EverQuest II®

Role-Playing Game

Credits

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CHAPTER ONE:

The City of Freeport

In many ways, Freeport is still the city it's always been: the Great Trade City, crossroads of the Shattered Land and inevitable destination of all world travelers. Vast wealth passes through its gates and swirls through its streets. The rich still get richer, and the poor still must struggle to survive. Knights hold the walls and priests watch over the faithful. Freeport controls the waterways and lands around it, and is still the largest and most powerful city in the known world.

But much has changed as well. Ruled for more than five centuries by a deathless tyrant, Freeport is no longer the glorious "City of Free Men." Several districts of the city are ruins, with stone buildings crumbling and water flooding the streets. Elsewhere, edifices of glorious design fill streets once lined with wooden or brick structures. Ghettos have developed, and small sub-communities fill forgotten back streets and alleyways. A new dock and shipyard district exists, able to build and house more ships than ever before.

No longer predominantly human, Freeport is today home to dark elves, trolls, ogres, gnomes, ratonga, barbarians, and iksar as well. Of course, since half the population in Freeport on any given day is comprised of visitors from elsewhere, every race known to the world can be seen on at least one of Freeport's streets. In this age Teir'Dal can walk the streets in relative safety, for Freeport allows anyone who can pay the taxes and fees to live under the protective shadow of its great walls. Of course, off the main streets, that protection is nebulous at best, for darkness has come to lurk in all Freeport's shadowed places.

(For more information on the early history of Freeport, see **Realms of Norrath: Freeport**.)

The Cold War

In the online version of *EverQuest II*, it's flat-out impossible to have access to both Freeport and Qeynos. While the cold war between the great cities rages on in the *EverQuest II Role-Playing Game* as well, this rule isn't so absolute. Freeport is a city of trade and intrigue. A character who is not a known ally of Qeynos and who can reasonably pose as a merchant is likely to be allowed into Freeport, though the Militia certainly keeps a closer eye on such individuals.

Anyone who isn't a full citizen of Freeport can gain access only if he proves he has legitimate business to conduct in the city, generally in the form of money to buy goods or items of value to sell. Visitors may be able to gain access if a guild or citizen in good standing with the Militia vouches for them, but someone of shabby or dangerous appearance may still be turned away; the Militia wants to allow as much money, goods, and influence into Freeport as possible, but trusts its guards to decide who may be more trouble than they're worth.

Nowhere can the League of Antonican Bards, the Steel Warriors, or the Ashen Order be found. These are icons of a lost age, organizations that few remember and even fewer dare to mention. The roles these groups once played are still fulfilled, but by smaller, less powerful groups (who tend to operate secretly from back alleys). The Coalition of Tradesfolke is no longer a bipartite entity, but instead a monolithic faction ruling over all moneymaking endeavors regardless of legality, for both honest merchants and criminals alike. Yet even the mighty Coalition must bow to the will of the Overlord, and it is forbidden to arm enough of its members to be a threat to his knights.

In fact, no organization is allowed to challenge the power of the knights and priests of Freeport, save perhaps the Academy of Arcane Science. But this group has changed as well, for it not only *allows* the open study of dark arts, but encourages it — the Academy's current headmistress, known as the Foci, is reputedly a great proponent (and master) of black magic.

Today, all the great factions of Freeport concentrate on just two things: how to gain and retain power, and how best to curry the Overlord's favor. Interestingly, the two are often the same endeavor.

The knights and priests who control the city in this age are not followers of the twin Marr gods. They serve only the ruling Overlord, Sir Lucan D'Lere, who has been unquestioned master of Freeport since before the Age of Turmoil — or at least the ruler has always born that name. The citizens assume the current Overlord is son of the last, though none can say when the transfer of power took place, or even remember seeing a young heir. Outside of Freeport, agents of Qeynos openly decry this ruler as a terrible undead monster, deathless and ageless. Within Freeport, no one dares to suggest such a thing, at least not openly (though they might whisper it amongst themselves). Some claim that the Overlord is Freeport himself, that as long as the city's streets run with gold, his veins flow with blood. Perhaps the Overlord is blessed, or perhaps he and his city are terribly cursed.

Even the Militia had changed, for that once purely human force is now a collection of ogre, iksar, and human warriors and bruisers used only for patrols and grunt work. The Militia is the first line of defense for the city, but it is a breeding ground of violence and corruption. Most members strive to gain admittance to the Lucanic Knighthood, the Militia's elite, close servants of the dread Overlord. Few ever succeed, but those who do have power over even the wealthy and affluent of Freeport, much as the Militia as a whole has control over the poor and weak.

Since the disaster of the Rending, Freeport has changed even more. With all other major cities lost, the world is essentially divided between Freeport and Qeynos, cities ruled by two diametrically opposed monarchs. The Overlord is clearly planning to win a war with Qeynos, a war that everyone seemingly knows is coming someday, and all his policies are geared toward preparing for that event.

At first Freeport closed its doors after the Shattering, allowing only individuals with connections to Freeport to take refuge there. But soon Freeport established the nearby "Racial Ghettos" to house additional refugees, and sent out emissaries to actively recruit among the world's refugee population. As a result the city's population has exploded, and its resources continue to expand.

Freeport

Metropolis, Pop. 200,000

(Barbarian 7%, dark elf 8%, gnome 12%, human 33%, iksar 5%, ogre 8%, ratonga 11%, troll 5%, other 11%)

Ruler: The Overlord.

Gold Piece Limit: 130,000 gp.

Assets: 130,000,000 gp.

Resources: Fishing, hunting, mining.

Militia: 5,000 Militia; 600 Lucanic Knights.

The strong rule of the Overlord has successfully consolidated the dozens of vying forces that once divided Freeport such that only five major factions now exist: the Militia, the Academy of Arcane Scientists, the Seafury Buccaneers, the Coalition of Tradesfolke, and the Dismal Rage. Though dozens of gangs, guilds, families, and individuals struggle to gain greater power and influence, they do so largely by seeking patronage from one of the five major factions. To date, any political entity that has seemed likely to rise to be the equal of any of Freeport's major factions has quickly found itself opposed by all of them, and has soon thereafter disappeared.

The five factions themselves all vie for the favor of the Overlord. Individual faction leaders may hope to displace Lucan D'Lere as ruler of Freeport someday, but none dares to move against him now. The Overlord is unquestioned ruler of the city and the lands surrounding it, and all the city's factions know it. They are in their own way loyal, happily making trouble for one another and taking as much wealth and power as they can for themselves, but always doing so under the rules the Overlord has established. Open fighting between faction members is forbidden. Actions likely to seriously weaken or threaten Freeport are outlawed. The rulings of the Overlord are final, and no authority, position, wealth, or privilege he grants can be revoked or challenged by anyone other than him.

As a result, the infighting between the factions is often one of propaganda and actual service. Each faction seeks to do as much as it can for Freeport, while at the same time claiming to have done even more. At the same time, each downplays the contributions made by other factions and tries to trick them into angering the Overlord. Much of this fighting is done by proxy. If a guild is closely associated with the Seafury Buccaneers, the Buccaneers give the guild advice on how to excel in the Overlord's service, while other factions try to get their own guilds to take credit for any actual successes. As a result, various guilds are judged not by their total contributions to the wellbeing of the city, but by what impressive actions they've gained credit for recently. A guild that rests on its laurels soon faces the long downward spiral of lessened importance.

Academy of Arcane Scientists

The Academy has existed for as long as Freeport has, and misses no opportunity to remind other factions of this fact. Once a haven for the peaceful and ethical study of magic, it now teaches that magic is the best means for the acquisition of power at any price. Anyone with a modicum of arcane talent can buy his way into the school, shelling out 500 gp per annual course of study. Those who can't afford such a high cost must gain the favor of instructors or senior students, each of whom has the right to grant access to a finite number of "scholarship" students. Since the cruelest, most conniving and immoral spellcasters are most likely to succeed and gain power within the Academy, students seeking to earn their favor often dive quickly into depravity and vile behavior themselves.

Worse, no students are allowed to leave the Academy without completing their existing classes. It is not acceptable to simply drop out or change majors. A student must finish any course begun, and pass the final exam at the end of the course. The exams are in effect gauntlets devised by the instructors. A student who has truly learned the subject matter of a course has at least a fair chance of completing an exam without death or serious harm. A less attentive or skilled student may well be permanently scarred or even killed in taking a final exam. A student who refuses to take a final exam is imprisoned until he relents or, if a repeat offender or unpopular student, simply executed.

The Academy has a simple hierarchy, with students at the bottom, senior students above them, junior instructors above that, and senior instructors calling the shots and setting the rules. The senior instructors answer only the various college deans, and the deans answer only to the Foci, the mysterious headmistress of the Academy. As long as things run smoothly, it's rare for a lower-ranking member to be second-guessed by a superior. When things go wrong, however, it is the lowest-ranking members who are most likely to take the blame (it's often said in the Academy that "fireballs roll downhill").

The Academy is given sole authority to sell arcane spells and spell components or to teach arcane magic. Anyone found teaching magic outside the Academy is arrested and fined at the least (and likely forced to join the Academy, with the fee taken from his assets), and possibly imprisoned, tortured, forced to reveal all his arcane knowledge, and then killed. Because of this, most arcane spellcasters in the city take a senior Academy instructor as a patron, or at least try to nurture a good relationship with one.

Even in guilds dedicated to some other faction, members who are also arcane spellcasters often look out for the Academy's best interests. This influence gives the Academy great power. However, there's little evidence to suggest the Foci wants anything but to accumulate more personal magical knowledge, so most other factions do little to fight off the Academy's growing influence.

Coalition of Tradesfolke

The Coalition of Tradesfolke is the administrative arm of Freeport, handling business licenses, housing, citizenship, taxes, fines, and trade laws. It is also the central clearinghouse for less ethical means of profit within Freeport, a legitimized crime cartel that treats blackmail, extortion, smuggling, theft, and prostitution as business ventures no different from the ownership of taverns, warehouses, and craft houses. For all of these operations there are rules and regulations to be followed, taxes to be paid, and patrons to be appeased.

The Coalition is the end result of combining the old guild-based Coalition of Tradesfolke (which handled most commercial guilds, helping to establish fair trade practices and collective bargaining power) and the self-titled Coalition of Tradesfolke æ which was the most powerful mob within Freeport for many years. Both groups were brought to heel by the Overlord in the years after he established his rule in Freeport. Rather than outline the criminal element, the Overlord opted to treat them like any other money-making exercise. Most citizens of Freeport are quite well aware of the dual purpose of the Coalition, but as long as the more nefarious practices of the faction focus on foreigners and the "less fortunate" (as defined by most citizens' self interest), there is little resistance.

Indeed, the Coalition touts itself as the fairest and most reasonable way to handle crime in a city. After all, crime is a fact of life in any metropolis. If left uncontrolled, there's no way for the city to benefit from it. But if crime is authorized and regulated, it's possible to ensure taxes are paid on criminal gains and that the infrastructure of the city is not damaged. Foreign merchants do not lose so much that they decide never to return, and a rotating schedule of acceptable theft zones keeps any one area of the city from becoming a ghetto of crime. Indeed, many foreigners see the organized crime of the Coalition as little more than a hidden tax that the wary and the clever can easily avoid.

This legalization of crime is a complex question (as well as being an oxymoron). Though a licensed thief may opt to pay his taxes and steal from others as long as he stays within the rules of such activity, his victims are free to treat him as a thief. There is no legal recourse for a burglar caught in the act if his victim harms, captures, or kills him. If turned over to the Militia, the thief is likely to be fined and released (if he has enough money), or imprisoned for a period of up to 30 days. A criminal not in good standing with the Coalition is in much more serious trouble, and may be enslaved, beaten publicly, killed, or even turned over to the Academy of Arcane Science for experimentation.

Of course, even in Freeport, some crimes are not acceptable. The properties and possessions of the Overlord are strictly off-limits at all times, as are the holdings of the five major factions in the city (including anything in the Coalition headquarters, Temple of War, or Academy of Arcane Science). Similarly, those who hold great power and influence in the city, such as the leaders of the five major factions and certain other guild masters, can rest fairly well assured that only the most skilful or foolhardy of thieves would ever dare to steal or extort from them.

When dealing with other factions, the Coalition has major advantages and some noteworthy limitations. The fact that the Coalition gathers money, levies taxes, and controls crime within the city makes it easily able to promote the guilds that support it and make trouble for those that don't. However, the Coalition's position is dependent on keeping things quiet enough that the Overlord is happy, so members cannot create so much trouble that open violence spills into the streets. Additionally, the Coalition has no real military might of its own, lacking soldiers, priests, or spellcasters of its own. It can and does hire mercenaries from other factions when needed, but obviously can only do this when the other factions wish to allow such aid to be bought.

The result of the above combination of factors is that the other four major factions of Freeport have learned to work with the Coalition, rather than against it. The Coalition, in turn, has learned to be satisfied with its near total control of commerce, and makes no serious effort to gain further influence. It *does* seek to gain power further from Freeport's boarders, but is willing to maintain the status quo within the city and its immediate territories. The Overlord has clearly approved of this state of affairs, which has gone on unchecked for decades. In recent years, most of the Coalition's efforts have gone to assimilating refugees as quickly as possible, while maximizing the money that can be made off them and thus keeping the general populace happy.

The Coalition is most likely to patronize craft guilds, merchant families, and traders. Groups that pay their taxes quickly and accurately and spent time and resources looking to expand the economic power of the city are most likely to be assisted by the Coalition, though individual Coalition officers may support a small business to nurture some perceived potential that has not yet been realized. A guild of adventurers or explorers who provide new trading opportunities by discovering lost troves of treasure or opening new travel routes are also favored by the Coalition, as long as they continue to be useful… and solicitous come tax-time.

Dismal Rage

The Dismal Rage is the governing body for all matters religious within Freeport and its colonies and territories. The faction is not itself a religion, and no single god can claim the loyalty of all of its members. It is instead a council comprised entirely of priests, who rule on all religious questions in the city and its holdings — including what gods may be worshipped, where temples may be built, what taxes and services temples must provide, and what punishments are to be meted out to those it brands heretics.

The Dismal Rage grew out of the secretive cult of old Freeport that worshipped Innoruuk, the hateful god of the dark elves. Because of this origin, it is largely populated by human and dark elf priests. However, after he eliminated all religions that opposed him, the Overlord turned his attention to the old Dismal Rage and all other churches that had supported him, and gave them a choice: They could either swear loyalty directly to him, superseding any oaths made to their gods, or they could die. The turmoil that followed lasted many months, but in the end far more members joined the Overlord than faced execution. The Dismal Rage changed from a sect of fanatically loyal followers of a god to pragmatically loyal followers of a man.

The Dismal Rage now allows the worship of any evil or neutral god within Freeport, but forbids any mention, worship, icon, symbol, trapping, or shrine of the good gods. In most cases, those who violate this rule get a single warning, along with an opportunity to renounce their previous faith and support an accepted god or no god at all. The exception to this is any infraction regarding Erollisi or Mithaniel Marr,

which results in summary execution (as does any second offense involving other unacceptable worship).

The only church currently allowed in the city is the Temple of War, located in North Freeport. Numerous guilds and families have petitioned the Dismal Rage to allow the building of some other church devoted to a single evil god, but as yet none have been granted. Though this might seem to weaken the ability of members of the Dismal Rage to entice guilds to take their patronage, the reverse is actually true. Numerous guilds constantly strive to be the first to gain permission to build a new temple, and most go to great lengths to gain the favor of ranking members of the Dismal Rage council.

The Militia and Lucanic Knights

The Militia has always been the largest single source of the Overlord's strength. It was the Militia that propelled him to power, and its military strength has kept him in power over the centuries. The original Militia was little more than a loose collection of thugs and mercenaries, but it has evolved in the centuries since its forming. While still largely a collection of brutal thugs, the Militia wields power so great now that most families pay hefty "application fees" to be considered for candidacy, saving their coins for years in the hopes of getting a single child into the Militia's ranks in the hopes his influence will protect them from brutality at the hands of other factions (or Militia members…).

While the common Militia thugs can bully and cow common citizens and refugees, they must be far more circumspect when dealing with the rich and powerful. A militiaman who hassles a member of the Dismal Rage or a Seafury captain without very good cause is likely to be stripped of his rank and turned over to the wronged faction; no one wants to start trouble with the Militia, but a powerful citizen is likely to be given justice if a Militia member wrongs him without cause.

The same is not true of the Lucanic Knights, which was initially formed by members of the Militia, though the two factions no longer have any direct connection other than their loyalty to the Overlord. Like elite warriors from other factions and even from outside the city walls, the very best members of the Militia may be considered for elevation to this order of knighthood, which grants them even greater power. Only the most elite, most experienced, and most trusted of the Militia are made knights, and their superiors are far more likely to support them, even against the movers and shakers of the city. In part this is because the Overlord has made his support of the knights very clear; as long as the city doesn't devolve into riots and no foreign army is threatening its gates, Lucan gives his knights a vast amount of leeway. This support causes them to be extremely loyal to the Overlord, and as a result they rarely cause trouble for those who actively work for the security and wealth of Freeport. Nonetheless, power breeds corruption, and in such a bloodthirsty faction corruption is never far away to begin with.

Like the Coalition, the Militia has turned most of its efforts to extending its reach beyond Freeport's established territories, and the other factions are happy to leave it that way. Conflict sometimes arises between the Militia and the Seafury Buccaneers, as the Militia also has the legal right to enforce laws on the seas but lacks the ships to do so. The obvious ability of the Militia to overcome most other factions (except perhaps the Arcane Scientists) through sheer force if need be — and the suspicion that the Overlord might allow them to do so — prevents most Freeport personalities and groups from risking conflict with the military arm of the city.

Groups of adventurers and mercenaries often make pacts with the Militia, training young militiamen, sending in reports of foes encountered, and granting aid when some holding of Freeport is threatened. Though the Militia does not provide a great deal of aid to the guilds it supports, it is also less demanding of such groups. Anyone who has proven loyal to the Overlord and also proven both willing and able to support the city through force of arms can stay in the good graces of the Militia merely by striking a blow or three each year against the foes of Freeport.

Seafury Buccaneers

The Seafury Buccaneers is a pirate organization. Its origin is as perhaps the largest pirate hordes to ever sail the seas. Indeed, it counts a place among the largest unaligned fleets to ever sail upon Norrath. But they pushed their might a bit too far and against the wrong foes, forcing enemies to designate the Buccaneers as a common foe and banding together against them.

In the final decade of the Age of Cataclysms as this horde wreaked havoc from the Ocean of Tears to the Gulf of Gunthak, the Seafury Buccaneers' ships outnumbered all the trade and patrol armadas arrayed against them. Their fast ships could easily overtake nearly any fleet on the ocean and so no on e was safe upon the waterways.

The Republic of Freeport took a stand against this force by employing ships of the massive Far Seas Trading Co. In secret dry-docks, this trade vessel were outfitted as warships in disguise. These converted merchant ships eventually found the location of the Buccaneers' headquarters. With so many ships abroad harassing the oceans, the pirate horde was outnumbered and had to flee or face certain defeat. With the Freeport mariners giving chase, the pirates fled into a most dangerous sea called the Sea of Dust. In this maelstrom located where the deserts of South Ro once rested, the pirates and the sailors came to close quarters and battled even as their ships collided because of the turbulent waters. In the end, the Seafury captain was captured. Many of the pirates escaped as their captain was shackled and returned to Freeport.

The captain was named Bloodbeak, a highly intelligent but incredibly cruel aviak. To Bloodbeak's astonishment he found that the ruler of Freeport offered him freedom if he would allow his Seafuries to become part of Freeport's forces. The Seafuries proved themselves to be one of the deadliest forces on the sea. Now Lucan offered Bloodbeak the opportunity to sail under the protection of Freeport. All provided, of course, that these raiders of the seas do his bidding. No one is certain how Lucan forced the strong-willed Bloodbeak to accept to this arrangement rather than accept death, for Bloodbeak was notorious for the fury and delight with which he dispatched anyone who sought to contest his rule, and so it was incon-

ceivable that he would now accept a commander. It was in privacy that Lucan convinced the aviak that there was no choice other than to do his bidding, and so of course all sorts of wild rumors are offered as explanation for Bloodbeak's capitulation. Regardless, so began the alliance of the Seafuries and the Republic of Freeport.

The Seafury Buccaneers act as a high seas raiding horde for the Republic of Freeport. They sail the far seas seizing every merchant ship not bound to the Far Seas Trading Co. or Freeport. In fact, they even secretly seize goods from the Far Seas Trading Co. with unmarked pirate ships even though such an act is not in accord with the Pact of Tserrin. Above all else the Seafuries are to seize or sink all orc and Antonican war galleys. The Seafuries also gain much information of their foes as well as of the outlands. This information is passed on to Freeport's ruler.

The Freeport Militia has an uneasy and forced alliance with the Seafury Buccaneers. The Freeport Militia regards them as nothing more than mere pirates and thieves not fit to assist the mighty Republic of Freeport. They have no love for each other and bar room brawls and street fights often occur between the two. If it were not for Lucan's will to maintain the Buccaneers, the Militia would execute most of them and cast out the rest.

Freeport Locales

The city of Freeport is too vast to describe in any detail in the space available here. Instead, a brief overview of the locales of the city is given, with the most important and famous buildings, businesses, and individuals sketched out. An entire campaign based in Freeport should require more work on the part of the GM, but enough information is presented to get things started, or to allow characters to visit Freeport before moving on to other locales.

Freeport Proper

The four core districts of Freeport — North, South, West, and East — are known collectively as "Freeport proper." They comprise the majority of old Freeport (minus sections abandoned or ruined in recent decades), and are walled off and guarded separately from the Racial Ghettos. Most of Freeport's commerce occurs in Freeport proper, and most wealthy citizens live in one of its four boroughs.

All newer structures in Freeport proper are of stone construction, and often have a slight narrowing from their base to their roof. This is standardized through a strict set of building codes, written and maintained by the Coalition of Tradesfolke. All new businesses and most homes must obey these codes, which are designed to keep the city safe from fire and to give it a uniform, orderly appearance.

In fact, order is a critical idea in modern Freeport. Its ruling Overlord insists that everything be orderly. Patrols have a strict schedule, prices are often fixed to a standard rate by the Coalition, upkeep of buildings, gardens and even personal appearance is mandated by law, and a series of curfews ensure orderly flow of traffic and prevents loitering.

Regular lighting is supplied by city-maintained lamps and bonfire braziers, all with the expression of a screaming face carved into their sides; these light sources are meant to commemorate the suffering Freeport has avoided through the constant vigilance of the Overlord. The end result is rather disturbing, and many visitors to Freeport decide to avoid going out at night to minimize their exposure to the effect. All major streets are well lit with these fires, but alleys and buildings are often left in shadows, as are all the tunnels and sewers of the city.

Another universal design element is the Banner of the Overlord, which hangs from every city wall and government building, as well as many private businesses and homes. This white banner with red trim has a stylized icon of the Overlord's face in a helm. It is a stern, unforgiving image, designed to remind the citizens of Freeport that the Overlord is always watching over them.

North Freeport

The businesses in North Freeport are among the oldest and most respected in the city; any guild that manages a guildhouse here is a force to be reckoned with. The buildings in this district are all officially leased from the Overlord rather than owned by their inhabitants. If a guild dissolves or a business goes bankrupt, all of its holdings here revert to the Overlord without any remittance made to the old tenant, and he then transfers the lease to a new occupant.

[1] Overlord Plaza

This large plaza sits near the center of Freeport proper, making it a common sight on any trip through the city. It was once a pleasant park where families would gather and talk — now it is a dark and oppressive symbol of the Overlord's unchecked power over Freeport. To honor him, selling or even hawking wares is illegal here (making it quieter than almost all other large open spaces in Freeport), and the park must be treated with respect. (It's not illegal to sit on the grass or to have a picnic, for example, but it is forbidden to simply walk through it as a short-cut.) The Militia enforces this strictly. Despite their efforts, the grass is almost always dead, as are the trees and other foliage. The plaza has all the appeal of a graveyard waiting for its first occupant.

The center of the plaza is dominated by a statue of the Overlord, looking serenely out over his city. The statue was built shortly after the Overlord's rule of Freeport was finalized, and required a horde of artisans and several years to complete. The statue is always guarded, and touching it with any object or spell is forbidden; the icon is considered an extension of the Overlord himself, so any attack against it is punishable by death. This is not an idle threat, and every year at least a few would-be political activists are executed for trying to write on the statue's base.

[2] Dethknell Citadel

The most notable feature of the citadel is that it floats in mid-air, supported by a constant stream of crackling arcane energies. This is clearly a more impressive version of the magic used to support this building when in days of old it used to be the guildhall of the Academy of Arcane Scientists.

EverQuest II

The citadel is capable of raising or lowering itself as needed, and can lift so high as to be beyond range of most missiles and spells. As a result it has no outer defensive wall, depending on its mobility for safety. The citadel can even move to other locations around the city, though the energies supporting it would damage anything beneath; the Overlord has never ordered this done and most people are unaware it's possible, but it does represent the ultimate defense of the citadel.

The citadel's outer walls are 3 feet thick, and sport only occasional archery slits. It has towers placed regularly along its outer edge, each more than five stories tall and topped with four decorative spires. There is room enough for 500 knights to live comfortably within the hall, and it could house as many as 4,000 in cramped quarters at need, but the Overlord allows none but himself and his Lucanic Knights access to the citadel.

The castle is both the Overlord's primary residence and the center of government within Freeport. Although most business is actually handled in a special hall in the Militia House, the final authority for any decision rests with the Overlord. If he wishes to grant a writ of some right or privilege, he does it from here. When he desires to change the leadership of some organization within Freeport or have a failed servant called to task, they are brought to him in his throne room. Because of this, any summons to the castle is considered a death sentence.

A permanent force of 30 knights guards the hall at all times, commanded by Sir Tanis Pretavian (*human male, Ftr 5/War 5/Brw 7/Bru 3*), an experienced veteran of battles against both Qeynos spies and bands of orcs. Sir Tanis often sits in an office near the Castle's main gate, and is the first authority on who is and isn't given access to the hall.

Although the Overlord is the undisputed master of the castle, he has no desire to handle its daily business, which is left it Sir Tanis' hands. Tanis is responsible for overseeing the training of new squires (selected from the elite of the Militia), setting schedules for patrols near the castle, keeping track of supplies and resources, and handling all discipline of knights.

[3] The Academy of Arcane Science

Located across the street from the Temple of War, the Academy of Arcane Science is based in a five-storey castle located on a secluded compound comprised of hidden amphitheaters, secure outbuildings, barracks, small subterranean vaults, and practice grounds. At least four arcane spellcasters of no less than 12th level always guard the massive 30-foot-wide iron gate that serves as the entrance to this extensive campus.

A central citadel serves as the main building for the Academy, and contains living quarters for teachers and guildmasters, as well as the senior-level classrooms, the magic libraries, and the vaults (the lattermost used to hold items of value in safekeeping for guild members, but also to secure items too dangerous to allow into anyone else's hands). A few students who have a guildmaster's favor may also have rooms here, but no more than a dozen or so. All other students have rooms in the smaller outbuildings scattered throughout the compound, as do guild members who are neither instructors nor staff of the Academy.

From the outside, many of these buildings seem far too small to hold the entire population of Freeport's body of magi, but from the inside each structure seems vast. Every room is much larger than logic suggests it can be, and most feature 40-foot vaulted roofs, floor to ceiling bookcases, and secure balconies

Sonius (*male human, Mag 6/Sor 5/Wiz 7*), second in command after the Foci, is saddled with both maintaining the guild's discipline and running the school for senior mages. He has little time for other matters. Most of the daily work of running the Academy goes to three senior staff members — Professors Severa, Cantur, and Nahirra.

Archivist Severa (*female human, Mag 5/Sor 5/Wrl 9*), is both the Academy's chief librarian and the Mistress of Students; in the latter office, she is responsible for all student concerns, hearing complaints concerns and generally keeping things running smoothly so that students do not interfere with the research of senior faculty members. She is rarely bothered by students, though, for she is greatly feared by most students, having the reputation of being a cruel and vengeful person; in truth, she is quite cautious and fair-minded, hearing all sides of a conflict before having someone reprimanded, punished, or killed.

with access granted only to instructors and senior students. Classrooms are often even larger, but more barren (i.e., containing little of value that could be damaged by spells gone awry). Even sparser are the testing rooms, where prospective graduates are forced to face potentially deadly gauntlets devised by their instructors to assess their arcane knowledge.

Access into many areas in the compound is carefully controlled by elementals bound to the school and mage guards. Anyone found someplace he or she ought not to be is seized and brought immediately by these guardians to a senior instructor for correction.

The ultimate authority within the Academy is the mysterious Foci, a woman whom few students ever see. Just what the Foci's goals and politics are remains unknown, and students who ask too many questions are punished for not paying more attention to their studies. Similarly, Arcanus

The gnome Cantur Flograttle (*male gnome, Mag 8/Sum 5/Nec 9*) is Seneschal of the castle as well as the Dean of Necromantic Studies. He is responsible for keeping the faculty and staff working smoothly, as well as managing supplies and repairs. In many ways he seems friendlier than other senior instructors, taking time to speak with new students personally — but in truth he is a greedy and cowardly plotter who is always seeking to gain an advantage over the other instructors. As the head of the necromancers' school he has great influence, and answers directly to the Foci (being one of the few people who see her regularly).

Lady Nahirra Ushar (*female Erudite, Mag 5/Enc 5/Ilu 7*) is the Dean of Studies, so it is she who approves (or forbids) any line of study or research undertaken by students and guild members on the campus, as well as designing and overseeing gauntlets used to test their abilities. She is a typical Erudite, aloof and often condescending, but she also has a great passion for research and power, and is willing — for the right people — to bend her own rules in order to test a new theory.

The Academy normally has over a hundred full-time spellcasters on payroll, working as professors, lecturers, consultants, and guards. There are also anywhere from 40 to 200 guild members other than the faculty and staff on the campus at any given time, ranging from mere novices to individuals who could challenge any one of the senior staff if they wished (though none who can match the Foci, who is among the most powerful mages in all the Shattered Lands). For most of its recent history, the Academy has had perhaps three to four hundred students at a time, but in recent years that number has swelled to nearly double, with scores of young and impressionable refugees becoming students under the watchful eye of the professors.

[4] The Codex of Auxiliary Arcana

This impressive tower is an off-campus extension of the Academy of Arcane Science. It acts as their book bindery, manuscript repair lab, and commercial outpost for selling

Quest: Traitor's Heads

Faction: Arcane Scientists.
NPC: Archivist Severa.
Level: 6–10.

Quest Summary: In addition to maintaining the Academy's records, Archivist Severa is responsible for allowing or restricting and for monitoring access to library holdings. She sees to it that no student or member can access a library section for which he or she is not authorized, and that any materials borrowed for research are returned, undamaged, in a timely manner. Minor infractions tend to result in a suspension of library privileges, fines, or even the occasional flogging. Major infractions require more serious measures.

Severa has recently discovered that a number of students have not only been sneaking into libraries they are not authorized to use, but they have been copying the works held there and smuggling them off to Qeynos! Through careful investigation, Severa determined which members were guilty of this betrayal. Unfortunately, the offenders were either warned or had excellent instincts, for they have fled the Academy. Severa needs these traitors found æ and killed æ before they reach their contacts in Qeynos. The return of the copied materials is secondary to the punishment, but still necessary.

The traitors (some of whom may actually be spies, at the GM's discretion) include Harmony Allathus (*female human, Sct 5/Rog 2/Mag 5*), Louie Derran (*male human, Prt 2/Mag 6/Sor 2*), Eitha Yeurein (*female Erudite, Mag 8/Sum 1*), Kahbar Karlent (*male Erudite, Mag 5/Sum 3*), Nemmine D'blioc (*female dark elf, Ftr 1/Mag 5/Sor 3*), and Fricastin Xal (*male gnome, Mag 6/Enc 5/Coe 2*). Severa wants each of these "thieves" slain and the head brought back to her as proof of the death; each also has one book in his or her possession, which must also be returned.

Of course, none of the traitors is likely to be wandering alone through the Commonlands; each can be expected to have at least a few companions, ranging from Qeynosian friends and sympathetic spies (mostly human characters from 5th to 10th level, as demanded for a particular encounter), to a Qeynos spymaster (up to a 12th- or 13th-level NPC, most likely a scout or mage, herding the traitors safely back to Qeynos).

Each traitor may represent one independent quest, allowing this quest to be completed up to six times.

Reward: Upon each completion of this quest, Archivist Severa may reward the PCs with materials from the Academy worth up to 3,000 gp.

Alternately, in place of material or monetary rewards, each PC might be granted a one-time use of the "favor" talent (see Chapter 7 in the **EverQuest II Player's Guide**), which, once called upon, effectively repays the service the character once performed for the Academy; a failed favor check means Severa is unable to help with that particular favor, but the character may call upon her again for a different favor after at least one week has passed. Once a favor is called in, her debt is paid.

spells and written works. It is run by a revolving staff of graduate students, who are always arcane spellcasters of at least 6th level (and sometimes as high as 11th or 12th level). Each studies at the Codex for a semester. The Codex Manager is generally respected and coddled by other students and has a degree of influence just short of that of an Academy instructor.

Most of the texts the Academy uses come from the Codex, as do tests, outlines, and student books written to propose a theory or defend a thesis. The graduate in charge can give other students advance looks at these materials, or hinder their ability to get them. Because the Academy teaches "practical mage skills," those who complain to the faculty about having trouble getting things done at the Codex are told simply to work it out themselves — The world is a political place, and a student who can't deal with the petty machinations of the Codex Manager and his cronies isn't considered ready for the real world. Since the graduate chosen as Codex Manager is invariably one of the most skilled, he's already proven his right to abuse his position.

The Codex Manager rarely makes trouble for customers wishing to use the print and bindery services, since he earns a small commission on the money raised by such endeavors.

[5] The Temple of War

The only church given official sanction within Freeport, the Temple of War is dedicated to the worship of combat in all forms, with emphasis on evil gods and the violence-oriented powers they grant. The Temple is an impressive structure, surrounded by a manicured lawn and an avenue that splits around it. The imposing stone walls around the grounds are tall enough to keep casual wanderers out, though the four gates (one at each cardinal direction) are nearly always open. The ornately carved towers rise far higher than the walls, and at sunset can cast a shadow almost to the eastern wall of North Freeport. No businesses and few houses are found east of the temple, and the area is sometimes called "the shadow of darkness."

The Temple has a dark reputation, well deserved even in Freeport, yet it sees a surprising amount of traffic. Lucanic Knights can be seen going in and out during all hours of the day and night, and less often Militia officers come here. Junior priests and acolytes as well as unholy warriors dedicated to gods of evil also come and go regularly. Less frequent are spectators (who are limited to a gallery above the main altar) and petitioners who hope to gain something from gifts given to the temple.

One reason for the heavy traffic is that the Overlord sometimes chooses it as the site for his charismatic sermons. Though these visits are infrequent, he rules the Temple with a grip every bit as firm as the one with which he holds Freeport. Every senior member of the Temple must swear an oath of fealty to the Overlord, who makes his unexpected appearances just often enough to keep his underlings honest.

The Temple does a brisk business training warriors and cleric of gods who grant powers and spells useful in battle. Young citizens may go to the Temple as students, undertaking a stressful six-year training program to become fighters or priests. Those who survive (normally 75% or so) are released into the world as loyal agents of the Temple.

Many fighters and priests not originally trained at the Temple spend time here as well, doing minor tasks for the temple and eventually, perhaps, becoming officially recognized "friends." Friends are simply warriors and priests who have proven themselves loyal to the Temple, to the Overlord, and to Freeport in general, and who thus receive training, advice, and guidance. They are also able to buy and sell supplies appropriate to their professions through the Temple. Most of the money the Temple makes comes from donations and the subsequent resale of items brought in by friends of the Temple.

[6] Freeport Fine Clothiers

This shop has a lushly decorated interior with swags of fabric, statues modeling the most current fashions, and shelf after shelf of ready-made and easily personalized clothes. Its owner, Sylvia Winespin (*female human, Art 9*) is an elderly woman who has followed, and at times set high fashion in Freeport for many years. She now sees only the most important clients, leaving lesser affairs to her grandson Symon Winespin (*male human, Ari 4/Art 3*).

