't see where he is. Perhaps he's crouching in high grass or sitting on the branch of a leafy tree. Sometimes the character can actually see him, but the image is blurred or distorted, as when the two are on opposite sides of a thin opaque screen.

The first problem in fighting a concealed foe is to locate him. Often, once the character knows her target's general location, she can switch to some other attack form that need not be targeted as precisely. For example, if she knows her enemy is waiting on the other side of a doorway to try to throttle her with a garrote as she passes, she can take steps to counter his plan—say, by having her party's magician obligingly rain fire into the adjoining room. If she has the means available, she can render her foe's concealment essentially worthless.

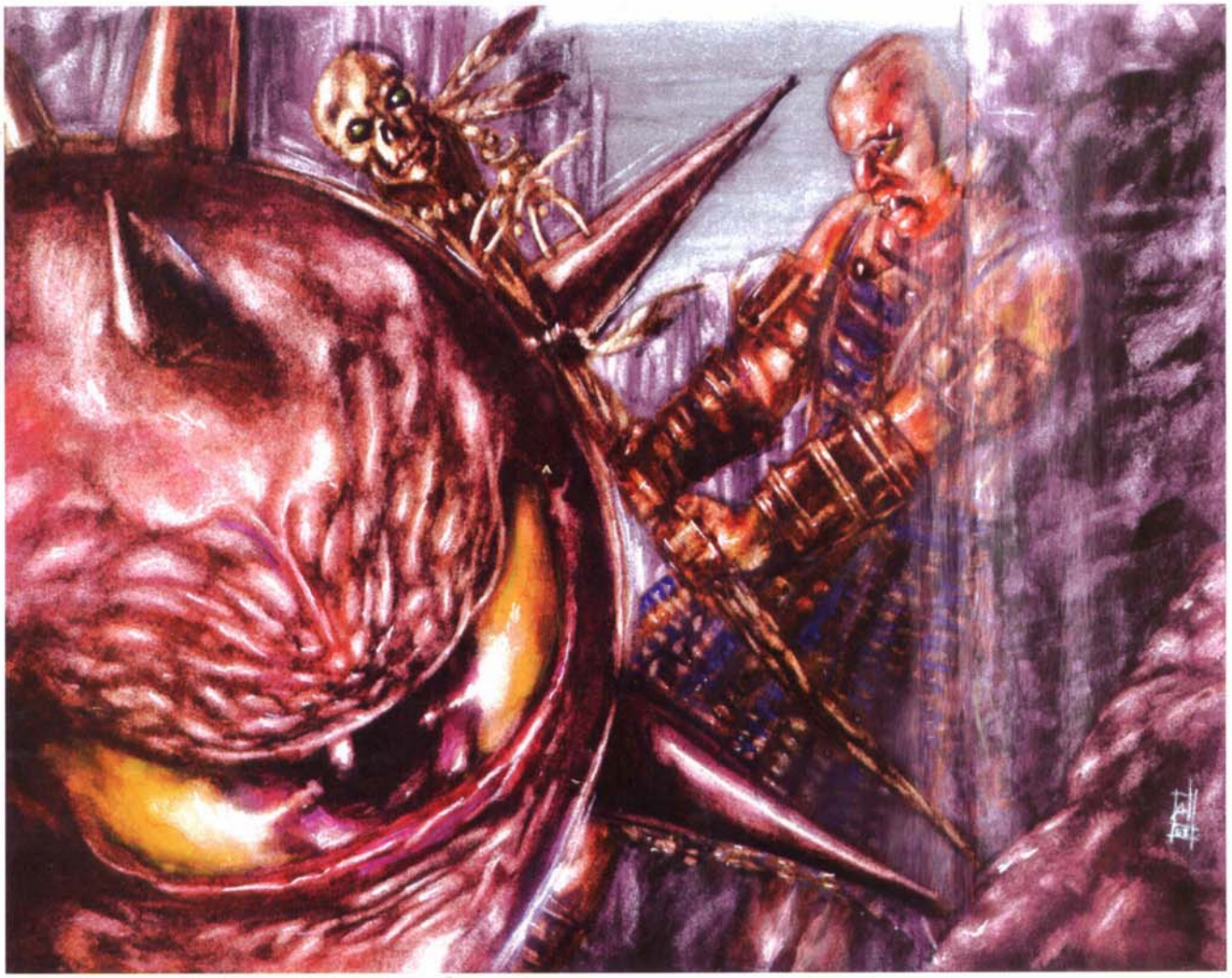
Sometimes, though, a character won't have the luxury of switching weapons or calling on friends, but must make do with what's at hand. She might realize that someone is about to attack her from behind that tapestry, and the only way to counter the attack is to get her own attack in first. A group of level-draining undead may loom out of the fog ahead, and she and her allies must try to destroy them as quickly as possible without waiting for better visibility.

Concealment provides a flat chance that any attack misses its target even if the attack roll is successful. If the attacker hits, the defender makes a miss chance percentile roll to avoid being struck. When multiple concealment conditions apply, use the one that would produce the highest miss chance. Do not add the miss chances together. In some cases, such as when characters are fighting in extremely close quarters or grappling, the GM may wish to reduce or eliminate the miss chance simply because there aren't that many places where a concealed character can be hiding or because the opponents are actually holding on to each other, making it easier to target a foe.

A final word on concealment: Remember that what works for a character's enemies can work for the character as well. There will be times when a character will want to avoid some particularly dangerous attack from a foe, such as a life-draining or death touch attack, or to gain an advantage over a foe she simply can't beat in a stand-up fight. At times like these, she might use concealment to make it harder for her foes to target her while she plans her next move against them.

Invisibility

The most perfect form of concealment is invisibility. It's obviously easier to hit a target you can see than one you can't—just ask any marksman or archer. Shooting blind doesn't make it impossible to hit a target, just much more difficult. The most important factor when trying to attack something a character can't see depends on how good an idea she has of where it is. Someone who's running



invisibly across flooded pavement gives his position away by the sound of splashing and the visible splatters or watery footsteps. Someone who stands completely still while invisible and waits for his enemy to turn her back before sticking a knife in it is much harder to detect and thus to target. What's worse, an invisible attacker gains a +2 bonus to his attack rolls, since the defending character cannot position herself to be on her guard against the attack.

When fighting an invisible foe, the character should first consider why she can't see it. If the reason is environmental (say, she's in pitch darkness and he's a master of blindfighting) then getting out of or changing that environment at all haste negates his advantage. If he's magically protected from sight, consider returning the favor; invisibility is far less effective in a darkened room, especially if the foe lacks any special means of seeing. If the foe does possess some means of seeing the character when she can't see him — for example, tremorsense in a dark cavern — she should consider what means she might use to remove his advantage (such as levitating off of the ground).

If the character randomly targets a foe who literally could be anywhere, her chance of hitting him is effectively nil. However, if she can make an educated guess as to where her target is, her chances go up dramatically. If she has a pretty good idea of where her foe is (say, if he swung at her last round), she is effectively attacking a target with total concealment (see "**Table 12–4: Concealment**").

In short, invisibility is a powerful but not infallible tool. It can be very dangerous when used by an intelligent foe who manipulates the surroundings to his advantage and keeps moving so his foes can never clearly locate him. It can also be a wonderful weapon in the hands of a PC, enabling her to get behind enemy defenses and possibly to become the deciding factor in a combat.

Table 12-4: Concealment

Extent of Concealment	Miss Chance	Example
Total	50%*	Total darkness/blinded/target invisible; heavy fog if foe is beyond 5 feet
Nine-tenths	40%	Indoors with no light; opaque screen
Three-quarters	30%	Dark night; tall grass, thick foliage, etc.
Half	20%	Cloudless night; heavy fog if foe is within 5 feet, light fog beyond 30 feet
One-quarter	10%	Twilight conditions; some foliage; light fog if foe is within 30 feet

*Must accurately guess target's location first to have any chance of hitting, then roll miss chance if attack roll succeeds.

Damage Reduction and Resistance

In addition to Armor Class, characters and the creatures they may face potentially have two additional forms of protection: damage reduction and resistance. Both of these forms of protection work in similar ways to reduce the amount of damage a character actually suffers from various forms of successful attacks. Damage reduction may reduce damage from physical attacks such as weapons or a creature's claws or bite. Each of the several types of resistances reduces the amount of damage from both natural and magical attacks of that type. Damage reduction and resistance are most commonly acquired as the result of magical effects, and thus are discussed in detail in "**Spell Special Effects**" in Chapter 8: Using Magic.

Attack Rolls

A character may make a melee attack against anything within the area he threatens — that is, anything within his reach. For Small or Medium-size characters, that means anything within 5 feet, while Large characters like ogres and trolls can attack anything within 10 feet. Using a reach weapon, such as certain kinds of polearms, will increase the character's reach by 5 feet: a human using a longspear (a Large reach weapon) may attack opponents 10 feet away, while a troll using a specially-made Huge halberd may attack opponents up to 15 feet away. However, such reach weapons are ineffective against opponents at closer ranges. Thus, the human cannot strike an opponent 5 feet away with his longspear and the troll cannot strike an opponent at 10 feet or closer with his halberd.

A character may make ranged attacks upon any target in his line of sight that is within his weapon's maximum range. A target is considered to be in line of sight as long as no obstructions between the combatant and the spotted target grant it full cover. Thrown weapons, such as throwing axes, have a maximum range of five range increments, while projectile weapons, such as bows and slings, can shoot up to ten increments.

The basic attack rolls for melee and ranged attacks are:

Melee Attack: 1d20 + base attack bonus + attacker's size modifier + attacker's Str modifier

Ranged Attack: 1d20 + base attack bonus + attacker's size modifier + attacker's Dex modifier

Compare the result of a melee or ranged attack roll to the Armor Class of the target. If the attack roll equals or exceeds the target's AC, the attack hits. A natural 1 on the d20 attack roll is always a miss, and a natural 20 is always a hit.

A character's base attack bonus is derived from his class level progression chart(s) in Chapter 3: Classes. For full-round iterative attacks, each attack after the first suffers a consecutive reduction in the character's base attack bonus equal to his weapon's delay rating (see "**Table 7–3: Delay and Iterative Attacks**" in Chapter 7: Equipment and also "**Iterative Attacks**" earlier in this chapter).

Size modifiers can be found on **Table 12–2: Size Modifiers** earlier in this chapter.

Strength or Dexterity ability modifiers are explained in Chapter 1: Abilities.

Ranged attack rolls suffer a cumulative –2 penalty to the attack roll for each full range increment of distance the target is away from the attacker. Thus there is no range penalty for attacks made within the first range increment of distance, but then –2 for targets more than one but less than two range increments distant, –4 for targets more than two but less than three increments away, etc.

In addition to the above attack roll modifiers, there are literally dozens of other factors which can modify an attack roll, from the enhancement bonuses of masterwork or magic weapons to certain spells or bard songs that directly modify attack rolls; from situational modifiers resulting from fighting with two weapons to those for fighting while standing on a boat deck in stormy seas or even underwater, etc. See **Table 12–5** for common attack roll modifiers.

Table12-5: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender*	+2	N/a
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 "**Attacks Against Helpless Targets**"	

*A combatant flanks a defender when he has an ally directly opposite him on the other side of the defender. Rogues can backstab defenders they flank.

**Most ranged weapons can't be used by an attacker who is prone.

***The defender loses any Dexterity bonus to AC.

****Roll randomly to see which grappling combatant a combatant strikes. That defender loses any Dexterity bonus to AC.

Damage

The majority of damage a character takes over the course of her arduous adventuring career is tracked using her hit points. Most successful attacks deal hit point damage. Roll the appropriate damage for the attacker's weapon or spell and deduct the result from the target's current hit points. Unless stated otherwise, unarmed attacks and the natural attacks of creatures are considered weapons for the purposes of handling damage.

Primary Melee Damage: Weapon damage dice + attacker's Str modifier

Off-Hand Melee Damage: Weapon damage dice + 1/2 attacker's Str modifier

Two-Handed Weapon Damage: Weapon damage dice + 1 1/2 x attacker's Str modifier

Thrown Weapon Damage: Weapon damage dice + attacker's Str modifier

Archery Weapon Damage: Weapon damage dice + attacker's Str penalty (if any)

Note that damage from archery weapons (bows and slings) is reduced for any penalty incurred by a character's low Strength, but is not increased for a bonus from high Strength unless the weapon is designed with a heavier draw, such as mighty composite bows (detailed in Chapter 7: Equipment).

Any successful weapon attack will deal at least 1 point of damage, even if a character's Strength penalty would reduce the damage result to 0 or less.

In addition to a character's Strength modifier, other bonuses or penalties may apply to the character's damage roll. For example, magic weapons generally add their enhancement bonuses to damage, some feats can increase a weapon's damage in certain circumstances, and many spells and bard songs can increase combat damage through various means.

Damage in the *EverQuest Role-Playing Game* is abstract. This means that a 10th-level character with 60 hit points who has lost 55 of them can move and act exactly like an unwounded 1st-level character with 5 hit points. Only when the character reaches 0 hit points does the damage incapacitate her. For this reason, there are no damage location tables; keeping track of exactly where a wound landed and its long-term effects runs contrary to the spirit of the game. Thus, a character who survives being shot with a dozen arrows one day can be back to normal the next with no ill effects (assuming he has a friend with healing magic). The closest the game comes to recognizing that not all wounds are equal is through the critical hit system, which is explained later in this chapter.

In addition to normal hit point damage, there are other types of damage that characters may suffer. Some, like subdual damage, are less serious than normal damage, while others, such as ability score damage or level drains, are more insidious and potentially more devastating.

Death and Dying

Any time a combat breaks out, someone is likely to get hurt, if not killed. If AC reflects the likelihood of any attack actually reaching and thus damaging a character, hit points reflect how much of the damage that actually gets through is required to put him out of commission or kill him. A 1st-level character might conceivably have anywhere from 1 to 20 or more hit points. A character reduced to 0 hit points is not actually killed but simply rendered *helpless*. A character does not die until her current hit points fall to –10 or below.

0 Hit Points (Disabled): When a character's hit point total reaches exactly 0, she is *disabled*, hovering on the verge of unconsciousness. Her actions are limited to one per round; she can move or attack, but cannot do both in the same round. If she wants to attempt a full-round action, she must actually take two rounds to do it. What's more, her injuries are so severe that any strenuous activity will reopen them, causing her to pass out and slip into negative hit points (dropping to –1). What constitutes strenuous activity is determined by the GM, but typical examples include attacking, running (as opposed to walking or crawling), swimming (as opposed to floating), casting a spell, or the like. Binding wounds, drinking a potion, or the like are not generally considered strenuous activities, and thus may be performed safely by a disabled character. In general, a character reduced to 0 hit points should stay out of combat at all costs unless she is self-sacrificingly heroic or in truly desperate straits.

Negative Hit Points (Unconscious): A character who drops into negative hit points (–1 or below) immediately passes out and can take no actions. On her initiative each subsequent round, she loses another hit point due to shock, blood loss, internal injuries, and the like. Any ally who reaches her during this period can bind her wounds with a successful Heal check (DC 15), causing her to stabilize at her current hit point total. There is also a 10% chance each round that she stabilizes on her own. If neither of these events occurs, however, she continues to bleed to death at the rate of 1 hp per round until, when her total reaches –10 hp, she dies.

–10 Hit Points (Dead): Once a character's current hit points reach –10, she dies. After this point, Heal checks, healing spells, and the like no longer do any good; only potent clerical magic can bring her back by reuniting the departed soul with the physical body. If no such means are immediately available, the deceased had better hope her comrades are able to transport her to a town where such magic may be found (often at considerable cost; see "**Table 7–10: Spells for Hire**" in Chapter 7: Equipment). A character returned from the dead via these means typically loses experience points from the spiritual shock involved (see "**Raising the Dead**" in Chapter 8: Using Magic). If no such means are available, then it's time to roll up a new character and retire the old character sheet to the honored dead folder; the gods don't automatically return you to your bind point alive and naked in the *EverQuest Role-Playing Game* as they do in its online counterpart.

Healing

Characters recover lost hit points at the rate of 1 per level per day. Thus a 1st-level character regains 1 hp per day, a 5th-level character regains 5 hp per day, and so on. This healing rate may be doubled (2 points per level per day) if the wounded character has complete bed rest or is in the hands of a skilled healer (i.e., a character who makes a successful Heal check at DC 15 each day); if she has both complete rest and the attention of a skilled healer, the healing rate is tripled to 3 hp per level per day. Creatures regain lost hit points naturally at the rate of 1 hp per HD per day and benefit similarly from complete rest or expert healing. If a healer has the proper equipment to bind wounds — bandages, salves, herbs, etc. — he may actually be able to restore lost hit points with a successful Heal check (see the Heal skill in Chapter Four: Skills).

Subdual damage heals at the much faster rate of 1 hit point per level per hour. Any magical healing restores an additional amount of subdual damage identical to the actual damage healed, if any, as does the fast recovery ability (see "**Subdual Damage**").