Though Clothiers is geared for up-scale clients, it prides itself on being able to provide clothing for any creature for any occasion. With a little warning, Symon can arrange formal attire for a troll, a wedding toga for an iksar, or comfortable and well-fitted rags for a rich rogue who wishes to look like a beggar. For less wealthy clients, the front of the shop has ready-to-wear clothes that can be bought off the rack. Those who can afford tailoring are shown to back rooms, where every possibly tailor's tool can be found, along with several expensive floor-to-ceiling mirrors.

[7] C.M. Brushwuttle Studios

This place serves as home, school, and gallery for famed artist C.M. Brushwuttle (*male gnome, Art 14*). The aging painter and sculptor is best known for his series of paintings depicting four creatures playing cards around a table (found in the best inns and pleasure-houses of the Shattered Lands), but he is well able to do landscapes, portraits, or statues in stone, iron, or bronze. Brushwuttle is largely retired nowadays, but he does still take occasional commissions from some wealthy lord or powerful priest.

In recent decades, getting a statue done by Brushwuttle has become a benchmark by which one can determine (and broadcast) his own wealth and success. Many of the richest and most powerful patrons in Freeport spend thousands of gold pieces buying gifts and favors for the gnome, but few ever manage to convince him to actually sculpt them, for Brushwuttle works on but a single sculpture at once, and some take him several years to complete. Many rumors suggest that his sculptures are actually magical and, while this is not true, the high quality and masterful craftsmanship of his statues make them easily enchanted by others.

Brushwuttle also runs a school for artists; it is generally regarded as the finest in the known world. He teaches gifted youths for free but charges older or more mediocre students an initial fee of 100 gp, to cover the cost of a set of proper tools, plus 10 gp/day, and anything truly pricey, such as a marble statue, requires the student buy his own raw materials; obviously, this effectively limits attendance to those of wealthy households unless they display remarkable talent.

Foreign artists are often invited to speak at the school and display their works, and they often spend the night drinking with Brushwuttle and conversing on a wide variety of topics. Wealthy patrons often spend time here as well, simply watching the artist as he works; Lord Montaus (*male human, Ari 5*), one the city's wealthiest patrons of the arts, is more likely to be found here than in his quarters in South Freeport.

[8] Torlig's Herbs and Potions

Torlig's Herbs and Potions is a stout building of large stone blocks. It is occasionally covered in smoke, and signs of past fires and explosions mar both the inside and the outer walls. Despite the accidents and smoke, Torlig's place is a popular apothecary where a customer can find herbs, potions, crystals, and other potion-making materials.

Owner Torlig Findel (*male human, Mag 3/Art 5*) is a friendly person at heart, but has learned to be cautious when making friends and to always insist on full payment up front. He is also a coward and easily overcome with greed, which causes him to go along with anything the Coalition or the Militia asks of him, sometimes resulting in the betrayal of new friends. Torlig is willing to rent out the use of his shop and equipment for a reasonable fee (10 gp/hour), but always supervises any work done there.

[9] The Blue Building

The Blue Building is of interest only to the wealthiest of clients — or perhaps to the most cunning and audacious of thieves. It is the premiere gem and jewelry store in Freeport, dealing solely with objects costing 500 gp or more. The name of the shop comes from the fact it was once painted a deep blue color, though it now matches the strict building codes of Freeport.

Nearly any known gem in the "500 gp plus" price range can be bought at the Blue Building, though prices here average 25% above the norm. The shop's patrons happily pay this premium, though, for the Blue Building has a reputation for dealing only in high-quality stones from reputable sources.

Because a large number of its clients are spellcasters, the Blue Building often takes enchanted items in trade for gemstones. Such items are kept for sale at the Blue Building for a few weeks, and then eventually sold to other merchants who deal more exclusively in magic items.

The Blue Building is owned by a small family of gnomes, headed by Gizzen Flien (*male gnome, Art 7/Sct 2*). The Flien's rarely make appearances within the shop proper, however, leaving that to their sales staff. The day-to-day business is run by a handful of attractive female clerks who always take the name of a gemstone while working (Amber, Jade, Opal, Sapphire, and so on). These women maintain an air of mystery in an effort to intrigue customers, and to keep them aloof during negotiations. Most of these clerks live in a large house adjacent to the Blue Building, where a number of warriors are kept on retainer (often off-duty or retired Militia men).

To help make ends meet, especially during slow seasons, the Blue Building has several workshops it rents out to respectable clients. Rent is generally fairly low (8–15 gp/day, by season), and clients gain access to the Building's collection of fine gem-working tools (though anything a client breaks, he pays for).

[10] Jade Tiger's Den

The Jade Tiger's Den is a large and luxurious tavern and inn located at the southern edge of modern North Freeport. It is an old and well-respected establishment. Though the outside matches all the other buildings of the city, it is decorated with a jade green theme inside and out. The floors are covered wall-to-wall in green, lush carpet, and all of its chairs and sofas are upholstered in jade green silk. The main room has a painting of green tigers sitting around a table playing cards (a commissioned work by C.M. Brushwuttle).

Only wealthy, extravagant travelers choose to spend their time and money in the Jade Tiger's Den. Despite its large size, the inn has only a dozen or so suites and a few luxurious penthouses. A suite costs 100 gp/night, while penthouses are generally five times that. For this price, however, patrons can relax in a hot bath, enjoy a many-course meal from the famous kitchens, or enjoy the company of a professional courtesan associated with the inn, all at no additional cost.

Emissary Mille (*female human, Sct 6/Prd 5/Asn 3*) is the owner of the Jade Tiger's Den, having bought it from its previous owners. She pays a hefty protection fee to the Coalition of Tradesfolke to be allowed to do business without hassle, and operates the Den with the help of her lover Even (*male human, Ari 6*). Young Even oversees the financial and internal business of the Den, while Mille takes care of the patrons and their needs. Both are gracious and well-spoken, though they respond especially well to handsome and wealthy-looking individuals (the latter trait being more important, of course).

The kitchen attached to the Jade Tiger's Den is famous for its food, which is surprisingly reasonably priced. Many wealthy customers who nonetheless do not wish to or cannot afford to stay here eat in the commons once or twice a week, and are treated with respect by the staff. The cook who makes the kitchen famous is a plump woman named Veritha (*female human, Art 7*), who loves showing off both her skills and her immaculate kitchen. She even allows up-and-coming cooks to take lessons for a mere 1 gp/hour, and rents out her kitchen during off-hours. Mille hates this practice, and requires students and renters to enter and exit through a back door, but permits it to keep Veritha happy.

Mille is more than a simple innkeeper, however: She is also an agent of one of the powerful guilds of the city — the Coalition of Tradesfolke — and a patron to many of its lesser guilds. Mille has struggled to earn a position of power, and has no intention of letting it slip away. She maintains a large number of friends, and actively recruits potential allies. She allows scouts and predators of all races to spend time in the Den whenever they wish, as long as they are suitably attired and behaved, and actively offers them advice and even training.

Nonetheless, Mille's manner is gruff, and she is often rather insulting when she questions those who would seek her help. Some of this behavior is true rudeness, but much is also a test: Mille has no interest in wasting her time on those too foolish to keep their tempers in check, or too useless to overcome the challenges she puts in their path.

She sends likely candidates on numerous minor, seemingly inconsequential errands; if (and *only* if) these are performed perfectly to her standards, then she offers whatever training they can most use. She asks for little in return, though anyone taking up a large portion of her time is likely to be asked to pay for such training. As a result, most scouts in Freeport see Mille

as a friend to be protected and watched out for, which is just the way Mille likes it.

South Freeport

South Freeport is the new center of commerce within the city. Though Beggar's Court was once an interior slum, its conversion into a racial ghetto made South Freeport a convenient locale whence the rich and powerful of Freeport could oversee businesses they owned elsewhere.

Much of the construction here is new (since the Rending), and the influx of money has boosted the immediate economy considerably. In addition to the important businesses listed below, South Freeport is home to the nicest housing neighborhoods in the city. Huge guild houses, massive mansions, and well-appointed inns with permanent residents renting rooms at 1,500 gp a month or more are all common. Earning a place in South Freeport takes both money and influence, but doing so gives a new resident immediate notoriety.

[11] The Freeport Reserve

The Freeport Reserve is the money house of Freeport. It is a large stone building with 4-foot-thick walls, reinforced steel doors, and dozens of Militia guards and a few Lucanic Knights on duty at all times. The Overlord provides this extremely secure site for anyone to leave their monies as a means of control. As long as the Reserve is the safest place in Freeport for funds, most of the wealthy and affluent will use it.

Since the Reserve is controlled by the Overlord, no one with money kept there can afford to anger him, leaving him safe from a well-funded rebellion. There are several branches of the Reserve throughout Freeport proper and the Racial Ghettos; each is based on the architecture and policies of the main Reserve, and answer to the Director of the Reserve.

The Reserve deals only in coin. It's illegal to store any other items there, even valuable jewels and gems. This serves a twofold purpose: First, it means that the coin of Freeport is in high demand as the only form of storable money, keeping its value high even if the Overlord decides to shave a bit of metal off each coin. Second, it prevents mystical or alchemical traps from being stored in the Reserve as part of a robbery or sabotage effort. (A mummy was once kept in the old Vault, leading to extensive difficulties the Overlord wishes to avoid).

The local branches have some more leeway about what they can store and whom they may deal with, but if they deviate from the rules of the core branch and then trouble arises, the branch managers are likely to be found floating dead in the sea.

The Reserve is operated by a number of human clerks (with the occasional Erudite among them), who are selected by priests of the Church of War and vetted by the Foci of the Academy of Arcane Science. They are then watched over by the Militia (for some reason, ogres are usually assigned to this duty) and the knighthood. Clerks live in a nearby private house that is watched and guarded by the Militia; once a clerk retires, he is evicted (those who have spent 25 years or more at the Reserve receive a modest monthly pension thereafter) and may never work in any branch of the Reserve again. It would be very difficult for a spy or thief to gain employment, and the possibility of any one faction within Freeport holding much power over a clerk are slim to nil.

There has never been a successful theft within the Reserve (or at least so it is said).

Director Threnndy Highcoin (*female human, Art 8*), a third-generation clerk, currently runs the Reserve. She has an amazing aptitude for numbers and accounting, and it's rumored she knows by memory what's in every account in the Reserve. She doesn't have much personality, though she is noted for her love of gnomish food. Threnndy goes nowhere without two Militia guards, and she sleeps in an apartment within the Reserve. She answers directly to the Overlord once each month, and has never lost track of a single copper. She also invests the Overlord's personal funds, ensuring both that his fortunes grow and that he has influence over the most important businesses of Freeport.

[12] The Ashen House

The Ashen House is a new innovation among Freeport taverns — a themed restaurant designed to cater to a certain type of visitors. Though identical to other Freeport buildings on the outside, the inside is covered in martial arts weapons, belts, illustrated fighting manuscripts, and similar monk-related paraphernalia. The waiting staff wears mock versions of monks' garb, though generally these are much more revealing and much less sturdy than the real thing. Several tables are set in a contemplative garden, and rock gardens and similar décor abound.

The Ashen House is the brainchild of Tholian Kay (*male human, Ari 5/Sct 2*), an innkeep who failed at three previous business ventures. Most natives to Freeport think the Ashen House silly at best, but because it illuminates one of Freeport's famous lost organizations (the Ashen Order), visitors are willing to pay its outrageous prices for mediocre food and questionable service. The Militia has never paid any attention to the establishment, other than to forbid the awful fighting demonstrations that were once common entertainment.

[13] Freeport Block and Tackle

This is one of the few Old South businesses to have survived the region's transformation into a wealthy community. Once a simple shop for merchant supplies, it has blossomed into one of the most important merchant broker houses and quality equipment stores in all Freeport. Though it is officially owned by Sidonius Baro (*male human, Art 6/Ftr 3*), most of the money used to bring it up to the standards of South Freeport came from Broker Agamenuus (*male human, Ari 7/Sct 5*), a Coalition of Tradesfolke block leader and tariff collector.

The store is a vast interior space, in which dozens of skilled artisans make high-quality goods under the skilled supervision of Baro. Though such items are priced high (on average about 20% above their usual market value), any mundane equipment a customer could desire is always available here. Baro also hires and trains new crafters regularly, making the locale a good place for new artisans or apprentices to seek work or training.

the original owner from complaining to the Militia or Coalition and demanding their goods back.

Agamenuus himself deals mostly in high-price luxury items and magic, leaving him with a much smaller inventory of valuable goods. He also deals in special orders, allowing someone to put down 25% of the value of an item to reserve it if anyone within the city gets it in stock. Of course, such items can take months or even years to become available.

The shop is also heavily frequented by merchants who wish to gain a foothold in the world of high-price commerce in Freeport, and who thus need the help of Agamenuus. Agamenuus is well loved by both the Coalition and the Seafury Buccaneers, and thus is able to do a thriving business in stolen, smuggled, and illegal goods. What he can't sell from stock on hand he can usually arrange through another merchant. Virtually anyone selling anything in Freeport must list it with Agamenuus, who may then hand out that information for a small fee (4% to 8% of the item's sale price). Many wealthier patrons simply shop for everything with Agamenuus rather than seeking out the different retailers spread through the city.

Agamenuus has also allowed a few Coalition members to set up small shops in the great hall of the Block and Tackle, buying and selling their goods and giving him a percentage. In theory this is supposed to be a mentorship program, whereby Agamenuus teaches these merchants how to build successful businesses of their own. Instead what has developed is a brigand's market, a place where smugglers, scoundrels, and thieves gather to trade and sell their goods.

A few regular traders have set up permanent shops within the great hall where they buy any valuable goods, no questions asked, for half what such items would bring in any other store (roughly 25% of the items' real value). Most of these goods are then given forged manifests and shipped to shops in other parts of the city; some are sold in the Haggler's Market at grossly inflated prices. Though these items can cost two to three times their value, it's a price many are willing to pay in order to have Agamenuus's stamp on their sale. Anything bought and sold in his shop is by definition "legal," preventing

East Freeport

[14] The Emporium!

The Emporium! is the largest and most successful furniture and woodcraft shop in Freeport. It's been in the Wyspin family of gnomes for years, and went from modestly successful to wildly profitable when the gnomish homeland became unreachable. This is because the emporium has huge storehouses of goods from Ak'Anon and other now inaccessible lands: The price of such things went sky-high once their lands of origin became lost.

The owner, Levinal Wyspin (*male gnome, Art 9*) is old and largely retired, rarely dealing with customers in person. Instead, his hired aid Vhishall (*male iksar, Art 5/Ftr 2*) deals with most of the day-to-day affairs of the store. Both are shrewd businessmen and excellent woodcrafters, and the furniture they build is often indistinguishable from pieces made long ago on Faydwer. Their tools are masterwork pieces of a gnomish type no longer made, and they rent them out to wood crafters in need of such goods for 25 gp/day. (Trusted customers might manage to wrangle a better price, as low as 1 gp/day, if they agree to work only at night.)

In addition to carrying a wide range of wooden creations in stock, Wyspin prides himself on being able to arrange for the delivery of nearly any dry goods from anywhere in the Shattered Lands. Such things generally cost two to three times their base price and take 8 to 16 weeks to arrive, but for many of Freeport's wealthy the wait and cost are worth the result.

[15] Velithe and Bardo's Music Shop

Velithe and Bardo's is the premiere music shop in Freeport, as well as a place to take music lessons or catch a performance. The floor level of the shop has a tavern-like wooden stage on which weekly shows appear. Local bards are often given an opportunity to play here and are allowed to keep any coins they gather with the house. The performances of co-owner

Velithe Lanseb (*female half elf, Art 6/Brd 1*) are particularly popular with the middle-class of the city.

Musical instruments of every imaginable type can be bought, including numerous masterwork instruments. Magical instruments are also sometimes for sale, though never with any regularity. Custom instruments are built for wealthy customers, and instrument repairs are available (though not cheap, generally costing 50% of the instrument's full cost). Music lessons are available by appointment, generally costing 2–6 gp/hour, depending on the instrument, the instructor, and the time of year.

The shop provides other services as well, including the sale of information concerning most of the important individuals and organizations within Freeport. Shop agents can also handle the arrangement of passage on secure ships to destinations across the Shattered Lands and intelligence on the movements of forces in other lands. Such information is sold by the Shop's other owner, Bardo (*male human, Sct 5/Brd 5*), who gets his information from spies among his friends in the Coalition of Tradesfolke. Bardo also keeps careful track of who wants what information from the Coalition, and in turn reports that, which helps the faction to keep track of most of the plots going on in Freeport at any one time.

[16] The Seafarer's Roost

The Seafarer's Roost is the largest building on the docks in East Freeport, a convenient place for crews and captains to rest while waiting for a cargo or dealing with the Port Authority. Locals who work on and around the docks often stay at the Roost as well, using its common room to gather and unwind after a day of hauling cargo or fishing on the nearby pier.

The Roost's simple stone structure has become a home-away-from-home for many visitors to Freeport, and welcomes members of nearly every race and social class. Most rooms are small, though a few suites exist, but the drink and food are cheap and plentiful. No violence is tolerated, and enough off-duty Militia and Coalition knee-breakers spend time at the Roost to enforce this rule.

Cousins Ranik Calman (*male human, Com 6/Ftr 2*) and Grace Nasin (*female human, Com 7*) run the Seafarer's Roost together. They act as information brokers as well as innkeepers, directing good business to the shops of their Coalition allies and likewise sending troublemakers into Militia-patrolled areas. A visitor may not be able to find everything at the Seafarer's Roost, but he can find out who knows where it might be for sale, trade, or theft.

Calman also run a small ring of professional courtesans, who rent out rooms in the Roost and also, for a little more money, will visit captains and others of note on ships moored nearby.

[17] The Port Authority

Without a doubt the most important building in East Freeport is the Port Authority. A massive stone structure that looks more like a fortress than an office, it houses the Shipping Authority, Dock Authority, and Tariff House. These offices combine to run nearly everything having to do with the docks, ships, and the entire sea trade in and around Freeport.

The Port Authority is under the authority of Hanlock Nekopo (*male human, Ari 7*), though various clerks, guards, and pilots carry out the day-to-day affairs of the office. The Overlord has a close eye kept on Nekopo to ensure the dock's security is kept high, and that the steady stream of tax revenue doesn't slow or lessen.

The Shipping Authority is the regulatory group that kept track of records and payments, schedules, passage tickets, and dock assignments for ships. It is managed by Nichols Skott (*male human, Ari 8*). Skott keeps track of regulations, though he has no power of enforcement, and makes sure all fees and tariffs are paid. It's his job to keep track of ship schedules, calculate the space needed for all the cargo in a given ship, and convince beggars to serve as unskilled laborers for a day or two. He keeps track of the paperwork for everyone else in the building, and is the first person everyone goes to if there's a problem.

The Dock Authority is located on the second floor and is the second most powerful office within the Peer Authority building. It is the branch of the Militia that deals with matters involving the docks and piers, enforcing Freeport maritime regulations, collecting taxes, and inspecting cargoes. It is also where the crew members who serve on the Militia's small fleet of patrol ships stay when not aboard ship. All these guards answer to Guard Captain Seirvan (*male human, Ftr 7/War 3*), a second generation pirate-hunter and Militia guard.

Seirvan insists that all guards spend at least some time on patrol ships, ensuring that they have some familiarity with and respect for the jobs of the seamen whom they watch over. Seirvan manages to maintain a friendly relationship with the Seafury Buccaneers as a necessary part of his job. For the most part, Seirvan's men serve as escorts on Seafury ships or deal with questions of naval law on land (where to dock a ship, safety regulations, and so forth), rather than enforcing Freeport's laws at sea.

The Pilot's House is located in a small corner of the second floor, housing the Freeport Dock Pilot Offices. In the old days, this was where any captain who wanted to bring his ship into dock had to come to get his assigned docking slip, as only Freeport Pilots were allowed to do so. Since the Shattering, however, any pilot able to sail a ship into port is trusted to bring it safely in to a slip. The city's pilots now serve only to assist ships that have lost their chief navigator, and to keep track of fishing boats. Since they must give anyone going out to fish a permission slip, the pilots have also taken to selling fishing supplies. Even fishermen who stick to the pier generally buy their materials from the Pilot's House these days.

[18] The Freeport Shipyard

Once there were many shipyards in Freeport. The Overlord took control of them all and combined them into one state-run operation, ostensibly to allow greater efficiency. The shipyard is the biggest and best in the Shattered Lands, and completes as many as two ships a month; all ships other than those built for the Militia's small fleet are sold at auction. The ships generally bring a price 20% higher than their type would suggest, for two reasons: First, they truly are better built (each with 5–10% more hit points than typical ships of their class),

and because a ship built in Freeport is given priority when the city's dock slips are full.

Forewoman Geari Marstun (*female human, Com 10*) is in charge of the shipyard. She is responsible for the day-to-day goings on at the yard and for the bookkeeping, hiring, and ordering of ships. Marstun is friendly and efficient, willing to talk business but happier when drinking and dancing with friends. The Overlord gave Marstun authority of the shipyards after she turned in the previous boss (her cousin), who had been skimming profits off the operation. Marstun assumes that as long as she keeps things running and doesn't cross the Overlord, her position is secure. She may be right.

Most of the real work is done by Barrag the Strong (*male ogre, Art 7/Ftr 3*). He is very large, very ugly, and very unpleasant to be near. He is also remarkably intelligent, though he does not display this trait often, and hates the fact that he takes orders from a human lay-about — and a woman, no less! He has saved Marstun's life on more than one occasion, and she trusts him implicitly. However, he's only keeping her around until he can figure a way to frame her for a crime similar to her cousin's, at which point he hopes the Overlord will place him in charge.

[19] Hallard's Bolt and Arrow

Hallard's is a specialty weapon shop located off Orc Avenue. The owner, Hawkeye Hallard (*male human, Com 6*), does little of the work, leaving that to his chief apprentice. Currently, that's Dalal Akilia (*female human, Ftr 2/Art 4*), a young, buxom, and attractive woman with a good head for business and a knack for making ranged weapons. She discovered that few weapon shops in Freeport carried truly superior ammunition, and used her contacts to get hired by Hallard so she could specialize in such missiles. Though not in the most prosperous part of Freeport, Hallard's shop is well within sight of the wall, and thus fairly secure. It sells ranged weapons and ammunition of all types, both those made by Dalal and some she buys from other venders or adventurers.

Elise has many contacts within the Militia, the Coalition, and even the Lucanic Knights. Though not particularly evil herself, Dalal is willing to turn a blind eye to what she sees as her friends' excesses. She's also aware that being a successful businessperson in Freeport requires some accommodation to the Overlord's forces. Dalal is witty and friendly, more than willing to flirt if it gets her something. She's also a competent fighter, well practiced with the weapons of her archers' craft, and well able to take care of herself in a brawl.

[20] Armor by Ikthar

Armor by Ikthar is the best place in all Freeport to get defensive gear made. By long tradition the owner is named "Ikthar," though the original bearer of that title died long ago. The shop has stayed in family hands, however, with the Icehammer clan training each generation to take over from the last.

The current Ikthar Icehammer (*male human, Art 9*) is a good and successful armorsmith, well respected in the community and a very successful businessman. He runs his shop in a matter-of-fact way, never caring who buys his goods or why, only that they can pay his prices. Ikthar is very money-oriented, and has trained apprentices for other smithies (though generally convincing the best to stay on his own staff), and renting out his back forges to out-of-towners who need a quick repair they can do themselves. If Ikthar sees a way to make money without personal risk, he takes it.

The great success of his business forces Ikthar to maintain a large staff. The master himself still deals with customers, but much of the work of making molds and armor and of buying and selling raw materials is handled by his apprentices. His chief apprentice is his niece, Octavia Rullus (*female human, Art 6*), a plain-looking woman who works hard to earn her uncle's respect (and, she hopes, eventually take over the business and become the first female "Ikthar"). Octavia makes sure Ikthar's interests are looked after by any means necessary, and is his primary contact with the Coalition.

Younger apprentices include Sanson Icehammer (*male human, Art 5*), who's being trained for another local smith; Cordius Fronto (*male human, Art 1/Ftr 1/Sct 1*), Ikthar's son and, in Cordius' own opinion, most likely successor; and Culdor (*male barbarian, Art 3/Ftr 1*), a young bellows-boy who became an apprentice when his parents were killed several years ago.

Quest: Beating the Competition

Faction: Coalition of Tradesfolke.

NPC: Octavia Rullus.

Level: 4–7.

Quest Summary: Octavia watches over her uncle's wellbeing whether he wants her to or not. A group of adventurers (average level 3rd to 5th, as necessary), new to the city, have set up an armor shop in the Haggler's Market, selling quality armors they found on a recent quest. Octavia sees the adventurers as a serious threat to her father's supremacy in his chosen field, especially since they're selling armor for less than he can make it (having no production or overhead costs). She wants to hire a group to thrash (but not kill) and scare the adventurers and to wreck (*not* keep) the armor they're selling.

Characters who complete this quest might well run afoul of the Militia or the Seafury Buccaneers, with whom the target NPC adventurers are allied.

Although the details may vary, this quest can be undertaken more than once. Octavia sees such methods as legitimate business practices, and is always looking for thugs to help her beat the competition.

Reward: 100 gp worth of armor (or armor accessories) made by Octavia.

[21] The Hole in the Wall

This small, unassuming shop has no front on any major street: It can be found only by going down a dark alley and then moving through a section of ruined wall. This reveals a cul-de-sac with a few small homes and the Hole in the Wall, which bears a single small sign, easily overlooked. There is no suggestion that the business is open, nor any indication of what it sells. To gain entrance, a potential customer must give a secret knock (a DC 15 Persuade check is needed to learn the current knock).

The reason for all this secrecy is that the Hole is an assassin's shop. Here, things not found in other shops, including thieves' tools, poisons, and even training on death-dealing methods, can be found. The proprietor, Ajah Verash (*female dark elf, Sct 6/Prd 5/Asn 4*), rarely makes appearances herself, dealing only with known assassins who have proven themselves trustworthy and circumspect. Everyone else meets one of her two clerks, Slake Merret (*male human, Sct 5/Rog 2/Prd 3*) or Hinre Blacksbit (*male gnome, Sct 7/Prd 3*). They handle most sales, and also forward requests for training and other matters to Ajah.

West Freeport

West Freeport is the main gate into the city from land (though more traffic comes through the ports than by road these days). It is largely owned by the Militia and the Coalition of Tradesfolke, who use the area for many of their offices and headquarter buildings and as incentives for guilds allied with them. The only businesses in West Freeport are those with enough clout to be safe from those two factions, or those closely allied with them. There are also numerous small parks, statues, and public areas within West Freeport, though few are often frequented by the city's citizens.

[22] Leather and Hide

The Leather and Hide was long an open secret in Freeport — a small, unassuming shop in a poorer section of town, but one that provided quality work at competitive prices. Eventually the Tanner family, owners of the shop, moved to a larger, more solid stone building and became a well-known shop. Like the Elddar Stables (see Area 25), the Leather and Hide has an exclusive contract with the Militia, though in this case it is only for leather armor and whips (which are often bought new just before a public flogging at the Execution Plaza). The contract brings in little money, but it does ensure that the Militia's enforcers not only leave the shop alone, but look out for its best interests.

The shop is generally manned by the father-and-son team of Ryn Tanner (*male human, Com 5/Ftr 4*) and Valar Tanner (*male human, Com 3/Ftr 3*). Ryn trained at a well-known leatherwork shop in Qeynos years ago, before he drove it into bankruptcy and arranged a deal to have it bought by a larger local tannery. He worked for the larger company for many years, but eventually made so much money that he settled down to take over the family business in Freeport.

Ryn is well-respected as both a warrior and a master craftsman, but is also thought ruthless and cold-hearted. His son Valar is quickly earning his own reputation under his father's careful tutorage, but is already beginning to think he might do better to strike out on his own, possibly taking some of his father's trade secrets with him. He has begun ingratiating himself to skilled leatherworkers, often drinking and working with them late into the night when the shop is supposed to be closed, after Ryn is gone.

[23] The Elddar Stables and Livery

Located at the junction of Champion's Path and a back alley, the Elddar Stables and Livery enjoys the distinction of being the only stable, livery shop, or cart and carriage dealer in all Freeport. Though horses are far more common today than in the days before the Shattering, still they are rare enough that Freeport's common citizens can't afford them. Thus, only wealthy travelers, successful merchants, and rich adventurers have any need for the stable's services.

Rather than deal with competitors, the owners of the Elddar Stables made a deal with the Overlord through the Coalition of Tradesfolke — the horses of the Lucanic Knights and Militia are stabled here for free, in return for an exclusive license to deal in horses, tack, and cartage. As a result, the Stables has no compe-

tition and can charge whatever it wants, making a hefty profit despite the relatively low demand for its services.

This is not to say the Elddar Stables isn't well run or doesn't provide good service; owners Dusban (*male half elf, Sct 8*) and Aileinne Auldoak (*female half elf, Art 6*), a husband and wife partnership, know their customers are their lifeblood. Despite their monopoly on the horse trade, the Auldoaks provide quality care at reasonable prices. However, since they do have a monopoly, they don't suffer fools or deal with problem customers. If someone gives them grief, the Auldoaks simply refuse to do business with that individual or his or her agents in the future. (Of course, they must tread a little more carefully with other highly placed people in the city.)

Dusban takes care of the animals and their training, while his wife deals with customers needing vehicles, tack, or harness. There are five hired hands at any given time to assist with both sides of the business, though the low pay and long hours drive most away after just a few months of work. Luckily, the harsh economic realities of Freeport mean there are always strong men willing to take the open job slots.

Since customer service is paramount at the Elddar Stables, any reasonable request is met if the customer has the funds for it. Horses are kept for long periods while their owners are away, tradesmen are allowed to borrow the carters' and leatherworkers' tools, and cargoes can occasionally be stored for a few days. The Lucanic Knights and Militia keep a close eye on the Stables (it houses their property, after all), and comes down hard on any who would cause trouble for the Auldoaks.

Quest: The Escort

Faction: Dismal Rage.

NPC: Dusban Auldoak.

Level: 8–13.

Quest Summary: A senior priestess of the Dismal Rage, Celia Novrogrod (*female human, Prt 5/Clr 5/Tmp 8*), recently decided she should buy some horses to assist her in her spying efforts; Dusban Auldoak needs some capable adventurers to take eight of the animals safely to Celia's hidden base just outside Qeynos. Agents of Qeynos, including a cunning band of halfling rogues, have heard about the transaction and want to steal (or, if that's not possible, to kill) the horses before Novrogrod gets them.

This quest may be undertaken only once.

Reward: If the PCs deliver the horses safely to Novrogrod, they each receive 1,000 gp for their troubles (or, alternately, the group may receive a total of 8,000 gold pieces' credit toward goods and services from the Temple of War).

[24] The Coalition of Tradesfolke Guildhouse

This vast building is the official guildhouse of the Coalition of Tradesfolke. Realistically, it's the center of Freeport's day-to-day government (for while the most important decisions come from the Overlord's castle, such rulings are fairly rare). It includes many meeting halls, warehouses, lounges, and apartments reserved for use by the senior members of the Coalition as well as the head offices for the various branches of the Coalition's organization. The ultimate authorities on who becomes a citizen, what sections of the city are open to theft, what land is granted to other guilds, what taxes are levied, and even who may get married or have children (!) reside within the building, though most citizens deal with more minor functionaries spread throughout the city.

Control of the guildhouse is shared by numerous guild masters within the Coalition — thus, armorers may run things one month while smugglers call the shots the next. This is done to prevent any one group within the Coalition from gaining too much control, but it also makes the internal workings of the guildhouse too complex for a common citizen to understand. This is seen as an added bonus by the Coalition, who insist everyone follow the regulations of the guild but prefer not to have to explain those regulations.

It's not unusual for ranking members of the Coalition to use the guildhouse to meet with the leaders of more minor guilds or individuals who seek the Coalition's patronage. The back rooms of the guildhouse have been home to many secret deals and meetings, largely because they are soundproof and warded against prying spells. An invitation to the guildhouse is normally a sign of favor with the Coalition, or at least a good opportunity.

[25] Champion's Coliseum

This impressive arena was once site of martial training, gladiatorial games, and athletic contests. It was closed on order of the Overlord decades ago, though no one can say for certain why. The Coliseum is regularly patrolled by the Militia to make sure it remains empty.

[26] Blood Haze Inn

The Blood Haze Inn is a well-kept tavern and boarding house that caters to a rougher crowd than most upper-tier establishments. Its stone and wood construction is sturdy and sound. Very little of the city noise makes it into the great common room, where good, hot food is served each day. Upstairs the rooms are clean, large, and simple with small rugs on the floor of each one. The Blood Haze Inn may sound like a sty, but it's one of the best moderately expensive places to stay in town. It's also one of the most dangerous inns outside the Racial Ghettos.

The Blood Haze makes regular payoffs to the Militia, preventing them from ever taking action against the people inside (though they happily arrest suspects as soon as they leave the building). As a result, it's not uncommon for travelers to stay for no more than a single night, driven off by the violence and bloodshed common in the main room.

Grum Zoomly (*male human, Com 2/Ftr 6/Brw 1*) is the owner and barkeep of the Blood Haze Inn. He's an older man with a nasty scar across his neck and a reputation for a quick temper. Zoomly and his family have lived in Freeport for many generations. He knows everyone in town and is grudgingly willing to impart such information for a small fee. Zoomly always goes about armed with at least a dagger and a club, for he knows he caters to a cutthroat crowd and is therefore ready to defend himself on a moment's notice.

Hona Gureth (*female human, Sct 5/Prd 1/Com 2*) is Zoomly's cook and sometimes companion. She was originally a patron of the Blood Haze, but took a nasty wound to her left leg that forced her to give up her career as a legbreaker. She bullied Zoomly into giving her a job, and the two have been bickering over pay and duties ever since. Hona has a daughter, Cuta Gureth (*female human, Com 3*), a meek but not unattractive girl with nothing of her mother's fiery temper. Cuta often acts as a barmaid, but only when her mother is around to keep an eye on her.

[27] Gurb's Anvil

Gurb's Anvil is a relatively new addition to the Freeport marketplace, struggling to make itself known as the best place to go for weapons. Owned by Gurb Cookstone (*male human, Art 8*) and his brother Jansen (*male human, Com 7*), the small stone shop has a single wooden sign and outwardly gives little indication of the considerable skill possessed by those within. Because Gurb and Jansen refuse to cut the Militia a special deal and do their best to deal with only the legitimate elements of the Coalition of Tradesfolke, they've been unable to move into a larger building despite their modest success. As a result, the inside of the shop is full of molds, raw ore, smithing tools, and weapons for sale in row after row of overstuffed shelves.

Gurb is quick with a smile and often takes a moment or two away from the hot forge or anvil to chat with a customer. He is unwilling to say an unkind word about anyone, and often spends more time talking to customers than he should. He is cautious about business deals, however, having once worked for an evil mage on an island to the west in the Shattered Lands. Gurb eventually had to leave his former employer, and set out on his own. He found a floundering smithy in Freeport, resulting in the current incarnation of Gurb's Anvil.

The important business matters in the shop are handled by Jansen, though he too is also a gifted crafter in his own right. Jansen tracks all purchases, works in progress, special orders, and smithy supplies. He also keeps the books and deals with the difficult task of keeping the Coalition happy without letting the Anvil be used for nefarious purposes.

Because their business is continuing to grow, the two have recently hired journeyman Brenward Tullas (*male human, Art 5*) to help with forging duties. Brenward is a young man and a good worker, and is gaining skill quickly under the generous tutelage of Gurb. The young man is extremely creative, and a few customers with special orders have begun to request him specifically. Brenward's name is significantly less well known than Gurb's, however, making the partnership a good deal for both. Brenward's domineering elder sister, the notorious spinster Helena (*female human, Com 8*), has recently been trying to convince him to strike out on his own, but as yet he has resisted her blandishments.

Quest: Missing Shipment

Faction: Coalition of Tradesfolke.
NPC: Helena Tullas.
Level: 4–6.
Quest Summary: Helena Tullas is trying to build up her brother Brenward's name in the Commonlands, and has begun arranging for work of his to be shipped to far-off outposts of Freeport. She is concerned about a shipment of arms and armor that never made it to a Militia outpost in the Commonlands.

The supplies were stolen by a band of Seafury Buccaneers who want to force Helena to ship all her brothers' goods through them. They in turn are selling the weapons to the Dismal Rage, who are using them to arm Lonetusk orcs in return for the orcs' hunting down Qeynos spies. There are about 20 members of the Lonetusk band, but they may be faced a few at a time if the party is wise and careful. The orcs' main advantage is that they are all outfitted with good weapons and medium armors (leaders may have masterwork equipment taken from the shipment).

The Seafury Buccaneers and Dismal Rage continue to redirect Helena's shipments to orcs even after the first shipment is lost. Though the details vary after the first time, this quest can effectively be undertaken several times before the Buccaneers and Dismal rage give up on the plan. Understandably, Buccaneers and the Dismal Rage will be rather aggravated by any heroes who interfere with their plans.

Reward: If the characters succeed in returning the shipment, they'll each receive 150 gold pieces' worth of credit from Brenward on weapons and armor, and he also offers one newly forged masterwork weapon as a gift to the character who seems to be in charge.

Should they return with the information but not the recovered goods, they each receive 30 gold in credit (and no masterwork weapon).

[28] The West Gate

The main gate into Freeport is the West Gate, a massive structure with a 30-foot-tall gatehouse. There are two attached towers able to support 50 men each and a walled killing ground that stretches a hundred feet more before granting access to the city proper. The gatehouse boasts massive gates made of solid wood with heavy iron plates and bands covering both sides, and a thick portcullis guarding the gatehouse from

the east. Huge winches open and shut the gates, and twelve massive iron bolts around each gate lock it. Access to the wall is from the towers, and the whole can be held against attack from either inside or outside the city.

The Lucanic Knights guard the towers and the wall, keeping a strong presence here at all times. The Militia guards the gates themselves, but are under the command of a knight stationed above them. Generally, there are 6 Militia guards (*Ftr 4–7*) by the open gates, while a dozen knights (*Ftr, ave. 8th–13th, many with levels in Brw, Cru, and/or War*) watch from above and patrol the walls nearby. A few catapults and ballistae are stationed atop the gatehouse and the nearby wall; while they generally face outward to ward off attacking armies, they can be turned about to quell riots within the city as well.

[29] The Militia House

The Militia House, a fortified complex of trapezoidal towers, white stone walls, great halls, barracks, and practice yards, is located centrally in West Freeport. Though well-built and well cared for, the Militia House is obviously designed to be functional, not pretty. Its doors are iron-reinforced oak, and thick wooden beams braced its outer walls. It has no windows, though every door can be watched from a balcony or rooftop, making the whole well able to withstand any attack short of an actual siege.

As the headquarters and base of operations for the Freeport Militia, the Militia House serves as a home for as many as 1,000 Militia at one time, and can house up to 3,000 at need. There are no fewer than 30 guards on duty in and around the complex at any one time, with another 100 off duty but able to defend on short notice. The Militia patrol the streets of the city as well (though not its walls), and are the rank-and-file members of its military.

The interior of the Militia House is less well kept than the exterior, as rowdy human and ogre brawlers often get into conflicts, and make little effort to clean after themselves. The barracks are the worst areas, though the iksar and ogre barracks are actually tidier than those reserved for the humans. Non-militia members, including cooks, tailors, rag-men, and professional entertainers, are sometimes allowed to set up in a small room if they provide regular service to important members of the Militia.

The Militia House also serves as a training ground for any warrior with even passing loyalty to Freeport. Daily exercises are held in the outermost yards, and private lessons can be bought from skilled warriors. (Lessons used to justify spending training points generally cost 25 gp per TP spent on the lesson.) Such activity is supposed to be restricted to training the populace to help defend the town, but since no army has darkened Freeport's walls in decades, the Overlord pays little attention to the graft and corruption that leads to Militia members selling their skills, or even their equipment.

The main jail cells of Freeport, where common drunkards and petty thugs are kept, can be found below the Militia House. Access to these cells (and thus the prisoners therein) can be bought at a price (usually 50 gp/night or more, depending on the notoriety of the prisoner and the influence of the visitor). Some thieves and smugglers use empty cells in this way to store their own prisoners (or even goods) there in relative safety. Individual sergeants may also imprison unimportant citizens or foreigners with impunity, often forcing the victims' families to pay bribes or other considerations before granting release. Truly dangerous criminals and enemies of the state are kept at the Prexus Dungeon in the northern Ruins District.

Though the Overlord commands the Militia as a whole, he takes very little interest in its daily operations. Sir Lucan has not even set foot in the Militia House in decades, though he reserves a small suite here. Commander Lazarus Hazran (*male human, Ftr 10/War 5/Grd 1*) is the officer in charge of the Militia House, and by extension of the Militia itself. Hazran is descended from a long line of Militia officers, and he is without a doubt the most capable and trusted soldier in the organization. To prove the worth of his Militia to the Overlord, the commander constantly sends units and platoons off to battle in nearby skirmishes.

Hazran is bitter, however, because the Militia is still considered greatly inferior to the Lucanic Knights, despite his best efforts. This constant reminder of his own failings drives Hazran to be petty and mean-spirited, taking out his frustrations on others. In truth, despite once being a relatively honorable man, Hazran is more than a little mad — a fact concealed to some extent by his dedication to the Militia and the unswerving loyalty he commands among his men.

Hazran is almost always busy planning his next battle, leaving most managerial jobs to his two senior lieutenants, Urda Gurntha (*male ogre, Ftr 10/Brw 5*) and Yenzin Slake (*male human, Ftr 6/War 5/Brw 3*). Gurntha is a particularly no-nonsense guard, strict, harsh, and obedient, but actually fairly honest. Slake is a cheating, wily snake who abuses his position as much as possible — but who also keeps the Militia's paperwork and supply running smoothly.

Connected to the Militia House (part of the same building, but with its own entrance and an entirely separate command structure) is the Lucanic Chapterhouse, home of the Lucanic Knighthood. The Lucanic Knights are the fanatical, highly trained warriors the Overlord uses to guard the walls of his city (as opposed to the streets, which are left to the Militia), and to form the core of his army as heavy horse and infantry. The Lucanic Knights were first established as officers within the Militia shortly after the Overlord took control of all Freeport. They soon evolved into a true knightly order, with a religious dedication to the gods of evil and close ties to the Temple of Dismal Rage, but always with service to Sir Lucan foremost.

Unlike the Militia quarters, the Chapterhouse is tidy and clean at all times. Lucanic Knights tend to take their duties seriously, and most would never do anything that might reflect poorly on their beloved Overlord. Many of the knights (perhaps as many as 20%) are ogres, who see their service within the knighthood as a way to prove the superiority of their race. The Overlord has come to trust these ogres despite his reservations regarding the race in general. Humans and a handful of barbarians make up the rest of the knighthood, as the Overlord does not trust any other race to be both faithful and competent in his military service.

The Knights are commanded directly by the Overlord, who allows no sub-commander to rise to such importance that he

Quest: A Survey

Faction: Freeport Militia.

NPC: Lazarus Hazran.

Level: 3–5.

Quest Summary: One of Hazran's ongoing projects is an effort to find out who is using the houses, guild houses, warehouses, and public spaces within Freeport and how often they use them. He has Yenzin Slake collate this information to keep track of where the other factions of the city are spending their resources and of whom their allies are.

He wants agents who are not actually members of the Militia to go to through all the districts of Freeport to gather this information from Coalition-friendly locals and agents, and then to double-check their information against what they see in Coalition offices and warehouses. Of course, getting the information in each district may prove difficult, requiring either negotiation (Persuade DC 20+), investigation (Gather Information DC 15+), threats (Persuade DC 15+, but there's a good chance of getting false information this way), or spying (potentially requiring various Sneak and other subterfuge checks).

Additionally, thugs working for the various families and guilds being investigated may make trouble for the PCs, especially if the latter are caught looking through buildings with illicit goods.

Reward: Friendship of the Freeport Militia, plus 10–50 gp per character (depending on the thoroughness and value of the information gained).

Consequence: Hostility from the Coalition of Tradesfolke (depending on how visible the PCs were in their actions and how damaging their information).

might rebel. The Chapterhouse's business is managed by Lord Darkmantle (*male human, Ftr 10/War 5/Cru 5*), an aging knight who is no longer able to walk the walls on cold nights. Lord Darkmantle is utterly loyal to the Overlord, whom he sees as the Shattered Land's greatest hope for order. Though his official authority is strictly limited to the Chapterhouse, Darkmantle also sets the watches for the city's walls, provides training for young knights, and serves as an advisor to other senior knights of the order. He is greatly respected and admired among his fellows, a situation which the Overlord tolerates because of Lord Darkmantle's combination of dedication and physical infirmity.

[30] Execution Plaza

Execution Plaza is found just off of Orc Avenue. The plaza's location was carefully chosen to be along the main route taken by most newcomers to Freeport, as well as to be visible from the city wall. In fact, the street is named after the early days of the plaza, for when the Overlord first had it built, he used it to kill so many orcs that their heads were used to line both sides of the street.

The plaza is less busy now, but no less menacing. At the center is a wooden platform that includes stocks, a guillotine, and several whipping posts. Public floggings and the like are held at the Plaza, a form of cheap entertainment for poorer Freeport denizens. There's an execution at least every other week (and most homeless get nervous when a week is skipped, since the Militia redoubles its efforts to find someone who needs killing), and several whippings every week. The stocks are used year-round, with sentences as short as a day and as long as a month. Posters of criminals wanted by the Militia are plastered on any available surface in and near the alley, along with offers of rewards.

Militia guards patrol the plaza on execution days, but generally the Lucanic Knights on the wall above keep an eye on things here. If a riot or revolt should break out, the Knights can fire upon the crowd from safety and close off the gates to contain the troubles. This has never happened, though, and the Overlord assumes that, as long as he proves more willing to kill his enemies than his citizens, it never will.

[31] The Freeport Observer

The Overlord knows that the public's perception is every bit as important as reality. In waging his war to gain control of Freeport, he often used rumors and propaganda to sway public opinion in his favor. Now that he has control, he's unwilling to allow anyone to use the same tactic against him. As a result, it's illegal to post bills or print news or even books in Freeport without the permission of its government-controlled printing house. (The Academy of Arcane Science is an exception to this rule, but the arcanists there print only scrolls and books on magical subjects, never local news issues).

The Freeport Observer is the name of the official Freeport newspaper. It is printed weekly, and includes local items of interest, actual news (as long as it doesn't reflect badly on the Overlord), and propaganda designed to support the Overlord's rule. Any arrest made by the Militia or any death caused by the Lucanic Knights is presented as a victory of law and order over the forces of chaos, while any rumors about the Coalition of Tradesfolke or Church of the Dismal Rage, current or ongoing, are denied as baseless slander.

Issues of the *Observer* are sold on street corners throughout Freeport by bands of children who need a few extra coppers;

Quest: Tomes of Horrors

NPC: Head Steward Ashton Kreel.

Level: 6–10.

Quest Summary: Kreel maintains a library unrivaled by any in Freeport except those found within the Academy of Arcane Science. Keeping his library up to date requires his making arrangements for regular shipments from refugee camps throughout the islands of the Shattered Lands. The most difficult shipments must come from the west, arriving at a small dock in the Nektulos Forest (he has found no ship free to sale near Qeynos that could also dock safely at Freeport). Kreel never leaves Freeport himself, and thus must make arrangements to bring the books from the west coast, through the Commonlands to Freeport.

Currently, there is a small shipment waiting at the Nektulos docks, a single locked chest containing four books on the history of the Sundering. The Seafury Buccaneers have been trying to convince Kreel to allow them to bring in these shipments, but he fears they will steal them, preventing him from using the same people to gather more books. Instead he depends on people recommended by the Coalition, who receive a cut of the value of any books recovered; Kreel is a fair judge of character, and thus is likely to trust anyone the Coalition recommends who don't intend to betray him.

Of course, the ones selected should be the PCs.

The characters must travel from Freeport through the Commonlands and the Nektulos Forest and then rendezvous with the ship, the *Golden Falcon*. Once they reach the ship, a band of brigands in the pay of the Seafury Buccaneers attacks, trying to steal the books. If they can't defeat the PCs, they try to run off with the books, or at least destroy them.

This quest is considered a success only if all four books are returned to Kreel in good condition. Though the details of the shipment vary, this quest can occur several times as new shipments of books arrive.

Reward: 2d4x100 gold pieces per recovered book, plus the gratitude of Ashton Kreel if all the books are returned.

Consequence: Members of the Academy of Arcane Scientists may become irked with the PCs if this quest is completed more than once on Kreel's behalf.

these urchins also serve as reporters for the paper, making note of anything of interest. Their reports go to one or more inquisitors, clerks and reporters (usually attractive women) trained by the Dismal Rage, who follow up on reports of anything newsworthy. The news-bits they discover are passed to a skilled "word steward," who rewrites stories as needed and reports anything truly dangerous to the Militia.

The word stewards all report to the Head Steward, the ultimate head of the *Observer*, who in turn reports directly to the Overlord. The current Head Steward is Ashton Kreel (*male human, Ari 5/Art 3*), an obese and unpleasant man who rules the printing house as a malevolent tyrant. No one wants to draw Kreel's attention, for he is a sadist and pervert who thinks nothing of treating his underlings as pets rather than people. Kreel is tolerated by the Overlord because he has a genuine talent for turning bad news into declarations of victory and for sniffing out rumors of rebellion. Further, Kreel has no ambition beyond ruling his current roost, so the Overlord trusts him not to overreach himself.

Kreel has the final say over what gets published at his press (he speaks for the Overlord on such matters, and is thus a tremendously powerful man within the city), and takes bribes of all kinds to allow things others in his place might find questionable. Since the one chink in Kreel's empire is the autonomy of the Academy of Arcane Science, he has developed a hatred of all spellcasters, and generally treats them with contempt.

[32] The World at Hand

The World at Hand is a large shop dedicated to providing equipment for beginning wanderers — solo merchants, scouts, adventurers, and the like — to survive in the wild. Freeport produces more that its share of wanderers, possibly because the city itself is so unforgiving. Many young men and women raised here leave as soon as the can scrape together the money needed to buy a good pair of boots and a warm blanket. The World at Large sells them what they need, at a fair price.

The owner, Bona Thise (*female human, Com 1/Ftr 4/Art 2*), is herself a failed adventurer who decided it was better to run a successful shop than be an unsuccessful explorer. Her shop opened a few years ago, advertising in the *Freeport Observer*. With a hodge-podge collection of the basics for wilderness survival (i.e., daggers are sold, but not larger weapons; rugged clothes, but not armor), the shop soon became very popular with many of the dissatisfied youth of the city. Since this got those citizens most likely to arm themselves and cause trouble to instead arm themselves and march out of the city (often getting themselves killed, and possibly reducing the nearby threats to trade at the same time), the Overlord has allowed the shop to remain open.

[33] Haggler's Mall

The Haggler's Mall is a large bazaar set up in the area between Coalition Road and Academy Way. It is an open-air market for out-of-town merchants to sell their wars. The Mall is controlled by the Coalition of Tradesfolke, which has the final say regarding who can or can't sell here.

In theory, the rules are simple: Vendors must not have shops elsewhere within Freeport. They may not set up permanent buildings or stay longer than 20 days. Vendors must pay the Coalition a tax of 10% of all monies made. Vendors may not block free access to the booths or stalls of other merchants. Vendors may operate only during the hours of daylight. Vendors may not sell anything of a harmful or controversial nature. All disputes are decided by the Coalition, whose judgments are final and can't be appealed.

In practice, though, as might be expected, the Coalition plays favorites. Newcomers with nothing of interest may well be kept from setting up shop at all on the pretext that they cannot do so without blocking access to someone else's goods. The most harmless of items can be deemed "inappropriate" for sale. By the same token, merchants who bring good business (and sell at good prices) may be allowed to stay longer than officially acceptable. Local businesses may be allowed to set up a temporary booth to "sell excess stock." Generally, anyone who can be convincingly businesslike — requiring a DC 16 Persuade or DC 14 Vocation (merchant) check — is allowed to set up for a day or two, but if a decent amount of tax money isn't produced, the booth is shut down unless a bribe is paid (perhaps 8–12 gp/day).

Lost Districts

As a result of its great age and the ravages of the Rending, Freeport proper has a few additional regions that do not fit any other classification. Most residents are aware of the Ruins, the Graveyard, Sunken City, and Thieves' Way, but have never set foot within them. These regions are unguarded, unpatrolled,

and unsafe. Each is rife with spies, vermin, smugglers, and even, in some case, the undead.

Some new citizens of Freeport may spend time in these lost districts seeking to scrounge up a few coins or prove themselves to potential patrons.

[34] Graveyard

The Graveyard is a massive cemetery within the walls of Freeport that is no longer used for burials. It is the final resting place of many servants of the twin Marr gods killed during the battle for Freeport five centuries ago, as well as many ogres killed in the Age of War and traitors executed by the Militia in the years since. It is filled with ancient mausoleums, tombstones, open graves, and rotting hangman's gallows. Those buried here are not necessarily put to rest, for the very ground is cursed with the anger of innocent blood.

Undead walk the Graveyard constantly, but the truly powerful restless souls become active at night. During daylight hours, the undead creatures found here range from 4 to 12 HD and generally travel alone. At night, those encountered can be as powerful as 20 HD, and sometimes move in packs. Because the undead are constantly moving about, they regularly acquire and lose items in their graves: A mausoleum may be empty one night, only to hold an undead knight and the things he took from some misguided grave robbers the next.

[35] The Garden of Marr

Found in the northwestern edge of the Graveyard is the Garden of Marr, a small gated park containing a reflecting pool, a cemetery, and long-dead bushes and flowers. This is the only place in all of Freeport where the names of the Orders of Marr (i.e., the Priests of Marr and the Knights of Truth) and of the Marr gods themselves can be found. The area is long abandoned but in fair condition, for desecrating any grave in the city is punishable by death.

The Garden contains old gravestones of the knights and priests killed in the battles that established the Overlord as unquestioned ruler of all Freeport. Here are found the final resting places of Valeron Dushire, Eestyana Naestra, Edwardian Holyblade, Kalatrina Plossen, Tholius Quey, Gygus Remnara, Serna Tasknon, and Sabrina Everheart — all heroes (depending on who tells the tale) of the Orders' final days. Though the Garden is kept clean and even, the graves themselves are massively overgrown, as the Overlord has forbidden anyone from touching them.

Very few people visit the garden, even among the desperate or foolhardy grave robbers common in the Graveyard, for fear of drawing the Overlord's ire. Though he clearly has the power to destroy the Garden should he see fit, most citizens of Freeport assume he sees it as yet another monument to his victory — proof that his foes are gone beyond returning. Although this is true, the Overlord also truly yearns for simpler days when he was friend to many of those interred here, before his dark deeds has made him what he is today, and he is unwilling to treat them poorly even in death.

[36] The Ruins

The Ruins are the shattered remains of what was once North Freeport in the days before the Priests of Marr and Knights of Truth were slaughtered. The area wasn't abandoned immediately by the population of the city, but the Overlord never made any effort to reclaim it. After centuries of neglect and the final insult of the Rending, the Ruins look more like a lost city than part of one of the two most powerful city-states in the known world. The Militia does not come here, and few foreigners ever visit. It is the haven of the homeless, the unwashed, and the criminal of Freeport, a place even more lawless than the Beggar's Court or East Freeport.

The geography of the Ruins changes over time. Many residents suspect ghosts are to blame, and certainly the undead can be found among the crumbling buildings and cracked streets. The true reason for the constant changes within the Ruins, though, is activity from the gangs of dwellers. As territories are gained and lost (to other gangs, as well as to raiding orcs, active undead, and, rumor has it, even Qeynos spies), walls are torn down, storefronts disguised, and barriers built of rubble. What seems to be a dead end one week is revealed to be a broken-down store the next, and a pile of broken timbers a third. It's impossible to keep track of these changes without regular contact with one of the factions in the area, and even they can be quickly rendered out of date.

The main use of the ruins is as a hideout for those wanting to be close to Freeport without being spotted. Three primary factions engage in this activity: (i) agents of factions loyal to Qeynos; (ii) the Harpies (detailed in Area 37); and (iii) scouts of the Lonetusk orcs. If these three groups were to work in concert, they'd represent a major threat to Freeport. The Coalition of Tradesfolke is well aware of this fact, however, and works to keep the three at each others' throats. If one seems close to triumphing over the other two, or if one starts making peace overtures, an agent of the Coalition causes trouble to end the imbalance.

Of course other things can be found in the ruins as well. Any creature from the Sprawl may move in here, making nests of scorpions and dens of wildlife not uncommon. People who can't afford even the cheap price of a room in the Racial Ghettos often take refuge here, as well as criminals on the run from the Militia. Such residents often don't stay too long, either fleeing to other havens or being slain by the local threats, but the influx of replacements is fairly constant.

[37] Instruments of Destruction Music Shoppe

Once, this was a bright and happy building, headquarters of the League of Antonican Bards in Freeport. When the Slaughter of Truth and Love occurred, all the inhabitants of the building were driven off or killed by the Overlord's men. The building was used by a selection of businesses over the centuries and rebuilt several times, but none of the economic ventures ever proved viable. In time, the main road to the building was closed off, and now access can be gained only by traveling down a back alley. After the Rending, the building

was abandoned for a few years, and then taken over by a foreign gang known as the Harpies.

The Harpies are a fairly straightforward gang in all but two respects. Firstly, they are all foreigners, at least by birth, to Freeport. Many have been accepted as citizens by paying the required fees to the Coalition, but membership is open only to people from other lands. In the early years, such refugee thugs were common, but as it's been more than a decade since the Rending, their new recruits are becoming rarer. Soon the Harpies will be forced either to allow Freeport-born members or to find themselves marginalized by larger, younger gangs of locals.

Second, the Harpies are music lovers. Few have any actual musical talent (though there are a few noteworthy exceptions), but all carry musical instruments and bardic accoutrements. More importantly, the Harpies often seek to have musical entertainment brought in to the Instruments of Destruction. Most bards will have nothing to do with the ruffians, but anyone with a degree of musical aptitude can work his way into the gang's confidence by agreeing to play for them. Such "friends" of the Harpies are not allowed to argue against their plans and are not trusted enough to be included in their (criminal) planning, but they are welcome at the Shoppe, and enjoy some protection from the Harpies when operating in their neighborhood.

Interestingly, the Harpies actually do some legitimate business out of the Instruments of Destruction. Musical instruments of average quality are available for sale, as well as the tools needed to build and repair such instruments. Anyone willing to deal with the bad singing often swirling around the shop can buy these items or pay to use their workshop. Occasionally the Harpies actually have books of bardic songs for sale, but this is quite rare. The gang also has a number of contacts in Beggar's Court, where it runs businesses both legitimate (many Beggar's Court slumlords owe allegiance to the Harpies) and criminal.

Most of the Harpies are humans (perhaps 70% of the total membership), with gnomes, half elves, and kerra making up the majority of the non-human members, although even barbarians and ogres are not unknown. Most have some degree of nautical experience as well, and there is some cooperation between the Harpies and the Seafury Buccaneers. The Harpies run a number of illegal operations, focusing on protection rackets within Beggar's Court and the Ruins, as well as smuggling and theft. None of these activities brings in much money, but the Harpies are content if they have enough

to buy food and drink and pay for the occasional musical performance.

The current head of the Harpies is Sheva Authanius (*female human, Sct 5/Rog 5/Brg 2*), a pirate who came to Freeport just a few years ago. She took to the gang quickly, sharing its universal appreciation of music, and was quick-witted and ruthless enough to rise to lead it. Sheva hopes to make the Harpies more of a force to be reckoned with in Beggar's Court, and has begun building a core of support among the younger members. Her inner circle has already begun to push to allow second-generation immigrants into the gang, a move the older, more conservative Harpies have so far resisted. Sheva carefully fosters a neutral appearance in such matters, but plans to open Harpy membership in the next few years.

Quest: The Bloody Harp

Faction: Harpies.

NPC: Sheva Authanius.

Level: 1–4.

Quest Summary: The Harpies have a uniquely styled brooch they give to those who have proven loyal to them. Sheva grants this award to any PC(s) who go out into the world and bring back proof of defeating the Harpies' enemies.

For this mission, she wants 2 Lonetusk orc scalps, a bone chip from an undead skeleton, and a dagger of Qeynos manufacture taken from the body of a Qeynos spy. These items can all be found on various creatures in the Ruins, the Sprawl, or the Commonlands.

Reward: Upon completion of this quest, each of the characters involved receives a small bronze pin in the shape of a harp (worth 1 gp), which is used to identify allies of the Harpies.

Qeynos Freeblade Headquarters

No single building serves as headquarters of the Qeynos Freeblades, but the same basic set-up is used in any structure they choose. A large stone building is selected, one central to the territory the Freeblades currently control and still structurally sound. Rubble is piled around the building to block all but one entrance, and a maze of debris used to conceal the one entrance left open. If possible, a tunnel is set up to allow escape to a more distant (but similarly camouflaged) building. Such tunnels never connect to the Thieves' Way — the Freeblades have learned that the price on their heads is too high for even the homeless and criminal of Freeport to pass up an opportunity to collect it.

The Freeblades are not direct agents of Qeynos (despite Militia-backed propaganda to the contrary). They are an independent group of scouts and warriors loyal to Qeynos and the principles on which that great city is based; they also believe that Freeport represents a clear and immediate danger to the safety of Qeynos, and that the only way to counter this threat is to maintain a network of spies and observers near the evil city. Their activities are not backed or condoned by any known Qeynos authorities, yet neither is the information they gather ignored.

Most Freeblades act simply as observers, taking up posts within the Ruins or nearby wilderness that allows them views of activities within Freeport. Simple things, such as what ships come to dock, what merchants bring in large shipment, and how active the Militia is in the lands outside Freeport can be valuable bits of information regarding the Overlord's alliances and immediate plans. In particular, the Freeblades watch for new arrivals gaining influence and wealth within Freeport, and report descriptions of such individuals to the Qeynos City Guard; many erstwhile spies from Freeport have been caught at the Qeynos gates based on descriptions provided by the Freeblades.

Quest: Road to Freedom

NPC: Loquicia Fairwill.

Level: 5+.

Quest Summary: Loquicia wants the PCs to deliver a message to the leader of a band of refugees who have just arrived in Beggar's Court, proposing a meeting between them and the Freeblades in the interest of an alliance. Loquicia hopes to use the new refugees to gather information about those islands on which Freeport has emissaries, and then get the refugees safely to Qeynos. The leader of these refugees is family patriarch Antollius Qey.

Finding the refugees is tricky, as they are hiding from the Coalition of Tradesfolke, living under assumed names. The Coalition has learned they are related to Felicia Qey, a merchant who turned traitor and fled to Qeynos just over a year ago. As a result, anyone asking after the Qey family is likely to attract the unwanted attention of 4 Coalition leg-breakers (*scout and/or fighter levels, as needed*), who insist on taking the character(s) to the Militia for questioning.

If Antollius Qey can be found, he is willing to agree to the meeting — if the characters can convince him they aren't double-agents for Freeport. (For obvious reasons, Persuade and Sense Motive skills are important in this.) Antollius insists on sending someone with them back to Loquicia, however, so the PCs must smuggle someone out of Beggar's Court and into the ruins without attracting the attention of any Freeport faction.

Reward: 500 gp per character. Loquicia happily writes a letter of recommendation for the PCs that allows them to gain entrance to Qeynos, but they're on their own for the long trip to that city.

Consequence: The characters that undertake this quest are almost certainly going to be named traitors to Freeport. It may be a matter of hours or of weeks before word gets out, depending on how "quietly" the PCs completed the quest, but their days in Freeport are numbered.

Bolder Freeblades often sneak into the outer sections of the city itself, particularly the Racial Ghettos. This is extremely dangerous, and a few Freeblades are caught and/or killed every year. Mostly only human and half elf Freeblades ever try this, dressed in rags as new refugees, but the occasional barbarian or Erudite takes the risk as well. Again, the objective of such ventures is information-gathering, though the Freeblades aren't above a bit of sabotage if the opportunity presents itself.

The current head of the Freeblades is Loquicia Fairwill (*female human, Com 2/Sct 8/Rog 5*). Once a refugee who arrived in Freeport thinking it a place of unlimited opportunity, Loquicia found only unlimited greed, and she suffered horribly at the hands of Freeport's citizens and Militia. She survived everything the city had to offer, though, and learned skills that assisted her in finding a way to betray Freeport and take valuable information to Qeynos.

Loquicia was deeply damaged by her experiences, however, and truly believes Freeport to be a festering sore that must be cut out for the good of all thinking creatures. When it became clear to her that authorities in Qeynos had no intention of taking the steps she felt were necessary to bring Freeport low, she took it on herself to organize the Freeblades. She is utterly driven in her hatred of Freeport and everyone who supports it, but she also watches for good souls set adrift to suffer in Freeport. She tests such candidates thoroughly, but does aid them in finding a way to escape Freeport and earn Qeynos' trust.

[38] Sunken City

The Sunken City is a broken and flooded section of Freeport abandoned by the Militia and the city's major factions. Water sits between knee and waist high for an average human, depending on the area and the level of the tides, and is littered with debris. Cracks in the walls around the Sunken City allow water from the ocean in, and hidden tunnels lead from many submerged basements to caves that were once at sea level but that have flooded since the Rending.

Sea currents bring most anything that falls into the ocean near Freeport into the Sunken City, including bodies, smugglers' jettisoned cargo, and all manner of flotsam and jetsam. This material mixes with things left behind when the district flooded some 15 years ago, and as a result the occasional item of real value is found here.

Of course, sharks and other sea predators, bloated undead remains of the drowned, and living smugglers and spies can also be found here.

Thieves' Way

The Thieves' Way is nothing more than another name for the Freeport Sewer, which is used by criminal elements to travel unseen from one place to another beneath the streets. It has major "thoroughfares" that connect all the inhabited districts of Freeport and the Racial Ghettos, as well as the Ruins and the Sunken City. The route is smelly and unpleasant, but free of threats such as undead and large vermin. It is thick with brigands, smugglers, murderers, and those on the lamb from the Militia, however.

Anyone who uses the Thieves' Way regularly must be willing to conceal himself at the sound of other travelers, and must be wary of possible ambushes. There is little law here, as the Militia sends its (double-sized) patrols through only once every few weeks. This prevents major organizations from setting up permanent bases here, but does nothing to prevent assassins, muggers, and spies from using the place for their own nefarious ends.

The Racial Ghettos

When it became clear the flood of refugees from the Shattering was not going to ease up for years (if ever), the Overlord instituted a series of changes to the legal system and landscape of Freeport to accommodate a large number of these poor, downtrodden, homeless — and in his mind untrustworthy — new inhabitants. The primary element of these plans was the creation of "Racial Ghettos" (also called ghettos, slums, and boroughs by other citizens), which were nestled up against Freeport proper but not actually considered neighborhoods of the city. Each grotto was given over to one or two races, and all new refugees of a given race are required to stay in the appropriate grotto.

Most inhabitants of the grottos are not official Freeport citizens. They are technically "legal residents," who are required to pay taxes, obey the laws and authorities of Freeport, and conform to the regulations of the Coalition. They are not allowed into any section of Freeport other than their own grotto, including the grottos of other races. In fact, they may not leave their grotto without permission of the Militia, and must submit to search and detention without cause or recourse. Their tax rates are higher than those of citizens, they do not receive any of the benefits of the city's few social services (including trash pick up or city-funded street repairs), and they are legitimate targets of authorized press gangs operated by the Seafury Buccaneers.

Each grotto is controlled by an Overseer appointed directly by the Overlord. Each Overseer also has a council of appointed advisors, which include representatives from the Academy of Arcane Science, the Militia, the Seafury Buccaneers, the Dismal Rage, and the Coalition of Tradesfolke. These advisors in turn assign allies to leading positions in groups or organizations such as the Grotto Banks, Mariner's Ferries, local patrols, and certain mercantile interests. Although in theory the ruling council of a grotto answers to the Overlord, Sir Lucan tends not to care how things are run as long as each grotto is relatively quiet and produces both a stable work force and a steady taxable income.

Clearly, no one remains a non-citizen resident any longer than he or she has to. The local Overseer and his council determine when a resident has proven loyal and valuable enough to earn Freeport citizenship. In most cases, this involves doing menial tasks for the Overseer and his council (or their allies), and usually requires finding employment with some tributary of one of the major factions of Freeport (or perhaps finding and killing Qeynos spies or other enemies of a faction if the resident is skilled with a blade, for instance). The Militia can be bribed to accept a non-resident as a member and, despite the harsh conditions such recruits invariably suffer, has no lack of paid applicants.

Some human citizens choose to live in the grottos as well. Many do so because only citizens are allowed to own businesses there, and thus the grottos represent cheap opportunities for unethical moneymakers. Slumlords, loan sharks, and pawn brokers fill their pockets at the expense of the poor and downtrodden, all under the watchful (and approving) eye of the Coalition of Tradesfolke.

Other non-human citizens remain in the grottos simply because they are more comfortable there — whether physically (as in the case of races notably larger or smaller than humans), socially (most especially the trolls and the iksar), or psychologically (as with the dark elves' preference for the dark spaces of Longshadow Alley). The city's cheapest homes are in the grottos, so some stay here for financial reasons. And finally, there are those who have risen to positions of power within the grottos, and who prefer to be big fish in their relatively small ponds than compete with the more vicious competition for money and power within the city proper.

Racially, the grottos are entirely segregated. While humans can be found anywhere, members of other races are common only within their own grottos. An iksar in Temple Street sticks out like a sore thumb, for instance, and is subject to ridicule, prejudice, and possibly even violence. Such biases are not restricted to outside races, either. The kerra and Erudites of Stonestair Byway coexist only because the military might of the Militia requires them to, and they have as few dealings with one another as possible. The ogres and trolls of Big Bend often brawl with one another, resulting in the grotto's poor state of repair. Similarly, the iksar are at best grudging neighbors of the barbarians, and take advantage of them whenever possible.

[40] Beggar's Court

Before the Rending, Beggar's Court was Freeport's Market District, one of the wealthiest and busiest portions of the city. Warehouses, open-air markets, traders' plazas, and small businesses lined every street, and most of the city's commerce could be traced back to it in one way or another. When the first human refugees began to trickle in, the Overlord converted some of the warehouses into temporary housing. Soon thereafter, a veritable human flood washed into these places, and legitimate businesses began to move into Freeport proper. When the Overlord created the Racial Ghettos, the overcrowded Old Market District was turned into Beggar's Court (completing its slide into slumdom).

Beggar's Court is the largest and most populous of the Racial Ghettos. Most of its residents are human, though a few half elves live here as well. It is also the safest and cleanest of the grottos, for its Overseer strives to maintain some of the district's former glory, hoping to gain influence as the 'Court becomes a wealthier section of the city. The Militia actually sends patrols here, and the gang problem is less pronounced than in most grottos (though the Harpies have begun to insinuate themselves into the area).

The Overseer's efforts are largely in vain, however. The oppressive poverty of the grotto is too great for regular patrols and street-sweeping to overcome. Anyone who isn't making money off the refugees moves out of the 'Court as soon as possible. The main forms of income are smuggling, black market, and prostitution. No legitimate investor has any interest in wasting money here, and even the businesses that do exist must cut corners wherever possible. This gives the entire grotto an unpleasant patchwork feel, as barrel-chairs, crate-tables, and rag-awnings fill the eye everywhere one turns.

[41] Big Bend

Big Bend wasn't built æ it was unearthed. Apparently older than the city itself, the ancient structures of huge buildings, scaled to hold creatures much larger than human, was an obvious location for troll and ogre refugees when they began to arrive in large numbers. No one today knows (or at least is telling) when or why it was originally built. (In actual fact, it was used to house ogre warriors working for the dark elves many, many centuries ago, long before the founding of Freeport, when the dark elves kept a fortress here.)

After the Rending, troll refugees were quickly ensconced in Big Bend by their dark elf patrons, but there was some question of whether ogres were going to be allowed near Freeport at all. Since the ogres had been the main adversaries of Freeport during the Time of War, many authorities within the city argued they should be kept away. The Overlord disagreed, but insists that every ogre who arrives must immediately swear allegiance to him. Ogres make good soldiers, and many find their way into the Militia. Those who seem more likely to make trouble than to assist the Overlord's plans are simply kept in the grotto (if they are not quietly gotten rid of…), and their tendency to pick fights with the trolls here keeps their numbers low.