Characters cannot regain more hit points through healing than their normal total. That is, healing only replaces those hit points lost due to injury, disease, poison, or the like, and any excess points are lost when the character reaches her hit maximum point total.

A character who is injured and then healed is as good as new and suffers no after-effects of the injury, even if she was reduced to –9 hit points and then recovered. As an optional rule, the GM may decide that such a serious injury results in some kind of scar or minor disfigurement, the exact nature of which should be agreed to upon by the player and GM. Note that a character who drops to 0 hit points or below and is then magically healed to a positive hit point total may rejoin the combat as if nothing had happened: all of her abilities, prepared spells, etc., remain as they were before she was disabled or knocked unconscious. A character who dies (reaches –10 hit points or below) and is brought back to life will lose any prepared spells or songs (if any), and may suffer other temporary penalties depending on which spell was used to revive her (see "**Raising the Dead**" in Chapter 8: Using Magic and also individual spell descriptions in Chapter 10: Spells).



Special Damage

Some forms of damage bypass the normal hit point system and attack a character's ability scores or character levels directly. These attacks can be exceptionally dangerous, as normal AC protections rarely avail against them and their effects are often impossible to undo without magical aid.

Negative Levels

Many undead (and some other creatures) have special attacks designed to suck the very life-energy from their victim.

A character who suffers a successful energy drain attack acquires a negative level. Each negative level causes the character to act in all ways as if she were one level less than her actual level. Each negative level bestows a –5 hp penalty (that is, it reduces the character's effective hit point total by 5 points) and a –1 penalty to all attack rolls, saving throws, skill checks, and ability checks.

Spellcasters (and bards) subtract any negative levels from their total class levels to determine their casting level. Any spell effect that depends upon caster level is thus similarly affected. The character's maximum mana pool is also reduced to accord with their temporary caster level, and the character may lose the ability to use his highest level spells. If the character's caster level is reduced below the minimum level required to use a particular song or spell, then that spell or song is removed from its preparation slot and the character may not prepare or cast it until his level is sufficiently restored. For example, Akhbar, a 5th-level magician with an 18 Intelligence (+4 modifier) suffers an energy drain attack and acquires one negative energy level. His hit point total is reduced by 5 and he suffers a –1 penalty to all attack rolls, saving throws, skill checks, and ability checks. His caster level drops to 4th, which reduces his maximum mana pool from (4 x 2) x 5 = 40 to (4 x 2) x 4 = 32 mana, and he loses the ability to cast 3rd-level spells. Any 3rd-level spells he has prepared are immediately lost from their preparation slots.

A negative level typically lasts for 24 hours, at the end of which time the afflicted character must attempt a Fortitude save with a DC equal to 10 + the attacker's level or HD + the attacker's Charisma bonus. If the character's Fort save succeeds, the negative level goes away without any lasting ill effects and the character's stats return to normal. If she fails the save, the negative level is transformed into permanent level loss. The unlucky character loses all benefits associated with the lost level (attack bonus, hit points, skill points, spells, feats, class abilities, etc.). The character also loses 5 training points, which can actually result in the character having negative training points until she gains levels and thereby replaces them — losing training points never actually results in losing the benefits gained from previously earned training points. Finally, the character drops to the midway point of the XP range for her new (or rather old) level. It is as if the lost level(s) had never existed.

If the character had more than one negative level, she must roll a separate Fort save for each one, even if she got them all at the same time. For example, a vampire's touch attack, when successful, bestows two negative levels. An 8th-level character attacked twice by a vampire might gain 4 negative levels, becoming effectively a 4th-level character. At the end of 24 hours, she makes four Fort saves to see if she can shake off the negative levels. If she succeeds in three of them, she is now a 7th-level character with 49,000 XP, exactly mid-way between what she needed to

become 7th level and what she'll need to regain 8th level (see "**Table 3–1: Class Advancement**" in Chapter 3: Classes).

A character who has all her levels drained by negative-energy attacks dies and typically is transformed after death into some form of undead herself, often of the same type as that which killed her.

Thankfully the gods of Norrath provide for the faithful. The spell *lifeforce* can cure negative level damage or even remove a lost level if cast in time. The only other way to regain lost levels is the hard way — the character must continue adventuring and re-earn the level much as she did the first time.

Ability Damage and Ability Drain

Just as hit points can be decreased by damage, so too can a character's ability scores suffer attacks that reduce the total. Such attacks fall into two categories: temporary ability damage and permanent ability drain. Note that ability damage and ability drain are not the same as the ability penalties caused by "debuffing" spells such as *weaken*; the effects of such ability penalties disappear as soon as the effect that caused them expires or is dispelled. Ability damage or drain persists until it is healed.

Ability Damage (Temporary): Attacks that cause ability damage temporarily reduce a character's specific ability score (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The most common means to damage an ability is to use poison; a wide array of poisons, both organic venom and magical toxins, are listed in the *EverQuest: Game Master's Guide*, including those that target each given ability. However, some magical attacks also damage abilities, as do special attacks from some creatures.

As a character suffers ability damage, his ability modifier tied to the damaged ability will decrease as the ability itself decreases. Calculate all of the character's ability modifiers using his current, damaged ability score, not the original total, for as long as the ability damage lasts. For example, Vagner's Constitution is 19 (+4 modifier). If a rogue's poisoned blade deals 2 points of Con ability damage to Vagner, temporarily reducing his Constitution score to 17 (+3 modifier), Vagner loses 1 hit point per level from both his current hit points and his hit point total. Note that a character's current hit points and hit point total can never be reduced below 1 hit point per level by Constitution ability damage or drain.

Similarly, damage that reduces a spellcaster's Intelligence or Wisdom, as applicable, or a bard's Charisma modifier will also reduce his maximum mana pool. This kind of damage does not reduce the spellcaster's current mana pool, however, as long as the current total does not exceed the new maximum mana total.

A character may also lose the use of certain abilities or feats due to reduced ability scores. For example, if a character with Power Attack suffered Strength drain so that her new Strength score was below the minimum prerequisite required for the feat (Str 13+), she could no longer use that feat until her Strength score once again met the prerequisite. If the feat were itself a prerequisite for others in a feat chain, she would also lose access to the other feats as well.

When any ability score other than Constitution reaches 0, whether through ability damage or ability drain, a character becomes largely helpless, although the exact effect differs slightly depending on the ability affected. A character with Strength or Dexterity score of 0 cannot move. A character with an Intelligence or Charisma score of 0 sinks into a coma and cannot think or interact with others. A character with a Wisdom score of 0 is completely detached and unaware of the world around her, lost in solipsistic nightmares. A character with a Constitution score of 0 is perhaps the most unfortunate of all, however, for he dies as soon as his Constitution reaches 0.

Ability damage heals normally at the rate of 1 point per day. Complete bed-rest or the aid of an expert healer (i.e., a successful Heal check at DC 15) increases this to 2 points per day. If a character has suffered damage to more than one ability, she heals a point in each damaged ability per day (2 points in each if enjoying complete rest or expert care). Spells such as *lifeforce* also restore damaged abilities to their normal total.

Ability Drain (Permanent): Certain toxins, diseases and monsters have the ability to permanently injure an ability score. Drained ability score points can only be restored by magical means, such as *lifeforce*. Until such time as the lost points can be restored, the character behaves in all ways as if her new ability score were her permanent score. In all other ways, ability drain works as temporary ability damage.

Subdual Damage

Sometimes a character doesn't want to kill the person she's fighting but would rather knock him out. Perhaps he's a friend who has been magically controlled or possessed. Perhaps he's a slaver she needs to question in order to find out the fate of her missing relations. It's always possible that the character could simply stab and blast such an opponent into negative hit points, bind the wounds, tie him up, and then heal him back into consciousness, but that's a risky procedure that always runs the risk of killing him outright. Far better if the character could be assured of knocking him unconsciousness without risk of seriously injuring him. There are any number of spells that can accomplish this, but sometimes brute force, if properly applied, is the best method.

Instead of deducting subdual damage from a character's current hit points, the total amount of subdual damage is tallied separately. Any time a character's total subdual damage equals her current hit points, she is *staggered*. She can take a move action or an attack action, but not both, and cannot take full-round actions (unless she spends 2 or more rounds to do so in stages). If a character's subdual damage exceeds her current hit points, she passes out. She's not in danger of dying, but she can't take any actions or defend herself. Each full minute (10 rounds) that a character is unconscious due to subdual damage, she has a 10% chance of coming round; if this happens, she is considered *staggered*, as above. Note that in this circumstance a character can be awakened (though she will be in bad shape) even if her subdual points exceed her current hit points, but just 1 more point of subdual damage would cause her to pass out again.

Subdual damage heals at the rate of 1 point per hour per character level. Thus a 7th-level character who had suffered 21 points of subdual damage would be as good as new after only 3 hours. If the character were reduced to 10 (actual) hit points by the same attack that also inflicted the 21 points of subdual damage, then the attack would knock her out. She would regain consciousness naturally, if left alone, just past mid-way through the second hour thereafter (having then healed 11 subdual points).

Any magical healing that cures normal hit point damage removes an identical number of subdual points at the same time. For example, if the 7th-level character above had received a *light healing* spell for at least 6 points of healing just after being knocked unconscious, she would have revived immediately (10 current hp + 6 cured = 16 hp; 21 subdual points – 6 cured = 15 subdual points, which is now less than her current hit points). Characters or creatures with fast recovery gain the same benefit as they would with magical healing: they heal an amount equal to their level in both subdual and real damage each hour.

Attacking to Inflict Subdual Damage: Some weapons (e.g., a sap, some garrotes) are specifically designed to inflict subdual damage rather than real injuries. Except when delivered by a martial artist, most unarmed attacks (punching, kicking, head-butting, etc.) deal subdual damage. It's also possible to deliver a subdual attack with a weapon not intended for that purpose by pulling one's blows, striking in nonvital areas, using the flat of the blade or the pommel of a knife, and so on. Such an attack suffers a –4 penalty on the attack roll (since the character is using the weapon in a less than optimal fashion, not the way it was intended to be wielded) but, if successful, deals subdual damage equal to the hit point damage it would normally inflict.

Note that it is also possible to deal out real damage via an attack that usually only inflicts subdual damage; such attacks also suffer a –4 penalty to their attack rolls (see "**Unarmed Attacks**" later in this chapter).

Subdual damage can also be dealt by environmental factors, such as extreme heat, or by sheer exhaustion; these topics are discussed further in the *EverQuest: Game Master's Guide*.

Falling Damage

A character who falls from a height of 10 feet or more takes 1d6 points of damage for every 10 feet fallen, to a maximum of 20d6. If the character intentionally jumps down, he may make a Jump check (DC 15) to reduce the total height of the descent by 10 feet. For example, Quillaa jumps down from her position on a ledge 25 feet up; if she succeeds at the Jump check (DC 15), she takes only 1d6 points of damage, as if she had fallen 15 feet rather than 25 feet.

The Tumble and Safe Fall skills also affect distance fallen; see these skills' descriptions in Chapter 4: Skills.

Death from Massive Damage (Optional Rule)

Sometimes a character takes so much damage from a single blow that the GM may rule it as having a chance to kill her outright. A character is at risk from death from massive damage if she takes 50 points of damage *or* at least half her total hit points, *whichever is greater*, in a single hit (multiple attacks in the same round, even if from the same foe, do not invoke this rule). The character must make a Fortitude save (DC 15) in order to survive. If successful, she merely takes the damage from the attack. If the Fort save fails, she dies at once from massive trauma, regardless of her hit point total.

Critical Hits

The *EverQuest Role-Playing Game* does not distinguish between hit locations: damage is damage, no matter where the attack lands on the target's body. However, in order to model the fact that some blows are more telling than others, every weapon has a chance of landing a critical hit. When successful, a critical hit multiplies the amount of that a weapon would normally cause. For example, a longsword normally causes 1d8 points of damage; on a critical hit, the same longsword would cause 2d8 points of damage. A critical hit also multiplies damage bonuses. For example, if the character armed with the longsword has a +2 Strength modifier, she would inflict 1d8+2 points of damage on a normal attack and 2d8+4 points on a critical hit. Effects such as a rogue's backstab or a magic weapon's process effect damage (see "**Process Effects**" in this chapter), which provide extra damage dice rather than a higher damage modifier, are not multiplied on a critical hit.

The chance to score a critical hit varies by weapon. Unless otherwise indicated on the weapon charts (see "**Table 7–5: Weapons**" in Chapter 7: Equipment), any unmodified attack roll of 20 on a d20 indicates that there is a chance for a critical hit. In such a case, the player makes a second roll; if this second roll would score a successful hit on the target (that is, overcome its Armor Class), then the attack is a critical hit. When you need to distinguish between these two rolls, the first is the attack roll (which has "scored a critical threat" or "threatened a critical") and the second is called the "confirmation" roll. The initial attack roll must be within the weapon's critical threat range (see below), while the confirmation roll need only score a normal hit to confirm the critical. The confirmation roll is not an extra attack — it's merely a mechanic for determining whether a critical hit is indeed scored or not.

Threat Range: Some weapons are more likely to score critical hits than others; these are indicated by the increased threat range on the weapons chart in Chapter 7: Equipment. Unless otherwise indicated, a weapon only threatens a critical hit on a natural 20. A threat range of 19–20 means that weapon threatens a critical hit whenever a natural 19 or 20 is rolled on the attack roll. A very few weapons, such as the scimitar, have a threat range of 18–20, thus threatening a critical hit on a natural roll of 18, 19, or 20. Threat ranges can also be increased by magical enhancement of the weapon or through the expertise of the user (see the Improved Critical feat in Chapter 5: Feats). These increases stack, so that a longsword (threat range 19–20) which happens also to be a *keen* magic weapon (threat range increased to 17–20) in the hands of a character with the Improved Critical feat has a total threat range of 15–20 (2 points on the die for the weapon itself, 2 for its being *keen*, and 2 for the feat).

An attack must hit to score a critical, of course. A character whose threat range is 15-20, but who must roll an 18 or higher to hit a heavily armored opponent, will really only threaten a critical on a roll of 18–20, since on 15–17 he won't even hit the opponent.

Some creatures lack vital organs, either because they're dead (like mummies) or have amorphous physiologies (like oozes); such creatures are not vulnerable to critical hits. Any attack that would have been a critical hit against a normal opponent of that AC is simply a normal attack against such a creature, doing only normal damage.

Increased Critical Damage Multiplier: Some weapons, such as the battleaxe, do triple damage on a critical hit rather than simply double. A very few, such as the pick or the scythe, do quadruple damage on a critical hit. Thus a character with a +2 Strength bonus who scored a confirmed critical hit with a battleaxe would deal out 3d8+6 points of damage rather than the usual 1d8+2, while on a successful critical hit with a scythe she would inflict 4d10+8 points of damage, rather than the normal 1d10+2.

Most weapons with increased critical damage multipliers are piercing weapons, indicating that the target has been impaled. By contrast, most weapons with increased threat ranges are slashing weapons. This division is deliberate, to prevent increased threat ranges and increased critical damage multipliers from occurring together and creating a super-weapon that would disrupt game balance.

Called Shots (Optional Rule)

Sometimes you want to target a specific spot on an opponent — say, to try to shoot the lantern out of the guard's hand so your friends can escape under the cover of darkness or pinning a target's cloak to the wall with a thrown knife. Since the rules do not include hit location charts and treat damage abstractly, there's no good way within the rules to determine a character's chance of success for a cinematic stunt like this, yet *EverQuest Role-Playing Game* adventures are full of situations where such attempts would be appropriate. If the GM wants to encourage players to try extravagant actions of this nature, he or she might want to consider incorporating a "called shot" rule into the campaign.

To make a called shot, the character must announce the attempt before rolling to attack. The called shot is a full-round action; any serious distraction (such as suffering an attack of opportunity while concentrating on the called shot) prevents her attempt. If she succeeds in making a confirmed critical hit, then the attack landed exactly where she wanted (with any additional effects the GM deems appropriate). If the critical hit failed she may have still hit the target or its general vicinity (depending on its AC), but not with sufficient precision to accomplish whatever she was trying with the erstwhile called shot.

Fumbles (Optional Rule)

Just as a critical hit means that an attack landed exactly where it will do the attacker the most good, sometimes an attack goes astray and lands exactly where the attacker didn't want it to go. Again, the standard rules don't model fumbles very well; GMs who want to increase the "oops" factor in their game may want to consider incorporating the following optional rule.

If a character rolls a natural 1 on the d20 when making her attack roll, there's a chance that she has fumbled her attack. Just as with a critical hit, a fumble requires confirmation. The confirmation check is a simple attack roll, adding all appropriate modifiers. First, however, the GM must determine the actual target of the attack. This decision can be made randomly, by dice rolling, or at the GM's choosing, and can include any other creatures, characters, or objects within the fumbler's reach (or line of fire), perhaps including even herself or some piece of her equipment. Thus, the flailing sword-thrust or wildly aimed crossbow quarrel might hit an ally instead of its intended target.

If the confirmation check indicates a miss against the new actual target of the attack, then it simply didn't connect with anything and was wasted (e.g., the arrow goes wild — it either ricochets off harmlessly, passes a fraction of an inch by his ear, or the like: a near miss, but no harm done). However, if the confirmation check would score a hit against the new target, then the attack deals normal damage to that target. Note that the attack needs to penetrate only the flat-footed AC of the unfortunate target (since he is not on guard against the attack), then the attacker must roll damage normally. If the fumble is confirmed but no alternative target is within reach, then the fumble takes whatever form the GM deems appropriate: the fumbler's bowstring snaps, her sword slips out of her grip and falls to the floor, etc.

The fumble rule, if the GM chooses to incorporate it, makes PCs less cavalier about combat. Knowing that stray arrows carelessly fired past their friends may hit an ally instead of an enemy means that all but the most feckless of characters will weigh the odds more carefully before attempting a risky shot.

Process Effects

Some magic weapons in the *EverQuest Role-Playing Game* sometimes deliver or process — "proc" in *EQ* slang — effects onto their target. When the paladin's sword *ghoul's bane* hits, for example, there's a chance that it will also unleash an undead-damaging magical effect upon whatever it struck.

To determine if a weapon capable of such as effect does "proc" on a successful attack, the attacker must make a successful Proc check, which is a Dexterity check against the Proc DC for the weapon. Although proc effects can only happen when both the attack roll and the Proc check are successful, to speed game play at the table it is recommended that two different colored d20s are rolled for each attack with weapons capable of proc effects. One die is the attack roll and the second is the Proc check roll, which need only be consulted if the attack roll is successful.

Proc Check: 1d20 + Dex modifier.

Explanations of different process effects and the Proc DC for them are provided in magic weapon descriptions in the *EverQuest: Game Master's Guide*.

Unarmed Attacks

Except when delivered by a martial artist (someone with the Improved Hand to Hand feat), most unarmed attacks inflict subdual damage, not real damage. Unarmed attacks, whatever their form — punching, kicking, scratching, biting, slapping, beating your opponent's head against wall, trying to throttle him, etc. — inflict 1d3 points of damage per successful hit (1d2 for Small characters and creatures, 1d4 for Large characters and creatures). It's possible to strike with all your might or aim at particularly vulnerable points and thus deal real damage, instead of subdual damage, with an unarmed attack. Such attacks suffer a –4 penalty on the attack roll unless the attacker is a martial artist who possesses the Improved Hand to Hand feat. Attacks from creatures with natural weapons such as claws, horns or fangs deal normal damage, as do attacks with weapons from the hand-to-hand weapon category, such as brass knuckles.

Grapple

Grappling is a special form of unarmed attack. Rather than striking an opponent with feet or fists, grappling involves grabbing, wrestling, and restraining. Grappling is ideal in those situations where you want to physically restrain an opponent instead of trying to injure him. Unlike subdual damage, which seeks to knock the opponent out while avoiding serious injury, the goal of grappling is to stop the opponent from moving.

A character or creature cannot be grappled unless it has a physical body. Incorporeal creatures such as apparitions or phantoms cannot be grappled, as any grasping hands would simply pass right through them.

Grappling Sequence

Grappling goes through the following steps:

Step 1: Grab

To start a grapple, the attacker first needs to grab the defender, using an attack action or one iterative attack to do so. The attacker makes a melee touch attack targeting the defender. If the touch attack fails the grapple attempt fails. Attempting to start a grapple in this way is the equivalent of making a melee attack. Thus, an attacker can use multiple, iterative attacks to try to start a grapple multiple times in a round using her usual melee (touch) attack bonuses.

However, trying to grab a defender provokes an attack of opportunity from him (but not from anyone else, even if other opponents are in adjacent squares). If the attack of opportunity from the defender deals any damage, the grab and therefore the grapple attempt fail. Creatures with the improved grab special ability can grab opponents without provoking an attack of opportunity (see *EverQuest: Monsters of Norrath* for more information).

Step 2: Hold

Grabbing the opponent is a good start, but to really grapple him the attacker must secure a hold. This involves clinching the opponent and often taking him off his feet and to the ground. Repeatedly in a grapple, the attacker and defender make opposed grapple checks. A grapple check is much like a melee attack roll:

Grapple Check: 1d20 + base attack bonus + Strength modifier + special size modifier

The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium-size +0, Small –4, Tiny – 8, Diminutive –12, Fine –16. A grappling creature uses this number in place of the normal size modifier for attack rolls. This special modifier represents the advantage that larger creatures have to use their mass to hold and pin smaller creatures.

To secure a hold, the attacker must oppose the defender in a grapple check. If the attacker loses the opposed grapple check, she fails to start the grapple. If she wins the opposed check, she starts the grapple and deals her usual unarmed strike damage to her target; if the attacker has a light (at least one size category smaller than herself) hand-to-hand weapon at the ready, she may opt to deal its

damage instead of unarmed damage with this grapple check. Note that a character with the Improved Hand to Hand feat can opt to do either real or subdual unarmed damage freely while grappling.

Although an attacker may successfully grab an opponent of any size, it is impossible to secure a hold on an opponent that is two or more size categories larger than oneself. For example, the troll shadow kight Elmerg is a Large creature, and can grapple any creature up to size Huge but not one that is Gargantuan or larger.

If an attacker's target is already grappling someone else, then the attacker can use an attack to grab, except that the target doesn't get an attack of opportunity against the attacker, and the attacker's grab automatically succeeds. The attacker still has to make a successful opposed grapple check to secure a hold on the target (thereby dealing damage and then moving in, as detailed below) and become a part of the ongoing grapple.

Step 3: Move In

Once a hold is secured, the attacker must move in to the target's space. Moving this way may provoke attacks of opportunity from others who threaten the attacker, but does not provoke one from the grappling defender.

Step 4: Grappling

The attacker and the target are now both grappling. Once two or more combatants are grappling, it makes no difference who started the grapple. Any grappling combatant can take the any of the actions listed below on his or her initiative count. Unless otherwise stated, a grappler capable of making iterative attacks may attempt any action described below that requires a grapple check as one of her iterative attacks in a round. The delay rating for grappling is the same as for an unarmed attack: normally it is quick delay (4).

Damage an Opponent: On a successful opposed grapple check the combatant deals her usual unarmed strike damage. As with normal unarmed strike rules, the combatant may deal normal damage, but she suffers a –4 penalty on the grapple check unless she has the Improved Hand to Hand feat.

Use a Weapon: A combatant can also attack with a light (at least one size category smaller than herself) weapon while grappling, but cannot use any weapon while pinned or pinning. A combatant cannot attack with two weapons while grappling. Weapon attacks are treated as normal attack rolls against the AC of the opponent, not as opposed grapple checks.

If the combatant did not have a light weapon in hand when the grapple began, she must use an attack action, succeeding at an opposed grapple check, to draw a weapon (assuming one is close to hand somewhere on her body). If more than one opponent is grappling the combatant, her grapple check has to beat all their check results to successfully draw the weapon.

Escape: On a successful opposed grapple check, a combatant can escape the grapple or free an allied grappler from the grapple. If the combatant freed herself and did not use iterative attacks to make the escape, then she can still take a move action. If more



than one opponent is grappling the combatant, her grapple check result has to beat all their check results to allow an escape.

Pin: On a successful opposed grapple check, a grappler can hold an opponent immobile If the grappler gets multiple attacks, she can use subsequent attacks to damage the pinned opponent. A combatant can't use a weapon on a pinned opponent, however, or attempt to damage or pin a second opponent while holding a pin on the first. While a combatant is pinned, opponents other than the one pinning the combatant get a +4 bonus on attack rolls against the combatant (but the combatant is not *helpless*). There is very little a pinned opponent can do other than attempt to wriggle free or break the pin (see below).

Wriggle Free: A combatant can make an Escape Artist check opposed by her opponent's grapple check to get out of a grapple or a pin (so that she is once again just being grappled). If she is being grappled by multiple opponents, the combatant's Escape Artist check result must beat the opposed grapple check of all opposing grapplers. Wriggling free counts as an attack action. If a combatant escapes a grapple in this way, she can also take a move action in the same round.

Break a Pin: The combatant can make an opposed grapple check to escape a pin or free an allied grappler from an opponent's pin. A pin is to a grapple as a grapple is to a grab: the victim of a pin must first break or wriggle free of the pin and then attempt to escape the grapple if he wants to be completely free of his opponent. Breaking a pin does not free the combatant from the grapple.

Spells: It is at best a challenging task to cast spells in the middle of a grapple. For the caster to have any chance of success, the spell must not require any movement (no somatic component required or spell cast using the Still Spell feat) and have a casting time of no more than 1 action. Any focus or component needed for the spell must be in hand from the time the grapple started or else the spellcaster must first get the focus or components in hand (as drawing a weapon in "**Use a Weapon**" above). If all of these conditions are met then a Channeling skill check (DC 20 + spell level) must still be made to successfully cast the spell.

Tag-Team Grappling

Several combatants can be involved in a single grapple. Up to four combatants can grapple a single opponent of the same size category as themselves in a given round. Opponents that are one size category smaller than the combatant count for half, while opponents that are one size category larger than a combatant count double and opponents two or more size categories larger count quadruple. For example, Elmerg the troll (size Large) could be grappled by 4 other Large creatures; by 8 Medium-size creatures; by 2 Huge creatures; or by 1 Gargantuan creature; alternately, by 1 Huge, 1 Large, and 2 Medium-size creatures (1 Huge counts as two, 1 Large as one, and 2 Medium-size as one-half each).

Additional enemies can aid their friends with the aid another action (see "**Aid Another**").

Restrictions while Grappling

While a combatant is grappling, his ability to attack others and defend himself is limited. A grappler does not threaten any area for purposes of attacks of opportunity and cannot make attacks of opportunity even through feats such as Riposte. He also loses his Dexterity bonus to AC (if he has any) against opponents he isn't grappling. The grappler can still use his Dex bonus against opponents he is grappling.

Attacking into a Grapple

When two or more characters are grappling, they are wrestling around, grasping for holds, struggling to gain an advantage over each other. It's possible for a character not taking part in the grapple to stab or swing into the heaving pile of bodies, and the odds of success when doing so may be slightly in his favor. Against attacks with melee weapons, the grappled target loses any Dexterity bonus to Armor Class. If the target is pinned, melee attacks against him by a character not taking part in the grapple gain a +4 bonus (being physically restrained, the pinned target simply cannot get out of the way).

For ranged attacks, however, the attacker must fire into the throng of grappling bodies and then roll randomly to see which grappler his ranged weapon is targeting. He then proceeds with the attack roll as normal against that target, whether it be friend or foe. The target loses any Dexterity bonus to AC.

Special Attacks and Maneuvers

Beyond simply rolling attacks and hoping they succeed, there are a great many special attacks and maneuvers characters can use to improve their chances in combat. These add extra flavor to the game, although the GM is well within her rights to exclude any that she feels overcomplicate the game.

Attacks of Opportunity

In in the *EverQuest Role-Playing Game*, the underlying assumption regarding most melee skirmishes is that the combatants are actively looking for opportunities to defeat their opponents while also actively defending themselves. Part of a character's defending herself involves her being able to threaten enemies around her with physical harm should they drop their own defenses or lose the ability to threaten her back. For example, the dwarven paladin Hurgadil faces a carrion ghoul in combat. For the better part of a minute, paladin and ghoul find openings to launch attacks on one another, as represented by their normal attack rolls each round. However, much of each 6-second combat round is spent feinting, parrying, and positioning. The ghoul is crafty enough not to disregard the harm Hurgadil's *ghoul's bane* sword can do to it, and Hurgadil is not about to drop his defenses against the ghoul's wicked claws. However, when a werebat drops from the rafters and fells one of the paladin's comrades, Hurgadil chooses to cast a healing spell to save his friend's life. But as Hurgadil is busy casting the spell, he cannot also be using his sword to actively threaten the carrion ghoul and keep it at bay, so the ghoul seizes the opportunity to attack Hurgadil while the paladin casts his spell.

Attacks of opportunity (AoOs) are extra melee attacks that result from an opponent taking some action that lowers his guard and therefore his ability to threaten opponents adjacent to him. Attacks of opportunity are free actions that a character can normally take, though only once per round, whenever the opportunity presents itself. Thus, if a character has already made an attack of opportunity this round, he cannot make another whether the first succeeded or not.

Characters who have the feat Combat Reflexes gain extra attacks of opportunity per round (see the feat description in Chapter 5: Feats), although each must be directed toward a different target. Under any circumstances, a combatant may only make one attack of opportunity per round against any one opponent, even if that opponent's actions create multiple opportunities for such attacks. Attacks of opportunity are made at the attacking character's full base attack bonus; further, multiple attacks of opportunity in one round (as by a character with Combat Reflexes) are discrete attacks each at the full base attack bonus, not iterative attacks.

Circumstances that leave a character open to attacks of opportunity include firing a missile weapon while adjacent to a foe armed with a melee weapon, grabbing a foe to begin a grapple, moving past an armed foe rather than engaging him, casting a spell while adjacent to an armed foe, making an unarmed attack against an armed opponent (unless you are a martial artist possessing the Hand to Hand feat), binding the wounds of a fallen character when adjacent to an armed foe, or any other circumstance that the GM rules appropriate.

A foe need not necessarily be in the square right next to you in order to be "adjacent." A character armed with a reach weapon like a longspear or certain polearms, or else a Large or larger creature who has a long reach can deliver attacks against targets 10 or more feet away. All of the area within the reach of a combatant is considered her threatened area, and she may make

an attack of opportunity against any opponent in that area who takes some action that provokes an attack of opportunity. Essentially, any time you are within reach of an enemy in combat but ignoring that enemy enough to focus on some other activity, you may leave yourself open to an attack of opportunity from that foe.

Finally, note that offensive feats may not be used as part of an attack of opportunity, e.g. Cleave.

Provoking an Attack of Opportunity by Moving

Deciding whether a character provokes an attack of opportunity by moving through a foe's threatened area on the field of battle (that is, within that opponent's reach) can be a tricky issue. If you are not using counters or miniatures to represent game play (see the "**Using Miniatures**" sidebar) your GM may wish to simplify game play and avoid confusion by not having movement through threatened areas provoke attacks of opportunity. This is perfectly reasonable, since without counters and a tabletop grid, it becomes very difficult if not virtually impossible to accurately determine attacks of opportunity provoked by combat movement.

If you are using counters, then attacks of opportunity due to movement add excellent tactical considerations to battles. Three basic rules dictate attacks of opportunity due to movement:

1. If a combatant moves through (not simply into) or out of a threatened area, that combatant usually provokes an attack of opportunity.

A character who moves *into* a space (one square on a tabletop miniatures grid, which represents a 5 ft. by 5 ft. space) threatened by an opponent (i.e., a space within the opponent's reach) is assumed to be aware of and reacting to the opponent threatening that space, so no attack of opportunity occurs. A move action that takes you *out of* a threatened square, however, *usually* triggers an attack of opportunity from the threatening opponent. The exceptions to the "usually" in the previous sentence are given in rules 2 and 3, below.

The attacks of opportunity provoked by moving out of or through threatened spaces are what make the reach of larger opponents so devastating in combat. Attacks of opportunity are also what make it easier for fighting classes to shield their relatively frail spellcasting companions from opponents attempting to move around the fighters to engage the spellcasters — and make it more difficult for a character to escape enemies who have surrounded her.

For example, the barbarian warrior Vagner is charging into battle against the troll shadow knight Elmerg. As a troll, Elmerg's reach is 10 feet. When Vagner enters the space 10 feet from Elmerg, Vagner does not provoke an attack of opportunity for moving *into* the space. However, when he closes to within 5 feet of Elmerg (which the barbarian needs to do in order to attack Elmerg since his reach as a Medium-size creature is only 5 feet), Vagner provokes an attack of opportunity from Elmerg for moving *out of* the *first* space (the one 10 feet away), not for moving *into* the space 5 feet from Elmerg.

2. If all a combatant does is take a normal move or a double-move (not a run), the space that he started out in is not considered threatened.

The space a character begins her round in is considered safe (not threatened) as long as she does not turn her back to run away from opponents and takes no other action than the movement itself. The character can back out with a normal move or double-move action and not provoke an attack of opportunity for withdrawing from her opponent in this way. However, against opponents who have a reach of greater than 5 feet and who are thus able to threaten spaces farther along the character's escape path, the character still provokes an attack of opportunity for moving through the second space along her path (the one 10 feet away).

For example, Vagner has been fending off three fire goblins in a passageway while his comrades retreat. On his initiative count, Vagner wants to withdraw to follow his comrades. He may turn and run, but that would provoke an attack of opportunity from each goblin. Instead, since all three goblins are Medium-size without reach weapons and therefore have a reach of 5 feet, and since they were all in front of Vagner, he may withdraw directly away from them using a double-move and not provoke any attacks of opportunity. The only space the goblins threaten is the one Vagner starts in, but since he is taking a double-move that space is not considered threatened.