Although Big Bend has an Overseer just as the other grottos do, it is truly ruled by its largest gang, the Dreadnaughts. This group of ogres (and, perhaps surprisingly, a few trolls) is a collection of violent thugs even more brutish than the Militia, and one of the few groups not directly loyal to the Overlord that has any real power. The Dreadnaughts are allowed to exist simply because the Overlord knows ogres and trolls are prone to violence no matter what laws are put in place. If they were not allowed to fight among themselves, they'd insist on fighting other grotto residents, or even storming Freeport proper. By ignoring the Dreadnaughts' efforts to control Big Bend through force, the Overlord avoids constantly losing Militia units sent in to pacify them.

[42] Longshadow Alley

Longshadow Alley is the grotto reserved for the dark elves, and it predates the Rending. Before the world was torn apart, the Foci asked the Overlord to set aside a section of the city for dark elves to make a comfortable home. As the dark elves had been strong allies of the Overlord in the days before he had absolute control of the city, he agreed, though most residents assume that he gained some more direct benefit as well. Unlike other grottos, Longshadow is home to only a single race, and many wealthy dark elves live here because they prefer its dark streets and subterranean homes to other sections of Freeport.

Other elves (half, high, and wood) are shunned if found in the Alley, and rarely come here for any reason. Nascent gangs that seek a foothold here are firmly crushed, and the district's Overseer has proven to have real influence with the Militia and the Academy of Arcane Science. (The Overseer is also clearly beholden to the Foci, and likely takes orders from her.) It is unknown whether the Foci keeps a home here, but she has been seen using a raised platform in the Alley to travel magically into and out of the grotto.

[43] Scale Yard

Like Longshadow Alley, the Scale Yard existed as a borough before the Rending. It was built specifically to house a group of iksar who had been captured by the Overlord before the Time of War, and who aided in the defense of the city against the second Rallosian Empire in return for being given a chance at citizenship. The district was not officially part of the city even in its early days, and its semi-independent form of government was the basis for the Overseer-and-council arrangement later used in all the Racial Ghettos. The iksar remained aloof and unfriendly after the war, however, and very few actually became citizens of Freeport.

When refugees began arriving from the Rending, the Overlord ordered the iksar to make room for the barbarians who needed a place to live. Much to the surprise of most residents of Freeport proper, the iksar accepted the situation with ease. They saw a great opportunity in having homeless barbarians about in need of work, and many began hiring barbarian guards and laborers. The barbarians were only too willing to prove themselves as citizens, and an unlikely symbiosis grew.

Even so, the Yard is not a quiet place. Though the barbarians don't fight with the iksar, they do tend to brawl amongst themselves, clan against clan. The iksar tend to keep to themselves and avoid such violence, and the barbarians never do much damage to the stone construction of the grotto itself.

[44] Stonestair Byway

Stonestair Byway is home of the Erudites and kerra of Freeport. It is named for the long, winding stairs that run from its streets up to its many residences and businesses, which are stacked atop one another. This is the smallest of the Racial Ghettos, but its population is on par with most others. To make the cramped conditions worse, Erudites and kerra are generally unfriendly toward one another, stemming from a conflict that dates back centuries. It seems impossible the two

Quest: The Message

Faction: Seafury Buccaneers.

NPC: Savas Dranak.

Level: 1–10.

Quest Summary: Savas Dranak (*male iksar, Ftr 3/Sct 5*) works with the Seafury Buccaneers to identify rich foreign ships as targets for piracy. He wanders through the Scale Yard looking for someone to deliver a message to the Overseer in Big Bend. The note apparently details shipping routes used by foreign ships bringing goods into Freeport under contract with the Coalition of Tradesfolke.

The information on the note is false; the ruse is a test of the PC(s)' loyalties. The Buccaneers aren't really going to attack the imaginary ships, but if the Coalition finds out about the note, Savas knows where the information came from.

Reward: Once this quest has been completed to his satisfaction, Savas begins to offer the character(s) opportunities to do real work for the Buccaneers.

Consequence: If a PC decides to hand the information over the Coalition, Savas knows the character's loyalties. This quest cannot be performed again.

races could live in harmony, and in fact riots broke out the first week the grotto was established. Most of Freeport's authorities were convinced the Overlord had made a mistake, and would reassign the two races.

What no one realized then (and most still don't) is that the Byway was intended not only as a haven for refugees, but as a grounds for the Overlord to demonstrate his rule and establish unquestioned authority among the refugees: When rioting broke out, as he had known it would, he sent the Militia in with orders to kill everyone on both sides who stayed in the streets. Within days, blood-soaked peace reigned in the Byway. Since that example, no refugee groups have dared cause any serious problems for Freeport. Even the kerra and Erudites get along, though grudgingly.

On average, residents in the Byway become citizens and move out into Freeport proper faster than any other refugee group. The horrid living conditions and the animosity the Erudites and kerra hold toward one another drives most to do whatever it takes to earn a chance to live somewhere else. The same drive causes merchants here to compete fiercely, the Overseer to actually help the residents to excel, and the more violent members of the residents to take out their frustrations on the unwary.

The more violent-natured kerra sometimes hunt the Byway at night, usually alone but sometimes in small groups, attacking unwary Erudites for sport. The Erudites in response have formed a local militia (though anyone else would call it a gang) known as the "Abattoirs." This group is largely made up of magi who really do work to protect and assist all Erudites to the best of their ability, but members also take every opportunity to make trouble for kerra while trying not to go far enough to attract the attention of the Militia.

[45] Temple Street

Temple Street was once the largest religious district in Freeport. It was built in the years after the fall of the Priests of Marr, but before the absolute dominance of the Temple of War was established by the reorganized Dismal Rage. During the last years of open religious freedom in Freeport, well over a century ago, many of the churches began to see their end was near, and they built extensive escape routes and bolt holes into their structures. While the surface buildings of the temples were uniformly razed to the ground, their concealed sections, often just large enough to allow a human to crawl through, were left largely untouched. These passages and hidey-holes, though cramped and tiny by human standards, fit small races such as halflings and gnomes perfectly.

The first new inhabitants were not of the wee folk, however — instead, the buildings were given over to small groups of ratonga. Many families of the cunning little rat-folk had served Freeport well in the time of the Shattering, acting as scouts and spies. The Overlord had no more idea where these rodent folk had come from than anyone else, but immediately saw the benefit of maintaining their goodwill. He had little use for the old temple basements, and the ratonga would be thankful for a place of their own, so the gift was less generous than simply pragmatic.

Gnomes have always been a noteworthy minority in Freeport, and many of them also took advantage of the newly available living quarters, establishing comfortable homes along Temple Street. For years, this area was a dichotomy of affluent gnome burrows alongside poor ratonga dens; still, given the space requirements of such tiny folk, most of the area remained open, unused structures built at a scale humans could not find comfortable. When refugees began to arrive, those of short stature naturally gravitated towards Temple Street. Soon it was more of a slum than a borough, and when the Overlord established the Racial Ghettos it officially became an exterior part of Freeport. The most affluent residents moved once again, into homes in North or West Freeport, and the district became a true slum.

Temple Street is also the home base for the Sewer Rats, one of the largest groups of thieves and killers in the Racial Ghettos of Freeport — though few beyond this district know anything of them. The members are all from the smaller races of the Shattered Land, mostly ratonga with some gnomes and an occasional dwarf or halfling mixed in. The authorities of Freeport underestimate the Sewer Rats' true numbers because the gang members often disguise themselves as beggars and tend to travel using the Thieves' Way.

Indeed, today nearly every beggar in the grottos and even some in the city proper owe allegiance to the Sewer Rats. The gang members are also remarkably disciplined, in their own way, taking whatever beating or yelling is dished out to them rather than revealing their dangerous nature by fighting

back… at least when witnesses are around. Their small size, ability to move beneath the city, unassuming appearance, and willingness to accept abuse makes the Sewer Rats socially invisible.

They do have an impact, however. The Rats are the foremost assassins of Freeport, though they also do spy work, blackmail, theft, and even smuggling. They are involved in virtually any crime that might benefit from having small and unnoticed perpetrators. The Sewer Rats often use violence to advance their own goals — strangling a nosy Militia guard, threatening an honest merchant (or his family!) into having him fence their stolen goods, and so on — but they can also be hired to do dirty work. The Rats often find it amusing that, while it's well known that a band of deadly thieves and killers can be contacted by leaving word with little beggars, no one realizes the beggars themselves are the agents being contacted!

The group was originally formed by a ratonga known simply as the Sewer Rat. This unassuming beggar/killer fought to build a barrow where the smaller races of the city could defend themselves from bullying by larger species. When this effort failed, he instead turned his efforts to building a network that could gain revenge for any act of violence inflicted against a smaller citizen. The group has drifted considerably from this original, somewhat loftier goal, but still essentially sees itself as a group for the mutual betterment and protection of the smallest of Freeport's denizens.

The Sewer Rats lead harsh lives and leadership can change suddenly; gang leaders are often killed or maimed, or simply make enough money to retire. Each gang leader picks a second, who takes over if the leader ever misses a meeting. The Sewer Rats defend their organization fiercely, but have little concern for individual members, so a missing leader is rarely thought about once he's gone.

The Rats are currently led by a vicious little creature called Packclaw (*male ratonga, Sct 5/Prd 5/Asn 4*), who is slight even for his race. Packclaw grew up a homeless orphan in Freeport and soon learned he could expect nothing but cruelty from the denizens of the city. He turned to begging and petty theft, which naturally led him into the Sewer Rats' fold. Emotionless, he cares little for himself and feels nothing for others, and is thus a very effective leading for a gang of assassins. He commands great fear and thus great loyalty. Packclaw feels that the Sewer Rats are as safe and secure as they can be under present circumstances, and is unwilling to do anything to unbalance the status quo. He happily approves killings for hire, as long as they don't target anyone too important — someone who asks the Sewer Rats to kill the Overlord, for example, is likely to become a target himself.

Chapter Two:

Spellcasting Professions

Not all adventurers on Norrath make their fortune by the sword. (In fact, many never make a fortune at all.) While fighters and scouts have vital roles in any adventuring group, in general no such group would be complete without at least one or two spellcasters.

Class Descriptions

Eight of the twelve classes available in the *EQ II Role-Playing Game* are described in this chapter; the other four can be found in Chapter 6 of the **EverQuest II Player's Guide**.

As noted in the **EQIIPG**, each class "belongs" to one of the four archetypes (fighter, mage, priest, or scout), as noted by the parenthetical entry beside the class's name. Thus, for all rolls, checks, or calculations using level checks or archetype levels, any class levels attached to a particular archetype stack with levels a character has in that archetype.

The spellcasting classes (and their abbreviations) are as follows:

Bard (Brd): Scouts who use magical verses and melodies to manipulate and inspire those around them, bards tend to be jacks-of-all-trades.

Cleric (Clr): The cleric is a fighting priest who typically wears armor and draws upon divine forces to aid her allies and harm her enemies, both directly and indirectly.

Crusader (Cru): The crusader is the heavily armored mystical knight of fantasy literature, wielding a variety of weapons as well as a few divine magics.

Druid (Dru): A priest of natural forces, the druid calls upon nature — invoking cold, heat, lightning, and the powers of earth and wood — to assist and defend her.

Enchanter (Enc): The enchanter seeks to master minds and mental energies (her own and others') and to sway those around her through coercive and illusory forces.

Shaman (Shm): Spiritualist and medium, the shaman calls upon unseen spiritual forces and beings to do his bidding.

Sorcerer (Sor): The sorcerer is a magician who focuses on overtly destructive arcane forces, able to call forth gouts of fire or ice, disease or poison to blast her enemies.

Summoner (Sum): Summoners specialize in conjurations of matter, calling up both creatures and items to defend them and to harm their enemies.

Bard (Scout)

The loose alliance of bards — and their magical songs — has a long and proud tradition on Norrath. Some claim that bardic music represents 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 bard songs have their origin in the 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.

Many bards are also (as a result of their interest in ancient lore) itinerant repositories of knowledge, full of bits of trivia and folklore that contain clues to the last resting place of a great iksar general or the one weakness of a supernatural beast terrorizing a community… and if they don't personally have the desired information, they often know where to find it.

Attributes: More than simple spinners of songs and tales, bards can be valuable additions to any adventuring party, and even to armies. While perhaps not as capable in combat as a warrior, as skilled in hunting and survival as a predator, or as adept at magical coercion as an enchanter, the bard is nonetheless capable to some degree in all of these areas. However, despite his ability to fight, he is often somewhat vulnerable in such situations due to his reliance on physically awkward musical instruments such as mandolins, flutes, or drums to access his musical arsenal.

Culture and Training: 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. The happy-go-lucky exterior usually presented to the world by a bard belies the countless hours of practice he has spent honing his craft.

After a lengthy apprenticeship (as a scout working toward this class), most bards venture forth into the world in search of adventure and experiences about which they might spin ballads and tales.

Many 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 relatively good terms with their mentors, though there are, of course, exceptions.

Requirements

To take levels in the bard class, a character must meet all of the following requirements:

BDB: +6.

Skills: Knowledge (art and literature) 5 ranks, Knowledge (any one other) 5 ranks, Perform (any one) 8 ranks, Perform (any one other) 5 ranks. One of the Perform skills taken must be singing, whether the character has 5 ranks in that skill or 8 ranks.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Average*. Base Fortitude save—*Poor*. Base Reflex save—*Average*. Base Will save—*Average*.

Table 2-1: Bard Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Bard songs
2	+1	+1	+0	+1	+1	Bard talent
3	+2	+2	+1	+1	+1	Bard talent
4	+3	+3	+1	+2	+2	
5	+3	+3	+1	+2	+2	Bard talent

Play Rules

The 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, a high Constitution score can be valuable as well. An average Intelligence, at least, is also advisable, to ensure that bards get at least the minimum allotted skill points per level.

Health: d6.

Skills: 4 + Int modifier per level.

Feats/Proficiencies: Bards do not gain any weapon, armor, or shield proficiencies.

Bard Songs: Bards can use magical bard songs of any order up to or equal to their bard level. Bards have no need to prepare their songs as mages prepare their spells, but they use the Knowledge (art and literature) skill to add new songs to their repertoire just as mages and priests use Spellcraft to learn their spells.

The rules for using bard songs and the descriptions of those songs are in Chapter 7.

Gaining Songs: A bard begins play with 2 songs of 1st order in his repertoire.

Bard Talent: At 2nd, 3rd, and 5th level, a bard gains a scout or bard talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Cleric (Priest)

Clerics are militant protectors of their faith. They have the ability to call upon divine magic for healing and for defense and offense, like other priests, but they are also prepared, when necessary, to face the enemies of their church in armed combat. Clerics tend to wear heavier armors than other priests, and thus they often serve as backup fighters who are quite capable of stepping to the front lines to let their maces do their work.

Clerics are almost always a welcome addition to any questing group, and many captains and generals go out of their way to find ways to attract clerics of an appropriate denomination to their cause. A personable cleric generally has little diffi-

culty finding people interested in having her along. While many adventurers aren't willing to put up with a true zealot just to gain the benefit of her healing and augmenting magic, it's not unreasonable for a cleric to expect her companions to allow her sufficient time for religious observances.

Attributes: Clerics have a good selection of spells useful both in and out of combat. As well, they have a number of spells that are particularly effective against undead foes; a cleric who knows or suspects that she will face undead is well served to acquire these spells. Of course, some clerics feel compelled by religious doctrine to seek out and destroy undead and other unnatural foes, and these are likely to be well equipped for such tasks regardless of their current quest. Intelligent undead are particularly likely to seek out and attack a cleric if she reveals herself as such.

A cleric's ability to heal allows her to keep her companions healthy during extended fights, yet, unlike many other kinds of priests, she is capable of holding her own in battle — thus freeing her allies from the sometimes hampering duty of keeping their healer safe.

Culture and Training: Clerics are uncommon among faiths that espouse pacifism and tranquility, but not altogether unheard of. Regardless, they tend to be highly disciplined individuals who work well as part of team, and are often considered crucial to a questing party's success. Most clerics are members of a militant religious sect, and such sacred orders are often tied closely to like-minded organizations of crusaders.

Requirements

To take levels in the cleric class, a character must meet all of the following requirements:

Talents: Armored casting.

Skills: Channeling 8 ranks, Knowledge (religion) 5 ranks.

Feats: Armor Proficiency (medium).

Spells: Ability to cast 5th-order priest spells.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Poor*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Good*.

Table 2-2: Cleric Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Cleric talent, spells
2	+1	+1	+1	+0	+1	
3	+2	+1	+1	+1	+2	Cleric talent
4	+3	+2	+2	+1	+3	
5	+3	+2	+2	+1	+3	Cleric talent

Play Rules

The rules for playing a cleric are listed below.

Abilities: The most important ability for a cleric is certainly Wisdom, for it controls most aspects of her spellcasting ability. Strength and Constitution are generally important, as well, for the cleric is a decidedly combatant priest. Charisma may also be important to clerics who see themselves as community and military leaders, or to those who see themselves as hunters of the undead.

Health: d8.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Clerics gain the feats Weapon Class Proficiency (choose one) and Shield Proficiency.

Spells: Clerics retain their priest spellcasting ability, and may also cast any cleric spell they know of an order up to or equal to their class level. Cleric levels and priest levels stack for all purposes relating to spellcasting.

The cleric's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level cleric gains 1 cleric spell of 1st order that she knows and has recorded in her prayerbook.

Cleric Talent: At 1st, 3rd, and 5th level, a cleric gains a priest or cleric talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Crusader (Fighter)

Crusaders are holy fighters who combine fierce martial skill with the combative magical power of priests. Knightly orders of crusaders often constitute the strong right arm of a church or similar religious order, seeking out and vanquishing the enemies of their god (or of whatever belief or ideology their order follows). They usually respect and work closely with their church's leaders and priests, but in most cases crusaders answer only to superiors within their own order.

Among those who espouse the same faith, crusaders are generally respected and often revered. As their name suggests, they are among the most frequent of all the classes to embark upon quests and crusades. They are frequently sent by their orders to seek out and destroy enemies of the faith, for instance, or to patrol troubled areas or accompany and protect allies of the order. The crusader's drive to serve her faith dutifully is a powerful motivator, and she may often find herself far from home seeking to protect her faith, whether that means guarding convoys of priests, investing her

religion among nonbelievers, or destroying infidels.

Attributes: Whereas clerics are priests who lean toward combative skills and spells, crusaders are fighters first and foremost, trained to use skill at arms to overcome their foes while augmenting those skills with magic. They generally wear heavy armor as they charge into the thick of a fight and use heavy martial weapons to carve a swath through their opponents once they get there.

Crusaders are often considered stubborn and uncompromising, a stereotype that has some legitimacy; they usually live by such a strict code of behavior that their ways and methods can seem harsh and unreasonable to most others. For instance, a crusader's sense of personal honor might make him wish to attack a foe that is quite possibly too powerful for him to defeat. However, this sort of behavior is not generally carried to ridiculous extremes: Thus, charging alone straight into the maw of a great dragon that is clearly beyond one's power to defeat would not be required; this latter kind of behavior is not cowardice, but pragmatism. A typical crusader is willing to die for her cause, but also realizes she can do more for her faith alive than she can dead.

Culture and Training: The training of a crusader often starts very early, when she is taken as a squire by an older crusader or brought into an academy run by a holy order. Young crusaders must learn to master skill at arms and religious ceremony, and their strength of character is usually tested as scrupulously as their martial prowess. While priests are taught the mastery of advanced magics such as healing, crusaders are taught just enough to enable them to use battle-affecting spells.

Requirements

To take levels in the crusader class, a character must meet all of the following requirements:

BAB: +7.

Talents: Bravery.

Skills: Knowledge (religion) 5 ranks.

Feats: Armor Proficiency (heavy).

Level Progression

Base attack bonus—*Good*. Base defense bonus—*Poor*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Average*.

Table 2-3: Crusader Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Armored casting, spells
2	+2	+1	+1	+0	+1	
3	+3	+1	+1	+1	+1	Crusader talent
4	+4	+2	+2	+1	+2	
5	+5	+2	+2	+1	+2	Crusader talent

Play Rules

The rules for playing a crusader are listed below.

Abilities: The most important ability for a crusader is arguably Strength, for it increases her ability to hit and deal damage in melee combat. A good Wisdom score is also crucial, however, since that ability dictates the crusader's spellcasting ability. Constitution is generally a comfortable third in importance.

Health: d8.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Crusaders are proficient with all simple and martial 1-handed weapons.

Armored Casting: At 1st level, crusaders automatically gain armored casting as a bonus talent (see **EverQuest II Player's Guide**, page 124).

Spells: Crusaders prepare and cast spells just as priests do, and they have a power pool as do priests; a crusader's power pool is determined using her class level and her Wisdom modifier. Crusaders can cast any crusader spell they know of an order up to or equal to their class level.

Crusader levels and priest levels stack for the purpose of determining caster level and total power pool.

The crusader's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level crusader starts with 1 spell of 1st order known to her and recorded in her prayerbook.

Crusader Talent: At 2nd, 3rd, and 5th level, a crusader gains a fighter or crusader talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Druid (Priest)

Druids are divine servants of the forces of nature, able to harness and wield the very powers they seek to protect. A druid tends to see herself as a part of nature as much as a member of her race or nation, and as a result is sometimes thought aloof or even dangerous by her own community. Her concerns are often not those of other thinking folk, and she may be quick to anger when she sees her precious wilderness ravaged or mistreated. Still, most people in cultures where druidism is practiced know that a druid is a potentially powerful and selfless ally, unlikely to turn on those who respect her beloved wilderness, unwavering in her support of nature's friends.

Of course, not 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 eke out a balanced existence. In general, it is only when greed and waste drive hunters to kill for trophies, or when thoughtless soldiers burn trees simply to smoke out their enemies, that druids become wroth.

Attributes: Druids are versatile spellcasters who must learn to balance carefully the spells available to them. They can augment allies, hinder foes, enchant plant and animal life, and even call upon powerful elemental forces to strike down their enemies. Further, the druid's mix of combative, defensive, and

healing magic makes her useful in a broad range of situations, even if other classes may surpass her individually in one or more of these areas.

Culture and Training: Whether acting as a community's priest or an independent agent of the forces of nature, the druid is first and foremost a guardian of the wild places. She has often shown an interest in the outdoors from a very early age, and may have been marked for training by an older druid or a council of woodland priests long before her siblings were apprenticed to blacksmiths, hunters, and cooks.

The early training of a priest among druidical societies focuses on learning the ways of the wild, during which the aspirant is reminded constantly of how nature must be protected. By the time a priest is considered ready to become a druid, she is a capable and dedicated outdoorswoman.

Requirements

To take levels in the druid class, a character must meet all of the following requirements:

Skills: Knowledge (geography) 5 ranks, Knowledge (nature) 8 ranks, Survival 5 ranks.

Feats: Track.

Spells: Ability to cast 5th-order priest spells.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Average*. Base Fortitude save—*Average*. Base Reflex save—*Average*. Base Will save—*Good*.

Table 2-4: Druid Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Druid talent, spells
2	+1	+1	+1	+1	+1	
3	+2	+2	+1	+1	+2	Druid talent
4	+3	+3	+2	+2	+3	
5	+3	+3	+2	+2	+3	Druid talent

Play Rules

The rules for playing a druid are listed below.

Abilities: A druid's most important ability, like the priest's, is undeniably Wisdom. Any one of Strength, Dexterity, or Constitution might be of secondary importance, depending on an individual druid's predilection, as might Charisma for those druids who focus in particular on their affinity with beasts of the wild.

Health: d8.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Druids gain proficiency with all simple weapons, with martial hand-to-hand weapons, and with any one other martial weapon (player's choice), most commonly a scimitar or broad sword. They do not gain any armor or shield proficiency.

Spells: Druids retain their priest spellcasting ability, and may also cast any druid spell they know of an order up to or equal to their class level. Druid levels and priest levels stack for all purposes relating to spellcasting.

The druid's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level druid gains 1 druid spell of 1st order that she knows and has recorded in her prayerbook.

Druid Talent: At 1st, 3rd, and 5th level, a druid gains a priest or druid talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Enchanter (Mage)

An enchanter is a mage specializing in mind-influencing magic. She can command the minds of other creatures and modify mental processes, either to assist her friends or disable foes. Arguably the most subtle of the arcane spellcasting classes, enchanters are nevertheless quite powerful. Because they can alter the behaviors, feelings, memories, and beliefs of those around them, enchanters are often regarded with a mix of awe and dread, to the point where friends may wonder whether their friendship with an enchanter is entirely natural.

Attributes: Enchanters have weak combat skills and, although they have access to some spells that deal purely mental damage, rarely match other arcanists in terms of raw magical damage output. Still, an enchanter can turn enemies into allies, enhance her allies' abilities, and drain power from hostile spellcasters. The spells of the enchanter are no less effective than the explosions and conjurations of other arcane spellcasters when used judiciously. Further, all enchanters, by virtue of their need to be understood by those they would

manipulate, are capable communicators, making them valuable as translators and diplomats.

Of all spellcasters, enchanters have the greatest command of raw magic — of *power* — and are able to tap into reservoirs of this resource more effectively than any other spellcaster. They are able to infuse power into gems for later use, and many learn to enchant precious metals and other substances for use in crafting permanent magic items, particularly in the form of jewelry.

Culture and Training: Enchanters tend to have demonstrated a degree of natural magnetism from an early age. Many mages who pursue this profession eventually seek out instruction and membership within an established enchanter's guild, but some are taken as apprentices by independent enchanters. Young enchanters are often watched carefully by members of the community, who may fear that an enchanter's power will grow more quickly than her sense of responsibility. Once an enchanter has proven herself trustworthy, most societies accustomed to the use of arcane magic accept her openly.

Despite the distrust enchanters often encounter, many cities boast guilds of enchanters and trust them to not abuse their power any more than any other mage. They are often sought out as negotiators with excellent track records at forging agreements and alliances. They may also be employed as guards, interrogators, or thief-takers, pursuits in which their ability to manipulate minds and uncover secrets can be most useful.

Requirements

To take levels in the enchanter class, a character must meet all of the following requirements:

Talents: Linguist, power battery.

Skills: Knowledge (mysticism) 8 ranks.

Spells: Ability to cast 5th-order mage spells.

Level Progression

Base attack bonus—*Poor*. Base defense bonus—*Poor*. Base Fortitude save—*Poor*. Base Reflex save—*Average*. Base Will save—*Good*.

Table 2-5: Enchanter Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Enchanter talent, spells
2	+1	+1	+0	+1	+1	
3	+1	+1	+1	+1	+2	Enchanter talent
4	+2	+2	+1	+2	+3	
5	+2	+2	+1	+2	+3	Enchanter talent

Play Rules

The rules for playing an enchanter are listed below.

Abilities: An enchanter should have a high Intelligence, but her Charisma score is a close second in importance, for it modifies the difficulty with which targets resist her mind-influencing magic. Good Dexterity and Constitution scores are also desirable.

Health: d4.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Enchanters do not gain any weapon, armor, or shield proficiencies.

Spells: Enchanters retain their mage spellcasting ability, and may also cast any enchanter spell they know of an order up to or equal to their class level. Enchanter levels and mage levels stack for all purposes relating to spellcasting.

The enchanter's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level enchanter gains 1 enchanter spell of 1st order that she knows and has recorded in her spellbook.

Enchanter Talent: At 1st, 3rd, and 5th level, an enchanter gains a mage or enchanter talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Shaman (Priest)

Priests who commune with and command spirits, shamans are usually found only among "less sophisticated" societies. In fact, some folk would call shamans *primitive*, though a shaman would likely take no offense to such remarks — most shamans would rather stand half-naked on a glacial peak calling up power from spirits than live clustered within the walls of some city of "civilized" folk.

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 kerra, for instance, believe the most powerful spirits are those of their ancestors, and their powers come primarily from this source. Other races who practice shamanism worship and gain power through various natural, local, ancestral, or divine spirits.

Attributes: Shamans are divine spellcasters similar in their basic nature to clerics and druids. They have access to a range of spells that manipulate debilitating spiritual forces, often manifested in the form of disease or poison effects; their spells and abilities are also geared toward mastering or manipulating spiritual entities. In addition, they have access to a number of spells useful in boosting or "buffing" the attributes of allies, and several healing magics as well.

Culture and Training: Shamanistic priests are often selected at a very young age to undertake the training needed to communicate with and command spirits. Initiates are generally assigned to an older shaman for personal tutelage, kept under his watchful eye until he is convinced they are ready to act on their own. A young initiate must prove himself to his mentor, his peers, and his people before being given their trust or respect, and often undertakes missions for the good of his community to demonstrate his competence and integrity.

Shamans are held in high esteem in their homelands, often taking roles of clan advisors or even rulers. They generally have much looser organization than clerics or even druids, running their temples and shrines through the force of tradition and personal popularity rather than any codified doctrines. Of course, shamans of different races have very different backgrounds and traditions, and most would likely be insulted by the suggestion they were at all similar.

Requirements

To take levels in the shaman class, a character must meet all of the following requirements:

Talents: Empathy.

Skills: Channeling or Spellcraft 5 ranks, Knowledge (folklore) 8 ranks.

Spells: Ability to cast 5th-order priest spells.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Average*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Good*.

Table 2-6: Shaman Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Shaman talent, spells
2	+1	+1	+1	+0	+1	
3	+2	+2	+1	+1	+2	Shaman talent
4	+3	+3	+2	+1	+3	
5	+3	+3	+2	+1	+3	Shaman talent

Play Rules

The rules for playing a shaman are listed below.

Abilities: All shamans should have reasonably high Wisdom scores. Those who value combat might wish to have decent Strength, Dexterity, or Constitution scores, while more cerebral and/or pacifistic shaman might desire good Intelligence and Charisma scores.

Health: d8.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Shamans do not gain any weapon, armor, or shield proficiencies.

Spells: Shamans retain their priestly spellcasting ability, and may also cast any shaman spell they know of an order up to or equal to their class level. Shaman levels and priest levels stack for all purposes relating to spellcasting.

The shaman's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level shaman gains 1 shaman spell of 1st order that he knows and has recorded in his prayerbook.

Shaman Talent: At 1st, 3rd, and 5th level, a shaman gains a priest or shaman talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Sorcerer (Mage)

Like most magi, sorcerers are defined primarily by the spells they know and the ways in which they use them. Sorcerers, sometimes called "war mages" or "battle mages" or by some similar epithet, are the undisputed masters of evocation magic — a sorcerer can harm a foe with raw elemental power more rapidly than any other spellcaster. Sorcerers also have a broad range of defensive spells that allow them to armor themselves and others against such effects. A careful sorcerer who prepares and casts her spells wisely is a force to be reckoned with;

a rash sorcerer is likely not to live long, even though her death may be most spectacular.

In many societies, sorcerers are among the most common and respected of magi. In others they are considered wild canons, tolerated only because of their usefulness in times of war. Sorcerers in most nations have a reputation for being aggressive and hot-headed. In truth, most sorcerers are no more or less quick to anger than members of any other class; the difference is that when a sorcerer gets angry, something generally gets blown up or melted.

Attributes: Sorcerers have more direct-damage spells available to them than any other class, which also means they have perhaps more ways to spend their power in combat than any other magi. Therefore, a wise sorcerer always seeks to learn what creatures and substances are most resistant to which of her spells: For a sorcerer, despite the fact that her magic is for the most part highly destructive in nature, the adage "Knowledge is power" is a profound truism. As a result, many sorcerers are 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 previously lost.

Sorcerers are considered by some to be the most powerful of the three mage classes (the others being enchanter and summoner), but they are also arguably the most vulnerable. A sorcerer has a relatively low health total and few defensive magics. As a result, sorcerers almost always travel with a group, often including men-at-arms. This allows the sorcerer time and security necessary to cast the spells he needs to destroy opponents should combat occur. Some sorcerers thus learn to become good team players, and their intelligence can make them effective leaders.

Culture and Training: Sorcerers are common among arcane societies or academies of magic, where they have already learned the rudiments of the mage's art, although taking up individual service as an apprentice to a master sorcerer in not uncommon. To become a sorcerer, a mage must be intelligent, determined, and courageous, for the powers sorcerers manipulate are not for the faint of heart.

Within various communities, sorcerers are often treated very differently. For example, dark elf sorcerers are widely considered "second rate" spellcasters because they lack the necromantic magics so highly valued among their kind, but they gain acceptance more easily among other races who regard one's destructive abilities highly. Meanwhile, high elf and Erudite sorcerers are generally as well respected as any other magic among their peoples.

Requirements

To take levels in the sorcerer class, a character must meet all of the following requirements:

Talents: School specialization (evocation).

Skills: Knowledge (mysticism) 5 ranks, Spellcraft 8 ranks.

Spells: Ability to cast 5th-order mage spells.

Level Progression

Base attack bonus—*Poor*. Base defense bonus—*Poor*. Base Fortitude save—*Poor*. Base Reflex save—*Poor*. Base Will save—*Good*.

Table 2-7: Sorcerer Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Sorcerer talent, spells
2	+1	+1	+0	+0	+1	
3	+1	+1	+1	+1	+2	Sorcerer talent
4	+2	+2	+1	+1	+3	
5	+2	+2	+1	+1	+3	Sorcerer talent

Play Rules

The rules for playing a sorcerer are listed below.

Abilities: Like any mage, a sorcerer should have a high Intelligence score. Dexterity is most likely to be of secondary

importance, depending on the sorcerer's tastes. A good Constitution score can help to offset the sorcerer's relatively low health.

Health: d4.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Sorcerers do not gain any weapon, armor, or shield proficiencies.

Spells: Sorcerers retain their mage spellcasting ability, and may also cast any sorcerer spell they know of an order up to or equal to their class level. Sorcerer levels and mage levels stack for all purposes relating to spellcasting.

The sorcerer's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level sorcerer gains 1 sorcerer spell of 1st order that she knows and has recorded in her spellbook.

Sorcerer Talent: At 1st, 3rd, and 5th level, a sorcerer gains a mage or sorcerer talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Summoner (Mage)

Delvers into elemental lore and into spells that conjure both matter and energy, summoners are able to call up and control aspects of the four elements — air, earth, fire, and water. They can make use of this mastery directly by unleashing blasts of elemental material at their enemies or by conjuring beings of elemental substance to do their bidding.

Most societies treat summoners (often called "elementalists") with great respect. Such magi can hold positions of great power and are often seen as leaders within their communities. Among magic scholars, summoners are respected for their research into and advancement of all arcana related to elemental powers and conjuration.

Attributes: Summoners have a wide selection of elemental allies they can call to their aid, and they can also cast spells to protect allies from elemental forces. Summoners also have a number of direct-damage spells. Their rigorous arcane training leaves most summoners little time to develop their physical combat abilities, although some are known to multitype as scouts or fighters in order to acquire combat training so that they can do battle alongside their conjured elementals.

The summoner's elemental "pets" are the most direct expression of his combined knowledge of conjuration and elementalism, so it is no surprise that summoners often seek out artifacts that allow them to conjure and control ever more powerful elementals, as well as items and weapons the elementals can use once summoned.

Culture and Training: There is no question that summoners add to the efficacy of any groups they join, although, given the extensive studies they must pursue and the strange creatures with which they surround themselves, summoners tend to be aloof individuals who deal with other people only when circumstances require it. Their 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. As a result, many people are cautious when approaching a summoner, even one who has shown a willingness to converse or be friendly. Common folk deal with summoners as rarely as possible. However, those who call a summoner friend have learned that his kind can be as true and trusting as any other.

Requirements

To take levels in the summoner class, a character must meet all of the following requirements:

Talents: School specialization (conjuration).

Skills: Knowledge (mysticism) 5 ranks, Knowledge (planar lore) 8 ranks.

Spells: Ability to cast 5th-order mage spells.

Level Progression

Base attack bonus—*Poor*. Base defense bonus—*Poor*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Good*.

Table 2-8: Summoner Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Summoner talent, spells
2	+1	+1	+1	+0	+1	
3	+1	+1	+1	+1	+2	Summoner talent
4	+2	+2	+2	+1	+3	
5	+2	+2	+2	+1	+3	Summoner talent

Play Rules

The rules for playing a summoner are listed below.

Abilities: The primary ability for a summoner is undoubtedly Intelligence. Dexterity, Constitution, and perhaps Charisma vie for second rank in importance to the summoner.

Health: d6.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Summoners do not gain any weapon, armor, or shield proficiencies.

Spells: Summoners retain their mage spellcasting ability, and may also cast any summoner spell they know of an order up to or equal to their class level. Summoner levels and mage levels stack for all purposes relating to spellcasting.