If Vagner is later fighting the ogre shaman Woomp and is forced to withdraw, Vagner may move out of his starting space and not provoke an attack of opportunity. However, as Vagner continues to move away from Woomp, who has a reach of 10 feet, Vagner will provoke an attack of opportunity when he moves *out of* the space 10 feet from Woomp (which the ogre threatens due to his reach) and into the space 15 feet from Woomp.

3. If a combatant's entire move for the round is only 5 feet, the "5-foot step" does not provoke an attack of opportunity.

Using Miniatures (Optional)

Some players prefer to keep the game entirely within their imaginations, doing no more to realize the setting than to sketch the outlines of rooms on a rough map or jot down important bits of NPC dialogue. Others enjoy playing the game with tabletop representations of their characters, their opponents and their surroundings. Representing the game play on the table can be as simple as setting coins and dice on a sheet of graph paper for figure placement to something as elaborate as hand-painted miniature figurines going through three-dimensional sculpted and resin-molded dungeon kits.

Miniatures or other tabletop representations can not only help focus players' attention on the table and hence the game, but also make clear at a glance details that might be easily overlooked in verbal descriptions of an area. To keep a sense of scale, most gamers who use miniatures in their role-playing campaign also use a mat or piece of paper covered with a 1-inch-square grid, each square representing 5 feet in the game world. This makes it far easier to keep track of how far each character can move in a round (typically either 6 or 4 squares or spaces representing 30 or 20 feet, respectively — Small characters don't move as fast), the range at which spells and missile fire will be effective, the direction of incoming attacks, and the like. Using miniatures and a grid also makes attacks of opportunity much easier to adjudicate.

Players who want the added precision that comes with using a battle-grid but who don't have access to miniatures often employ substitutes, such as coins, dice, or other markers. The important thing is for everyone to be able to remember which die or marker stands for which character or monster. When no other props are available, a dry-erase board or simply a pad of paper and pencil can be used to sketch out relative positions of characters and monsters at the start of combat, updated as combatants maneuver about, new foes appear on the scene, monsters or PCs are downed, and the like.

If you're interested in using tabletop miniatures or other props, visit our website at www.EQrpg.com for more information about inexpensive character and creature counters, dry-erasable playmats, and other accessories.

Charge

When a character wants to make an all-out melee attack against a foe more than 10 feet away, nothing beats a charge. To make a charge attack, the character must move at her top speed in a straight line directly toward her opponent and attack him the instant she gets within range. She can move up to double her normal speed with a charge (up to 60 feet for an unencumbered

human-sized character) and still make an attack; if the opponent is still beyond her reach at the end of this movement, she cannot attack him. As soon as the opponent is within reach, the character must stop and attack — she can't charge past him and then stop, trying to attack from a different direction.

Once she arrives, the character launches a single melee attack (she does not get iterative attacks with a charge) against her target, gaining a +2 bonus to the attack roll because of the momentum of her charge. However, because she is focused on inflicting injury and not defending herself, she also suffers a –2 penalty to her Armor Class for the following round (that is, until her next turn). Any obstruction or obstacle that causes the attacker to stop or change direction en route, such as having to open a door or detour around a pit, disrupts the charge and negates the attack bonus (and the AC penalty).

Defending Yourself Against a Charge: The best defense against a charge is to avoid taking any position where an opponent has an unobstructed route directly toward you. Characters who know they will be facing a character who enjoys making charges (or worse yet gets special benefits while charging) will often make sure the combat takes place in terrain where charges are impossible — broken ground with uncertain footing, many obstacles, etc. — or will set up ambushes to spring once the hot-head has charged into range, and the like. Spears, halberds, and tridents can be "set" against a charge, meaning that by bracing one end of the weapon against the ground or the wall behind you they can impale a charging foe, inflicting double damage (see "**Readying an Action**").

Charging While on Horseback: Horses are rare on Norrath, and mounted combat even more so. However, those few characters who do gain a warhorse soon find that charges are particularly effective when delivered by mounted characters: not only do they gain the +2 attack bonus but they also deal double damage if attacking with a lance (and triple damage on a critical hit). On the other hand, mounts require a good deal of space in which to move, so such attacks are typically possible only in open surroundings, and not inside or underground. Characters making mounted charges should beware traps such as ropes or even decapitation wires strung at neck height across narrow spaces between themselves and their intended target.

Charging While Flying: This can be a devastating attack if a character has the means to pull it off. It's much easier to avoid obstacles while flying that would stop a charge by an earthbound attacker.

Trip

Instead of attempting to injure an opponent in melee combat, a character can try to trip him instead so that he loses his footing, either putting him out of action temporarily or setting him up for a follow-up attack once he is prone.

To trip an opponent, the character makes a melee attack against the opponent's touch AC. The opponent must be no more than one size category larger than the character. For example, a human (Medium-size) could attempt to trip an opponent of size Large or smaller. If the melee touch attack is successful, the attacker then makes a Strength check opposed by the defender's Strength or Dexterity check (whichever ability score has the higher modifier). If attacker and defender are not the same size, the larger of the two gains a +4 bonus to the check for each size category by which he exceeds the size of the other. For example, a troll (Large) tripping a kobold (Small) would gain a +8 bonus to the opposed check for being two size categories larger. In addition, a character or creature with four or more legs or that is otherwise exceptionally stable also gains a +4 bonus to the opposed check, so if the same troll attempts to trip a unicorn (also Large, so no bonus for size), the unicorn would gain a +4 bonus for its greater stability.

If the attacker's result is higher on the opposed Strength/Dexterity check, the target is tripped and falls prone (see "**Being Prone**," below). If the defender wins the opposed check, the trip attempt fails. In this case, the defender may now try to turn the tables as a free action, trying to cause the attacker to overbalance and trip. The defender now makes a Strength check opposed by the attacker's Strength or Dexterity check, with all the appropriate modifiers (as described above). If the defender wins this opposed check, the original attacker winds up being the one tripped; if the defender also fails, neither is tripped and the attack ends.

Trip attacks aimed at mounted opponents may target either the mount (which typically gains bonuses both for size and for having four legs) or the rider. If the mount is tripped, it stumbles and falls, throwing the rider. Unless the rider succeeds on a Ride check (DC 15), he takes 1d6 points of damage from the fall. For trip attempts against a rider, the rider may substitute his Ride skill for the Strength or Dexterity check. If the rider is tripped, then he is unseated, taking 1d6 points from falling to the ground. Trip attacks against riders of airborne mounts can be particularly devastating.

Being Prone: Melee attacks against a prone target gain a +4 bonus, while missile attacks against him suffer a –4 penalty. Getting up from being prone is a move action. Note that prone characters can still deliver attacks of opportunity and make melee attacks against any opponent within reach (albeit at a –4 penalty on all attack rolls), and can still cast spells with a successful Channeling check (DC 5 + spell level). Since being prone does offer protection against missile attacks, occasions may arise when a character might try to trip a paralyzed or out-of-control ally to protect her from missile attacks, rays, breath weapons, or the like.

Bull Rush

Basically an aggressive, persistent shove, a bull rush is very like a charge attack combined with a trip. Instead of swiping or stabbing at her opponent, the character simply rams into him, trying to push him back from his current location.

A bull rush can only be attempted against a target up to one size category larger than the attacking character's own size. The attacker must move into the defender's space, provoking an attack of opportunity from any opponents who threaten her. However, because it is difficult to target the individuals involved in the bull rush, any attack made against either the attacker or defender, including an attack of opportunity, has a 25% chance to target the wrong individual.

Once any attacks of opportunity have been taken, both attacker and defender make opposed Strength checks. Just as with a trip attempt, if the combatants are of different sizes the larger one gains a +4 bonus for each category by which he or she exceeds the other's size; similarly, if the defender has four or more feet or is otherwise exceptionally stable (such as from being *rooted* by a spell), it gains a +4 bonus from the extra stability. If the attacker used a charge attack action (see "**Charge**"), then she gains the +2 charge bonus and suffers the –2 AC penalty for charging.

If the attacker wins the opposed Strength check, she pushes the target back 5 feet. If she opts to move with the target, she can push him back an additional foot for every point by which her opposed check result exceeded his. For example, if she got a 15 on the opposed check and he got a 12, she can push him back as much as 8 feet. However, under no circumstances can she exceed her movement limit for the round.

If the defender wins the opposed Strength check, he stays where he is and actually shoves the attacker back 5 feet in the direction whence she came. If her bull rush fails by 5 or more points or if the square in which she ends up is occupied, the attacker falls prone at this spot (see **Being Prone**, described under "**Trip**").

Overrun: Very similar to a bull rush, an overrun is not intended to push a target back but to bowl him over and knock him down, possibly as a means of reaching another target behind him. The defender in an overrun attack can be no more than one size category larger than the attacker's own size. The overrun attack must be used as part of a charge attack action, so the attacker must move at least 10 feet in a straight line that passes through the

target's space (see "**Charge**"). Only one overrun attempt may be made per charge action, and the attacker provokes attacks of opportunity as usual during the charge (including one from the target of her overrun attack when she moves through and out of the first square he threatens).

If the defender chooses to avoid the overrun, he simply allows the attacker to pass through his space freely, while she keeps moving until she has completed her charge. If the defender chooses to confront the attacker during her charge, she makes a trip attack against him (see "**Trip**") once she enters his space. If her trip attack is successful, the defender falls prone and the attacker continues her charge. If her trip attack is unsuccessful, the defender may try to trip her in turn as a free action. If his trip attack succeeds, the attacker falls prone at his feet (that is, in his space). If both the attacker's and the defender's trip attacks fail, the attacker is halted and forced back 5 feet in the direction whence she came. If that space is also occupied, she falls prone in that space.

Overrun is typically used to bypass or neutralize a guard who stands between a character and the intended target of her charge. Some creatures have a special trample attack they can use to damage opponents that they overrun; the trample special ability is described in *EverQuest: Monsters of Norrath*.

Fighting Defensively

When in a tight spot, a character may choose to fight defensively. When the player declares this action at the start of her character's round, she gains a +2 dodge bonus to her Armor Class for 1 full round. However, since she is concentrating on defense, and not attack, all of her attack rolls suffer a –4 penalty for 1 round as well. Fighting defensively can be used as either an attack or a full-round action. Any character or creature may fight defensively.

Total Defense

When not being hit is paramount, a character may choose to forgo attacking in order to avoid blows. When the player declares this action at the start of her character's round, she uses her attack action entirely for defense, thereby gaining a +4 dodge bonus to AC for 1 full round. She may still take a move action, but may perform no other activity than movement. Any character or creature may use total defense.

Attacking a Weapon

At times, it's better to attack the weapon your opponent is using rather than the opponent himself. This section addresses two different tactics that enable a character to do so: disarming the opponent and attacking to damage the weapon itself.

Disarm

A disarm attempt takes the place of a normal attack, whether as an attack action or part of an iterative attack sequence. Attempting to disarm provokes an attack of opportunity from the defender (and only the defender) unless the attacker has the Improved Disarm feat (see Chapter 5: Feats). The attacker and the defender make opposed attack rolls; this opposed roll is a free action for the defender. If one weapon is larger than the other, its wielder gains a +4 bonus to the disarm roll for each size category by which it outsizes the other combatant's weapon. For example, if the opposed weapons are a dagger (Tiny) and longsword (Medium-size), the character using the longsword gains a +8 bonus to the disarm roll. It's also more difficult to disarm a weapon that's being used in two hands; characters wielding two-handedly gain a +4 bonus to disarm rolls in addition to any weapon size bonuses.

If the attacker wins the opposed disarm roll, she disarms her opponent. A character who was unarmed when she began the attack gains the weapon, ready for use. Otherwise, it falls at her opponent's feet. If the defender wins the opposed roll, he may immediately try to disarm his attacker in response as a free action.

Note that some weapons (for example, spiked gauntlets) are effectively too secure to be disarmed. It's also not possible to disarm natural weaponry (a tiger's teeth, a bear's claws, etc.).

Attack a Weapon

Instead of simply trying to knock a weapon out of a foe's hands, a character may wish to destroy it. This takes one melee attack — either an attack action or one iterative attack — and is usually effective only with a blunt or slashing melee weapon, since the attacker has to throw all her weight behind the blow. Such an attack is effective also against an opponent's shield. The attacking weapon can be no more than one size category smaller than the target weapon; for shields, consider a buckler to be Small, a small shield Medium-size, a large shield Large, and a tower shield Huge.

If the target weapon (or shield) is magical, the attacking weapon must have an enhancement bonus equal to or greater than that of the target to have a chance of breaking it (you can't successfully damage a *+2 longsword* with a *+1 club*).

Attempting to attack a defender's weapon or shield provokes an attack of opportunity from the defender (the attacker is focusing on the target object, not on the opponent himself). Once this attack of opportunity is resolved, the attacker makes an attack roll, which is opposed by a similar roll from the defender (this attack roll is a free action for the defender). If the attacker wins, she inflicts damage on the target weapon or shield (see below). If the defender wins, his item is unscathed and the attack has no effect.

Wooden weapons typically have a hardness (damage reduction) of 5, and have 10 hit points per inch of thickness. Typical steel weapons have a hardness of 10 and 30 hit points per inch of thickness. When a weapon is attacked, subtract its hardness from any damage dealt to find out the actual damage (if the hardness is greater than the damage, then the attack bounces off harmlessly). For example, if a character armed with a battleaxe successfully attacks her opponent's quarterstaff (hardness 5, 10 hit points) for 8 points of damage, 5 points are absorbed harmlessly by the wood's hardness, meaning that only 3 points of damage actually penetrate to the quarterstaff: it is nicked, but still functional.

Attacking an Object

Slightly different rules apply to attacks on inanimate objects such as wooden doors than to attacks on weapons or shields. If the target object is stationary and the attacker takes a full round action using a melee weapon, he can dispense with an attack roll and simply roll damage to the object (the damage must still penetrate the object's hardness for the attack to have any effect).

If the character uses only an attack action, he must make a successful attack roll to strike the object, although he does gain a +4 bonus on the attack roll. Inanimate objects have an AC of 5 + the object's size modifier (see "**Table 12–2: Size Modifiers**").

A ranged attack against an object is possible, although an attack roll is always required in this case. If the character uses a full-round action, he gains a +5 bonus to strike an object with a ranged weapon. Note, however, that objects take only half damage from ranged weapon attacks, figured before the target object's hardness is applied.

If an item is held or even worn by another creature, then an attack roll is always required to strike the object. In this case the object's AC is 10 + the creature's Dex modifier + the creature's deflection AC bonus (if any); further, if the object is held in the creature's hand (or similarly mobile appendage), then the object gains a +5 bonus to AC because it can be moved rapidly out of harm's way.

The GM may decide that certain attacks are particularly effective or ineffective against certain objects: for example, smashing a light ceramic jar with a club is relatively easy, while cutting down a tree with the same club may prove quite impossible. All objects are immune to critical hits and subdual damage.

Certain magical or elemental attack forms may be only partially effective against objects. All objects take full damage from attacks with the [force], [magic], or [sonic] descriptors. However, they take only half damage from [acid], [fire], and [electricity] attacks, and one-quarter damage from [cold] attacks. [Disease] effects deal no damage to inorganic objects or substances such as stone or

metal, but deal one-quarter damage to organic objects or substances like leather or paper. Attacks based upon any other magical descriptor do no damage to objects. In all cases where the damage is given as fractional, apply the fraction before applying the object's hardness.