The summoner's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level summoner gains 1 summoner spell of 1st order that he knows and has recorded in his spellbook.

Summoner Talent: At 1st, 3rd, and 5th level, a summoner gains a mage or summoner talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Advanced Class Descriptions

Sixteen of the twenty-four advanced classes available in the *EQ II Role-Playing Game* are described in this chapter, while the other eight can be found in the **EverQuest II Player's Guide**. The advanced classes herein (and their abbreviations) are as follows:

Coercer (Coe): A coercer seeks to develop to an unprecedented degree the enchanter's study of psychic forces and beguiling magic.

Conjurer (Cnj): Like the summoner, the conjurer masters summoning magic: The conjurer, though, specializes in controlling elemental forces.

Defiler (Dfl): The defiler is a shaman who uses his power for malevolent and spiteful purposes; most defilers are self-serving and power-hungry.

Dirge (Drg): A bard who seeks to instill sorrow and despair in his enemies, the dirge masters songs that debilitate and weaken.

Fury (Fur): The fury is a druid who values the savagery and cruelty of nature above all other qualities; he reveres powers of vengeance and predation.

Illusionist (Ilu): An enchanter who seeks to master illusory forces, the illusionist uses his powers to deceive and misdirect.

Inquisitor (Inq): An inquisitor is a cleric who uses his powers for his own benefit and perhaps for that of his allies and superiors, wresting what he wants from all others.

Mystic (Mys): Mystics, shamans by training, tend to be pacifistic and cerebral; they generally use their power for the causes of education, preservation, and enlightenment.

Necromancer (Nec): The necromancer is a summoner who specializes in foul magics (largely involving disease and poison) and in summoning and controlling the undead.

Paladin (Pal): A crusader for light and justice, the chivalrous paladin uses her spells and skills-at-arms to champion the weak and downtrodden.

Shadowknight (Shd): The shadowknight is a malevolent crusader who augments his martial skill with dark and despicable magics.

Templar (Tmp): Like clerics, the honorable templars are militant priests; they tend to use their powers for the good of others.

Troubadour (Tbr): The troubadour is a bard of inspiration, one who specializes in songs that gladden, sustain, and augment.

Warden (Wrd): A warden is a druid who values the tranquility and purity of nature above all else; he is willing to fight fiercely to protect nature from all who would harm it.

Warlock (Wrl): A warlock utilizes his wizardly training to tap into the dark destructive forces: He deals largely in curses and in magics that inflict poison and disease damage.

Wizard (Wiz): As all sorcerers, wizards seek to harness the destructive potential of magic; they specialize, however, in "pure" spells of fire, ice, and other elemental forces.

Coercer (Mage-Enchanter)

A coercer's stock in trade is the ability to sway the minds of others. While she has some skill in the illusory arts and ion manipulating raw magic, she specializes in using natural charm and guile, along with her subtle spells and talents, to get her way. If these arts fail her, she may throw caution to the wind and simply assert her will, dominating the minds of those around her and causing them to do her every bidding; however, the victims of such mental control are invariably hostile to the coercer afterward, limiting the usefulness of such tactics.

Even more than an enchanter, a coercer tends to be mistrusted by those around her. Fear of having one's mind controlled or probed often outweighs the fear and respect generated by masters of almost every other arcane art, save perhaps necromancy. Still, in many arcane guilds, coercers have every bit as valued a place as any other magic practitioner. In some cultures, coercers serve as interrogators and spies,

able to see into and win over the minds of even the most hostile foes.

Attributes: Coercers are very weak in physical combat, but a competent coercer usually has a number of loyal servants and followers about her (whether their loyalty has been won naturally or not…) whom she can count on to protect her from harm. If she is caught without her guards around, she is more than capable of turning enemies into allies, at least temporarily.

Like most enchanters, a coercer makes an excellent diplomat — if her counterparts are willing to trust her not to use her magic to alter their minds during negotiations.

Requirements

To take levels in the coercer advanced class, a character must be a 5th-level enchanter.

Level Progression

Base attack bonus—*Poor*. Base defense bonus—*Poor*. Base Fortitude save—*Poor*. Base Reflex save—*Poor*. Base Will save—*Good*.

Table 2-9: Coercer Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Coercer talent, spells
2	+1	+1	+0	+0	+1	
3	+1	+1	+1	+1	+2	
4	+2	+2	+1	+1	+3	Coercer talent
5	+2	+2	+1	+1	+3	
6	+3	+3	+2	+2	+4	
7	+3	+3	+2	+2	+5	Coercer talent
8	+4	+4	+2	+2	+6	
9	+4	+4	+3	+3	+6	
10	+5	+5	+3	+3	+7	Coercer talent

Play Rules

The rules for playing a coercer are listed below.

Abilities: The most important ability for a coercer is Intelligence, but Charisma is arguably of similar importance. Good Dexterity and Constitution scores are both useful as well.

Health: d4.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Coercers do not gain any weapon, armor, or shield proficiencies.

Spells: Coercers retain all mage and enchanter spellcasting ability, and may also cast any coercer spell they know of an order up to or equal to their class level. All mage archetype levels stack for any purposes relating to spellcasting.

The coercer's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level coercer gains 1 coercer spell of 1st order that she knows and has recorded in her spellbook.

Coercer Talent: At 1st level and every three levels thereafter, a coercer gains a mage, enchanter, or coercer talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Conjurer (Mage-Summoner)

The conjurer specializes in summoning and controlling elemental forces — whether beings or mindless energies. He can call upon powerful creatures of fire, earth, air, or water to do his bidding, and generate shields of elemental energy to keep him and his allies safe and to smite down his foes. The conjurer's mastery of summoning magics also allows him to conjure items to himself from great distances.

Attributes: Like all summoners (and other magi), conjurers are weak combatants, so they tend to rely heavily on their elemental warding spells and pets to keep them safe from those who would harm them. They do have some capability with damaging elemental spells, and, while not as competent as wizards in such things, tend to make good backup "blasters."

Requirements

To take levels in the conjurer advanced class, a character must be a 5th-level summoner.

Level Progression

Base attack bonus—*Poor*. Base defense bonus—*Poor*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Good*.

Table 2-10: Conjurer Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Conjurer talent, spells
2	+1	+1	+1	+0	+1	
3	+1	+1	+1	+1	+2	
4	+2	+2	+2	+1	+3	Conjurer talent
5	+2	+2	+2	+1	+3	
6	+3	+3	+3	+2	+4	
7	+3	+3	+3	+2	+5	Conjurer talent
8	+4	+4	+4	+2	+6	
9	+4	+4	+4	+3	+6	
10	+5	+5	+5	+3	+7	Conjurer talent

Play Rules

The rules for playing a conjurer are listed below.

Abilities: The most important ability for a conjurer is Intelligence, as with any mage. Good Constitution and Wisdom scores are desirable as well.

Health: d4.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Conjurers do not gain any weapon, armor, or shield proficiencies.

Spells: Conjurers retain all mage and summoner spellcasting ability, and may also cast any conjurer spell they know of an order up to or equal to their class level. All mage archetype levels stack for any purposes relating to spellcasting.

The conjurer's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level conjurer gains 1 conjurer spell of 1st order that he knows and has recorded in his spellbook.

Conjurer Talent: At 1st level and every three levels thereafter, a conjurer gains a mage, summoner, or conjurer talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Defiler (Priest-Shaman)

A shaman who uses his power over the spirits to bend his fellows to his will, the defiler believes only in the mantra

"might is right." Whether he calls upon nature spirits, ancestral spirits, or divine spirits, the defiler gains power from forcing these beings — willing or not — to effect changes in the world around him to suit his fancy. Often, the spirits he masters are themselves beings of dark intent, and they too delight in inflicting pain and suffering among mortals.

While most defilers begin their careers as apprentices or disciples under some accomplished shaman (or defiler), their accession to power within their communities tends to take place after they have seized it from their predecessor(s). This is not to say that loyalty is unheard of among defilers, but it is rarer among their kind than among their mystic counterparts.

Attributes: Defilers specialize in spells that debilitate and sicken, often manifested in the form of disease or poison effects; their spells and abilities are also geared toward mastering or manipulating spiritual entities. They are not incapable in physical combat, but their strengths lie in their spellcasting ability and their mastery of spirits.

Requirements

To take levels in the defiler advanced class, a character must be a 5th-level shaman.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Poor*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Average*.

Table 2-11: Defiler Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Defiler talent, spells
2	+1	+1	+1	+0	+1	
3	+2	+1	+1	+1	+1	
4	+3	+2	+2	+1	+2	Defiler talent
5	+3	+2	+2	+1	+2	
6	+4	+3	+3	+2	+3	
7	+5	+3	+3	+2	+3	Defiler talent
8	+6	+4	+4	+2	+4	
9	+6	+4	+4	+3	+4	
10	+7	+5	+5	+3	+5	Defiler talent

Play Rules

The rules for playing a defiler are listed below.

Abilities: The most important ability for a defiler is undoubtedly Wisdom. Good Strength and Constitution scores are useful particularly for those who enter combat regularly.

Health: d8.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Defilers do not gain any weapon, armor, or shield proficiencies.

Spells: Defilers retain all priest and shaman spellcasting ability, and may also cast any defiler spell they know of an order up to or equal to their class level. All priest archetype levels stack for any purposes relating to spellcasting.

The defiler's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level defiler gains 1 defiler spell of 1st order that he knows and has recorded in his prayerbook.

Conjurer Talent: At 1st level and every three levels thereafter, a defiler gains a priest, shaman, or defiler talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Dirge (Scout-Bard)

The dirge is sometimes seen as a tragic figure, a suffering soul doomed to sing sad songs and tell tales that emphasize themes of ruin and despair; in the "glass half full, glass half empty" context, a dirge sees the cup as being smashed and worthless. The dirge, in most conceptions, is the misanthrope, the outsider, the world-wise but jaded and paranoid counselor.

However, many dirges are rather more black-hearted than merely pathetic and tragic. They are villainous masterminds, using their songs and verses to manipulate others, seeking power and profit at others' expense. Like all bards, most seek

fame and the favor of kings and lords, but they are willing to use whatever means are necessary to achieve their goals.

Dirges are most common among peoples who value art and culture, but who have a history of violent aggression or victimization — most bards among the dark elves, for instance, will become dirges. However, for some, becoming a dirge is a natural extension of one's personal world-view, and not at all a matter of racial predisposition. Dirges are less likely than other bards to maintain friendly relationships with their former masters (or with anyone else, for that matter), but this is a tendency and not a rule.

Attributes: Regardless of their morals and ethics, dirges craft their verses to belittle and shame their enemies, and they tend to focus on magical songs that debilitate and weaken (as opposed to the troubadour, whose songs generally inspire and strengthen). Dirges are competent if not good fighters, although, like all bards, they usually succeed and excel by using their wits and their musical magic, not their sword arms.

Requirements

To take levels in the dirge advanced class, a character must be a 5th-level bard.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Average*. Base Fortitude save—*Poor*. Base Reflex save—*Average*. Base Will save—*Average*.

Table 2-12: Dirge Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Dirge music, dirge talent
2	+1	+1	+0	+1	+1	
3	+2	+2	+1	+1	+1	Dirge talent
4	+3	+3	+1	+2	+2	
5	+3	+3	+1	+2	+2	Dirge talent
6	+4	+4	+2	+3	+3	
7	+5	+5	+2	+3	+3	Dirge talent
8	+6	+6	+2	+4	+4	
9	+6	+6	+3	+4	+4	Dirge talent
10	+7	+7	+3	+5	+5	

Play Rules

The rules for playing a dirge are listed below.

Abilities: The most important ability for a dirge is Charisma, as with the bard. Good Dexterity and Intelligence scores are also valuable.

Health: d6.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Dirges do not gain any weapon, armor, or shield proficiencies.

Dirge Music: Dirges retain all bardic music ability, and may also use any dirge song they know of an order up to or equal to their class level. Dirge, troubadour, and bard levels stack for all purposes relating to the efficacy of their magical songs.

The dirge's list of songs and their descriptions are detailed in Chapter 7.

Gaining Songs: A 1st-level dirge gains 1 dirge song of 1st order that he knows and has recorded in his songbook.

Dirge Talent: At 1st level and every two levels thereafter, a dirge gains a scout, bard, or dirge talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Fury (Priest-Druid)

The fury is both feared and respected by those who are wise in dealing with him. A fury often sees wandering as a natural part of his duties and constantly explores new territories, all the while observing the interconnectedness of natural environments and processes. Many furies are fiercely independent, generally able to travel alone far more safely and easily than other classes; still, less experienced furies may seek companions with whom they wander. Furies are the fiercest defenders of nature, for they see an attack on nature as a direct assault against their god.

Many furies are rather discordant individuals, seeing the wild chaos of untamed lands as a perfect model for their own ideas of personal freedom. Evil furies 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 nature — woe unto any woodsmen caught in the snares of such folk.

Furies most often appear among cultures that tend to see nature as oppressive and threatening, or those who see their relationship with nature as competitive as opposed to symbiotic. This is not to say that furies do not appear among the wood elves, for instance, but they are considerably less common among such folk than they are among, say, iksar.

Attributes: Like other druids, a fury can augment or hinder, heal his allies, call upon elemental forces, and charm plants and animals to aid him, making him a worthwhile companion — if somewhat taciturn and sullen by most people's standards. Furies eventually become remarkably independent, as well, able to function and prosper in even the most desolate and alien locales.

Requirements

To take levels in the fury advanced class, a character must be a 5th-level druid.

Level Progression

Base attack bonus—*Good*. Base defense bonus—*Poor*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Average*.

Table 2-13: Fury Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Fury talent, spells
2	+2	+1	+1	+0	+1	
3	+3	+1	+1	+1	+1	
4	+4	+2	+2	+1	+2	Fury talent
5	+5	+2	+2	+1	+2	
6	+6	+3	+3	+2	+3	
7	+7	+3	+3	+2	+3	Fury talent
8	+8	+4	+4	+2	+4	
9	+9	+4	+4	+3	+4	
10	+10	+5	+5	+3	+5	Fury talent

Play Rules

The rules for playing a fury are listed below.

Abilities: The fury's most important ability is Wisdom, for despite his combative tendencies, he is still a priest first and foremost. Decent Strength, Dexterity, and Constitution scores are also useful, though, for the fury is likely to see combat relatively often.

Health: d8.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Furies do not gain any weapon, armor, or shield proficiencies.

Spells: Furies retain all priest and druid spellcasting ability, and may also cast any fury spell they know of an order up to or equal to their class level. All priest archetype levels stack for any purposes relating to spellcasting.

The fury's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level fury gains 1 fury spell of 1st order that he knows and has recorded in his prayerbook.

Fury Talent: At 1st level and every three levels thereafter, a fury gains a priest, druid, or fury talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Illusionist (Mage-Enchanter)

The illusionist is a master of misdirection and confusion who manipulates the minds of others by creating illusions and mental trickery. Perhaps more than any other variety of mage (with the exception of necromancers), illusionists tend to be seen as loners and individualists. Powerful illusionists tend to dwell far from others, their towers and keeps shrouded by illusory mists or other effects to keep away unwanted intruders. It is common for illusionists to take on one or two apprentices but no more, for the fewer people they have about them, the better.

Of course, these notions are generalizations and, like all generalizations, fall far short of the whole truth. Illusionists are as likely as any other mage to seek out groups and organizations, although, due to their powers over the perceptions of others, they have the ability to be far more discreet in their clandestine affairs.

Attributes: Like most mages, illusionists have few physical combat skills to speak of and a limited number of spells that can harm foes directly (though they are certainly not entirely without offensive capability). A well-designed and thoughtful illusion can change the landscape of any battle, if it comes to combat, and clever illusionists are more than capable of coming up with other ways to handle foes than to battle them directly.

In addition, with their illusionary magic, illusionists can easily fool others into thinking them mages of an entirely different kind, or perhaps even practitioners of other archetype altogether.

Requirements

To take levels in the illusionist advanced class, a character must be a 5th-level enchanter.

Level Progression

Base attack bonus—*Poor*. Base defense bonus—*Poor*. Base Fortitude save—*Poor*. Base Reflex save—*Average*. Base Will save—*Average*.

Table 2-14: Illusionist Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Illusionist talent, spells
2	+1	+1	+0	+1	+1	
3	+1	+1	+1	+1	+1	
4	+2	+2	+1	+2	+2	Illusionist talent
5	+2	+2	+1	+2	+2	
6	+3	+3	+2	+3	+3	
7	+3	+3	+2	+3	+3	Illusionist talent
8	+4	+4	+2	+4	+4	
9	+4	+4	+3	+4	+4	
10	+5	+5	+3	+5	+5	Illusionist talent

Play Rules

The rules for playing an illusionist are listed below.

Abilities: Intelligence is the most valuable ability for an illusionist, with Charisma a near second. A good Dexterity score is also useful, and a decent Constitution can help to compensate for the illusionist's low health.

Health: d6.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Illusionists do not gain any weapon, armor, or shield proficiencies.

Spells: Illusionists retain all mage and enchanter spellcasting ability, and may also cast any illusionist spell they know of an order up to or equal to their class level. All mage archetype levels stack for any purposes relating to spellcasting.

The illusionist's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level illusionist gains 1 illusionist spell of 1st order that he knows and has recorded in his spellbook.

Illusionist Talent: At 1st level and every three levels thereafter, an illusionist gains a mage, enchanter, or illusionist talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Inquisitor (Priest-Cleric)

Inquisitors tend to see themselves as the most devout followers of their gods, as the most effective guardians of their people, shining paragons of piety. They see it as their divinely appointed duty to hunt down enemies of their god, whether those enemies are found among other cultures and faiths or — more insidious, and much more worrying — are "corrupted" servants of their own church. (Of course, in the end, inquisitors are just about as pious and as corruptible as any other member of their faith.)

Inquisitors usually share the goals and attitudes of their chosen deity (or deities), and are trained to behave as their religion decrees in all matters. Of course, no mortal is perfect, but an inquisitor is held to a higher standard (by himself and by his peers) than most worshipers, both because of his presumably greater understanding of his god's will and because his actions necessarily reflect upon his god.

Within their own communities, inquisitors are generally respected and feared. Nonetheless, they are important members of most communities, usually sought out as advisors, mentors, and allies. In communities that worship different gods than his own, an inquisitor will frequently be treated coolly at best, and may conceivably be attacked or driven off (or worse).

Attributes: Like all clerics, inquisitors are competent spellcasters and healers who also have noteworthy military competence. Unlike templars, though, whose spellcasting focus is on enhancing and augmenting their militancy, inquisitors focus on mental and mind-controlling magics. In an inquisitor's eyes, forcing an admission of guilt from an enemy of the faith fallen to bended knee is the ultimate expression of one's faith — and the inquisitor has just the spells to make such a thing possible.

Requirements

To take levels in the inquisitor advanced class, a character must be a 5th-level cleric.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Poor*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Good*.

Table 2-15: Inquisitor Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Inquisitor talent, spells
2	+1	+1	+1	+0	+1	
3	+2	+1	+1	+1	+2	
4	+3	+2	+2	+1	+3	Inquisitor talent
5	+3	+2	+2	+1	+3	
6	+4	+3	+3	+2	+4	
7	+5	+3	+3	+2	+5	Inquisitor talent
8	+6	+4	+4	+2	+6	
9	+6	+4	+4	+3	+6	
10	+7	+5	+5	+3	+7	Inquisitor talent

Play Rules

The rules for playing an inquisitor are listed below.

Abilities: Inquisitors need decent Wisdom scores, being divine spellcasters, but high Intelligence and Charisma scores are also helpful.

Health: d8.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Inquisitors do not gain any weapon, armor, or shield proficiencies.

Spells: Inquisitors retain all priest and cleric spellcasting ability, and may also cast any inquisitor spell they know of an order up to or equal to their class level. All priest archetype levels stack for any purposes relating to spellcasting.

The inquisitor's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level inquisitor gains 1 inquisitor spell of 1st order that he knows and has recorded in his prayerbook.

Inquisitor Talent: At 1st level and every three levels thereafter, an inquisitor gains a priest, cleric, or inquisitor talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Mystic (Priest-Shaman)

Mystics are powerful priests who commune with spirits to cajole or placate them into doing the mystic's will. Tribal peoples revere their mystics not only because they are spiritual leaders and direct links to the divine, but also for more practical reasons. The warriors in a shamanic culture know that shamanic magic can turn them into unnaturally swift, strong, and rugged fighters.

Few groups of mystics have any real measure of temporal rank, instead allowing his reputation to convey upon him whatever authority he requires or deserves. Many mystics have no desire to control more than their own actions, while others may advise entire towns or even regions, perhaps eventually building their own holdings including a shrine for the training of younger shamans.

Attributes: Mystics are generally less able combatants than their defiler brethren, and tend to rely on their magic to overcome most obstacles. They are arguably the best healers among priests (with templars perhaps being their match), and they can augment allies with powerful boons, or call down frost and pox on their enemies.

More than any other kind of priest, mystics are masters of divinatory magic, able to perform spells that can give them great insight into the world around them. While more civilized races often scoff at a mystic's omens as mere fantasy, his power is quite real.

Requirements

To take levels in the mystic advanced class, a character must be a 5th-level shaman.

Level Progression

Base attack bonus—*Poor*. Base defense bonus—*Average*. Base Fortitude save—*Good*. Base Reflex save—*Poor*. Base Will save—*Good*.

Table 2-16: Mystic Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Mystic talent, spells
2	+1	+1	+1	+0	+1	
3	+1	+2	+2	+1	+2	
4	+2	+3	+3	+1	+3	Mystic talent
5	+2	+3	+3	+1	+3	
6	+3	+4	+4	+2	+4	
7	+3	+5	+5	+2	+5	Mystic talent
8	+4	+6	+6	+2	+6	
9	+4	+6	+6	+3	+6	
10	+5	+7	+7	+3	+7	Mystic talent

Play Rules

The rules for playing a mystic are listed below.

Abilities: The most important ability for a mystic is Wisdom, since it directly affects her spellcasting ability. Dexterity, Intelligence, and Charisma vie for second place in terms of importance to a particular mystic.

Health: d6.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Mystics do not gain any weapon, armor, or shield proficiencies.

Spells: Mystics retain all priest and shaman spellcasting ability, and may also cast any mystic spell they know of an order up to or equal to their class level. All priest archetype levels stack for any purposes relating to spellcasting.

The mystic's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level mystic gains 1 mystic spell of 1st order that she knows and has recorded in her prayerbook.

Mystic Talent: At 1st level and every three levels thereafter, a mystic gains a priest, shaman, or mystic talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Necromancer (Mage-Summoner)

The necromancer is a summoner who traffics in powers of death and putrescence, able to infect her opponents with wasting diseases, to command spirits, and also to animate the corpses of the dead to serve her. As a result, necromancers are hated and reviled by most civilized people, or perhaps treated with dread respect by those who accept such practices; a necromancer has dedicated herself to the study of knowledge forbidden by most of the world, and she must bear the stigma that accompanies her nefarious pursuits.

Necromancers often serve some dark god nearly as faithfully as a priest. In fact, in those lands where the old gods of evil are worshipped openly, a necromancer may actually have strong ties to a church and be treated much like a priest. Elsewhere, necromantic cults or covens may worship their dark masters in secret.

Attributes: Time spent in dark tombs and musty libraries does little for a necromancer's physical prowess, although these practitioners of the dark arts do tend to be sturdier than many other magi: It has been said that their magic saps vitality from those living creatures around them, making necromancers surprisingly resilient. Nonetheless, like other arcane spellcasters, necromancers tend toward physical frailty and generally make poor melee combatants.

Necromancers must compensate for these weaknesses with a careful selection of spells and preparation. Summoning an undead ally — useful as a bodyguard or an expendable melee attacker — is a good start, assuming the necromancer is somewhere remote enough that the sight of a shambling zombie or a disquieting spirit won't cause a public outcry. Beyond the strength of their summoned undead, necromancers have more direct offensive magic as well. Many of their spells deal magic, poison, or disease damage, wasting targets away into hideous corpses.

Requirements

To take levels in the necromancer advanced class, a character must be a 5th-level summoner.

Level Progression

Base attack bonus—*Poor*. Base defense bonus—*Poor*. Base Fortitude save—*Good*. Base Reflex save—*Poor*. Base Will save—*Average*.

Table 2-17: Necromancer Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Necromancer talent, spells
2	+1	+1	+1	+0	+1	
3	+1	+1	+2	+1	+1	
4	+2	+2	+3	+1	+2	Necromancer talent
5	+2	+2	+3	+1	+2	
6	+3	+3	+4	+2	+3	
7	+3	+3	+5	+2	+3	Necromancer talent
8	+4	+4	+6	+2	+4	
9	+4	+4	+6	+3	+4	
10	+5	+5	+7	+3	+5	Necromancer talent

Play Rules

The rules for playing a necromancer are listed below.

Abilities: Intelligence is without doubt the most important ability for a necromancer, with Charisma and Constitution contending for second place. A good Wisdom score might also be useful to counterbalance the necromancer's Will save bonus (which is slightly lower than that of most other spellcasters).

Health: d6.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Necromancers do not gain any weapon, armor, or shield proficiencies.

Spells: Necromancers retain all mage and summoner spellcasting ability, and may also cast any necromancer spell they know of an order up to or equal to their class level. All mage archetype levels stack for any purposes relating to spellcasting.

The necromancer's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level necromancer gains 1 necromancer spell of 1st order that she knows and has recorded in her spellbook.

Necromancer Talent: At 1st level and every three levels thereafter, a necromancer gains a mage, summoner, or necromancer talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Paladin (Fighter-Crusader)

Paladins are crusaders for the side of light, defenders of all that is good. Such implacable fighters have come to understand that some evils cannot be reasoned with or reformed, but must be faced, fought, and destroyed; it is to this duty that a paladin dedicates herself. 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: 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 fighter, and her dedication to any cause that promotes good is unquestioned. Paladins are

often leaders themselves, gathering allies together to better serve the needs of their cause or religion. When a paladin is not in charge of the group she travels with, she is often an honored lieutenant and advisor.

When a paladin is leading or supporting an honorable leader, she is often able to bring out the best in her followers and allies. A paladin who trusts her allies is a powerful force, able to heal and to support with sword or spells at critical moments, throwing herself heart and soul into every effort. If a paladin is dubious of her allies' motives or feels a particular leader is not worthy of her (or of their supposedly common cause), her doubt can lead to tension and difficulty.

Requirements

To take levels in the paladin advanced class, a character must be a 5th-level crusader.

Level Progression

Base attack bonus—*Good*. Base defense bonus—*Poor*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Average*.

Table 2-18: Paladin Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Paladin talent, spells
2	+2	+1	+1	+0	+1	
3	+3	+1	+1	+1	+1	
4	+4	+2	+2	+1	+2	Paladin talent
5	+5	+2	+2	+1	+2	
6	+6	+3	+3	+2	+3	
7	+7	+3	+3	+2	+3	Paladin talent
8	+8	+4	+4	+2	+4	
9	+9	+4	+4	+3	+4	
10	+10	+5	+5	+3	+5	Paladin talent

Play Rules

The rules for playing a paladin are listed below.

Abilities: The most important ability for a paladin is arguably Strength — she is first and foremost a holy warrior — but Wisdom is almost equally important, for it determines her spellcasting ability. A good Charisma is also beneficial to a paladin, as is a decent Constitution score.

Health: d10.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Paladins do not gain any weapon, armor, or shield proficiencies.

Spells: Paladins retain all crusader spellcasting ability, and may also cast any paladin spell they know of an order up to or equal to their class level. Paladin and crusader levels stack for all purposes relating to spellcasting; further, those levels stack with priest levels for the purpose of determining caster level and power pool.

The paladin's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level paladin gains 1 paladin spell of 1st order that she knows and has recorded in her prayerbook.

Paladin Talent: At 1st level and every three levels thereafter, a paladin gains a fighter, crusader, or paladin talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Shadowknight (Fighter-Crusader)

The shadowknight combines martial skill with black magic, the antithesis of the paladin. A competent shadowknight is an army of one, able to bring death with a touch, to augment himself with foul energies, and all the while to wade into combat wielding a sword and wearing heavy armor. Only a fool would presume that she controls a shadowknight, although shadowknights may well ally themselves to others for a time or band together to achieve common goals. At best, a dark master might bully a weaker shadowknight into obedience for a time, until he grows too powerful to be controlled safely.

Most shadowknights pursue a simple and direct goal — to gather as much personal power as possible. They may serve as vassals for a time, but most shadowknights' loyalties lie only with themselves; while they may enter some lord's or order's service to bolster their chance of survival for a time, they are likely to remain members only so long as it suits their purpose. Of course, if a shadowknight can wrest control of such an organization, it becomes another tool in his drive for power.

Attributes: Shadowknights are mighty fighters who relish and revere death. As all crusaders, they tend to use heavy arms and armor; more frighteningly, though, they can call forth their dark magics freely, even in the most restrictive of armors. While their spells rarely reach the depth of potency a necromancer or cleric can achieve, shadowknights are well able to enhance their already formidable prowess on the battlefield.

Requirements

To take levels in the shadowknight advanced class, a character must be a 5th-level crusader.

Level Progression

Base attack bonus—*Good*. Base defense bonus—*Poor*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Average*.

Table 2-19: Shadowknight Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+1	+0	+0	+0	+0	Shadowknight talent, spells
2	+2	+1	+1	+0	+1	
3	+3	+1	+1	+1	+1	
4	+4	+2	+2	+1	+2	Shadowknight talent
5	+5	+2	+2	+1	+2	
6	+6	+3	+3	+2	+3	
7	+7	+3	+3	+2	+3	Shadowknight talent
8	+8	+4	+4	+2	+4	
9	+9	+4	+4	+3	+4	
10	+10	+5	+5	+3	+5	Shadowknight talent

Play Rules

The rules for playing a shadowknight are listed below.

Abilities: A shadowknight's most valuable asset is arguably a high Strength — for he is an unholy warrior, the dark counterpart to the paladin — but Wisdom is almost equally important, for it determines his divine spellcasting ability. Good Dexterity and Constitution scores are also useful.

Health: d10.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Shadowknights do not gain any weapon, armor, or shield proficiencies.

Spells: Shadowknights retain all crusader spellcasting ability, and may also cast any shadowknight spell they know of an order up to or equal to their class level. Shadowknight levels and crusader levels stack for all purposes relating to spellcasting; further, these levels and priest levels stack for the purpose of determining caster level and power pool.

The shadowknight's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level shadowknight gains 1 shadowknight spell of 1st order that he knows and has recorded in his prayerbook.

Shadowknight Talent: At 1st level and every three levels thereafter, a shadowknight gains a fighter, crusader, or shadowknight talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Templar (Priest-Cleric)

Like inquisitors, templars are militant priests; however, unlike their untrusting cousins, they tend to use their powers

only for the good of others. Religion is extremely important to templars. Indeed, religion is the center of most templar' lives, defining their identity and their purpose to a greater degree than occurs in almost any other class. They are driven, more than any other priest class, to undertake quests as part of their service to god, church, and community.

For many templars, helping the like-minded is considered part of their holy duty, and they actively seek to assist

compatible groups. Some templars can also be less particular than inquisitors 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.

Attributes: Templars tend to constitute a critical element of most mid- to upper-level questing groups: Their healing magics are second to none, and they also have many spells that can greatly increase both defensive and offensive power. They are also militant protectors of their faith, more than capable of holding their own in armed combat.

Requirements

To take levels in the templar advanced class, a character must be a 5th-level cleric.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Poor*. Base Fortitude save—*Average*. Base Reflex save—*Poor*. Base Will save—*Good*.

Table 2-20: Templar Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Templar talent, spells
2	+1	+1	+1	+0	+1	
3	+2	+1	+1	+1	+2	
4	+3	+2	+2	+1	+3	Templar talent
5	+3	+2	+2	+1	+3	
6	+4	+3	+3	+2	+4	
7	+5	+3	+3	+2	+5	Templar talent
8	+6	+4	+4	+2	+6	
9	+6	+4	+4	+3	+6	
10	+7	+5	+5	+3	+7	Templar talent

Play Rules

The rules for playing a templar are listed below.

Abilities: Wisdom is the most important ability score for a templar; high Constitution and Charisma scores are also valuable. Either Strength or Intelligence most often falls next in order of importance to an individual templar.

Health: d8.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Templars do not gain any weapon, armor, or shield proficiencies.

Spells: Templars retain all priest and cleric spellcasting ability, and may also cast any templar spell they know of an order up to or equal to their class level. All priest archetype levels stack for any purposes relating to spellcasting.

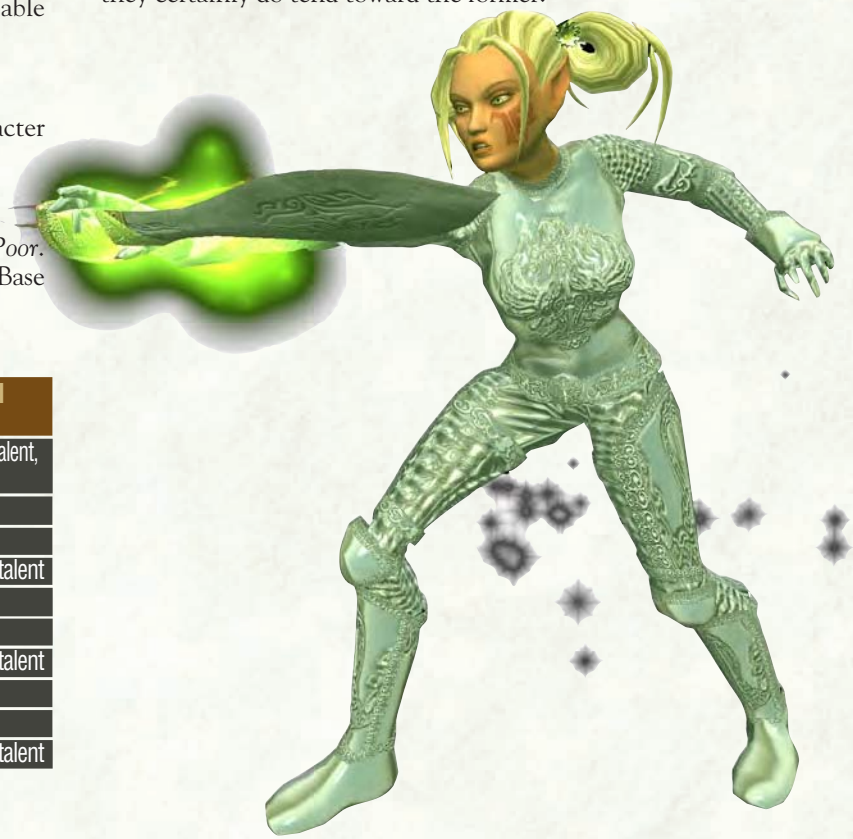
The templar's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level templar gains 1 templar spell of 1st order that he knows and has recorded in his prayerbook.

Templar Talent: At 1st level and every three levels thereafter, an inquisitor gains a priest, cleric, or templar talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Troubadour (Scout-Bard)

Troubadours wander the length and breadth of the Shattered Lands collecting lore and knowledge, assisting (and wooing) friends and strangers alike, and chronicling the deeds of heroes and villains, while perhaps giving rise to new legends based on their own exploits. They can be as honorable and charitable or as conniving and devious as any other bard, but they certainly do tend toward the former.



Troubadours can appear among all peoples, but are most common in cultures where laughter and joy abound. While it is not unheard of for an ogre troubadour to rouse the spirits of his motley assortment of companions, one is far more likely to encounter a light-hearted halfling or wood elf troubadour, or a high-minded and valorous high elf.

Attributes: The bard songs practiced by troubadours share the tendency toward lightness, being largely songs of inspiration that provide beneficial effects for the singer's allies. Troubadours do have offensive songs as well, but, like any other potential weapon, these are only as harmful as the mind that wields them. Like dirges, troubadours are decent if not strong fighters, but they tend to make better backup fighters and support personnel than front-line combatants.

Requirements

To take levels in the troubadour advanced class, a character must be a 5th-level bard.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Average*. Base Fortitude save—*Poor*. Base Reflex save—*Average*. Base Will save—*Average*.

Table 2-21: Troubadour Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Troubadour music, troubadour talent
2	+1	+1	+0	+1	+1	
3	+2	+2	+1	+1	+1	Troubadour talent
4	+3	+3	+1	+2	+2	
5	+3	+3	+1	+2	+2	Troubadour talent
6	+4	+4	+2	+3	+3	
7	+5	+5	+2	+3	+3	Troubadour talent
8	+6	+6	+2	+4	+4	
9	+6	+6	+3	+4	+4	Troubadour talent
10	+7	+7	+3	+5	+5	

Play Rules

The rules for playing a troubadour are listed below.