Table 12-6: Sample Hardness of Materials

Material	Hardness	Hit Points*
Canvas	0	2 hp
Crystal/glass	1	1 hp
Ice	1	3 hp
Ceramic	2	2 hp
Splintered wood	4	5 hp
Wood	5	10 hp
Hardened oak	6	11 hp
Rusty steel	7	12 hp
Stone, soft (sandstone)	7	11 hp
Stone, hard (granite)	8	15 hp
Bronze	9	13 hp
Steel	10	30 hp
Fine steel	12	30 hp
Mithril	15	30 hp
Vellium	20	40 hp

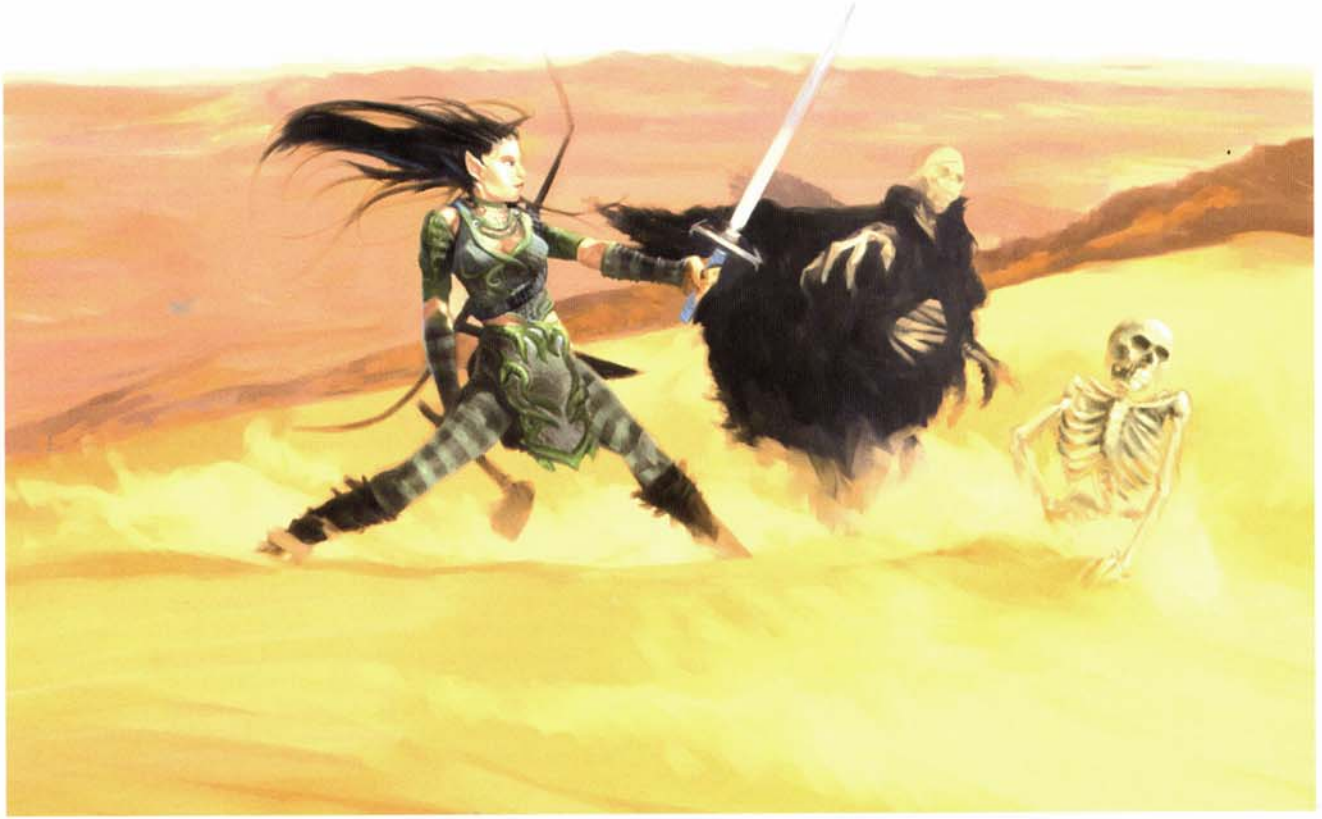
*Per inch of thickness.

Attacking with Two Weapons

Most combat tends to occur between characters who wield a single weapon in one hand, with the other hand (their off-hand) either free or holding a shield. It is also possible for characters to fight with two weapons, one in each hand. This latter style grants a character an extra attack each round with their off-hand weapon, so long as the character is taking a full-round attack action. However, the difficulty of coordinating two weapons imposes attack penalties to each weapon. The main weapon (the one in the character's primary hand) attacks at a –6 penalty, while off-hand attacks suffer a –10 penalty. Various feats and weapon choices can mitigate these penalties somewhat, as shown in **Table 12–7**.

Table 12-7: Attacking with Two Weapons

Circumstances	Primary Hand	Off Hand
Normal	–6	–10
Light off-hand weapon	–4	–8
Two-Weapon Fighting feat	–4	–8
Ambidexterity feat	–6	–6
Ambidexterity and Two-Weapon Fighting feat	–4	–4
Light off-hand weapon and Ambidexterity feat	–4	–4
Light off-hand weapon and Two-Weapon Fighting feat	–2	–6
Light off-hand weapon, Ambidexterity feat, and Two-Weapon Fighting feat	–2	–2



"Light weapon" refers to a weapon that is one or more size categories smaller than its wielder. For instance, a dagger (a Tiny weapon) is considered light for any character of size Small or larger, while a longsword (a Medium-size weapon) is a light weapon for a size Large or larger character. Of course, it's impossible to attack with two weapons at once unless a character is capable of wielding each in one hand. This means the weapon size must be of the same size category as its wielder or smaller — for example, a normal morningstar (as opposed to one crafted for an ogre) is a Medium-size weapon and so can be used one-handedly by a Medium-size character such as a human or elf. No weapon that requires two hands to use, such as a bow or any two-handed melee weapon, can be used as part of an attack with two weapons.

Iterative Attacks When Fighting with Two Weapons

For a character who already gets more than one attack per round due to iterative attacks (see "**Iterative Attacks**"), fighting with two weapons grants a single additional attack. The iterative attacks are all made with the character's primary hand, with the additional attack coming from her off-hand. The base attack bonus for the off-hand attack is the same as the character's first attack in her primary hand, although the appropriate penalties listed on **Table 12–7: Attacking with Two Weapons** still apply.

For example, a 6th-level human warrior wielding a standard delay (5) weapon in her primary hand has two iterative attacks, with base attack bonuses of +6/+1. If she chooses to fight with two weapons at once, she has a base attack bonus of +6 with the off-hand weapon attack. If she has neither Ambidexterity nor Two-Weapon Fighting, but the off-hand weapon is light — say a shortsword (a Small, thus light weapon for her) — then her penalties for attacking with two weapons are –4 for the primary hand and –8 for the off-hand. This means that, once the two-weapon fighting penalties have been added in, her respective attack bonuses are +2/–3 with her primary weapon and –2 with her shortsword. If she has Strength bonuses or the Ambidexterity and/or Two-Weapon Fighting feats, or some other modifying factors such as other combat feats or, say, magical enhancement bonuses on her weapons, her total attack bonuses will be higher.

Dual Wield

Dual Wield is a feat exclusive to certain fighting classes that dramatically changes a character's ability to fight with two weapons. Dual wielding is similar to two-weapon fighting, except the attacker suffers no penalty on his primary hand attacks, but a fixed penalty of –5 on his off-hand attack. Further, the Dual Wield feat enables the character to make an off-hand attack in addition to his primary hand's attack even when using the attack action (as opposed to the full attack action); this is the only situation in which a character can make more than one attack during a single attack action.

Ambidexterity and Two-Weapon Fighting do not affect the penalties for Dual Wield, nor does using a light weapon in the dual-wielding character's off-hand. Thus, **Table 12–7: Attacking with Two Weapons** has no impact for good or ill on combat using Dual Wield.

Double Weapons

The quarterstaff and other more exotic weapons adventurers may come across can be used to inflict damage from both ends. Characters using double weapons may choose to use only one end of the weapon and thus attack normally, or to use both ends of the weapon and thus fight as if wielding two weapons. All the rules for fighting with two weapons apply to a character using a double weapon to gain an off-hand attack; most double weapons allow wielders to treat the second end as if it were a light weapon when using the weapons for two-weapon fighting or dual-wielding (see Chapter 7: Equipment for details on particular double weapons).

Using a Weapon Two-Handedly

The converse of attacking with two weapons in order to gain an extra attack is to use wield one weapon with both hands. There are two likely reasons why a character might wish to use a weapon two-handedly. First, doing so enables her to use a bigger weapon than she would otherwise be capable of wielding. For example, the scythe is a Large weapon (see "**Table 7–5: Weapons**" in Chapter 7: Equipment), meaning that a Medium-size character cannot wield it in one hand. However, if a character uses both hands, he can wield a weapon that is one size category larger than her own size, so a human character could wield a Large weapon like a scythe if she did so two-handedly. The greatsword is another example: a human character needs two hands to use this Large weapon, but a Large creature like an ogre can wield it in just one hand.

The second advantage to this style of fighting is that it enables the character to inflict more damage. Not only do larger weapons tend to deal more damage in themselves, but wielding a weapon two-handedly enables the character to put more force behind her attacks, using the mass of the weapon optimally and thus potentially adding extra damage on each successful hit. A character who has a Strength bonus adds one and a half times her Strength bonus to damage from such attacks, while a character with a Strength penalty reduces that penalty by half (always round down). This advantage only applies to weapons that are the same size as the wielder (but which the wielder chooses to use two-handedly), or to weapons one size larger. No character can wield a weapon more than one size larger than himself, and weapons that are light to the character do not have sufficient mass to receive this benefit. Characters with neither Strength penalties nor bonuses inflict normal damage on two-handed weapon attacks.

Strength in Numbers

When two characters fight the same opponent, each can aid the other, making it easier to strike their common enemy. This basic strategy can take two forms: flanking and aiding another.

Flanking

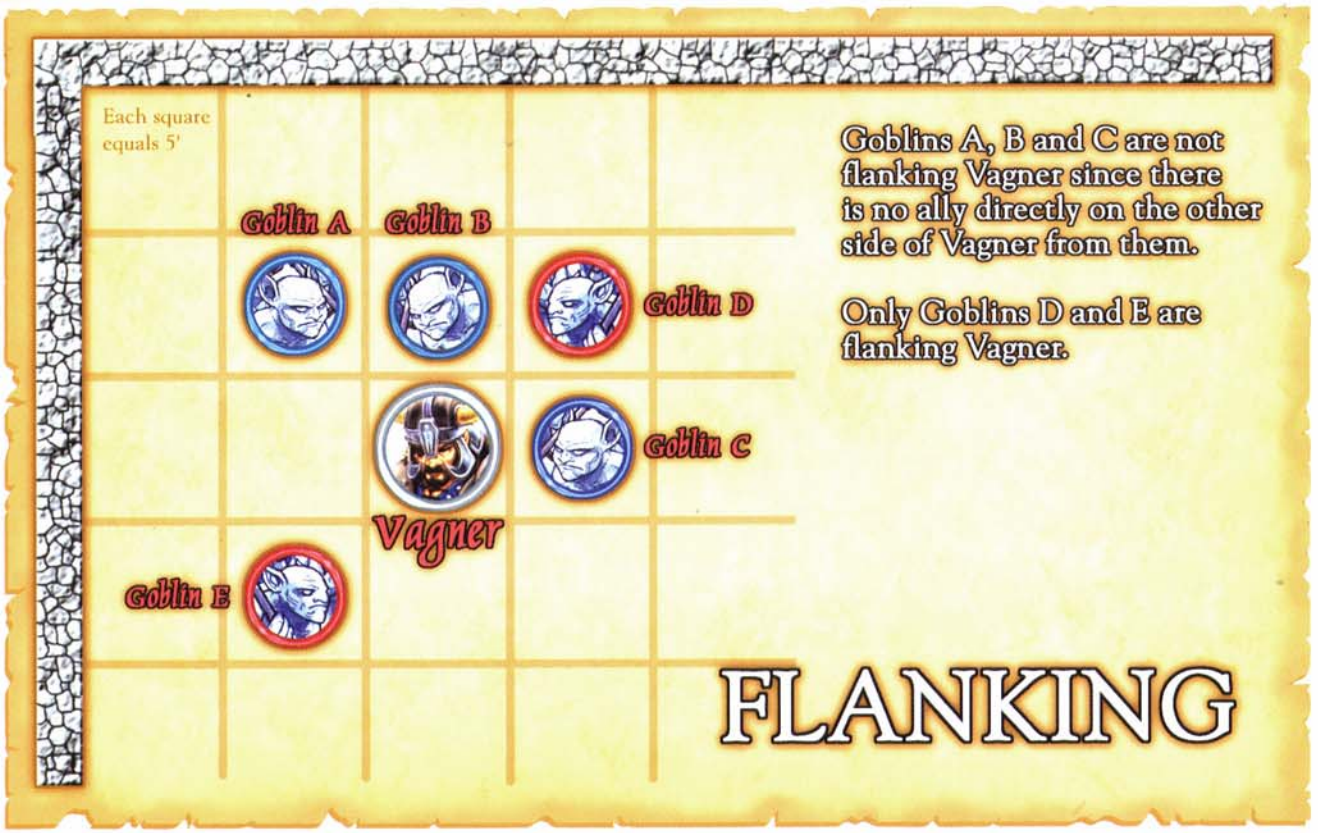
If a character and his ally can get into spaces directly opposite one another on either side of an opponent, each gains a +2 bonus on all attacks against the opponent, as it cannot fully defend itself against both characters at once. Rogues with the backstab ability can use it on every attack whenever they flank an opponent. If both flankers have this ability, both of them can backstab the opponent.

Aid Another

Sometimes when two characters fight the same opponent, it's not possible for them to get on opposite sides of it to gain a flanking bonus — for example, if it blocks the corridor in which the allied characters fight, forcing them to battle side-by-side. It's still possible for the characters to team up and gain a combat advantage, however. One ally uses his attack action to distract the opponent rather than to actually strike it, making an attack roll to hit AC 10. If this roll is successful, he may grant his companion a +2 circumstance bonus to either her attacks against their common foe or her AC against attacks from it (his choice, not hers).

Attacks Against Helpless Targets

A character unable to defend himself is considered *helpless*: unconscious, sleeping, paralyzed, feigning death, entrapped in a web or net, tied up, or the like. Attacks against helpless targets gain a +4 circumstance bonus to the attack roll. The target also loses all Dexterity, dodge, and haste bonuses to Armor Class, and in fact is treated as having a Dexterity of 0 with an effective Dex penalty to AC of –5. Helpless characters are always susceptible to backstab attacks.



Coup de Grace

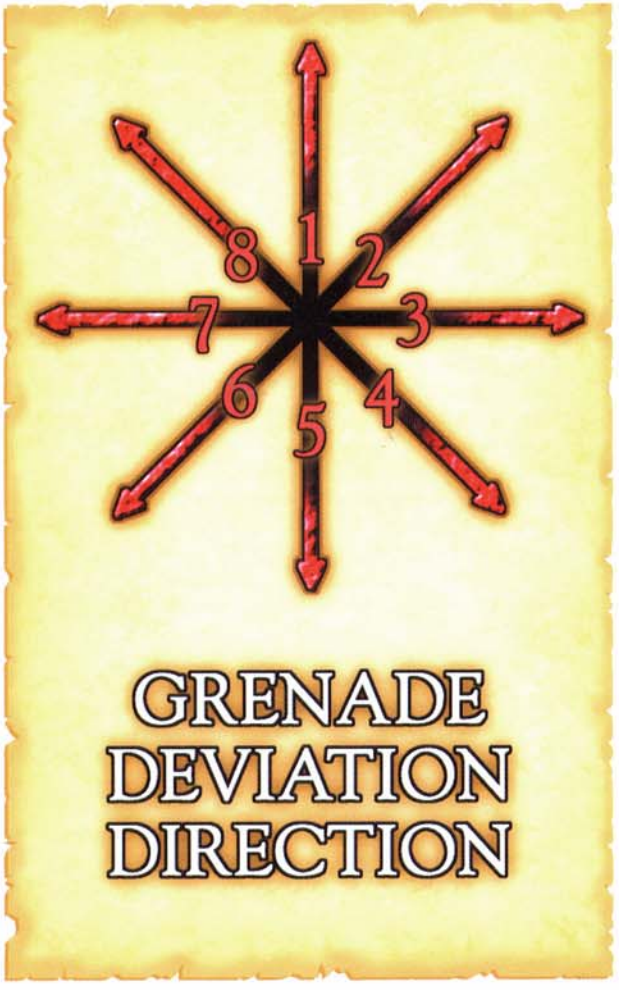
A character can attempt to dispatch a helpless opponent by using a full-round action to administer a *coup de grace* (pronounced **koo**-deh-**grah**) with any melee weapon, or with a bow if she is adjacent to the opponent. In either case, the attack automatically hits and scores a critical hit. Further, the target must make a Fortitude save (DC 10 + the damage dealt by the *coup de grace*). On a failed save, the target dies, regardless of his remaining hit points. On a successful save, the target merely takes the (critical) damage. An attacker with the ability to backstab can combine it with a *coup de grace*. Creatures that are immune to critical hits or that are feigning death are immune to *coups de grace*.

A *coup de grace* reflects the fact that every creature has a vulnerable point, if the attacker has time to search for it. Even a suit of plate armor has eye-slits, for example. Searching for this vulnerable spot takes time, thus making the *coup de grace* a full-round action. As a result of the purposefulness required to perform this task, a character administering a *coup de grace* provokes attacks of opportunity from any opponent who threatens her.

Exploding Missiles

Some ranged weapons explode on impact, such as flasks of acid, or burning oil or similar firebombs (e.g., "Molotov cocktails"). Exploding missiles (often called grenadelike weapons) do most of their damage at the point of impact, but also splash the surrounding area, inflicting a lesser amount of damage to all therein. See "**Table 7–19: Grenadelike Weapons**" for ranges and damage for specific exploding missiles.

Grenadelike weapons that miss their intended targets usually still explode, dealing splash damage to anyone within a given splash range of the weapon's actual point of impact. To determine the point of impact of an exploding missile that missed its target, first roll to see how many feet from its target it landed: thrown grenadelike weapons deviate 1d4 feet per range increment or portion of a range increment they were thrown. For example, a badly aimed flask of acid (range increment 10 feet) hurled 35 feet



would land 4d4 feet from its intended target. Once this distance is determined, roll 1d8 to find the direction of the deviance: a result of 1 means the attack landed north of the target; 2 means it landed to the north-east; 3 means east; 4, south-east; 5, south; 6, south-west; 7, west; and 8, north-west.

Mounted Combat

Due to the scarcity of horses in Norrath, characters can rarely take advantage of mounted combat, even though attacking while mounted offers a number of benefits. For one thing, a mounted character moves her mount's speed, which is usually greater than her own. For example, a light warhorse's speed is 60 feet, double that of most player characters and triple that of an encumbered or heavily armored character.

Untrained Mounts

It is difficult, but possible for a skilled rider to manage a mount untrained for combat in combat situations (untrained mounts include ponies and light and heavy horses), although doing so requires a Ride check (DC 20) each round. If the check fails, the mount balks and the rider must spend the entire round controlling it, taking no other action (that is, on a failed roll, controlling a skittish mount becomes a full-round action) and provoking attacks of opportunity from opponents who threaten her. If the check is successful, the rider may perform one attack action or one move action that round.

Attacking While Mounted

To attack while riding a mount, a rider will likely want to control her mount with her knees (Ride check, DC 5) to free up both hands for combat. Otherwise the rider has only one hand free. When a combat-trained mount does move, it uses its own action(s) to do so, and thus may take a double move or even run (at three or four times its base speed) and still allow its rider to take her own independent attack action.

If the mount does not move more than 5 feet in a round, the rider is free to use her full round of iterative attacks against any available targets. However, if the mount moves more than 5 feet in the round, the rider gets only a single attack action, just as if she herself had moved.

Since a rider effectively has the advantage of higher ground, she gains a +1 bonus on melee attacks against opponents who are both on foot and of a smaller size category than her mount. The rider can use most ranged weapons normally from her mounted position, even when the mount moves up to its normal speed in a round (bows and composite bows are special cases — see their descriptions in Chapter 7: Equipment). However, it's more difficult to aim a ranged attack when one's mount takes a double move, so such attacks suffer a –4 penalty; this penalty increase to –8 if the mount is galloping (running at four times its normal speed).

A lance deals double damage on a successful hit when wielded by a mounted character who is charging; see "**Charging While on Horseback**" earlier in this chapter (under "**Charge**").

The rider of a mount that is much larger than the enemy she is attacking may, if the opportunity present itself, choose to have the mount overrun her foe (see "**Overrun**" earlier in this chapter). If successful, this attack inflicts trampling damage on the target; see *EverQuest: Monsters of Norrath* for details on trample damage.

Mishaps While Mounted

If a mount is tripped or killed, or perhaps affected by a *root* spell while moving or put into a magical sleep, its rider is thrown, taking 1d6 points of damage upon impact with the ground unless she succeeds on a Ride check (DC 15). The same amount of damage applies if she is somehow unseated, such as if she were lassoed and yanked from the saddle. Note that a character falling from a flying mount is liable to take considerably more damage from falling (see "**Falling Damage**" earlier in this chapter), and a Ride check is of no use in trying to avoid such damage.

Ranged Combat

Any weapon attack against an opponent that is not within a character's immediate reach is, by definition, ranged combat. Ranged combat includes the use of archery weapons such as slings and bows, as well as thrown weapons such as spears, javelins, shuriken, and throwing knives.

The most important restriction on ranged combat is, not surprisingly, range. Every ranged weapon has a range increment, a distance within which attacks using the weapon suffer no penalty for distance. Attacks beyond this range suffer a –2 penalty for each additional unit of that distance. For example, a javelin (range increment 30 feet) incurs no penalties to attacks made against targets 30 feet away or closer. Against targets between 30 and 60 feet away, the thrower suffers a –2 penalty on attacks. For targets between 60 and 90 feet, the penalty is –4, and so forth. Thrown weapons have a maximum range of five range increments. Thus, the maximum range of a javelin is (30 ft. x 5) = 150 feet. Archery weapons, by contrast, have a maximum range of ten range increments. Thus, the maximum range for a longbow (range increment 100 feet) is 1,000 feet.

Firing into Melee

It's difficult to fire into a melee, since two people fighting for their lives don't strike poses and stand still, thereby offering themselves up as stationary targets. A creature currently being threatened by (that is, adjacent to) one or more opponents is constantly maneuvering for position, seeking openings, trying to anticipate and avoid its opponent's attacks while preparing to launch its own. Therefore, a character firing or throwing a ranged weapon at a creature engaged in melee combat automatically suffers a –4 penalty to her ranged attack. However, if the target of the ranged attack is at least 10 feet away from any other creature, even if the target's reach still puts it in melee with that creature, the –4 penalty does not apply.

Note that the Precise Shot feat (see Chapter 5: Feats) negates the –4 penalty for firing or throwing into melee, although it does not negate the chance for critical fumbles in campaigns using that optional rule (see the "**Fumbles**" sidebar earlier in this chapter).

Saving Throws

A character's saving throws (often called simply "saves") represent her ability to avoid special attacks and magical effects. Like other class abilities, saving throws improve as a character gains experience and rises in level (see the various class level progression tables in Chapter 3: Classes). All saving throws use the character's base saving throw bonuses by class levels and are related to a particular ability, and may also be boosted by magical bonuses that either raise the saving throw's associated ability or provide a bonus to the saving throw directly.

Just like skill or ability checks, saving throws are rolled against a Difficulty Class (DC) that is determined by (and generally listed with) the attack itself. For example, if trying to avoid a trap, a character might be required to make a Reflex save (DC 15). That is, her player rolls 1d20 and adds her base Reflex save bonus (as determined by her class and level), plus any Dexterity modifier (whether positive or negative), plus any bonuses or penalties from magic. If the result is less than 15, she cannot avoid the trap in time; if her total is 15 or more, her saving throw was successful and the trap misses her.

Saving throws are divided into three types: Fortitude (Fort) saves, Reflex (Ref) saves, and Will (Will) saves.

Fortitude Saves: Attacks that a character can shake off through sheer physical vitality call for a Fortitude save. Fortitude saves generally apply to poison, fatigue, level drains, disease, death magic, paralysis, and the like.

Fortitude Saves: 1d20 + base Fort save bonus + Con modifier + any other applicable modifiers

Reflex Saves: Attacks that can be evaded by quick reflexes and split-second timing call for a Reflex save. Reflex saves apply to

many damaging spells, effects such as a dragon's fiery breath, and most traps.

Reflex Saves: 1d20 + base Ref save bonus + Dex modifier + any other applicable modifiers

Will Saves: Attacks that target a character's willpower or those that seek to control his mind, such as a siren's song or an enchanter's *charm* spell, call for a Will save. Will saves apply to virtually all willpower checks and to fear or mind-affecting effects.

Will Saves: 1d20 + base Will save bonus + Wis modifier + any other applicable modifiers

Turning

By channeling divine power, some clerics are able to turn — or repel — undead creatures, while some necromancers master their art so well that they develop the means to rebuke undead and thus command them into service. Similarly, some magicians' command over conjuration magic allows them to repel summoned creatures.

Turning and rebuking are handled very similarly. The rules for turning undead are presented first, followed by notes on turning summoned creatures or rebuking undead.

An attempt to turn undead is a two-stage process. First, the cleric confronts the undead with her holy (or unholy) symbol held aloft, and makes a turning check; this check determines the relative power of undead that will be affected by her attempt, as per **Table 12–8: Turning Checks**. Second, she rolls her turning damage to determine the total number of HD of undead affected by her attempt.

Turning Check

To make a turning check, the player rolls 1d20 and adds the cleric's Charisma modifier. The player then consults Table 12–8 to find the result. The relative power of undead creature a cleric can affect (that is, the maximum number of HD such a creature may have) is a function of the cleric's level: a cleric cannot affect any undead that has 5 levels or HD more than she does, while her turning check automatically succeeds against any undead with HD 5 or more below her own. Thus, a 7th-level cleric automatically affects undead of 2 or fewer HD (though doing so still requires the expenditure of one of her turn attempts per day) and cannot affect undead of 12 or more HD.

Turning undead is an attack action. It is a supernatural ability that does not provoke attacks of opportunity.

Table 12-8: Turning Checks

Turning Check	Highest Level/HD of Creature Affected
0 or less	class level –4
1 to 3	class level –3
4 to 6	class level –2
7 to 9	class level –1
10 to 12	class level
13 to 15	class level +1
16 to 18	class level +2
19 to 21	class level +3
22 or more	class level +4

Turning Damage

Once the maximum level or HD of undead that might be affected by the turning attempt has been determined, it's time to find out how many undead were actually affected. The player rolls 1d20 once again and adds the character's Charisma modifier and class level. The result indicates the total HD of undead affected by this turning attempt.

Turning has no effect on targets with total cover or on targets beyond 60 feet from the turning character. If more targets are present than are affected by the turning damage, those targets closest to the character are affected first (the effect emanates outward in a 60-foot radius burst from the character). If multiple turning attempts are made, any undead currently affected by previous attempts is ignored for the purpose of determining which ones are affected by a subsequent turning, so the cleric does not waste her energy on already turned creatures.

Effects of Turning

Undead that have been successfully turned flee at their top speed for 10 rounds (a full minute). If they cannot flee, they simply *cower*, taking no actions and granting any attacker a +2 bonus to attack them. The character who turned them cannot approach to within closer than 10 feet of them without negating the turning, although her ranged and spell attacks do not break the turning. Any other characters or creatures, including her allies, can engage them in melee without negating the turning.

If the cleric has twice as many class levels as an affected undead has levels or HD, it is destroyed rather than turned.

Note that if the cleric and undead are trapped together within a constrained space — say, if she falls into a pit full of ghouls or stands blocking them in a dead-end passage — then she may remain within 10 feet of them if she stands still or may move away from the cowering undead without breaking the turning affect. In any case, a successful turning attempt lasts for 1 minute (10 rounds).

Turning in Action

For example, Halwain, a 5th-level cleric with the turn undead divine power, is facing four 2-HD lesser skeletons led by two larger specimens with 3 HD and 6 HD, respectively. He invokes his divine power to make a turning check (1d20 + Cha modifier), which results in a 11, meaning he can turn undead creatures with HD equal to his level (per Table 12–8), or 5 HD. Further, because Halwain is 5th level, and thus more than twice that of the 2-HD skeletons, he will destroy rather than turn any of these lesser skeletons that he affects.

Halwain's player now checks to see how much turning damage the cleric deals: he again rolls 1d20, but this time adds Halwain's Charisma modifier and cleric level to the roll, for a result of 14. The 2-HD skeletons are destroyed, soaking up 8 of the 14 HD of turning damage, and the remaining 6 HD of turning damage easily turns the 3-HD skeleton as well, although this skeleton is not destroyed. Even if there were 6 or more HD of turning damage remaining, however, it would not affect the largest skeleton due to Halwain's initial turning check result.

Turn Summoned Creature

Just as some clerics can turn undead, so too can magicians gain the ability to turn summoned creatures. This ability works exactly like a cleric's turn undead ability, except that it affects only creatures summoned by conjuration magic or creatures of the type elemental or outsider (see *EverQuest: Monsters of Norrath* for information on creature types), unless such creatures are encountered on their own plane. It does not affect undead, however, even if they have been summoned. Any outsider that would be destroyed by the result of turning damage is instead banished back to its home plane (although the magician and his allies receive XP as normal for defeating it).

Rebuking Undead

A necromancer, through her study of death magic, can gain the special power to rebuke undead (although some prefer to call this "commanding" rather than "rebuking"). This works exactly like a cleric's turning undead attempts, except that any undead that would be turned by turning damage from a cleric are instead *awed* and undead that would be destroyed instead fall under the command of the necromancer. Awed undead take no actions, and attackers receive a +2 bonus to attack rolls against them.

The necromancer can command multiple undead, so long as their total HD do not exceed her class level. With an attack action, she can telepathically command them to do her bidding and they will perforce obey. She can relinquish command of any

or all undead under her control at will; otherwise control will last 10 rounds. Any summoned undead "pet" the necromancer currently controls does not count toward the total HD of additional undead she may control through rebuking.

Opposed Turning Checks

A necromancer can attempt to negate a cleric's turning attempt either as a readied action or after the effect is in place, and vice versa. The character attempting to negate the opposing effect makes a turning or rebuking check, as appropriate. If the challenger wins the check, he rolls turning (or rebuking) damage as normal. The result is the number of HD of undead for whom the opposing effect is negated.

Bolstering Undead

It is also possible for a necromancer to make undead more resistant to turning. The character makes a rebuking check and consults **Table 12–8: Turning Checks**. The result of this check indicates the effective HD of the bolstered undead for the purpose of opposed turning checks; this effect lasts for 10 rounds. If the effective HD of the undead due to a bolstering attempt is less than its actual HD, the bolstering result is ignored.

For example, the 7th-level necromancer Twede knows that the cleric Halwain is quickly approaching. Twede expends one of his rebuking attempts to bolster his undead pet. He gets a result of 20 on his rebuking check, so his pet's effective HD for the purpose of its susceptibility to turning checks is 10 (Twede's class level +3, per Table 12–8) for the next minute.



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Appendix Two: Glossary

Here are some of the most common abbreviations and unique terms you'll find used throughout the game:

5-foot step: A small movement of 5 feet (one square on a 1-inch tabletop grid), a free action in combat under most circumstances as long as no other movement is taken in the same round. A 5-foot step never provokes an attack of opportunity.

AC: Armor Class.

AoO: Attack of opportunity.

ability modifier: The bonus or penalty associated with a particular ability score. See Table 1–2: Ability Score Modifiers.

ability score: The numeric value assigned to a particular ability. See Chapter 1: Abilities.

action: Some activity undertaken by a character or creature within a period of 1 round. Actions are divided into several types: attack actions (also called standard actions), free actions, full-round actions, and move actions. See Chapter 12: Combat.

Armor Class: The number that represents the likelihood of a creature or character being hit in combat. An attack roll must equal or exceed this number to hit. See Chapter 12.

attack of opportunity: A bonus melee attack gained by a combatant when an opponent in some way drops his or her guard (thereby "provoking an attack of opportunity"). See Chapter 12.

Bar: Barbarian.

Brd: Bard.

Bst: Beastlord.

base speed: A character's or creature's rate of movement, given as a number of feet that can be covered using one move action. Base speed is a function of race.

blinded: In game terms, a *blinded* creature suffers a 50% miss chance to strike another creature in combat, as if that target had full concealment, even when aware of that target's general location. The blinded creature also moves half speed, loses any positive Dexterity bonus to AC, and suffers a –4 penalty to most Strength or Dexterity-based skills or checks. Opponents gain a +2 bonus to hit a blinded creature.

Cha: Charisma.

Clr: Cleric.

Con: Constitution. This replaces the Stamina attribute used in the online version of *EverQuest*.

cp: Copper piece.

CR: Challenge Rating. A number used mainly to determine the level of difficulty a monster or quest would pose to characters of given levels; an encounter should present a slight to moderate challenge to a group of four characters whose average level is equal to the CR value. The CR also determines the amount of experience characters gain for completing quests or defeating opponents.

concealment: An obstruction or condition that prevents an attacker from seeing an opponent clearly, creating a miss chance (the percentile chance that the attack misses outright). See Chapter 12.

cover: A barrier, whether natural or magical, that grants AC and Reflex save bonuses to a defender. See Chapter 12.

cowering: A *cowering* creature is terrified to the point of motionlessness. It can take no actions and loses its Dexterity bonus to AC (if any). Opponents gain a +2 bonus to hit cowering creatures.

crit: Slang for critical hit.

critical hit: A hit to a vital area with a weapon or unarmed attack; a critical hit usually deals double damage or more. See Chapter 12 for a full explanation.

creature type: A broad category that dictates certain abilities and qualities of creatures of the given type. There are several such categories: aberration, animal, beast, construct, dragon, elemental, fey, giant, humanoid, ooze, outsider, plant, shapechanger, undead, and vermin. See *EverQuest: Monsters of Norrath*.

DC: Difficulty Class.

Def: Dark elf (also called Teir'Dal).

Dex: Dexterity. This combines the Dexterity and Agility attributes used in the online version of *EverQuest*.

DOT: Damage over time. An effect that deals continuous damage each round for an extended period of time.

DR: Damage reduction.

Dru: Druid.

Dwf: Dwarf.

damage reduction: A special power that reduces damage taken from physical attacks (i.e., cuts and blows, but not magical effects). See Chapter 8.

damage shield (X): A magical effect that deals X damage each time a creature hits the person protected by the damage shield. Resistance does not offset damage from damage shields, however immunity to the damage shield's energy type (for example, fire) does cancel the damage. See Chapter 8: Using Magic for more information.

dazed: A *dazed* creature can defend itself (see "**Full Defense**" in Chapter 12), but cannot otherwise take any actions.

Difficulty Class: The target number that a roll, usually a skill or ability check, must equal or exceed to be successful.