Abilities: Troubadours benefit most from a high Charisma score, although good Dexterity and Intelligence scores are also important.

Health: d8.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Troubadours do not gain any weapon, armor, or shield proficiencies.

Troubadour Music: Troubadours retain all bardic music ability, and may also use any troubadour song they know of an order up to or equal to their class level. Troubadour, dirge, and bard levels stack for all purposes relating to the efficacy of their magical songs.

The troubadour's list of songs and their descriptions are detailed in Chapter 7.

Gaining Songs: A 1st-level troubadour gains 1 troubadour song of 1st order that she knows and has recorded in her songbook.

Troubadour Talent: At 1st level and every two levels thereafter, a troubadour gains a scout, bard, or troubadour talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Warden (Priest-Druid)

A warden is a divine servant and guardian of the wilderness. In her role as protector, she is a friend to all who would live in harmony with nature, but she is also dangerous, as are violent storms and dark woods at night. Despite being druids and thus holding nature as sacrosanct, wardens tend to see evil fae, plant creatures, and beasts as corruptions of the divine, rather than as natural beings to be protected.

Much more than her counterpart the fury, a warden's desire to protect nature from threats also encourages her to seek trustworthy allies, for in such a dangerous world as Norrath, the worst threats she might encounter are too powerful for a lone druid to overcome. Wardens understand well the strength and the safety of the pack, and consider such practices as both natural and wise.

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.

Attributes: Like other druids, wardens are versatile spellcasters, with a wide range of offensive and defensive spells at their disposal. They can also be remarkably mobile, even more so than furies, able to take on the form of a wolf, augment their running speed, and, at higher levels, to transport themselves and even entire groups to new locales.

Requirements

To take levels in the warden advanced class, a character must be a 5th-level druid.

Level Progression

Base attack bonus—*Average*. Base defense bonus—*Average*. Base Fortitude save—*Average*. Base Reflex save—*Average*. Base Will save—*Average*.

Table 2-22: Warden Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Warden talent, spells
2	+1	+1	+1	+1	+1	
3	+2	+2	+1	+1	+1	
4	+3	+3	+2	+2	+2	Warden talent
5	+3	+3	+2	+2	+2	
6	+4	+4	+3	+3	+3	
7	+5	+5	+3	+3	+3	Warden talent
8	+6	+6	+4	+4	+4	
9	+6	+6	+4	+4	+4	
10	+7	+7	+5	+5	+5	Warden talent

Play Rules

The rules for playing a warden are listed below.

Abilities: The warden's most important ability is Wisdom. A warden may benefit from high Dexterity and Constitution scores as well, though, for they augment her saving throw bonuses and make her more able to withstand the various rigors of her calling.

Health: d6.

Skills: 3 + Int modifier per level.

Feats/Proficiencies: Wardens do not gain any weapon, armor, or shield proficiencies.

Spells: Wardens retain all priest and druid spellcasting ability, and may also cast any warden spell they know of an order up to or equal to their class level. All priest archetype levels stack for any purposes relating to spellcasting.

The warden's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level warden gains 1 warden spell of 1st order that she knows and has recorded in her prayerbook.

Warden Talent: At 1st level and every three levels thereafter, a warden gains a priest, druid, or warden talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Warlock (Mage-Sorcerer)

Like any arcane spellcaster, a warlock is defined primarily by the spells she knows, which tends to dictate the way she uses them. Warlocks master dark, destructive magics that weaken and debilitate. They are generally seekers of power, and worry little about social refinement or the expectations of society. Some do not even care what they might achieve with their power — acquiring it is an end in itself.

Warlocks are not necessarily evil, although, as with necromancers, there is a distinct tendency for those who travel this path to be self-serving and cruel. They are usually discordant, for such a mind is more likely to understand such things as the dark powers they wield. Even those warlocks who start their careers having a more neutral or even beneficent outlook tend to become jaded and corrupted by the fell beings with whom they traffick.

Attributes: Warlocks, along with wizards, are among the most powerful of spellcasters in terms of raw damage output, but they are also among the most vulnerable in terms of health totals and defensive ability. Occasionally, adventurers with little concern for an ally's reputation seek out a sorcerer because of his ability to deal great and terrible damage, since some challenges simply cannot be overcome without the proper application of arcane force — and the warlock is arguably the best choice for such missions.

Requirements

To take levels in the warlock advanced class, a character must be a 5th-level sorcerer.

Level Progression

Base attack bonus—*Poor*. Base defense bonus—*Poor*. Base Fortitude save—*Poor*. Base Reflex save—*Poor*. Base Will save—*Good*.

Table 2-23: Warlock Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Warlock talent, spells
2	+1	+1	+0	+0	+1	
3	+1	+1	+1	+1	+2	
4	+2	+2	+1	+1	+3	Warlock talent
5	+2	+2	+1	+1	+3	
6	+3	+3	+2	+2	+4	
7	+3	+3	+2	+2	+5	Warlock talent
8	+4	+4	+2	+2	+6	
9	+4	+4	+3	+3	+6	
10	+5	+5	+3	+3	+7	Warlock talent

Play Rules

The rules for playing a warlock are listed below.

Abilities: A warlock's most important ability score is Intelligence. A good Dexterity score is also useful both in defense and in targeting spells that require a ranged attack roll. As with all spellcasters, a good Constitution score helps to alleviate the warlock's relatively low health dice.

Health: d4.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Warlocks do not gain any weapon, armor, or shield proficiencies.

Spells: Warlocks retain all mage and sorcerer spellcasting ability, and may also cast any warlock spell they know of an order up to or equal to their class level. All mage archetype levels stack for any purposes relating to spellcasting.

The warlock's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level warlock gains 1 warlock spell of 1st order that she knows and has recorded in her spellbook.

Warlock Talent: At 1st level and every three levels thereafter, a warlock gains a mage, sorcerer, or warlock talent of the player's choice. She must meet all of the usual prerequisites of the talent.

Wizard (Mage-Sorcerer)

Wizards are masters of elemental evocations, particularly those dealing with heat or cold, or with pure, devastating magic: A wizard might burn, freeze, stun, numb, or smash a foe with elemental power. Wizards also have a broad range of non-evocation spells that allow them to armor themselves and others, to whisk themselves away from danger, and to perform a number of other utilitarian functions.

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 upset, something generally gets blown up.

Attributes: Like their dark counterparts, the warlocks, wizards can deal an incredible amount of damage to a great number of foes in a relatively short time. However, a wizard has relatively low health, 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.

Requirements

To take levels in the wizard advanced class, a character must be a 5th-level sorcerer.

Level Progression

Base attack bonus—*Poor*. Base defense bonus—*Poor*. Base Fortitude save—*Poor*. Base Reflex save—*Poor*. Base Will save—*Good*.

Table 2-24: Wizard Level Progression

Level	Base Attack	Base Defense	Base Fort	Base Ref	Base Will	Special
1	+0	+0	+0	+0	+0	Wizard talent, spells
2	+1	+1	+0	+0	+1	
3	+1	+1	+1	+1	+2	
4	+2	+2	+1	+1	+3	Wizard talent
5	+2	+2	+1	+1	+3	
6	+3	+3	+2	+2	+4	
7	+3	+3	+2	+2	+5	Wizard talent
8	+4	+4	+2	+2	+6	
9	+4	+4	+3	+3	+6	
10	+5	+5	+3	+3	+7	Wizard talent

Play Rules

The rules for playing a wizard are listed below.

Abilities: A wizard must have a good Intelligence score, for, being a mage, that ability dictates all of his spellcasting ability. A good Dexterity score is also desirable, as is a good Constitution.

Health: d4.

Skills: 2 + Int modifier per level.

Feats/Proficiencies: Wizards do not gain any weapon, armor, or shield proficiencies.

Spells: Wizards retain all mage and sorcerer spellcasting ability, and may also cast any wizard spell they know of an order up to or equal to their class level. All mage archetype levels stack for any purposes relating to spellcasting.

The wizard's list of spells and their descriptions are detailed in Chapter 6.

Gaining Spells: A 1st-level wizard gains 1 wizard spell of 1st order that he knows and has recorded in his spellbook.

Wizard Talent: At 1st level and every three levels thereafter, a wizard gains a mage, sorcerer, or wizard talent of the player's choice. He must meet all of the usual prerequisites of the talent.

Chapter Three:

Talents

Spellcasters (including bards), like their non-spellcasting counterparts, gain talents as they attain new levels of experience, but they do not get access to disciplines (see Chapter 7: Talents and Disciplines in the **EverQuest II Player's Guide**). Instead, they focus their energies on mastering new and ever more powerful spells.

Errata: Scout Talents

Scout talents appear on Table 7–4 in the **EQ II Player's Guide**, but with one glaring omission: The dual wield talent is missing from that table. Properly, all scouts in the *EverQuest II Role-Playing Game* should have access to the dual wield talent.

Class Talents

As a default, talents are extraordinary abilities (see the Glossary in the **EQIIPG** for further details regarding extraordinary abilities), but many spellcaster talents may be spell-like or supernatural abilities, as noted in their descriptions.

Talents noted below in *italics* do not appear in this book, but can be found in the **EQIIPG**.

Table 3-1: Bard Talents

Talent	Prerequisite	Benefit
Charm	—	Gain bonus on Charisma-based checks with chosen gender
Esoteric knowledge	—	Make check to gain some piece of useful knowledge
Favor	—	Use contacts to gain some benefit
Goad	Evade	Make Persuade check to *daze* foe with insults
Distract	Goad	Make Persuade check to cause foe to target different character
Great voice	—	Voice becomes tremendously loud; songs have 25% greater range
Read lips	—	Make Perceive check to understand inaudible speech
Self-preservation	—	Gain competence bonus when fighting defensively
Slippery mind	—	Gain second Will save against mind-influencing effects
Sonic resistance	—	Gain substantial sonic resistance
Singing blade	—	Attacks deal +1d6 sonic damage for a short time
Streetwise	—	Bonus on Bluff, Perform, Persuade, and Sense Motive checks

Table 3-2: Cleric Talents

Talent	Prerequisite	Benefit
Bravery	—	+4 morale bonus against fear effects
Valor	Bravery	+10 morale bonus against fear effects
Call to arms	—	Allies within 30 ft. gain +1 to attack rolls
Rallying cry	Call to arms	Allies within 30 ft. gain +1 to defense rolls
Celestial warrior	—	Spells of the *smite* line cost 20% less power to cast
Celestial fire	Celestial warrior	Spells of the *smite* line deal +20% damage to undead
Combat casting	—	Gain bonus to Channeling checks to cast while fighting
Diehard	—	Character is very hard to knock out of action
Harm resistance	—	Gain harm resistance (5) vs. one damage type
Healing mastery	Celestial healer	Cleric's healing spells cure 10% more health
Load-bearer	—	+2 Strength for purpose of carrying capacity
Smash	—	+1 bonus on all melee damage rolls

Table 3-3: Crusader Talents

Talent	Prerequisite	Benefit
Battle orders	Call to arms	Allies within 30 ft. gain –1 bonus to weapon delay
Combat casting	—	Gain bonus to Channeling checks to cast while fighting
Dirty tricks	—	Opponent must make Will save or suffer penalty to defense
Healing touch	—	Cure 2 additional points of damage with Heal check
Improved damage reduction	Damage reduction	Gain damage reduction 2/–
Improved smash	Smash	+2 bonus on all melee damage rolls
Inspire	—	Charisma check to grant bonuses to allies
Luck of faith	—	+1 luck bonus to all saving throws
Mana sight	—	Gain manasight ability
Righteous blow	—	Gain bonuses to attack and damage on a single attack
Soldier's pace	Load-bearer	Move more quickly in medium or heavy armor
Unyielding advance	—	Make free overrun attack with shield bash
Valiant steed	—	Gain a special mount

Table 3-4: Druid Talents

Talent	Prerequisite	Benefit
Animal empathy	—	Make Handle Animal checks to influence animals and beasts
Animal voice	Animal empathy	Learn to communicate with certain animals
Favored terrain	—	+2 bonus to skills in chosen terrain type
Geomancy	Favored terrain	Spells cast in the druid's favored terrain function at +1 caster level
Firm roots	—	DCs of the caster's *ensnaring roots* spells are increased by 1
Gauge foe	—	Make Intelligence check to determine level/HD of observed creature
Hunter's grace	—	May Sneak at normal speed
Forest's child	Hunter's grace	Gain bonus on Sneak checks in natural surroundings
Nature's embrace	—	Ignore natural hazards and gain cold, heat, and electricity resistance (3)
Nature's stride	—	Move normal speed through rough or overgrown terrain
Stalker's speed	—	May track at normal speed and find lost trail more quickly
Turn plant	—	Force plant creatures to withdraw

Table 3-5: Enchanter Talents

Talent	Prerequisite	Benefit
Charm mastery	—	Save DCs of caster's *charm*-line spells are increased by 1
Duplicate spell	—	Effect of specially prepared spell is duplicated for multiple targets
Empathy	—	+2 bonus on Handle Animal, Persuade, and Sense Motive
Esoteric knowledge	—	Make check to gain some piece of useful knowledge
Essence fluctuation	—	Convert health to power
Imbue magic	—	Enchant item or material to hold further enchantment
Improved power battery	Power battery	Store increased power in gem for later use
Inspire	—	Make Charisma check to grant bonuses to allies
Mental clarity	—	Recover power points more quickly while meditating
Read lips	—	Make Perceive check to understand inaudible speech
Shunt spell	—	Specially prepared personal spell becomes touch spell

Table 3-6: Shaman Talents

Talent	Prerequisite	Benefit
Alcohol tolerance	—	Bonus on Fortitude saves vs. inebriation
Evil eye	—	Cause target to be *interrupted* and *shaken*
Harm resistance	—	Gain harm resistance (5) vs. one damage type
Improved harm resistance	Harm resistance	Gain harm resistance (10) vs. one damage type
Medic	—	+3 bonus on Heal checks
Spirit mastery	—	Communicate with spirits and compel them to obey
Messenger spirit		Send spirit to bear message to distant recipient
Spirit alchemy	Spirit mastery	Use spiritual energy to augment Trade Skill (alchemy)
Spirit delving	Spirit mastery	Use spirits to gain information about target
Spiritual sacrifice	Spirit mastery	Sacrifice health to spirits to gain power points
Totem spirit	Spirit mastery	Render buff spell effectively permanent

Table 3-7: Sorcerer Talents

Talent	Prerequisite	Benefit
Energy synthesis	School specialization (evocation)	Specially prepared spell deals combined energy damage
Esoteric knowledge	—	Make check to gain some piece of useful knowledge
Evil eye	—	Cause target to be *interrupted* and *shaken*
Mental clarity	—	Recover power points more quickly while meditating
Painful meditation	Mental clarity	Meditate briefly to convert health to power
Power burn	—	Pay additional power points to deal greater damage
Shape spell	—	Specially prepared spell has its area altered
Spell fury	—	Spells deal more damage to those who fail save by 10 or more

Table 3-8: Summoner Talents

Talent	Prerequisite	Benefit
Defensive aura	School specialization	+3 bonus on saves against spells from chosen school
Delay spell	—	Effect of specially prepared spell is delayed after casting
Elemental pact	—	Summon one type of elemental without material components
Esoteric knowledge	—	Make check to gain some piece of useful knowledge
Essence shift	—	Reclaim a portion of power by dismissing pet
Mental clarity	—	Recover power points more quickly while meditating
Soothe servant	—	Cure damage dealt to pet with a touch
Turn summoned	—	Force summoned or extra-planar creature to withdraw

Advanced Class Talents

Table 3-9: Coercer Talents

Talent	Prerequisite	Benefit
Bestow spell	—	Temporarily grant ally the ability to cast mage spells
Delay spell	—	Effect of specially prepared spell is delayed after casting
Dire charm	Extend spell	Duration of *charm*-line spells increases dramatically
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Imbue power	Embed bonus	Grant embedded item a special power or effect
Essence transference	Essence fluctuation	Convert health to power
Light mage	—	Cast all spells with light descriptor at +2 caster levels
Soulless mesmerization	—	*Fascinate* line affects those immune to mind-influencing magic

Table 3-10: Conjurer Talents

Talent	Prerequisite	Benefit
Elemental buffer	Elemental pact	Chosen elemental summoning spells cost 20% less power to cast
Imbue magic	—	Enchant item or material to hold further enchantment
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Imbue power	Embed bonus	Grant embedded item a special power or effect
Instant elemental	Elemental pact	Summon elemental once per day as a free action
Planar binding	—	Cannot be teleported unwillingly
Repair servant	Soothe servant	Cure damage dealt to pet with a touch
Renewing burst	Repair servant	Cure damage to pets within 30-foot burst
Sympathetic aura	Elemental pact	Gain harm resistance corresponding to pet's type

Table 3-11: Defiler Talents

Talent	Prerequisite	Benefit
Brew elixir	—	Prepare a special, powerful type of potion
Combat casting	—	Gain bonus to Channeling checks to cast while fighting
Defile spell	—	Specially prepared spell deals partially irresistible damage to good foes
Eye's curse	Evil eye	Evil eye has lingering effect on past victims
Favored terrain	—	+2 bonus to skills in chosen terrain type
Geomancy	Favored terrain	Spells cast in the druid's favored terrain function at +1 caster level
Imbue magic	—	Enchant item or material to hold further enchantment
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Imbue power	Embed bonus	Grant embedded item a special power or effect
Petrifying eye	Evil eye	Character's evil eye terrifies, strangles

Table 3-12: Dirge Talents

Talent	Prerequisite	Benefit
Dirty blow	Dirty tricks	Attack deals half damage but penalizes opponent
Improved backstab	Backstab	+4d6 damage sneak attack; or +2d6 damage while flanking
Improved sonic resistance	Sonic resistance	Gain sonic resistance equal to twice bard level
Opportunist	Avoidance	Gain free attack in melee against foe just struck by ally
Poison expert	—	+4 bonus to Heal and Trade Skill checks involving poison
Poison master	Poison expert	Bonus to Trade Skill (poison making); use poison without risk
Subconscious tone	—	Mind-influencing songs affect those normally immune
Walk lightly	—	+2 bonus on Sneak checks; move at normal speed sneaking in urban settings
Willful spirit	Slippery mind	Gain +10 bonus on slippery mind saves

Table 3-13: Fury Talents

Talent	Prerequisite	Benefit
Combat casting	—	Gain bonus to Channeling checks to cast while fighting
Fast climber	—	Climb at full speed with no penalty
Favored enemy	—	Bonus to damage and certain skills against chosen creature type
Imbue magic	—	Enchant item or material to hold further enchantment
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Imbue power	Embed bonus	Grant embedded item a special power or effect
Poison expert	—	+4 bonus to Heal and Trade Skill checks involving poison
Poison master	Poison expert	Bonus to Trade Skill (poison making); use poison without risk
Predator's grace	Favored terrain	Gain dodge bonus to defense in favored terrain
Root mastery	Firm roots	DCs of the caster's *ensnaring roots* spells are increased by 2
Spell fury	—	Spells deal more damage to those who fail save by 10 or more
Storm child	—	May cast outdoor-only spells even while indoors
Trackless step	—	Move without leaving discernible trail
Turn summoned	—	Force summoned or extra-planar creature to withdraw

Table 3-14: Illusionist Talents

Talent	Prerequisite	Benefit
Bestow spell	—	Temporarily grant ally the ability to cast mage spells
Conceal spell	—	Conceal all sensory magical evidence of spellcasting
Constant glamer	Extend spell	Specially prepared illusion has greatly extended duration
Dark mage	—	Cast all spells with darkness descriptor at +2 caster levels
Delay spell	—	Effect of specially prepared spell is delayed after casting
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Imbue power	Embed bonus	Grant embedded item a special power or effect
Light mage	—	Cast all spells with light descriptor at +2 caster levels
Slippery mind	—	Gain second Will save against mind-influencing effects

Table 3-15: Inquisitor Talents

Talent	Prerequisite	Benefit
Delay spell	—	Effect of specially prepared spell is delayed after casting
Divine force	—	Character's stunning spells have save DCs increased by 1
Divine reinforcement	—	Character may ignore the need for divine focus
Imbue magic	—	Enchant item or material to hold further enchantment
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Imbue power	Embed bonus	Grant embedded item a special power or effect
Esoteric knowledge	—	Make check to gain some piece of useful knowledge
Improved harm resistance	Harm resistance	Gain harm resistance (10) vs. one damage type
Slippery mind	—	Gain second Will save against mind-influencing effects
Spell specialization	—	Reduce recast time for chosen spell
Streetwise	—	Bonus on Bluff, Perform, Persuade, and Sense Motive checks

Table 3-16: Mystic Talents

Talent	Prerequisite	Benefit
Brew elixir	—	Prepare a special, powerful type of potion
Delay spell	—	Effect of specially prepared spell is delayed after casting
Divine reinforcement	—	Character may ignore the need for divine focus
Eidolic ward	Totem spirit	Grants totem spirit to ally
Healing mastery	Celestial healer	Mystic's healing spells cure 10% more health
Imbue magic	—	Enchant item or material to hold further enchantment
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Imbue power	Embed bonus	Grant embedded item a special power or effect
Mental clarity	—	Recover power points more quickly while meditating
Slippery mind	—	Gain second Will save against mind-influencing effects
Willful spirit	Slippery mind	Gain +10 bonus on slippery mind saves
Spell specialization	—	Reduce recast time for chosen spell

Table 3-17: Necromancer Talents

Talent	Prerequisite	Benefit
Command undead	—	Compel undead creatures to obey
Undead mastery	Command undead	Command over mindless undead is permanent
Death mage	—	Cast all spells with death descriptor at +2 caster levels
Death pact	—	Character needs no material components for certain summoning spells
Defile spell	—	Specially prepared spell deals partially irresistible damage to good foes
Imbue magic	—	Enchant item or material to hold further enchantment
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Imbue power	Embed bonus	Grant embedded item a special power or effect
Lifestealer	Essence shift	*Lifetap*-line spells are 20% more effective
Mend bones	Soothe servant	Cure damage dealt to pet with a touch

Table 3-18: Paladin Talents

Talent	Prerequisite	Benefit
Blinding bash	Unyielding advance	*Interrupt* and *blind* nearby enemies with shield bash
Consecrate spell	—	Specially prepared spell deals partially irresistible damage to evil foes
Divine wrath	Righteous blow	Gain bonuses to attack and damage during full attack
Empathy	—	+2 bonus on Handle Animal, Persuade, and Sense Motive
Fearless	Bravery	Immune to fear effects
Cloak of fearlessness	Fearless	Grant bonus against fear effects to nearby allies
Guardian aura	Taunt	Automatically taunt all foes within reach
Lay on hands	Healing touch	Heal creature with a touch
Divine intercession	Lay on hands	Lay hands on self as free reaction when *dying*
Fervent blessing	Lay on hands	Divide uses of lay on hands each day
Protect	Defend	Take all of one ally's damage for 1 round
Sacrifice	Defend	Intervene any number of times per round

Table 3-19: Shadowknight Talents

Talent	Prerequisite	Benefit
Command undead	—	Compel undead creatures to obey
Defile spell	—	Specially prepared spell deals partially irresistible damage to good foes
Fearless	Bravery	Immune to fear effects
Grim herald	—	Inflict wounds that cannot be healed for a short time
Harm touch	—	Deal damage to opponent with a touch
Dark touch	Harm touch	Opponent must make Will save or be *stunned* by harm touch
Decrepit slam	Harm touch	Deliver harm touch through shield bash
Poison expert	—	Bonus to Heal and Trade Skill checks involving poison
Poison master	Poison expert	Bonus to Trade Skill (poison making); use poison without risk
Sneak attack	—	+1d6 damage on attack from hiding against foe within 30 feet
Improved sneak attack	Sneak attack	+2d6 damage on sneak attack
Vexing wound	Improved sneak attack	Sneak attack also causes bleeding wound

Table 3-20: Templar Talents

Talent	Prerequisite	Benefit
Battle cry	Call to arms	Allies within 30 ft. gain temporary health
Consecrate spell	—	Specially prepared spell deals partially irresistible damage to evil foes
Imbue magic	—	Enchant item or material to hold further enchantment
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Imbue power	Embed bonus	Grant embedded item a special power or effect
Improved harm resistance	Harm resistance	Gain harm resistance (10) vs. one damage type
Improved load-bearer	Load-bearer	+4 Strength for purpose of carrying capacity
Improved smash	Smash	+2 bonus on all melee damage rolls
Righteous blow	—	Gain bonuses to attack and damage on a single attack
Soldier's pace	Load-bearer	Move more quickly in medium or heavy armor
Valiant steed	—	Gain a special mount

Table 3-21: Troubadour Talents

Talent	Prerequisite	Benefit
Artful strike	—	+1d4 damage with light weapon
Bravery	—	+4 morale bonus against fear effects
Devil's own luck	—	Gain luck bonus on defense, saves, or checks
Improved sonic resistance	Sonic resistance	Gain sonic resistance equal to twice bard level
Silver-tongued	—	Bonus on Persuade (bargaining) and Perform (oratory) checks
Rallying cry	Call to arms	Allies within 30 ft. gain +1 to defense rolls
Rapid strike	Instinctive reaction	Extra attack with light or 1-H piercing weapon, but at –2 penalty
Walk lightly	—	+2 bonus on Sneak checks; move at normal speed sneaking in urban settings
Willful spirit	Slippery mind	Gain +10 bonus on slippery mind saves

Table 3-22: Warden Talents

Talent	Prerequisite	Benefit
Beast forms	—	Assume other shapes when casting *protector of the forest* spells
Combat casting	—	Gain bonus to Channeling checks to cast while fighting
Evacuator	Quicken spell	Cast spells of the *verdant passage* line very quickly
Imbue magic	—	Enchant item or material to hold further enchantment
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Imbue power	Embed bonus	Grant embedded item a special power or effect
Root mastery	Firm roots	DCs of the caster's *ensnaring roots* spells are increased by 2
Slippery mind	—	Gain second Will save against mind-influencing effects
Spell specialization	—	Reduce recast time for chosen spell
Storm child	—	May cast outdoor-only spells even while indoors
Trackless step	—	Move without leaving discernible trail
Turn summoned	—	Force summoned or extra-planar creature to withdraw

Table 3-23: Warlock Talents

Talent	Prerequisite	Benefit
Dark mage	—	Cast all spells with darkness descriptor at +2 caster levels
Destructive focus	—	Save DCs of one type of harmful spell are increased by 1
Imbue magic	—	Enchant item or material to hold further enchantment
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Imbue power	Embed bonus	Grant embedded item a special power or effect
Malign dose	Energy synthesis	Change normal damage descriptor of spell to "poison"
Malign virulence	Energy synthesis	Change normal damage descriptor of spell to "disease"
Poison expert	—	Bonus to Heal and Trade Skill checks involving poison
Poison master	Poison expert	Bonus to Trade Skill (poison making); use poison without risk
Power siphon	—	Steal power from target with damaging spell

Table 3-24: Wizard Talents

Talent	Prerequisite	Benefit
Binding mastery	—	Save DCs of *arcane bindings* spells are increased by 1
Destructive focus	—	Save DCs of one type of harmful spell are increased by 1
Energy augmentation	Energy synthesis	Specially prepared spell deals additional magic damage
Force mage	—	Cast all spells with force descriptor at +2 caster levels
Greater spell fury	Spell fury	Spells deal more damage to those who fail saves
Imbue magic	—	Enchant item or material to hold further enchantment
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Imbue power	Embed bonus	Grant embedded item a special power or effect
Planar binding	—	Cannot be teleported unwillingly

Non-Heroic Profession Talents

Table 3-25: Artisan Talents (Expanded)

Talent	Prerequisite	Benefit
Alcohol tolerance	—	Bonus on Fortitude saves vs. inebriation
Brew elixir	—	Prepare a special, powerful type of potion
Cool nerves	—	May take 10 on a number of skills equal to 3 + Int modifier
Empathy	—	+2 bonus on Handle Animal, Persuade, and Sense Motive
Healing touch	—	Cure 2 additional points of damage with Heal check
Imbue magic	—	Enchant item or material to hold further enchantment
Embed bonus	Imbue magic	Grant bonus of chosen type to imbued item
Intuition	—	Wisdom check to gain insight regarding current circumstances
Linguist	4 ranks in at least 3 languages	Make Intelligence check to decipher language
Magical training	—	Gain 1 power point per artisan level
Spellcasting artist	Magical training	Apply half of artisan levels to caster level
Planner	—	Make Intelligence check to grant bonus to allies
Shattering blow	—	Ignore 2 points of hardness
Skill focus	—	+3 bonus to any one skill
Trapfinder	—	Make Search check to find traps by passing within 5 ft.
Trapmaster	Trapfinder	+4 on Engineer Device to craft traps; may find magic traps

Talent Descriptions

This section gives full descriptions of all the profession talents available only to spellcasting characters in the *EverQuest II Role-Playing Game*, listed in alphabetical order. Prerequisites are listed only for talents that have any — that is, if there is no "Prerequisites" entry for a talent, then it has no prerequisites.

Unless otherwise noted, a talent can be gained only once.

Metamagic Talents

Metamagic talents are a special type of talent that allow a spellcaster to alter a spell in some way, generally enhancing some part of its effect. Doing so usually results in an increased power point cost, which must be paid each time the specially prepared spell is cast. Metamagic talents are denoted in their description by a parenthetical "metamagic" descriptor beside the talent's name.

A spellcaster must apply the metamagic effect to the spell when he prepares it, and this effect remains attached to the spell until the caster takes the time to prepare a new spell in that slot (although it is possible to prepare different versions of the same spell in different slots, for instance once with a metamagic effect and one without).

A spell may be prepared with multiple metamagic effects — even multiple applications of the same talent — *but they must all be applied, and their power cost paid, each time the spell is cast as prepared.* Thus, for example, a spell can be prepared with the extend spell talent (see Chapter 7 of the **EverQuest II Player's Guide**), extended 4 times (i.e., lasting 5 times the normal duration), for a total power cost modifier of +200% (i.e., 3 times the base cost).

A "metamagicked" spell operates at its original order and caster level (except as modified by the talent applied), even though it costs more power to cast. Saving throw modifiers for the spell are not changed (unless stated otherwise in the talent description). The modifications made by these talents apply only to spells cast directly by the talent user: That is, a spellcaster can't use a metamagic talent to alter a spell he casts using a wand, scroll, or other magic item or device.

Effects that reduce power cost (such as an item with a power reduction focus effect) are always applied after the power point cost has been increased by any metamagic talents applied to the spell.

A spellcaster must decide whether to enhance a spell with a metamagic talent when he prepares the spell, not when he casts it.

Language-Dependent Talents

Talents involving speech or writing are effective only if used upon a creature that can understand the character. Such talents usually require a Language check (see Language in Chapter 8 of the **EverQuest II Player's Guide**) to be made by one or more parties if those affected by them are not fluent in the speaker's language.

Spellcaster Talent Descriptions

Animal Empathy

Benefit: The character may use his Handle Animal skill to influence the reactions of wild or normally aggressive animals as shown below. The chart below shows what the animal's new attitude is, based on its initial attitude and the degree of success of the check.

Initial Attitude	—New Attitude—			
	Hostile/Threatening	Dubious/Apprehensive	Indifferent/Neutral	Friendly
Hostile/Threatening	19 or less	20–24	25–29 30–39	40 or more
Dubious/Apprehensive	—	9 or less	10–14	15 or more
Indifferent/Neutral	—	—	4 or less 5–10	11 or more

The character can also influence magical beasts in this way, but he suffers a –5 penalty to his Handle Animal skill when doing so.

Animal Voice

Prerequisite: Animal empathy.

Benefit: The character may choose a number of animal types (such as bovines, avians, equines, etc.) equal to 1 + the character's Wisdom modifier, and she may thereafter speak those creatures' tongues. In general, each animal type speaks its own language not understood by any other species.

Speaking an animal's language allows rudimentary communication with the creature, which, although usually friendly and helpful to one who speaks its tongue, does not in any way fall under the character's control. However, the character does receive a +2 bonus on all Handle Animal checks relating to any animal whose language she can speak.

Special: This talent may be selected multiple times; each selection adds to the character's repertoire a further number of animal languages equal to 1 + the character's Wisdom modifier.

Beast Forms

Benefit: Whenever the character casts a spell of the *protector of the forest* line, she may choose to take the form of any animal of the same size or smaller than her wolf form, as long that creature normally has fewer HD than the caster has warden levels.

Bestow Spell

Benefit: The character may grant the ability to use her mage spells (but not any class or advanced class spells) to another person or creature. The character casts any mage spell of an order equal to no more than one-third her effective mage level, paying the usual power cost and targeting one willing creature within close range (25 ft. + 5 ft./two levels), even if the spell is normally a touch spell or has a range of "personal."

Rather than taking effect upon the recipient as usual, however, the spell is bestowed upon the recipient so that he may then cast it at will as a spell-like ability (i.e., he need expend no power points nor use any material, somatic, or verbal components). The target has one day per enchanter level of the caster to use the bestowed spell or it fades away. When used, the bestowed spell has its normal casting time, and its range, area, duration and so on are all calculated as if the bestowing character has cast the spell herself.

To bestow a spell in this way, the enchanter must temporarily sacrifice 2 points of Charisma as part of the casting cost of the bestowed spell. As soon as the target creature uses the bestowed spell (or if the spell fades away because the target has not used it), this Charisma returns to the enchanter immediately; until that time, it cannot be restored by any means.

The character cannot bestow more spells at any given time than a number equal to her current Constitution modifier.

Binding Mastery

Benefit: All spells of the *arcane bindings* line cast by the character have their save DC increased by 1.

Blinding Bash

Prerequisite: Unyielding advance.

Benefit: A number of times per day equal to the character's Wisdom modifier (minimum 1/day), she may cause any shield bash attack she makes to be a blinding bash. All enemies within 5 feet of the shield bash's target, including the target himself, must make a Reflex save (DC 10 + the character's paladin level + the character's Charisma modifier) or be *interrupted*; as well, if any creature fails its save by 5 or more, it is also *blinded* for 1d2 rounds.

Brew Elixir

Benefit: The character can create exceptionally powerful potions called elixirs using Trade Skill (alchemy). See more about alchemy in Chapter 4. Also see **EQ: Al'Kabor's Arcana** and the **EQ: Game Master's Guide** for more about potions.

Celestial Fire

Prerequisite: Celestial warrior.

Benefit: The character deals an additional 20% damage to any undead creature he harms with any spell of the *smite* line.

Celestial Warrior

Benefit: The character can cast any spell of the *smite* line for 10% fewer power points.

Charm Mastery

Benefit: All spells of the *charm* line cast by the character have their save DC increased by 1.

Cloak of Fearlessness

Prerequisite: Fearless.

Benefit: All allies within a number of feet equal to 5 x the character's current Charisma modifier (minimum 5 ft.) receive a +4 morale bonus on all saves against fear effects.

Special: This talent may be selected more than once; each additional selection increases the radius of the character's cloak of fearlessness by 10 feet.

Combat Casting

Benefit: The character gains a bonus equal to his base Fortitude save bonus on all Channeling checks made to cast a spell or use a spell-like ability while distracted by melee (see "Casting a Spell" in Chapter 5) or while grappling or pinned.

Command Undead

Benefit: As an attack action, the character can compel any undead being to do her bidding, as long as the target creature is not the summoned undead pet of another necromancer. The target creature must be within 60 feet and in line of effect. It may make a Will save (DC 10 + the character's necromancer or shadowknight level + the character's Intelligence modifier + the character's Charisma modifier) to resist this power; if a creature saves against this ability, it is immune to that character's command attempts for 24 hours.

A creature that has been successfully commanded obeys the character for a number of rounds equal to 1d4 + the commanding character's summoner or shadowknight level. The character can command multiple undead, so long as their total HD do not exceed her effective summoner or shadowknight level. As a free action each round, she can telepathically command any or all of these creatures to do her bidding, and they must perforce obey. Similarly, she can relinquish command of any or all undead under her control at will, as a free action.

Command undead is a supernatural ability. It may be used a number of times per day equal to 2 + the character's Charisma modifier (minimum 1/day).