Elf: Wood elf (also called Feir'Dal).

Enc: Enchanter.

Eru: Erudite.

(Ex): Extraordinary ability.

entangled: An *entangled* creature is impeded by some external force, condition, or attack (such as a thrown net) and may be held fast, but is usually capable of moving at half speed. A creature that is entangled may not run or charge, however. Further, entangled creatures suffer a –2 penalty on attack rolls and a –4 penalty to its effective Dexterity score.

exhausted: An *exhausted* creature moves at half speed and cannot run or charge, and also suffers a –6 penalty to effective Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes *fatigued*.

extraordinary ability: A special ability that is not magical in nature. See the end of Chapter 8.

Fort: Fortitude saving throw or a creature's total Fortitude saving throw modifier.

fatigued: A *fatigued* creature cannot run or charge and suffers a –2 penalty to effective Strength and Dexterity. A creature that is already fatigued becomes *exhausted* if it performs a task or suffers from a condition that would otherwise render it fatigued. After 8 hours of complete rest, a fatigued character returns to normal.

flank: Two allies flank a creature by fighting on directly opposite sides of their mutual opponent. Each flanking attacker gains a +2 bonus on attack rolls to hit the flanked creature, and rogues who flank an opponent can backstab.

flat-footed: A creature is *flat-footed* at the beginning of any combat up until the initiative count at which it takes its first action for that encounter. A flat-footed creature does not get its Dexterity bonus to AC (if any) and cannot take attack of opportunity.

frightened: A *frightened* creature must flee in terror from the source of fright using the most effective means at its disposal. It may fight if unable to flee, but does so with a –2 morale penalty on all attack and damage rolls and on saving throws. *Frightened* is more extreme than *shaken*, but less so than *panicked*.

GM: Game Master.

Gnm: Gnome.

gp: Gold piece.

grab: A creature must first *grab* an opponent to start a *grapple*. See "**Grapple**" in Chapter 12.

HD: Hit Dice. The number of dice rolled to determine a creature's hit points.

Hef: Half elf.

Hfl: Halfling.

Hie: High elf (also called Koada'Dal).

hp: Hit points.

Hum: Human.

hardness: Hardness is to an object what damage resistance is to a character; it represents the object's ability to absorb the first portion of any physical damage dealt to it. See "**Attacking an Object**" in Chapter 12.

Iks: Iksar.

Init: Initiative.

initiative: A creature's total initiative modifier is added to a d20 roll to determine the creature's initiative count.

interrupted: An *interrupted* creature loses one action on its next turn (either an attack or a move action, creature's choice). Further, a spellcaster who is interrupted cannot cast any spells on his next turn, and, if he was in the middle of casting a spell when he was interrupted, then that spell automatically fails as if he had failed a Channeling check. Interrupted is a milder form of the *dazed* or *stunned* conditions.

Int: Intelligence.

light weapon: A weapon at least one size category smaller than its wielder.

Mag: Magician.

Mnk: Monk.

masterwork: A masterwork item or object is extremely well made and/or is crafted of exceptional materials. A masterwork weapon grants a +1 enhancement bonus on attack rolls (this bonus does not stack with any magic enhancement bonuses for that weapon). Masterwork armor has its armor check penalty reduced by 1 (to a minimum of 0), while masterwork tools grant a +2 enhancement bonus to relevant skill checks.

melee: Melee combat is sometimes called fighting "at half-sword"; it refers to personal combat at close quarters, as opposed to ranged combat or (most) spellcasting.

mesmerized: A *mesmerized* creature can take no actions and loses its Dexterity bonus to AC (if any). Foes gain a +2 circumstance bonus to attack rolls against mesmerized creatures. The mesmerization effect ends immediately, even if it is not the mesmerized creature's turn, when the mesmerized creature takes at least 1 hit point of damage. Creatures who shake off mesmerization in this way may act on the very next initiative count (and keeps that count in subsequent rounds) as long as they have been mesmerized for at least 1 full round. Otherwise, a creature who is unmesmerized resumes action on its original initiative count in the next round.

Nec: Necromancer.

NPC: A "non-player character" (sometimes called a GM-controlled character).

nauseated: A *nauseated* creature suffers such great physical distress that it can take only a move action each round. It cannot attack, cast spells, concentrate to maintain spells, or do anything else requiring close attention

Ogr: Ogre.

off-hand: For a right-handed character, this means the left hand, and for a left-handed character, the right. Off-hand attacks suffer special combat penalties and do less damage (see "**Fighting with Two Weapons**" in Chapter 12).

Pal: Paladin.

PC: A "player character," a character controlled by one of the players.

panicked: A *panicked* creature must flee from the source of fear as well as any other danger using the most effective means at its disposal, and has a 50% chance of dropping any held items while doing so. Its route while fleeing is random as long as the creature believes itself to be moving away from danger. If unable to flee, a panicked creature cowers. Finally, panicked creatures suffer a –2 morale penalty on all saving throws.

pet: Slang for a creature or object(s) summoned or animated by magic to serve a spellcaster. Sometimes used to refer to a creature brought under control through charm magic.

prone: A prone creature suffers a –4 penalty on attack rolls, cannot use ranged weapons, and must make a Channeling check (DC 5 + spell level) to cast a spell with somatic components. Melee attacks against a prone opponent gain a +4 bonus to hit, while ranged attacks from beyond 10 feet suffer a –4 penalty to hit. It requires a move action to stand from prone (which does not provoke an attack of opportunity).

pp: Platinum piece.

Proc: Process effects. Some magic weapons, spells, or bard songs, and some creatures' innate attacks, provide extra magical effects that sometimes occur (or "process") on a successful attack roll. See "**Process Effects**" in Chapter 12: Combat.

questing group: A team of adventurers, often PCs, who travel and quest together.

Ref: Reflex saving throw or a creature's total Reflex saving throw modifier.

Rng: Ranger.

Rog: Rogue.

reach weapon: A long melee weapon that allows its wielder to threaten and attack opponents 5 feet further away than she normally could. In most cases, however, these weapons do not allow the wielder to attack foes who are adjacent.

resistance (*X*): A special ability that reduces X points of damage from attacks using one of the following types: acid, cold, disease, electricity, fire, magic, poison or sonic. This ability is usually given in the form "a bonus of disease resistance (3)," for example.

round: Six seconds of time. The basic unit of time in combat or interaction.

Shd: Shadow knight.

Shm: Shaman.

sp: Silver piece.

(Sp): Spell-like ability.

Spd: Speed.

SR: Spell Resistance.

Str: Strength.

(Su): Supernatual ability.

save: Saving throw.

speed: See "base speed."

spell-like ability: A special ability that functions almost identically to a spell. See the end of Chapter 8.

spell resistance: A special ability that allows a creature to shrug off the effects of some spells or spell-like abilities (but not supernatural abilities). See Chapter 8.

spell preparation slot: A spellcaster has eight spell preparation slots, into which he must place ("prepare") a spell before he can cast it. See Chapter 8.

stack: Bonuses can sometimes combine (or "stack") for a greater cumulative effect. See "**Combining Magical Effects**" in Chapter 8.

stunned: A creature's who is *stunned* can take no actions and loses any Dexterity bonus to AC. Opponents gain a +2 bonus to attack stunned creatures.

subdual damage: Nonlethal damage usually inflicted by unarmed combat or some environmental or living condition (hypothermia, dehydration, etc.). See Chapter 12.

supernatural ability: A special ability that produces a magical effect, but that is neither a spell nor a spell-like ability. Supernatural abilities generally cannot be dispelled, disrupted, interrupted, or negated by spell resistance, and their use does not provoke attacks of opportunity. See the end of Chapter 8.

surprise: A creature unaware of the presence of enemies in the first round of combat is generally surprised (and thus also flat-footed). See Chapter 12.

TP: Training point. A character gains 5 training points with each level, to be spent on various skills and abilities. See Chapter 3: Classes.

Trl: Troll.

take 10: In certain circumstances the GM may allow characters to "take 10" and automatically receive an average result of 10 instead of rolling a d20. See Chapter 4: Skills for more information.

take 20: As take 10, except the result is a 20.

threat ("critical threat"): A potential critical hit that has not yet been "confirmed." See Chapter 12.

threatened area: The space or reach at which a combatant "threatens" his opponents, usually 5 feet for most Medium-size or Small creatures and 10 feet for Large. Attacks of opportunity can only be made against opponents who provoke such attacks while within a combatant's threatened area.

threat range: The range of natural die roll numbers that result in a critical threat when attacking with a weapon. For many weapons, this "range" is simply a natural 20, while for others it may be 19–20 or even 18–20.

Vah: Vah Shir.

War: Warrior.

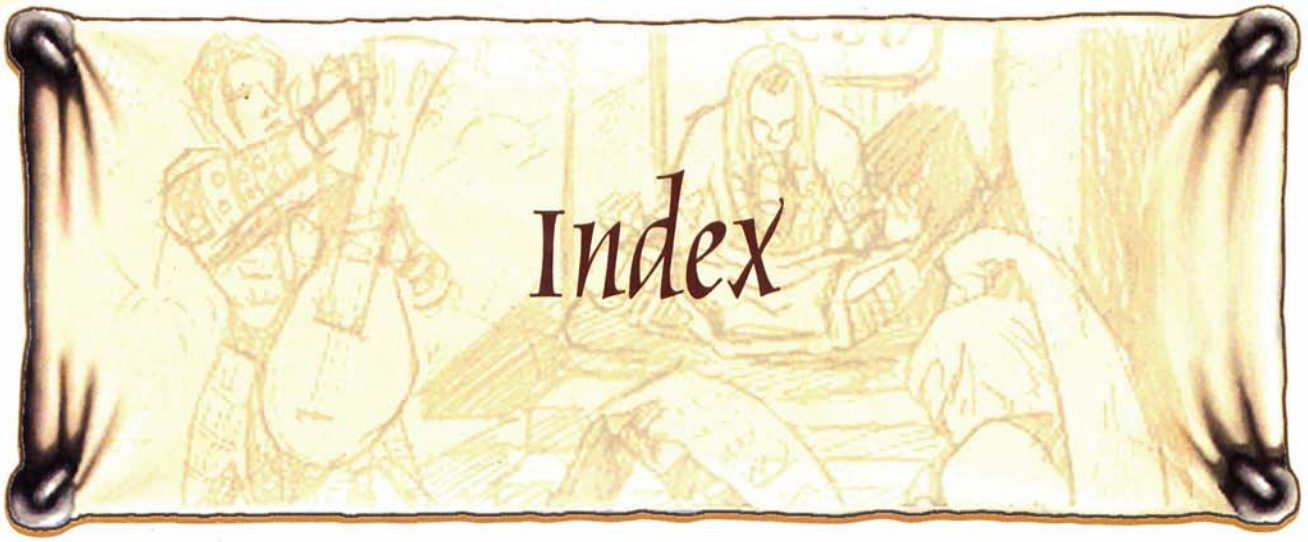
Will: Will saving throw or a creature's total Will saving throw modifier.

Wis: Wisdom.

Wiz: Wizard.

XP: Experience point. See Chapter 3: Classes.





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CHARACTER NAME

CLASS

RACE

LEVEL



PLAYER

CAMPAIGN

ALIGNMENT

DEITY

EXPERIENCE / TRAINING

ABILITIES

PHYSICAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	ABILITY SCORE	BUFF BONUS	BUFFED SCORE
STRENGTH					
DEXTERITY					
CONSTITUTION					

MENTAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	ABILITY SCORE	BUFF BONUS	BUFFED SCORE
INTELLIGENCE					
WISDOM					
CHARISMA					

COMBAT

DEFENSE

ARMOR CLASS	DEX MODIFIER	SIZE MODIFIER	ARMOR	SHIELD	OTHER BONUSES	ARMOR CLASS	TEMPORARY BONUSES	TEMP AC
= 10+								

ARMOR — TYPE — AC BONUS

CHECK PENALTY — SPELL FAILURE — WEIGHT — MAX DEX BONUS

SPECIAL PROPERTIES

SHIELD — AC BONUS — WEIGHT — CHECK PENALTY — SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM — AC BONUS — MAGIC BONUS TYPE

PROTECTIVE ITEM — AC BONUS — MAGIC BONUS TYPE

PROTECTIVE ITEM — AC BONUS — MAGIC BONUS TYPE

SAVING THROWS	BASE SAVE	ABILITY MODIFIER	ITEM BONUSES	OTHER BONUSES	TOTAL	TEMPORARY BONUSES	TEMP TOTAL
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

NOTES:

RESISTANCES	ITEM BONUSES	OTHER BONUSES	RESISTANCE	TEMPORARY BONUSES	TEMP RESISTANCE
ACID					
COLD					
DISEASE					
ELECTRICITY					
FIRE					
MAGIC					
POISON					
SONIC					

NOTES:

GENDER

SIZE

HEIGHT

WEIGHT

AGE

EYES

HAIR

SKIN

OFFENSE

ATTACK BONUSES	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	OTHER BONUSES	ATTACK BONUS	TEMPORARY BONUSES	TEMP ATTACK
MELEE							
RANGED							

INITIATIVE MODIFIER	DEX MODIFIER	MISC MODIFIER	TOTAL	SPEED

WEAPON — TOTAL ATTACK BONUS — DAMAGE — CRITICAL

RANGE INCR — WEIGHT — TYPE — SIZE — DELAY

SPECIAL PROPERTIES

WEAPON — TOTAL ATTACK BONUS — DAMAGE — CRITICAL

RANGE INCR — WEIGHT — TYPE — SIZE — DELAY

SPECIAL PROPERTIES

WEAPON — TOTAL ATTACK BONUS — DAMAGE — CRITICAL

RANGE INCR — WEIGHT — TYPE — SIZE — DELAY

SPECIAL PROPERTIES

AMMUNITION _____ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

AMMUNITION _____ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

HEALTH

BASE HP	ITEM BONUSES	HIT POINTS	OTHER BONUSES	HIT POINTS

CURRENT HP

TEMPORARY HP

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SKILLS

ARMOR CHECK PENALTY =

WEIGHT PENALTY (-1 per 5 lbs) =

CLASS SKILL	SKILL	KEY ABILITY	ABILITY MODIFIER		RANKS MODIFIER		MISC. MODIFIER		TOTAL SKILL MODIFIER
☐				+		+		=	
☐				+		+		=	
☐				+		+		=	
☐				+		+		=	
☐				+		+		=	
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☐				+		+		=	

FEATS

RACIAL ABILITIES

CLASS ABILITIES

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INVENTORY

ITEM	WEIGHT	POWERS/COMMENTS
HEAD		
FACE		
LEFT EAR		
RIGHT EAR		
NECK		
SHOULDERS		
BACK		
BODY/ARMOR		
SHIRT/ARMS		
LEFT WRIST		
RIGHT WRIST		
HANDS		
LEFT FINGERS		
RIGHT FINGERS		
BELT		
LEGS		
FEET		
MISC.		
MISC.		
MISC.		
MISC.		
MISC.		
MISC.		
MISC.		