Special: This talent may be selected more than once; each additional selection increases by 2 the number of times per day the character may attempt to command an undead creature.

Conceal Spell (Metamagic)

Benefit: The character may cloak all sensory effects and side-effects of mind-influencing spells or spell that deal mental damage. The target of a concealed spell receives no indication that a spell has been cast upon him if the spell is unsuccessful — i.e., due to a successful saving throw or a failed spell resistance check. (Normally, the target is warned by a tingling sensation, at least, that a spell has been cast upon him.)

Further, a concealed spell has no observable magical manifestation, and thus cannot be discerned by another creature with manasight. Note, however, that a creature might still make a Spellcraft check to identify a concealed spell if it has somatic or verbal components; for this purpose, a successful Spellcraft check (25 + 1/2 spell order) is required. A concealed spell already in place or one that is cast with neither somatic nor verbal components cannot be identified with a Spellcraft check.

A concealed spell costs 50% more power than normal: Thus, a spell that normally costs 10 power points instead costs 15.

Consecrate Spell (Metamagic)

Benefit: The character may select one damaging spell he knows; he may thereafter prepare any spell of that spell line with this talent. Whenever a consecrated spell deals damage, half of that damage is of its normal type for the spell, while the other half is "sacred" damage. Sacred damage bypasses all forms of harm resistance unless the creature affected has the good subtype, in which case it may ignore the sacred damage altogether.

A consecrated spell costs 150% more power than normal: Thus, a spell that normally costs 20 power points instead costs 50.

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new spell line.

Constant Glamer (Metamagic)

Prerequisite: Extend spell.

Benefit: The character may cast any spell of the illusion subtype so that it has 10 times its normal duration. A constant glamer costs 100% more power than the spell normally costs. Thus, a spell that normally costs 14 power points instead costs 28 when cast in this way.

Dark Mage

Benefit: Whenever the character casts a spell having the darkness descriptor, he does so as if his caster level were 2 higher than its actual value; this benefit applies to any level-dependent variables of the spell's function, such as range and duration.

For example, a Mag 5/Enc 5/Ilu 4 with this talent casts all darkness spells as if his caster level were 16th rather than 14th.

Dark Touch

Prerequisite: Harm touch.

Benefit: Whenever the character makes a successful harm touch attack, the target must also make a Will save (DC 10 + the character's shadowknight level + the character's Intelligence modifier) or be *stunned* for 1d2 rounds. If the save is successful, the harm touch still deals its usual damage.

Death Mage

Benefit: Whenever the character casts a spell having the death descriptor, she does so as if her caster level were 2 higher than its actual value; this benefit applies to any level-dependent variables of the spell's function, such as range and duration.

For example, a Mag 5/Sum 5/Nec 7 with this talent casts all darkness spells as if her caster level were 19th rather than 17th.

Death Pact

Benefit: The character may ignore the need for the usual material components when summoning undead pets using any spell of the *grim spellbinder*, *undying adherent*, and *shadowy stalker* lines.

Decrepit Slam

Prerequisite: Harm touch.

Benefit: Whenever he makes a successful shield bash attack as part of a full-attack action, if he has not yet used his harm touch ability that day, the character may trigger his harm touch as a free action against the target truck by the shield bash.

Defensive Aura

Prerequisite: School specialization.

Benefit: The character gains a +3 bonus on all saves against spells or spell-like abilities from any school for which he has school specialization.

Defile Spell (Metamagic)

Benefit: The character may select one damaging spell he knows; he may thereafter prepare any spell of that spell line with this talent. Whenever a defiled spell deals damage, half of that damage is of its normal type for the spell, while the other half is "profane" damage. Profane damage bypasses all forms of harm resistance unless the creature affected has the evil subtype, in which case it may ignore the profane damage altogether.

A defiled spell costs 150% more power than normal: Thus, a spell that normally costs 20 power points instead costs 50.

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new spell line.

Delay Spell (Metamagic)

Benefit: The character may delay the effect of any spell he casts by up to a number of rounds equal to half his caster level (round down). Thus, a Mag 5/Sum 5/Cnj 3 (caster level 13th) may delay a spell by up to 6 rounds. Once the delay time has been set, it cannot be changed.

Any decisions that must be made about the spell (targets, area or shape, etc.) can be changed when the spell takes effect as long as the caster is within range and in line of sight. Otherwise, if circumstances have changed in the meantime so as to render the spell ineffective or impossible to cast when it would take effect — for instance, if a target is no longer in range — the spell fails.

A delayed spell is considered to be "in place" throughout the delay period for purposes such as Spellcraft checks to discern and identify it, and it can be dispelled or countered during this time as normal.

A delayed spell costs 100% more power than normal. Thus, a spell that normally costs 15 power points instead costs 30.

Destructive Focus

Benefit: The character may choose one of the following harm resistance descriptors: acid, cold, electricity, heat, or magic. Whenever he casts or uses spells, supernatural abilities, or spell-like abilities with that descriptor, the save DC (if any) is increased by 1.

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new harm resistance descriptor.

Dire Charm

Prerequisite: Extend spell.

Benefit: Once per day, the character may cast any spell of the *charm* line so that it has a duration of 24 hours. No other aspect of the spell is affected, and the target is still allowed a saving throw as normal.

Special: This talent may be selected more than once; each additional selection allows the character to cast 1 additional dire charm per day.

Divine Force

Benefit: All spells cast by the character that result in the target(s) being *stunned* have their save DC increased by 1.

Divine Intercession

Prerequisite: Lay on hands.

Benefit: Once per day, if the character is reduced to the *dying* condition by an attack and she has any points of healing remaining from her lay on hands ability, she may automatically apply those points of healing to herself as a free reaction.

Divine Reinforcement

Benefit: The character may ignore the need for a holy symbol when casting spells that normally require divine foci as components.

Divine Wrath

Prerequisite: Righteous blow.

Benefit: Once per day when the character uses her righteous blow, she may gain the usual bonuses for that talent on all attacks made that round as part of a full-attack action.

Duplicate Spell (Metamagic)

Benefit: The character may duplicate any spell that normally targets a single creature or object and has a range other than "caster" or "touch." This spell now affects any two targets within range, as long as both targets are within short range (25 ft. + 5 ft./two caster levels) of one another. However, a duplicated spell is somewhat weakened with respect to each target: Damaging spells deal only 75% of their normal damage to each target when cast this way, while non-damaging spells have their save DC(s) reduced by 2.

A duplicated spell costs a cumulative 100% more power than the spell normally costs for each duplication. Thus, a spell that normally costs 30 power points and that is duplicated three times (i.e., so that it affects four creatures all within short range of each other) instead costs 30 + 30 + 60 + 90 = 210.

Eidolic Ward

Prerequisite: Totem spirit.

Benefit: This talent functions as totem spirit, save that the character may bind a totem spirit to any beneficial buffing spell that he might cast upon an ally. Doing so costs 2 daily uses of his spirit mastery ability, just as the totem spirit ability.

A character may only have one eidolic ward spell in effect at a time, though he may also have a totem spirit spell in effect upon himself at the same time. If the character casts a new spell using eidolic ward, any existing eidolic ward spell ends immediately.

For example, a mystic with a 16 Charisma can normally use his spirit mastery talent to command spirits 6 times per day; if he has both a totem spirit and an eidolic ward in place, however, and until the day after he releases both spells, he may use his spirit mastery only 2 times per day.

Elemental Buffer

Prerequisite: Elemental pact.

Benefit: The character may choose one of the elemental types — air, earth, fire, or water — with which has already made an elemental pact. The character can cast any spell that summons an elemental of that type for 20% fewer power points.

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new elemental type.

Elemental Pact

Benefit: The character may choose one of the four elemental types — air, earth, fire, or water — with which to make an elemental pact. Thereafter, when he summons that type of elemental, he may ignore the usual required material components.

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new elemental type.

Embed Bonus

Prerequisite: Imbue magic.

Benefit: The character can create magic items that provide bonuses of any type to attack and defense rolls, saves, skill checks, and so on. See Chapter 4: Trade Skills for information, as well as **EQ: Al'Kabor's Arcana** and the **EQ: Game Master's Guide** for more on magic items that provide various bonus types.

Energy Augmentation (Metamagic)

Prerequisite: Energy synthesis.

Benefit: The character may select any one spell descriptor for which he already has the energy synthesis talent. Whenever he prepares a spell having one of these descriptors, he may

alter it with this talent to deal its usual damage, plus an additional 50% of that amount that matches the descriptor chosen for this talent.

An energy-synthesized spell costs an additional 200% more (i.e., 3x as much) power as the spell normally costs. Thus, an energy-synthesized spell that normally costs 50 power points instead costs 150.

For example, if Sorscha has energy augmentation (heat) and casts an energy-augmented *icy coil II* spell, it deals the usual 3d6 points of cold damage per round and an additional (3d6 x _) points of heat damage, but costs 28 x 3 = 84 power points to cast.

This talent cannot be used at the same time as the energy synthesis or power burn talent.

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new energy descriptor.

Energy Synthesis (Metamagic)

Prerequisite: School specialization (evocation).

Benefit: The character may select any one spell descriptor from among the following: acid, cold, electricity, heat, or magic. Whenever she prepares a spell having one of these descriptors, she may alter it with this talent to deal only half of the usual type of damage; the other half of its damage matches the descriptor chosen for this talent.

An energy-synthesized spell costs an additional 50% more power than the spell normally costs. Thus, an energy-synthesized spell that normally costs 40 power points instead costs 60.

For example, if Sorscha has energy synthesis (heat) and casts an energy-synthesized *lightning flash I* spell, it deals an 3d6 points of electricity damage and 3d6 points of heat damage initially, followed by (3d6 x _) points of electricity damage and (3d6 x _) points of heat damage the following round, but costs 27 x 1.5 = 40 power points to cast.

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new energy descriptor.

Esoteric Knowledge

Benefit: Due to an extensive education, wide travels, sharp memory, and/or innate curiosity, the character has a chance to know relevant information about important people, famous 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 the character is confronted with a mystery or an unknown situation or person, he can roll a bardic knowledge check with a bonus equal to his class level (all class and advanced class levels stack for this purpose) + his Intelligence modifier to see whether he knows any details about the situation, place, or person in question. The character cannot take 10 or 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 3–26.

Table 3-26: Esoteric 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 only by those who don't understand the significance of the knowledge.

Essence Fluctuation

Benefit: As a full-round action, the character may initiate a process that cannibalizes her health, turning it into power. The character immediately takes a number of points of damage equal to her character level, but, in each subsequent round, she gains half that amount of power points (i.e., an amount equal to half her character level each round). This process lasts for a number of rounds equal to her current Constitution modifier (minimum 1 round).

Health lost in this way cannot be healed for 1 hour, even by magical means.

Essence Shift

Benefit: As a free action, the character may recover some of the power used to summon a pet by dismissing the pet back to whence it was summoned. The pet must be within line of effect and short range (25 ft. + 5 ft./two caster levels) to be dismissed in this way. Upon dismissing the pet, the character regains a number of power points equal to half the cost of the spell used to summon that pet. Power points can be 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 power is recovered.

Essence shift is a spell-like ability.

Essence Transference

Prerequisite: Essence fluctuation.

Benefit: When the character uses her essence fluctuation talent, she gains a number of power points equal to two-thirds her character level each round after taking the initial damage. Otherwise, this ability works exactly like essence fluctuation.

Evacuator (Metamagic)

Prerequisite: Quicken spell.

Benefit: This talent drastically reduces the casting time of all spells of the *verdant passage* line from 3 rounds down to 1 action. This talent cannot be combined further with any other effect that reduces casting time, such as the quicken spell talent.

The affected spell costs 300% more power than normal to cast (i.e., 4H the cost), so a *verdant transport* spell affected by this talent (normally costing 34 power points) costs 136.

Evil Eye

Benefit: As an attack action, the character may cause any living creature within 30 feet and line of sight to make a Will save (DC 10 + the character's shaman or sorcerer level + the character's Charisma modifier) or be *interrupted* and *shaken* until the end of its next turn. A creature that makes its save cannot be affected by that character's evil eye for 24 hours.

Eye's Curse

Prerequisite: Evil eye.

Benefit: The character maintains a lingering power over any creature that has once failed a saving throw against his evil eye. Whenever such a creature comes within line of sight of the character, and every round thereafter, it must instantly make a Will save (DC 10 + the character's shaman level + the character's Charisma modifier) or be *shaken* for as long as it remains within line of sight.

The effect of an eye's curse can be removed only by the successful application of a spell of the *remove curse* line. The eye's curse is treated as a 1st-order defiler spell, with a caster level equal to the level of the character when he first affected the target creature with his evil eye.

Fearless

Prerequisite: Bravery.

Benefit: Due to her unshakeable faith, the character is immune to all fear effects. She may still be subject to other effects (such as damage) from spells or special attacks that also involve fear, but she is immune the fear-inducing portion of the attack.

Fervent Blessing

Prerequisite: Lay on hands.

Benefit: The character may divide the healing from her lay on hands ability into any number of uses per day, to the normal maximum number of points available to her per day. Each use of lay on hands still requires an attack action.

For example, if Eweniel has 66 points of healing available each day from her lay on hands talent, she may lay on hands any number of times per day (although in practical terms, she is limited to a maximum of 66 uses for 1 point of healing each), as long as she does not exceed her daily allotment of 66 hp.

Firm Roots

Benefit: All spells of the *ensnaring roots* line cast by the character have their save DC increased by 1.

Force Mage

Benefit: Whenever the character casts a spell having the force descriptor, she does so as if her caster level were 2 higher than its actual value; this benefit applies to any level-dependent variables of the spell's function, such as range and duration.

For example, a Mag 5/Sor 5/Wiz 3 with this talent casts all force spells as if her caster level were 15th rather than 13th.

Forest's Child

Prerequisite: Hunter's grace.

Benefit: While in natural surroundings (but not underground), the character gains a bonus equal to his druid level on all Sneak checks.

Geomancy

Prerequisite: Favored terrain.

Benefit: Whenever the character casts a spell within a terrain type he has chosen for his favored terrain talent, he gains +1 effective caster level. (This modifies all aspects of the spell that are dependent upon caster level, but the character does not actually gain power points or other benefits of a character level.)

Geomancy is a supernatural ability.

Great Voice

Benefit: Due to various exercises designed to increase volume and projection, the character has developed a booming voice. As a result, she can cause herself to be heard clearly at twice the distances of other characters.

In addition, any bard songs the character performs have their range increased by 25% (round down to the nearest 5 feet).

Greater Spell Fury

Prerequisite: Spell fury.

Benefit: This talent enhances the potential damage output of any of the character's damaging area spells that allow a save for half damage. Any target of such a spell who fails the save by 10 or more takes an additional 33% damage. (Targets with the avoidance or tenacity talent or with any similar ability to take no damage on a successful save take normal damage, not 133%, if they fail the save by 10 or more).

Further, creatures with the improved avoidance talent (or any similar ability) who fail their save against the spell — and would thus normally still take only half damage — instead take 75% of the usual damage due to greater spell fury.

For example, a wizard with greater spell fury casts *gout of flame I* (Reflex half, DC 26) for a total of 90 points of damage. One of the targets caught in the effect gets a Reflex save result of only 12, so he takes 120 points of heat damage instead of 90. Another character caught in the spell's area has the improved evasion talent, but gets a Reflex save result of only 22, thus failing the save. She takes 75% damage, rather than half — as her improved evasion ability would otherwise dictate — for a total of 67 points of damage.

Grim Herald

Benefit: Once per day, as a free action, the character can render the wounds he deals temporarily unaffected by healing magic: All melee damage the character deals for the next 1 full round cannot be healed by any means, magical or otherwise, for a number of minutes equal to the character's Intelligence modifier.

Special: This talent may be selected multiple times; each selection increases the number of times per day the character may use this talent by 1.

Harm Touch

Benefit: Once per day, the character may damage a living opponent as a melee touch attack. If the character has one hand free, he may make this attack as an off-hand attack as part of a full-attack action; all modifiers for off-hand attacks apply normally. If the character misses with the touch attack, the harm touch dissipates and cannot be used again for one full day.

The amount of damage dealt by the harm touch is equal to the character's crusader level x his current Intelligence modifier (minimum x1). For example, a Ftr 5/Cru 5/Shd 4 with a 17 Intelligence (+3 bonus) could deliver a total of 9 x 3 = 27 points of damage.

The type of damage dealt by the harm touch is decided by the player upon the character's gaining this talent: He may choose from among disease, magic, or poison damage. Once decided, this choice cannot be altered.

Special: This talent may be selected multiple times; each selection increases the amount of healing available daily by the character's effective crusader level. Thus, if the character in the example above had taken this talent twice, he could deliver a harm touch for a total of (9 x 3) + 9 = 36 points of damage.

Alternately, a new selection of this talent allows the character to choose a second damage type (disease, magic, or poison) for his harm touch. He may thereafter choose from among all types available to him every time he delivers a harm touch.

Healing Mastery

Prerequisite: Celestial healer.

Benefit: The character heals an additional 10% beyond the usual amount of health when he casts any spell with the healing descriptor.

Imbue Magic

Benefit: The character can create items invested with a small amount of magic. While this does not grant any benefit in itself, it allows the character to follow certain recipes in order to craft magical versions of items using the various types of Trade Skill (see more about the individual Trade Skills and their interaction with the imbue magic talent in Chapter 3). Many magic items require further talents from this line (embed bonus and imbue power [q.v.]) if they are to be created properly.

Forthcoming *EverQuest II Role-Playing Game* products will examine the use of talents in this line more fully.

Imbue Power

Prerequisite: Embed bonus.

Benefit: The character can create magic items with focus effects, process effects, and spell-like powers. See Chapter 4: Trade Skills for information, as well as **EQ: Al'Kabor's Arcana** and the **EQ: Game Master's Guide** for more on magic items with focus effects, process effects, and spell-like powers.

Improved Power Battery

Prerequisite: Power battery.

Benefit: When the character uses the power battery talent to store power, the gem she uses need only have a gp-value equal to 20 x the number of power points to be stored in it. The character can still store a maximum number of power points equal to twice her Intelligence score in a given battery.

For example, an enchanter with a 17 Intelligence could potentially store up to 34 points in a battery-gem using this talent. If the gem she used was worth only 350 gp, however, she could store only 17 power points in it.

Improved Sonic Resistance

Prerequisite: Sonic resistance.

Benefit: The character's sonic resistance of a value equal to twice his bard level. For example, a Sct 5/Brd 5/Trb 6 with this talent enjoys sonic resistance (22). This benefit does not stack with that from the sonic resistance talent.

Instant Elemental

Prerequisite: Elemental pact.

Benefit: The character may choose one of the elemental types — air, earth, fire, or water — with which has already made an elemental pact. Once per day, the character can cast any spell that summons an elemental of that type as a free action, rather than requiring the usual casting time. The summoning works normally in all other regards.

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new elemental type.

Lay on Hands

Prerequisite: Healing touch.

Benefit: Once per day, the character may cure wounds by placing her hands on a living target as an attack action (perhaps requiring a touch attack if the recipient is unwilling). The amount of damage the character may heal when laying on hands is equal to her effective crusader level x her current Wisdom modifier + her Charisma modifier (minimum 1 for each of the latter two values).

For example, a Ftr 5/Cru 5/Pal 6 with a 15 Wisdom (+2 bonus) and a 16 Charisma (+3 bonus) could lay on hands for a total of 11 x (2 + 3) = 55 points.

Special: This talent may be selected multiple times; each selection increases the amount of healing available daily by the character's effective crusader level. Thus, for example, if the character in the example above had taken this talent twice, she could lay on hands for a total of 11 x (2 + 3) + 11 = 66 points.

Lifestealer

Benefit: Whenever she casts a spell of the *lifetap* line, the character gains an additional 20% of the usual health. (That is, the target takes the usual amount of damage, but the character gains more health.) The affected spell functions normally in all other ways.

Light Mage

Benefit: Whenever the character casts a spell having the light descriptor, he does so as if his caster level were 2 higher than its actual value; this benefit applies to any level-dependent variables of the spell's function, such as range and duration.

For example, a Mag 5/Enc 5/Ilu 5 with this talent casts all light spells as if his caster level were 17th rather than 15th.

Magical Training

Benefit: The character gains a power pool with a maximum size equal to his artisan level. For the purpose of recovering power, treat the character as having a caster level equal to half this artisan level.

If the character already has a power pool from another profession, this talent increases that pool's maximum size by an amount equal to the character's artisan level; a multitype character with both an arcane and a divine power pool must choose to which power pool this bonus accrues. A character with a spellcasting class does not recover power any more quickly as a result of having this talent.

Malign Dose

Prerequisite: Energy synthesis.

Benefit: Whenever the character casts a spell that normally deals damage having any one of the harm resistance descriptors, she may choose to replace this descriptor with the poison descriptor. As a result, the spell deals poison damage; any Reflex or Will save normally required by the spell to avoid or reduce this damage is changed to a Fortitude save of the same nature (negates, half, etc.) and with the same DC as the original.

Malign Virulence

Prerequisite: Energy synthesis.

Benefit: Whenever the character casts a spell that normally deals damage having any one of the harm resistance descriptors, she may choose to replace this descriptor with the disease descriptor. As a result, the spell deals disease damage; any Reflex or Will save normally required by the spell to avoid or reduce this damage is changed to a Fortitude save of the same nature (negates, half, etc.) and with the same DC as the original.

Mana Sight

Benefit: The character gains the manasight ability.

Mend Bones

Prerequisite: Soothe servant.

Benefit: Whenever the character uses his soothe servant talent on an undead pet, he heals an amount of damage equal to his current Intelligence modifier x his summoner level.

Mental Clarity

Benefit: While meditating, the character recovers an additional amount of power each hour equal to his base Will save bonus. For example, a 6th-level mage (+4 base Will save bonus) with an 18 Intelligence (+4 bonus) and this talent recovers 6 + 4 + 4 = 14 power points during 1 full hour of meditation, rather than the 10 points he would otherwise receive.

A meditating character is considered flat-footed; he can take no other actions, and suffers a –10 penalty on all Perceive checks.

Messenger Spirit

Prerequisite: Spirit mastery.

Benefit: The character may compel a lesser spirit to bear a message for him, requiring one use of his daily spirit mastery ability. He gives the spirit a mental image of a certain individual to be the recipient, who must also be priest of at least 4th level. (At the GM's discretion, the spirit messenger might also be able to deliver its message to a necromancer or some other character or creature capable of interacting with spirits.)

The message to be carried by the spirit can be no longer than a number of words equal to 10 + the sender's shaman level. The spirit travels unerringly to the designated individual, regardless of the distance between them, at a rate of 100 miles per minute. Both sender and recipient must be on the same plane, or the message fails automatically.

Once it finds the recipient, the spirit delivers its message immediately in a normal speaking voice, whether the recipient is in a position to hear and acknowledge the message or not, and then disappears; the sender has no way of knowing whether his message has been successfully received or not.

If the sender spends an extra daily use of his spirit mastery ability, he may have the messenger spirit return to him and bring word of whether its message was successfully received.

Nature's Embrace

Benefit: The character gains cold, heat, and electricity resistance (3). Further, he may choose not to be affected by normal weather effects and natural extremes of temperature. For example, he may choose not get wet during a rainfall, he may remain comfortable despite it being too cold or too hot for his companions, or he may avoid slipping on ordinary ice. This effect protects only the character and his personal possessions; he would still be blinded by a thick rain, for instance.

This talent does not in any way protect against spells, nor would it prevent drowning or other conditions beyond normal weather effects (e.g., falling chunks of lava would harm the character normally, aside from the slight harm resistance afforded), at the GM's discretion.

Nature's embrace is a supernatural ability.

Painful Meditation

Prerequisite: Mental clarity.

Benefit: Once per day, by meditating for 1 full round, the character may sacrifice up to 1 point of health per mage level, changing that amount directly into a similar number of power points. Health lost in this way cannot be healed for 1 hour, even by magical means.

A meditating character is considered flat-footed; he can take no other actions, and suffers a –10 penalty on all Perceive checks.

Petrifying Eye

Prerequisite: Evil eye.

Benefit: Whenever the character uses his evil eye talent, a target that fails its save is *cowering* and *asphyxiating* until the end of its next turn. For each successive round that it fails its save, the *asphyxiating* condition continues, so that a creature can eventually be strangled to death with the continued and uninterrupted use of this talent.

A creature that makes its save cannot be affected by that character's petrifying eye for 24 hours.

Planar Binding

Benefit: The character cannot be teleported against his will by any spell or effect.

Power Burn

Benefit: Once per day, the character may increase a spell's damage potential by channeling additional power into the spell. By paying an additional 100% of the spell's power cost (i.e., double the cost), she can increase the damage inflicted by any one spell she casts by an additional 25%.

This is not a metamagic talent, so the spell to be affected need not be prepared in any special way.

Special: This talent may be selected more than once; each additional selection allows the character to use power burn 1 additional time per day.

Power Siphon

Benefit: Whenever she casts a direct damage spell with a target of "one creature," the character may invoke this talent as a free action. In addition to suffering the normal effects of the spell, the target must make a Will saving throw (DC 10 + the character's sorcerer level + the character's Intelligence modifier) or lose an amount of power from his current power pool (if he has one) equal to 1/3 of the total power cost of the affected spell (i.e., with metamagic talent costs and other modifiers, if any, included). The character then gains this power in her own pool; however, she cannot gain more power than the target lost.

For example, if the character applies this talent to a spell costing a total of 120 power points, she drains 40 power points from her target and gains them herself; however, if the target has only 11 power points left in his pool, the character gains only those 11.

The character may use this talent a number of times per day equal to her current Constitution modifier (minimum 1/day).

Special: This talent may be selected multiple times; each selection adds 1 daily use of power siphon.

Read Lips

Benefit: This skill can be used to understand what is said by a character observed through a looking glass, to communicate while temporarily deafened, or to receive information from someone unwilling or unable to make noise. The character must be able to see the speaker's lips move as he talks — normally from within 30 feet — and must make a Perceive check (DC 15, or higher for complex speech or an inarticulate speaker). The character has to concentrate on reading lips for 1 full minute before making the check, and can perform no other action during this minute. She can move at up to half speed each round during that time, but no faster, and must maintain line of sight to the target.

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, she actually 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.

Each check made to read lips represents an attempt to discern 1 minute of communication. The skill can be used once per minute.

This talent is a language-dependent ability.

Special: A character with 5 or more ranks in any Language gets a +2 synergy bonus to Perceive checks made to read lips speaking in that tongue.

Renewing Burst

Prerequisite: Soothe servant.

Benefit: Once per day, as an attack action, the character may heal all allied elemental pets within a 30-foot burst. The burst heals an amount of damage to each pet equal to the character's current Intelligence modifier x his conjurer level.

Renewing burst is a spell-like ability.

Repair Servant

Prerequisite: Soothe servant.

Benefit: Whenever the character uses his soothe servant talent, he heals an amount of damage to his pet equal to his current Intelligence modifier x his mage level.

Righteous Blow

Benefit: Once per day, the character may attempt to smite a foe with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and, if the attack is successful, deals 1 extra point of damage per crusader level.

Special: This talent may be selected more than once; each additional selection allows the character to use righteous blow 1 additional time per day.

Root Mastery

Prerequisite: Firm roots.

Benefit: All spells of the *ensnaring roots* line cast by the character have their save DC increased by 2. (This benefit does not stack with that from the firm roots talent.)

Shape Spell (Metamagic)

Benefit: The character may alter any spell having an area in one of the shapes on the following list to any alternate configuration from the same list: cylinder (including a "rain"), cone, cube, line (10 feet wide), or sphere. The character need

not choose a specific shape when preparing the spell; each casting of a spell prepared with this talent can take any one of the four shapes available, as the caster wishes.

If the spell is altered to a cone or line shape, it always extends from the caster's hand, regardless of the spell's usual range. The size of the resulting shape is dependent on the original, shown as a multiple on the chart below.

Original Shape	—Resulting Size (by Shape)*—			
	Cylinder (*ht.* x *rad.*)	Cone	Line	Sphere (*rad.*)
Cylinder/Rain (*rad.*)	—	3	12	2
Cone	1 x 0.33	—	4	0.66
Line	0.25 x 0.08	0.25	—	0.17
Sphere (*rad.*)	1.5 x 0.5	1.5	6	—

* For each product, round off to the nearest 5 feet.

Thus, for example, a sorcerer casting *conflagration*, normally occurring in a 15-foot-radius sphere, could instead cast it as a 20-foot-high-by-5-foot-radius cylinder; a 20-foot cone; or a 90-foot-long-by-10-foot-wide line.

A shaped spell costs 50% more power than normal. Thus, a shaped spell that normally costs 50 power points instead costs 75.

Shunt Spell (Metamagic)

Benefit: The character may cast any spell that normally targets only herself (i.e., having a range of "Personal") as if it instead had a range of "Touch." A shunted spell costs 100% more power than the spell normally costs. Thus, a shunted spell that normally costs 8 power points instead costs 16.

Singing Blade

Benefit: As an attack action, the character may produce a barely audible hum that causes sympathetic vibrations in whatever melee weapon he holds. For a number of rounds equal to the character's Charisma modifier, that weapon deals +1d6 points of sonic damage per successful strike. If the weapon leaves the character's hands, this benefit stops immediately.

This ability can be used a number of times per day equal to 1 + the character's Constitution modifier (minimum 1/day).

Spellcasting Artist

Prerequisite: Magical training.

Benefit: The character's caster level is increased by half his artisan levels. Thus, for example, a Mag 5/Sor 3/Art 2 has an effective caster level of 9th, rather than 8th. This benefit affects all calculations based on caster level, such as spell ranges and effects, rate of recovering power, etc.

A multitype character with both an arcane and a divine caster level must choose to which archetype this bonus accrues.

Sonic Resistance

Benefit: The character gains sonic resistance of a value equal to his bard level. For example, a Sct 5/Brd 5/Trb 4 with this talent gains sonic resistance (9).

Soothe Servant

Benefit: Once per day, as an attack action, the character may heal his summoned pet with a touch (this touch does not harm the character even if the pet is a fire elemental or a wraith, for example). If the pet is in melee, the character may be required to make a melee touch attack to use this ability, at the GM's discretion. The touch heals an amount of damage to the pet equal to twice the character's mage level.

Soothe servant is a spell-like ability.

Soulless Mesmerization (Metamagic)

Benefit: The character may augment a spell so that it affects even creatures normally immune to mind-influencing effects, as long as they fall within all other parameters of acceptable targets for the spell. Target creatures are still allowed saving throws, as usual, but the character may not include her Charisma modifier when calculating the save DC for a target normally immune to mind-influencing effects.

A spell prepared using this talent costs 100% more power than normal, so one that normally costs 6 power points instead costs 12.

Spell Fury

Benefit: This talent enhances the potential damage output of any of the character's damaging area spells that allow a save for half damage. Any target of such a spell who fails the save by 10 or more takes an additional 25% damage. In addition, targets with the avoidance or tenacity talent or with any similar ability to take no damage on a successful save still take 25% damage if they save.

For example, a sorcerer with spell fury casts *static wave II* (Reflex half, DC 18). One of the creatures in the area gets a total Reflex save result of only 7, so she takes 2d6 x 1.25 points of damage each round while the spell lasts. Another character caught in the spell's area has the improved avoidance talent and gets a Reflex save result of 19, thus making the save. However, due to this talent, she still takes 2d6 x 0.25 points of damage each round, rather than none (as her improved avoidance talent would otherwise dictate).

Spirit Alchemy

Prerequisite: Spirit mastery.

Benefit: The character is assisted by spirits whenever he uses Trade Skill (alchemy) to produce potions and substances, reducing the cost of raw materials required to make any potion by 20% and decreasing the time needed to brew potions by 25%. (See Chapter 4: Trade Skills for more on alchemy and its various uses.)

Spirit Delving

Prerequisite: Spirit mastery.

Benefit: By spending one daily use of his spirit mastery ability as a full-round action, the character may consult the spirits to gain information about a particular target within line of sight. The target creature may make a Will save (DC 10 + 1/2 the character's shaman level + the character's Wisdom modifier) to resist this power; if a creature save against this ability, it is immune to that shaman's spirit delving for 24 hours.

Otherwise, the character learns any one of the following (player's choice):

- the target's type (humanoid, undead, outsider, etc.) and subtype(s) (if any)
- the target's total HD (if any), plus its classes and level
- any spells or spell-like abilities currently in effect upon the target
- personal information such as place and time of birth, loves and phobias, civic/religious loyalties, etc., at the GM's discretion

Spirit Mastery

Benefit: The character may communicate telepathically with one or more creatures within 100 feet that have the spirit subtype; this communication is not language-dependent. The character may use this ability as often as desired.

In addition, as an attack action, the character may make a Will check (DC = 10 + the spirit's HD) to force one such creature to obey his commands, with the check results as shown on the chart below. This ability may be used a number of times per day equal to 3 + the character's Charisma bonus (if any).

Will Check	Duration of Servitude	Spirit's Behavior
Succeeds by 20 +	1 day	Fawning: The spirit performs any service(s) the character wishes, within its power, as long as doing so would not prove self-destructive
Succeeds by 5–19	1 hour	Obedient: The spirit performs minor services, including defending the character, as long as it need not place itself at serious risk
Succeeds by 0–4	1 minute	Compliant: The spirit performs any minor services that aren't inimical to it; it may fight for the character if it sees little or no harm in doing so
Fails by 1–5	—	Neutral: The spirit is not angered by the character's efforts, but neither is it inclined to aid him in any way
Fails by 6 +	1 minute*	Hostile: The spirit is outraged at the character's attempted control, and attacks at once

* Another attempt cannot be made to command the spirit for 1 minute

Special: A character can gain this talent multiple times; each additional selection grants him 3 additional daily uses of the command ability.

Spiritual Sacrifice

Prerequisite: Spirit mastery.

Benefit: The character has formed a pact with spirits that can feed off his life force, in return providing the character with more magical power. Once per day, the character may call upon these hungry spirits as a free action. They then feed from the character's life force for 1 round, dealing damage equal to the character's shaman class level + his Wisdom modifier. Tiny welts, bruises, and even lacerations appear on the character's body; however, although this process is somewhat painful, the character need not make Channeling checks to cast spells due to the damage caused by the hungry spirits.

At the beginning of the character's turn on the following round, he regains a number of power points equal to twice the amount of damage dealt by the hungry spirits. The health drained by the hungry spirits cannot be healed for 8 hours, even by magical means.

Special: This talent may be selected more than once; each additional selection allows the character 1 additional daily use of the spiritual sacrifice power per day.

Storm Child

Benefit: The character is invested with the power of the storm wherever he may go. Even in indoor or subterranean environments, he may cast spells that are normally usable only when cast outdoors.

Subconscious Tone

Benefit: By spending 1 full round mentally preparing a mind-influencing bard or dirge song, the character can alter the tune slightly so that it affects even creatures normally immune to such effects. However, such creatures still receive a +2 bonus on their saves against the song.

Sympathetic Aura

Prerequisite: Elemental pact.

Benefit: The character may choose one of the elemental types — air, earth, fire, or water — with which has already made an elemental pact. Whenever the character summons a pet of that element and until the elemental is dismissed or destroyed, he gains a primary bonus of harm resistance (*x*), where *x* equals his mage level, and two secondary bonuses of harm resistance (*y*), where *y* equals his summoner level, as shown on the chart below.

Elemental Type	Primary Bonus	Secondary Bonus
Air	Sonic	Cold and electricity
Earth	Disease	Electricity and mental
Fire	Heat	Electricity and sonic
Water	Acid	Heat and sonic

Special: A character can gain this talent multiple times. The effects do not stack. Each time the character takes the talent, it applies to a new elemental type.

Totem Spirit

Prerequisite: Spirit mastery.

Benefit: The character may bind a totem spirit to any one spell that he may cast upon himself and that provides a buff bonus to one or more ability scores. The totem spirit effectively causes the affected spell's ability score modifiers to have a duration of "permanent until dispelled." Invoking the totem spirit requires 2 daily uses of the character's spirit mastery ability to be forfeited for as long as the totem spell remains in effect; the character loses access to those daily uses until the day following the release of the totem spirit (which ends the totem spell as well).

For example, a shaman with a 14 Charisma can normally use his spirit mastery talent to command spirits 5 times per day; while he has a totem spirit bound to himself in this way, however, and until a day after he releases the totem spell, he may use his spirit mastery only 3 times per day.