OTHER GEAR

ITEM	WEIGHT	ITEM	WEIGHT

WEALTH

PLATINUM	GOLD	SILVER	COPPER

SPELLS

MANA

MANA KEY ABILITY | ABILITY MODIFIER | LEVEL | MANA | MODIFIERS | MANA POOL TOTAL

[ ] [ ] X 2 X [ ] = [ ] + [ ] = [ ]

MANA KEY ABILITY | MEDITATION SKILL RANKS | MANA RECOVERY RATE

[ ] + [ ] = [ ]

CURRENT MANA

[ ]

PREPARED SPELLS

	SPELL NAME	MANA COST
1		
2		
3		
4		
5		
6		
7		
8		

	SPELL NAME (MYSTIC CAPACITY)	MANA COST
9		
10		
11		
12		

SPELL SAVING THROW DC's

CHARISMA MODIFIER

MIND-AFFECTING SPELLS 10+ [ ] = [ ] + SPELL LEVEL

MANA KEY ABILITY MODIFIER

OTHER SPELLS 10+ [ ] = [ ] + SPELL LEVEL

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SPELL	SPELL LEVEL	MANA COST	MAGIC SCHOOL

SPELL	SPELL LEVEL	MANA COST	MAGIC SCHOOL

SONGS

MANA

MANA KEY ABILITY	ABILITY MODIFIER		LEVEL		MANA		MODIFIERS		MANA POOL TOTAL
		X 2 X		=		+		=	

MANA KEY ABILITY		MEDITATION SKILL RANKS		MANA RECOVERY RATE
	+		=	

CURRENT MANA

PREPARED SONGS

	SONG NAME	MANA COST
1		
2		
3		
4		
5		
6		
7		
8		

	SONG NAME (MYSTIC CAPACITY)	MANA COST
9		
10		
11		
12		

SONG SAVING THROW DC's

ALL SONGS	10+	CHARISMA MODIFIER	=		+ SONG LEVEL

TWISTING DC's

NUMBER OF SONGS TWISTED	PERFORM DC
2	8 + HIGHEST SONG LEVEL
3	18 + HIGHEST SONG LEVEL
4	32 + HIGHEST SONG LEVEL
5	50 + HIGHEST SONG LEVEL

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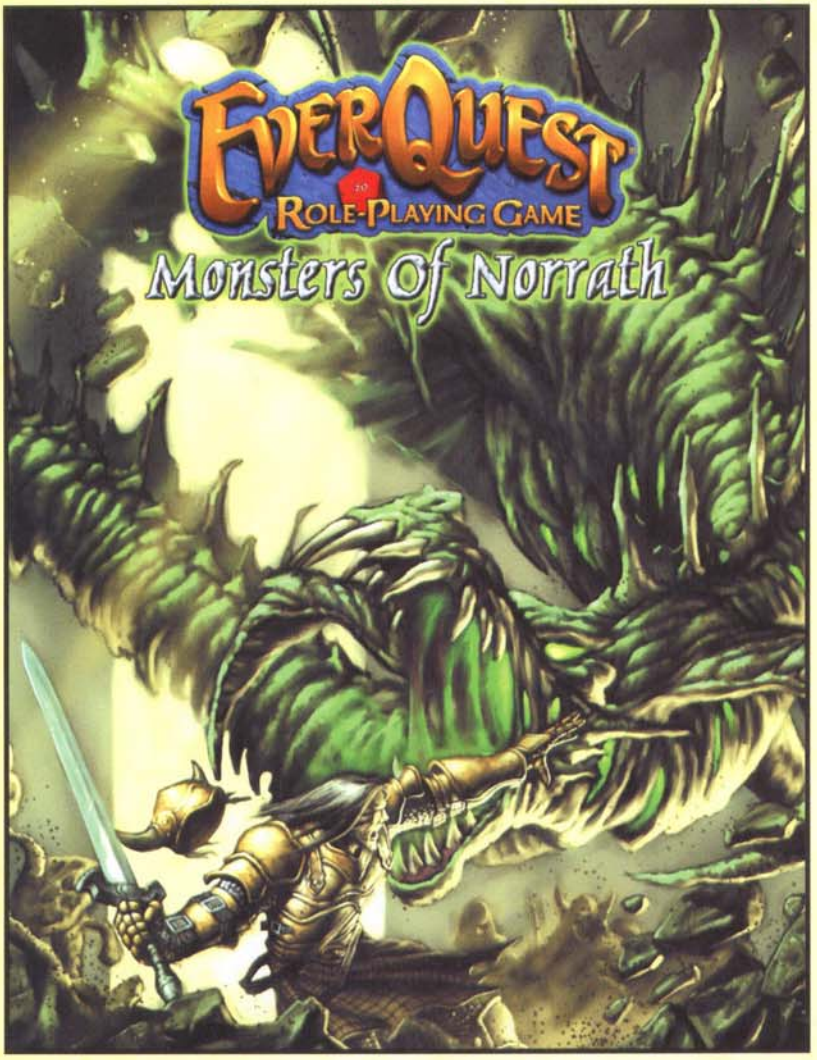
SONG	SONG LEVEL	MANA COST

SONG	SONG LEVEL	MANA COST



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Coming Next for the Ever



EverQuest Role-Playing Game: Monsters of Norrath

From the Aviak birdmen of the Butcher Block Mountains to the Dragon Lords of the Temple of Veeshan

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Realms of Norrath: Freeport

As the largest city in Norrath, Freeport abounds with adventure. This first setting sourcebook for the **EverQuest Role-Playing Game** contains a map and description of the entire city of Freeport, descriptions for scores of NPCs and material for dozens of adventures within Freeport and in the surrounding Commonlands, Desert of Ro and Ocean of Tears.

Befallen

Once a place of meditation and worship, accursed Befallen is now populated by hordes of undead and their necromantic masters. This first adventure for the **EverQuest Role-Playing Game** contains a complete map and list of inhabitants for the dungeon known as Befallen, including areas and creatures not present in the online version of the dungeon.

Realms of Norrath: Everfrost Peaks

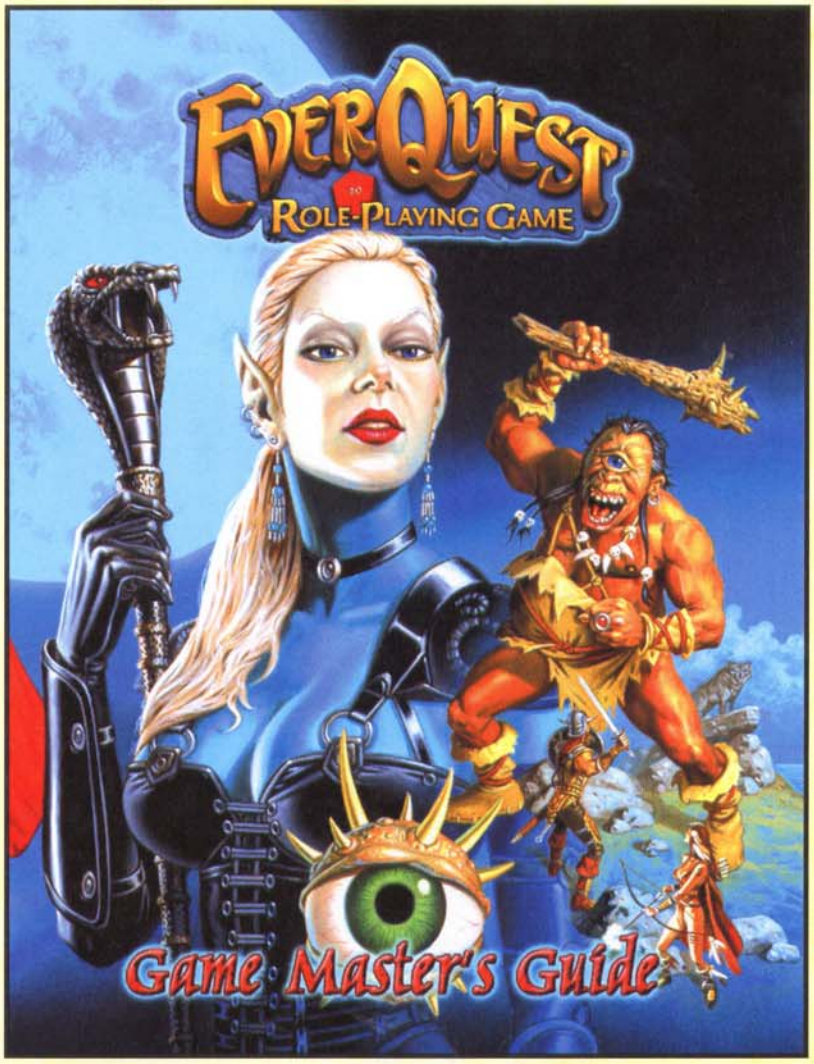
The hardy barbarian race calls arctic Everfrost Peaks their homeland. Unfortunately, snow orcs, ice goblins, giants and the awesomely powerful dragon Lady Vox also claim ownership of the mighty tundra of Everfrost and all that lies adjacent to it. If these threats weren't challenge enough, the lich Miragul (the necromancer whose dark explorations brought the Erudites to civil war) once again makes his presence known on Norrath, sending out a menagerie of creatures from his fortress below Everfrost's ice-covered waters. This core setting campaign book includes information on the dungeon of Permafrost Keep, the city of Halas, the Everfrost Peaks themselves and a never-before-seen portion of Norrath — the dungeon of Miragul's Menagerie.

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The Temple of Solusek Ro

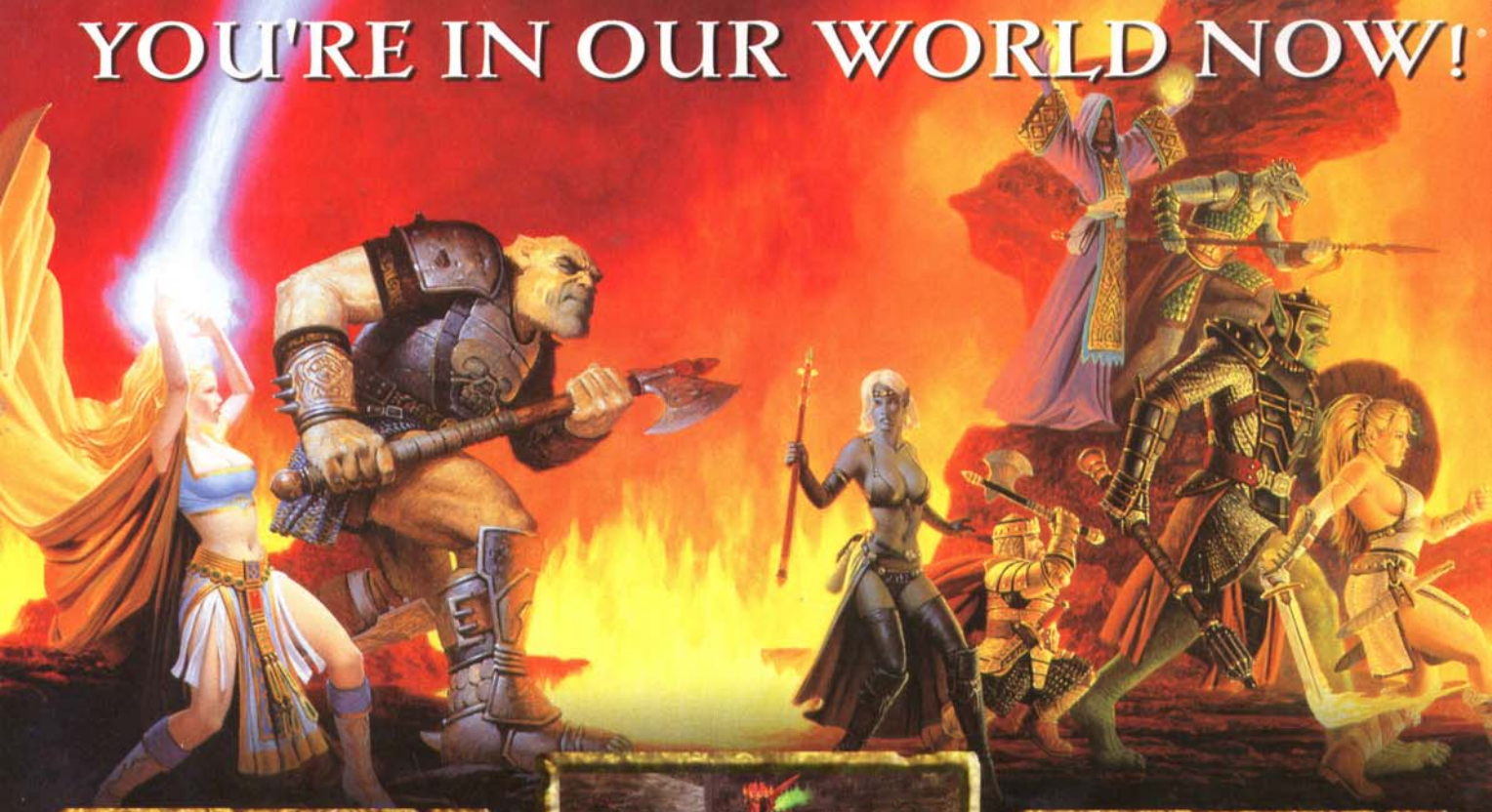
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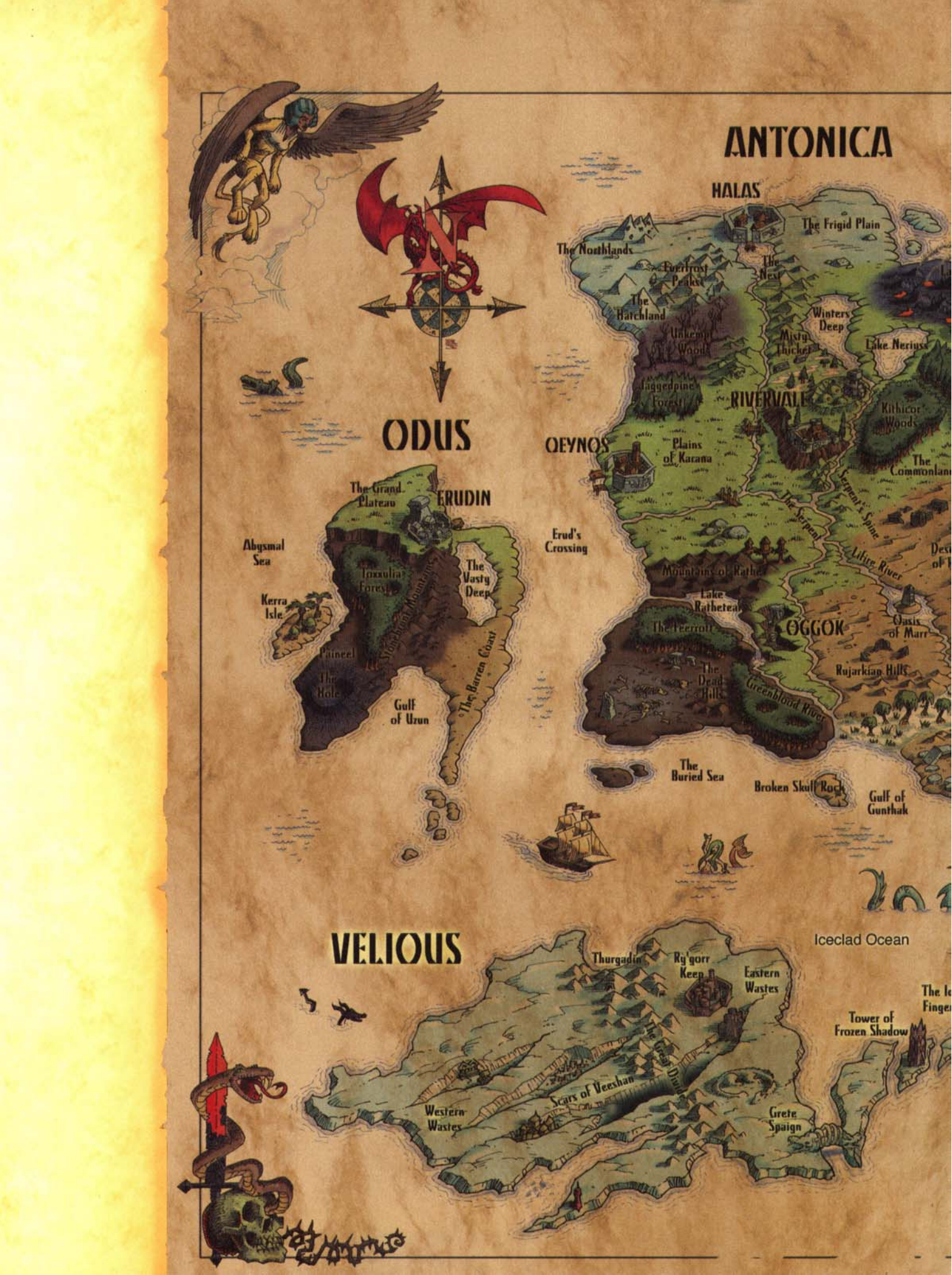
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The Northlands
Everfrost Peaks
The Nest
The Hatchland
Winters Deep
Misty Thicket
Lake Neriuss
Unkempt Woods
Jaggedpine Forest
RIVERVALE
Kithicor Woods
ODUS
OEYNOS
Plains of Karana
The Commonlands
The Grand Plateau
ERUDIN
Serpent's Spine
The Serpent
Erud's Crossing
Abysmal Sea
Lilite River
Mountains of Rathe
The Vasty Deep
Toxxulia Forest
Lake Rathetear
Kerra Isle
OGGOK
Oasis of Marr
The Feerrott
Stonebrunt Mountains
Rujarkian Hills
Paineel
The Hole
The Dead Hills
Greenblood River
The Barren Coast
Gulf of Uzun
The Buried Sea
Broken Skull Rock
Gulf of Gunthak
Iceclad Ocean
VELIOUS
Thurgadin
Ry'gorr Keep
Eastern Wastes
Tower of Frozen Shadow
The Great Divide
Scars of Velious
Western Wastes
Grete Spaign


The World of
NORRATH
FAYDWER
NERIAK
FREEPORT
Ocean of Tears
Butcherblok Mountains
Hills of Shade
KELETHIN
The Greater Faydark
FELWITHE
The Lesser Faydark
KALADIM
Ranthlok's Ridge
Wayunder Lake
The Loping Plains
Dagnor's Cauldron
Elizerain Lake
St. Finiont Mountains
AK'ANON
The Timorous Deep
Dragonscale Hills
The Broken Teeth
KUNARK
GROBB
The Overthere
Warsliks Woods
Field of Bone
Lake of Dismay
Frontier Mountains
CABILIS
The Burning Wood
Lake of Ill Omen
Swamp of No Hope
Trakanon's Teeth
The Dreadlands
Dragon Drool
Emerald Jungle
Fironia Vie
DISTANCE SCALE IN MILES
0
200
400
600
800
1000

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