A character may only have one totem spirit spell in effect at a time. If the character casts a new spell using totem spirit, any existing totem spirit spell ends immediately.

Turn Plant

Benefit: As an attack action, the character can force a plant creature to withdraw from her presence. The target creature must be within 60 feet and in line of effect. It may make a Will save (DC 10 + _ the character's druid levels + the character's Wisdom modifier) to resist this power; if a creature saves against this ability, it is immune to that character's turning attempts for 24 hours.

A creature that has been successfully turned flees at its top speed for a number of rounds equal to 1d4 + the turning character's druid levels. If it cannot flee, it simply *cowers*. The character who turned it cannot approach to within closer than 10 feet of the creature without negating the turning effect, although her ranged and spell attacks do not break the turning. Any other characters or creatures, including her allies, can engage the turned creature in melee without negating the turning.

Turn summoned is a supernatural ability. It may be used a number of times per day equal to 1 + the character's Charisma modifier (minimum 1/day).

Special: This talent may be selected more than once; each additional selection increases the number of times per day the character may turn summoned creatures by 2.

Turn Summoned

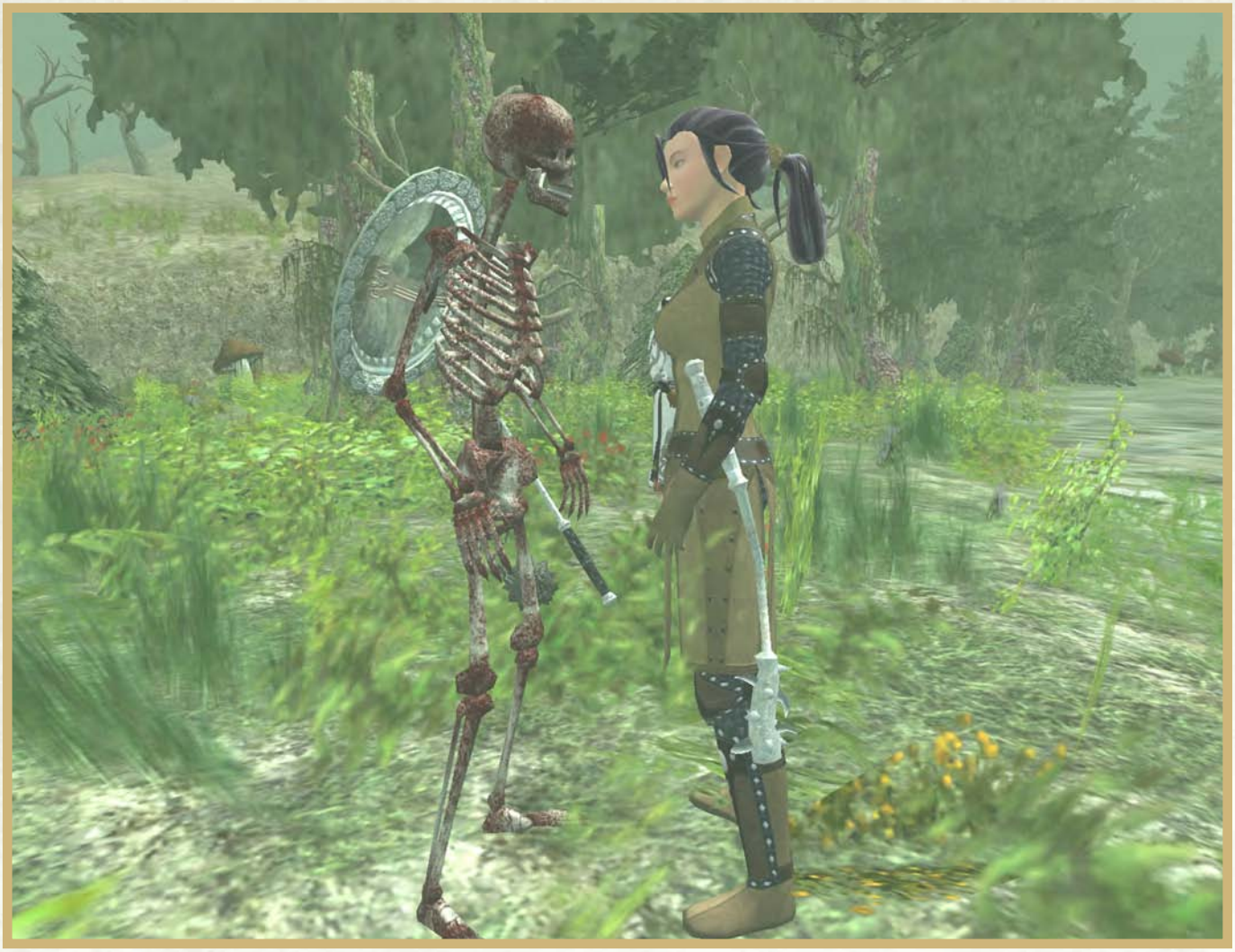
Benefit: As an attack action, the character can force summoned or extraplanar beings to withdraw from his presence. This ability affects any creature summoned by conjuration magic and all creatures of the elemental and outsider types (unless such creatures are encountered on their own plane, such as when facing an abhorrent on the Plane of Hate). The target creature must be within 60 feet and in line of effect. It may make a Will save (DC 10 + _ the character's fury, summoner, and/or warden levels + the character's Intelligence modifier) to resist this power; if a creature saves against this ability, it is immune to that character's turning attempts for 24 hours.

A creature that has been successfully turned flees at its top speed for a number of rounds equal to 1d4 + the turning character's fury, summoner, and/or warden levels. If it cannot flee, it simply *cowers*. The character who turned it cannot approach to within closer than 10 feet of the creature without negating the turning effect, although his ranged and spell attacks do not break the turning. Any other characters or creatures, including his allies, can engage the turned creature in melee without negating the turning.

Note that if the character and the creature are trapped together within a constrained space — say, he has it cornered and is blocking its way in a dead-end passage — then he may remain within 10 feet of it if he stands still or moves away from the cowering creature without breaking the turning affect.

Turn summoned is a supernatural ability. It may be used a number of times per day equal to 1 + the character's Charisma modifier (minimum 1/day).

Special: This talent may be selected more than once; each additional selection increases the number of times per day the character may turn summoned creatures by 2.



Undead Mastery

Prerequisite: Command Undead.

Benefit: Whenever the character successfully uses the command undead talent on a creature whose Intelligence score is less than half her own Charisma score, her control is permanent. Further, the character can command multiple undead as long as their total HD do not exceed an amount equal to her total effective summoner level + her necromancer level.

Special: This talent may be selected more than once; each additional selection increases the maximum number of HD-worth of undead she may command by an amount equal to her necromancer level. Thus, for example, a Mag 5/Sum 5/Nec 7 who has taken this talent twice may control 12 + 7 + 7 = 26 HD of undead creatures.

Unyielding Advance

Benefit: Whenever the character attempts to overrun an opponent and has a light or heavy shield in hand, she may first make a shield bash attack as a free action. She gains a +2 bonus on her Strength check for the overrun if her shield bash hits.

Valiant Steed

Benefit: The character gains the service of an unusually intelligent, strong, and loyal steed to serve her in her struggles against antithetical forces. Should the valiant steed die, the character may not summon another mount for 30 days or until she gains a paladin, shadowknight, or templar level, even if the mount is somehow returned from the dead. During this thirty-day period, the character takes a –1 penalty on all attack and weapon damage rolls.

Walk Lightly

Benefit: The character gains a +2 competence bonus on all Sneak checks while moving. In an urban setting, the character suffers no penalty for moving at up to his normal speed while using the Sneak skill; further, in such settings he suffers only a –10 penalty to Sneak while running or charging. (See Sneak in Chapter 8 of the **EverQuest II Player's Guide**.)

This talent cannot be used by a character wearing medium or heavy armor.

The Valiant Steed

The valiant steed is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a Medium character is a heavy warhorse, and the standard mount for a Small character is a warpony. Orders of ogre and troll knights also maintain compounds that keep enormous, specially bred warhorses capable of bearing even the great weight of fully armored big folk (these mounts are still treated as being Large, but border on Huge in size).

See Appendix One: Creatures for the basic statistics of warhorses and warponies.

At the GM's discretion, some other kind of mount appropriate to the character's race and size, such as a war mastiff for a halfling crusader or a Large shark for a Medium crusader in an aquatic setting, may be allowed as well; similarly, for ogre and troll crusaders, the player and GM may agree on an unusual mount, such as a great bear, a rhinoceros, or some fantastic creature of appropriate size and form.

A valiant steed is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains its usual HD, base attack and defense bonuses, saves, skill points, talents, and feats). As the character increases in level, however, her mount also gains power and a number of special abilities, as outlined below.

Effective Crusader Level	Bonus HD	Natural Armor Modifier	Strength Adjustment	Intelligence Score	Special
1st–3rd	+2	+4	+1	6	Empathic link, improved evasion, share spells, share saving throws
4th–6th	+4	+6	+2	7	Improved speed
7th–9th	+6	+8	+3	8	*Command* creatures of its kind
10th or higher	+8	+10	+4	9	Spell resistance

Valiant Steed Basics: Use the base statistics for a creature of the mount's kind (as shown below), but make changes to take into account the attributes and characteristics summarized on the table and described below.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A mount's base attack, defense, and save bonuses are as those of a scout of a level equal to the mount's HD. The mount gains additional skill points and talents as a mage, but selects talents from either of the fighter and scout tables.

Natural Armor Mod.: The number on the table is an improvement to the mount's existing natural armor bonus (if any).

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

Intelligence: The mount's Intelligence score.

Empathic Link (Su): The character has an empathic link with her mount out to a distance of up to 1 mile. The character cannot actually see through the mount's eyes, but the two of them can communicate empathically. (Note that even intelligent mounts are likely to see the world differently from humans, so misunderstandings are always possible.) Because of this empathic link, the character has the same connection to an item or place that her mount does.

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

Share Spells: At the character's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount. The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away, and it will not affect the mount again even if it returns to the character before the duration expires.

Additionally, the character may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A character and her mount can share spells even if the spells normally do not affect creatures of the mount's type (i.e., magical beast).

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

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

Command (Sp): Once per day per two advanced class levels of its master, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. The mount must make a DC 20 Constitution check to succeed at this effect if it's being ridden at the time. If the check fails, the ability does not work but still counts against the mount's daily uses. Each target may attempt a Will save (DC 10 + 1/2 the character's level + the character's Charisma modifier) to negate the effect.

Spell Resistance (Ex): The mount gains spell resistance equal to 5 + its master's effective crusader or templar level.

Chapter Four:

Trade Skills

Only a small percentage of the folk of the Shattered Lands seek lives of adventure and glory. Most people instead live as farmers and herdsmen, while a smaller segment of that number work as tradesfolk, providing fine goods to those able to afford them. Of these latter craftsfolk, some create products that cross the boundary between mundane and magical, and often make a name for themselves due to the excellence of their wares.

Trade skills differ from most other skills in several ways. Success in a Trade Skill check results in the creation of a tangible product, one that benefits the creator directly, either by its usefulness to its maker or through its value to a buyer. Many of these products are magical, conferring bonuses upon those who wear, wield, or consume them. Some trade skills tend to be restricted to certain practitioners: It is virtually unheard of for anyone other than a gnome to practice tinkering, for example, and alchemy is far and away most common among shamans.

This section provides rules for creating a vast assortment of trade skill items, from goods common to any town or village to items so rare even exalted masters of their crafts labor to find word of them.

Due to space constraints, however, only a tiny handful of specific magic item descriptions are included here: For more magic item descriptions, see previously published books for the *EverQuest Role-Playing Game*, such as **EverQuest: Game Master's Guide** or **EverQuest: Al'Kabor's Arcana**, or pick up future *EverQuest II Role-Playing Game* products.

Note: While all of the trade skills in this chapter are subtypes of Trade Skill, each is referred to, for brevity's sake, using only its subtype; that is, this chapter uses "baking" rather than "Trade Skill (baking)" in every instance, such as in formulae for determining skill DCs.

Tools of the Trade

Every trade skill requires certain tools in order to perform the job properly: "Table 10–11: Professional Tools and Kits" in the **EverQuest II Player's Guide** lists this equipment. No trade skill practitioner may use his skill if not in the possession of the proper tools.

Additionally, such tools do eventually break or wear down. Any time a players rolls a "1" on a Trade Skill check, in addition to the current work automatically failing, the GM may rule that the character's tools have broken as well and must be replaced.

Trade Skill Lore

For the common tailor or baker, the village tanner, and the local smith, the basic elements of one's profession abound in the environment around him or are easily accessible through neighboring markets. The common huntsman easily locates a hickory shaft for his bow, and brewers need not go far to find or purchase berries, barley, and hops to fill their tuns.

In time, however, dedicated practitioners who wish to expand their arts may reach a limit: The local flora and fauna no longer provide adequate ingredients for the most challenging and magical of recipes. The artisan must choose between contenting himself with a steady, mundane career in a fixed location or risking life and prosperity in search of rare ingredients and new techniques in far off lands. For a devoted few, adventures throughout the Shattered Lands and beyond are but a symptom of a desire to achieve renown in their chosen trade.

The following trade skill sections present basic rules for the mundane artisan, plus a peek at the kinds of recipes available only to the most knowledgeable masters and wizened sages. Even recognized masters are generally unaware of the lore required for more than a small handful, perhaps only one or two, exceptional (read: magical) items, so GMs should consider carefully how word of this lore reaches the players. Trade skills provide players with the opportunity to empower their characters in ways other than simply killing a monster and taking its treasure.

For instance, a master tailor might require a journeyman interested in learning the secrets of tailoring *Wu's fighting apparel* to first collect his own bodyweight in rare giant spider silk. A jeweler may stumble across the collected notes of a long-forgotten master of the craft, detailing the secrets of crafting blue diamonds into magical jewelry. Rumors of obscure recipes involving the livers of monstrous beasts may

The Infinite Wealth Dilemma

The creation of trade skill items carries a broader appeal than simple achievement or magical benefits: Clearly, there is an economic incentive to creating and selling high-priced products. Conceivably, a skilled jewelcrafter could purchase emeralds and gold bars, enchant them, and sell them to interested buyers throughout a region, filling his coffers in a nigh infinite progression.

A few factors limit this road to easy wealth. First, dealers in any sort of item carry limited supplies, especially those of the more expensive varieties, yet there are also only so many buyers in a given region who can afford to purchase expensive goods and who have reason to do so. (For instance, many aristocrats fear being poisoned, so jewelry that protects one from poison damage sells quite well to the paranoid.) Also keep in mind the fact that, since even a master artisan generally knows only a small handful of recipes or formulae for high-end goods, he or she can easily flood a market in a short time; finite resources and exorbitant costs ensure a limited clientele for the most expensive products of any trade skill master.

In sum, a GM should keep in mind reasonable limits on the "resaleability" of trade skill items. Buyers for expensive items will soon dry up, and huge volumes of lower-end items will depress the prices a character can charge for a continuous supply of the same item.

draw the master chef to experiment with every kill until he uncovers the most effective cooking technique.

As a final note, remember that these "recipes" are most effective when presented uniquely within the context of the story rather than as an open menu from which characters may choose their creation of the day.

Alchemy

Through skillful blending of exotic compounds and their inherent mystical qualities, alchemists brew elixirs and vapors capable of a wide variety of magical effects. The alchemist's primary components are rare herbs that might be found growing in the wild, in the gardens of peasants, or on apothecaries' shelves; still, without the ritualistic care and special attention given by a trained alchemist they are no more useful for true alchemy than weeds and crabgrass.

With rare exceptions, only shaman and alchemist guildhalls provide the proper ingredients for alchemy, and they expect heavy tithes for the services they offer. Alchemy is therefore an expensive art to learn and requires riches to master. Few throughout the Shattered Lands understand completely the mysteries of this devotion, and fewer still can afford to.

To create a common potion, the alchemist combines specific amounts of the correct herbs while perhaps reciting a particular verse or performing an odd-seeming series of gestures. Other components may include hot water, soot, droplets of the alchemist's blood, and common animal parts, such as a bat's wing or fish's scale. If the ritual is completed properly, the alchemist ends up with the contents of a small flask, a single dose of the desired potion.

Common Potions

Alchemists create common potions (often called "enhancement potions," although this is something of a misnomer, since they actually provide metabolic bonuses) by mingling the proper set of ingredients in a prescribed manner. A highly skilled alchemist can bolster the effects of his potions by including other ingredients that blend well with the basic ones.

The various effects possible in a common potion are listed on Table 4–1. A character may choose more than one desired effect, but each effect beyond the first results in progressively greater difficulty; only true masters of the trade are usually capable of mixing three or more effects in a single potion. Once he decides upon the desired effect(s) for a potion, the player makes an alchemy check (DC 10 + the total DC modifiers of the desired effects from Table 4–1).

The entire process of procuring ingredients, preparing them with knife or mortar-and-pestle, measuring and mixing the reagents, and processing them adequately takes 1 hour, plus another hour for every 4 points by which the potion's alchemy DC is beyond 10.

Of course, each effect also bears an accompanying cost in materials, equal to half the total market price for all the effects chosen for the potion. An unsuccessful alchemy check signifies failure in processing the potion, and thus results in the loss

of half the total material cost (i.e., one-quarter of the market price) and half the total preparation time.

Once crafted, a common potion normally lasts no more than 1 week before its efficacy expires. Unless otherwise stated, the potion's effects start at the beginning of the round following consumption and last for a number of rounds equal to the alchemy ranks of the alchemist (except harm resistance potions _ see below). All potions grant metabolic bonuses.

Drinking a potion is a standard (attack) action.

Table 4-1: Common Potion Effects

Effect	Alchemy DC Modifier	Market Price
Strength[1]	+3	200 gp
Dexterity[1]	+3	200 gp
Constitution[1]	+3	200 gp
Charisma[1]	+3	150 gp
Harm resistance[2]	+4	350 gp
Fort save[3]	+7	500 gp
Will save[3]	+7	500 gp
2 effects	+2	+250 gp
3 effects	+5	+500 gp
4 or more effects	+10	+1,000 gp
Amplification	+8	Double base cost + 500 gp
Greater amplification	+12	Triple base cost + 1,500 gp

[1] The potion provides the drinker with a +2 bonus to this ability score.

[2] The potion provides the drinker with a bonus of harm resistance (5) that applies to any one of the following types of harm resistance, as decided by the creator when he makes this potion: acid, cold, disease, electricity, heat, mental, or poison. Unlike other potion effects, harm resistance lasts for a number of minutes equal to the creator's alchemy ranks (as opposed to rounds).

[3] The potion provides the drinker with a +2 bonus to this type of save.

Amplification: By including an amplifying agent in the potion, the character may double the usual bonuses provided for each effect; for example, an amplified Strength potion provides a +4 bonus to Strength.

Greater amplification: By including a rare and powerful amplifying agent, the character may triple the usual bonuses provided for each effect. For example, a greatly amplified cold resistance potion provides a bonus of cold resistance (15).

Example: Woomp, a shaman with an alchemy skill bonus of +7, wishes to aid his ogre brethren in crushing a nest of giant spiders discovered near their home. He knows that great strength pleases fighters and that the spiders poison those bitten, so he procures the ingredients to make "spider-hunter" potions that will provide bonuses to Strength and poison resistance. The DC to make each potion is 10 (base) + 3 (Strength) + 4 (harm resistance) + 2 (combining 2 effects) = 19.

Some years later the spiders return, more numerous and dangerous than ever, but Woomp now has an alchemy skill bonus of +18 with which to create more powerful potions. He adds greater amplification to the previous recipe, increasing the DC to make the potion to 31. The character drinking his new "spider-slayer" potion will receive a +6 bonus to Strength and poison resistance (15).

Optional Rule: Potion Side-Effects

If an alchemist wishes to make a potion that would otherwise be too difficult for one of his skill — that is, having too high a DC for him to concoct — he may introduce "foils" (catalytic impurities that also act as mild toxins) to the formula in order to aid him in his endeavor. In this way, the character may reduce the alchemy DC by an amount up to his own Wisdom modifier.

For every point by which the alchemist reduces the DC, however, the drinker of the potion suffers a –1 penalty to either Strength, Dexterity, Constitution, or Charisma (creator's choice) while the potion remains in effect. The total penalty must be applied to only one ability score, and cannot be "spread out" over several abilities.

Example: Woomp, from the previous example, wishes to make his greatly amplified "spider-hunter" potion a little easier to craft. Since he has a 17 Wisdom (+3 bonus), he may decrease the DC by up to 3 points, from 31 down to 28 — which means he can take 10 while crafting the potion and thus succeed automatically.

Since Charisma is of little importance to an ogre fighter battling giant spiders, Woomp decides that his potions' side-effect will be a –3 penalty to Charisma. (He and the GM decide to explain this effect by saying the drinker will gain a mottled complexion and tiny, spider-like hairs on his body while the potion lasts.)

Elixirs

Over the ages, master alchemists have uncovered methods for altering physical characteristics in ways far beyond those possible through mere common potions. Most such methods have been passed down over generations from master to apprentice, but from time to time spiritual revelation or dangerous experimentation results in new discoveries.

Only a character with the brew elixir talent (see Chapter 3) can produce elixirs using alchemy. While elixir recipes vary in effect based upon the ingredients used, their potency is not affected by the use of amplification, as are common potions. Otherwise, alchemists prepare elixirs (sometimes called "utility potions") in much the same manner as common potions.

Unless otherwise indicated, the benefits of an elixir, once imbibed, have a duration of 1 minute per alchemy rank of the elixir's creator. An elixir is not subject to spoilage after one week, as is a common potion, as long as it is properly sealed in an appropriate container.

As with common potions, the cost of the ingredients needed to create an elixir is equal to half the finished product's market price. If the alchemist fails a check, the batch is ruined: He loses half of the total processing time and wastes half the ingredients.

While there are scores if not hundreds of known recipes for elixirs in the Shattered Lands (even if no given alchemist is likely to know more than a handful), only a brief overview is included here.

Aquatic Hunting

Description: This hissing, briny vapor is actually inhaled into the lungs rather than imbibed — a minor act of will for first-time users. Once absorbed, it enables the character to survive without the need to draw breath, whether in marine environments or while trapped in a room filled with smoke or noxious gases.

Benefits: For 10 minutes per alchemy rank of the elixir's creator, the drinker need not breathe. Use of this potion does not protect the character from environmental effects upon the skin, eyes, or other bodily surfaces.

Alchemy DC 19. CL 4th. Market Price 400 gp. Weight 0.5 lbs.

Concentration

Description: Spellcasters thrive on the flow of power, constantly seeking to increase the amount they possess and the rate at which they recover it. This potion improves the latter condition, and, though the increase is relatively small, over time it becomes significant.

Benefits: For a number of hours equal to one-third of the alchemy ranks of the elixir's creator, the imbiber recovers an additional 25% of the usual amount of power per hour of rest or meditation.

Alchemy DC 30. CL 11th. Market Price 1,750 gp. Weight 0.5 lbs.

Ethereal Poison Antidote

Description: An assassin's knife, a scorpion's sting, and the spells of a warlock can all bring swift death to one unfortunate enough to suffer them. Alchemists long ago discovered that a dose of *ethereal poison antidote* brings swift relief by cleansing the body of toxins.

Benefits: This elixir instantly purifies the body of any single existing poison effect with a DC of 23 or less; any effects such as damage that have already been suffered are unaffected by the elixir. Further, until the potion's effects wear off, the character gains a +4 bonus on all saves against poison effects.

Alchemy DC 23. CL 7th. Market Price 750 gp. Weight 0.5 lbs.

Fleeting Languor

Description: Even the hardiest adventurer sometimes becomes exhausted by her efforts, but the perils of questing often leave no time for rest. This refreshing potion quickly revitalizes tired muscles and sore joints.

Benefits: This elixir completely negates the effects of the *fatigued* and *exhausted* conditions, and renders the drinker immune to those conditions for the elixir's duration. A character can benefit from this elixir only once per day; any further doses imbibed by the same character are wasted.

Alchemy DC 18. CL 4th. Market Price 135 gp. Weight 0.5 lbs.

Kithor's Disease Treatment

Description: Disease comes in many forms. Epidemics sweep through the countryside, decimating whole populations in a matter of days. Filth-ridden vermin and monsters spread their afflictions with a touch, and certain spellcasters inflict unnatural rot and decay upon their victims. It is no wonder, then, that alchemists have developed means by which to cure such illnesses, natural or otherwise.

Benefits: This elixir instantly purges the body of any single existing disease effect with a DC of 23 or less; any effects such as damage that have already been suffered are unaffected by the elixir. Further, until the potion's effects wear off, the character gains a +4 bonus on all saves against disease effects.

Alchemy DC 23. CL 7th. Market Price 750 gp. Weight 0.5 lbs.

Rejuvenation

Description: Through alchemy, a skilled practitioner may invest an elixir with restorative properties, allowing those who can afford such expensive mixtures a measure of protection against injury. The potion has limited value in combat. Though wounds may heal as quickly as they are dealt, the potion instills lassitude upon the drinker. Thus, they are best used when a battle is over.

Benefits: This elixir grants the drinker fast healing 10 (that is, the character heals 10 points of damage per round) for 10 rounds. This remarkable restorative power does not come without a price, however: A temporary lethargy also overtakes the imbiber, also rendering him *exhausted* until the potion's effects come to an end. This exhaustion cannot be overcome or countered by any means, including other magical effects from spells or items.

Alchemy DC 38. CL 13th. Market Price 1,000 gp. Weight 0.5 lbs.

Spirit Shield

Description: A shimmering haze envelops the imbiber of this bluish, crystalline-seeming potion, providing additional protection against physical assault.

Benefits: The imbiber gains a +4 bonus to defense for the elixir's duration.

Alchemy DC 33. CL 6th. Market Price 500 gp. Weight 0.5 lbs.

Baking

The basic need for food is universal among the living denizens of Norrath, and all but the most privileged learn the basics of its preparation. From the simplest peasant to the personal chef of a royal duke, each tries to make the best of what is at his disposal.

The peoples of Norrath enjoy a wide range of cuisine, but cultural differences can mean tremendous variance between what two individuals consider "standard fare": A high elf knight holds every meal to the highest principles of cookery, while a troll huntress happily satisfies her hunger on the limbs of a screaming froglok. However, while the innkeepers of the Shattered Lands do their best to cater to the varied tastes of their customers, they usually focus on the basics: meat with gravy, bread, cheese, vegetables, and something to wash it all down.

Most recipes fall into one of three categories, based upon how long they fill the body's nutritional needs. A *snack* fills the spaces between true meals, giving at best 2 hours of release

from hunger. A *meal* is more satisfying, providing nutrition and staving off hunger for up to 5 hours. A *feast* fills the belly for most of a day, sometimes lasting up to 10 hours before hunger stirs once again. Rare recipes can surfeit hunger for even greater lengths of time.

A successful baking check usually means the character effectively prepares a standard meal — be it meat, fish, fowl, or other — at a level of competence equivalent to that of a capable innkeeper.

Common Meal

Description: None of these foods presents a challenge to even the most amateur chef insofar as basic preparation goes. To produce fare worth praise, though, the difficulty is in the details — properly deboning the fish or marinating the meat, adding just the right dash of spice, and so on.

Baking DC 8–12. Market Price (see ***EverQuest II Player's Guide****, Table 10–13).*

Trail Rations

Description: The character can cure or jerk prepared meats or otherwise prepare long-lasting foodstuffs (such as the infamous troll dish known only as "liquidized meat") to serve as travel rations; without such preparation, magic, or a chill climate, most food spoils within a surprisingly short time.

Baking DC 10–13. Market Price 4 sp/pound.

Festive Treats

Description: Most races find enjoyment in pastries, muffins, cakes, and other delights served as desserts or on special occasions. Pie is a particular favorite throughout most of Norrath. A skilled pastry chef can make a decent living in a well-populated town, and might eventually come into the employ of some noble desirous of personal attention to her sweet tooth.

The darker races use less pleasant ingredients for their "treats": blood seeps through the latticework of dark elven pies, and raw meat wrapped in warmed dough passes for dessert for the average troll. Iksar may be the one exception, for they generally scorn such "soft" pleasantries and care little for sweets.

Baking DC 10–15. Market Price 5 cp to 10 gp.

Royal Feast

Description: The ultimate task in mundane cookery is the preparation of meals for the nobility and their guests. A lord may require his chefs to arrange a dozen courses for a major feast, and, depending on his nature, the price for failing to please may be high. The master chef typically relies upon a team of lesser cooks, tasters, sculls, and drudges to ensure the success of a feast.

Baking DC 16–30. Market Price (see ***EverQuest II Player's Guide****, Table 10–13).*

Mystical Foodstuffs

Most meals, however nutritious or extravagant, provide nothing more than day-to-day sustenance and perhaps some modicum of pleasure. Certain foods, though, surpass these mundane benefits, conferring unnatural vigor or enlightenment.

Capturing the necessary essences to prepare mystical foodstuffs requires meticulous attention to detail on the part of the chef; anything less spoils any potential advantages to the meal. Only a character with the imbue magic talent (see Chapter 3) may prepare mystical foodstuffs.

Unless otherwise noted, a mystical foodstuff normally lasts no more than 1 day before its efficacy expires. All mystical foodstuffs grant metabolic bonuses.

Portion Sizes

The descriptions of many baking "items" dictate how many individuals of a particular size may partake of the food in question, based on the size of the race among which the dish is most common. For ease of use, consider this basic conversion when determining how many characters of a different size can partake of the food:

1.5 Small creatures = 1 Medium creature = 0.5 Large creatures***

* Barbarians require 1.5 times as much food as other Medium characters. Pure elves of all kinds (dark, high, and wood) require only two-thirds as much food as other Medium characters.

** Trolls require 1.25 times as much food as other Large characters.

There may be countless recipes for mystical foodstuffs (even if no given master chef is likely to know more than a handful), but for practicality's sake only a few are included here.

Caynar Nut Stuffed Trout

Description: Most Erudites take their food from the sea, but the inland rivers of the Shattered Lands can also offer up delicacies no Erudite avoids for long. While any trout suffices for this dish, Erudite gourmands favor the less common speckled variety. Rubbed with spices and filled with rare caynar nuts, this meal ensures improved health.

Benefits: This foodstuff grants the diner an immediate saving throw to shake off the most potent disease effect from which he currently suffers (if any). In addition, the character gains a +4 bonus on any further saving throws against disease for the next 5 hours.

Baking DC 24. CL 7th. Market Price 4 gp. Meal—one Medium.

Dryad Pâté

Description: Teir'Dal sophisticates pay well for this dish (which some dark elves refer to as "getting close to Nature"), serving it as an appetizer or as a meal unto itself. The irritation of finding and transporting captured dryads ensures that only the wealthiest dark elf connoisseurs can afford it.

Benefits: This foodstuff grants the diner a +1 bonus to Wisdom for 5 hours (if an entire meal) or for 1 hour (if a snack).

Baking DC 30. CL 4th. Market Price 70 gp/meal or 25 gp/snack. Meal—6 elves; snacks—18 elves.

Fish Rolls

Description: Simple yet satisfying, this dish is composed of tightly rolled fish or shark fillets, usually wrapped in an exotic covering such as deepsea kelp. The cook then seasons to taste and bakes the roll in an oven or upon a spit. The result is an unusually filling meal, a particular favorite of barbarians.

Benefits: Although only the size of a snack, this foodstuff sates one's hunger as if it were a feast. A fish roll lasts for 1 week once prepared (and up to 3 weeks in colder climes), making it a good option for travel rations.

Baking DC 15. CL 1st. Market Price 5 sp. Snack—one barbarian.

Froglok-kabob

Description: Trolls delight in dining on the meat of other races, and none more so than the hapless froglok. The chef force-feeds his captive swampbottom mushrooms, dredged from certain notorious bogs, then runs her through with skewers and sets her over a fire pit.

Trolls can use this recipe for almost any race (though they usually practice it only on Small creatures), with differing benefits for each, but they seem to enjoy frogloks most of all.

Benefits: This foodstuff confers a +2 bonus to Dexterity for 5 hours. However, a diner normally averse to eating other sentient beings must also make a DC 16 Fortitude save or become *nauseated* for 1 hour.

Baking DC 20. CL 6th. Market Price 50 gp. Meal—one troll.

Holy Cake

Description: Among the favorite dishes of the active adventurer is this sweet confection, regarded as the most difficult of all desserts to prepare. However, *holy cake* does not merely appease the sweet tooth — rather, it fills the belly like any solid meal despite its small size. It also grants those who eat it a measure of divine protection over the course of a day.

Benefits: This foodstuff sates a character's hunger for a full 24 hours. Additionally, the character receives a +1 bonus on all saving throws made during the first 12 hours of that period.

Baking DC 34. CL 3rd. Market Price 35 gp. Snack—one Medium.

Pickled Drake

Description: A number of peoples, such as the dark elves and ogres, preserve the essences of various beasts by pickling the meat, brain, or livers. Dishes thus preserved regularly bestow beneficial effects upon those who partake of them. Spellcasters benefit most from correctly prepared pickled drake, but acquiring the meat is a risky venture at best.

Benefits: This foodstuff grants a +1 bonus to both Intelligence and Wisdom for 5 hours.

Baking DC 27. CL 4th. Market Price 20 gp/meal. Meal—one drake serves 4 Medium.

Stewed Tae Ew Heart

Description: The mightiest lizardman servants of the old god Cazic-Thule possess unearthly vigor and endurance. This recipe requires wrapping the heart of a Tae Ew templar — not a foe to be taken lightly — in treant leaves and stewing it in the blood of an alligator or crocodile. Fortunately for those on good terms with the treants, the donor of the leaves need not perish, but can merely grant the chef the right to pluck several leaves from its stems.

Benefits: This foodstuff sates a character's hunger for a full 48 hours. Additionally, the diner receives a +4 bonus on saving throws against all *daze*, *interrupt*, *stun*, or *paralysis* effects for 24 hours, and also takes only half damage from any attack that deals nonlethal damage during that time.

Baking DC 35. CL 12th. Market Price 50 gp/meal. Meal—one Tae Ew heart serves 1 Large.

Blacksmithing

Only the poorest of villages lacks a forge and a blacksmith to use it. The ubiquitous need for forged implements ensures a steady income for blacksmiths capable of making armor and weapons. Many adventurers, but most often dwarves, learn the basics of blacksmithing in order to repair or replace their weapons and armor and to shoe their own horses. While most apprentices spend years serving their master, most adventurers must pay well for short periods of lessons between adventures and business elsewhere.

Basic Smithing

Blacksmiths require a forgeworks (see Table 10–11 in the **EverQuest II Player's Guide**) and a place, such as a workshop, to ply their trade. Tools in hand, the blacksmith fires up the forge and hammers heated ore into shape or pours melted ore into ceramic molds. Table 4–2 shows basic products created through blacksmithing.

To determine how much time and money it takes to make a particular item with blacksmithing, follow these steps.

1. Find the item's price. Convert the price into silver pieces (1 gp = 10 sp).

2. Find the DC from the table below.

3. Pay one-third of the item's market price for the cost of raw materials.

4. Make a blacksmithing check representing one week's work. If the check succeeds, multiply the check result by the DC. If the result x the DC equals the market price of the item in silver pieces, then the item is completed. (If the result x the DC equals double or triple the price of the item in silver pieces, then the task was finished in one-half or one-third of the time, respectively. Other multiples of the DC reduce the time in a similar manner.)

If the result x the DC doesn't equal the market price, then it represents the progress the smith has made that week. Record the result and make a new blacksmithing check for the next week. Each week, she makes more progress until her total reaches the price of the item in silver pieces.

If the smith fails a check by 4 or less, she makes no discernible progress that week (due to some setback), but there is no other effect.

If she fails by 5 or more, she ruins half the raw materials and thus must pay half the original raw material cost again if she wishes to start anew.

Progress by the Day: The smith can make checks by the day instead of by the week. In this case her progress (check result x DC) is in the equivalent of copper pieces rather than silver pieces.

Repairing Items: Generally, a smith can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is generally one-quarter of the item's market price.

Creating Masterwork Items: A smith can try to make a masterwork item — a weapon, suit of armor, shield, or tool that conveys a bonus on its use through its exceptional quality, and not through being magical.

To create a masterwork item, create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price (as shown on Table 10–19 in the **EverQuest II Player's Guide**) and its own blacksmithing DC of 20. Once both the standard component and the masterwork component are completed, assuming both were successful, the masterwork item is finished.

The cost the smith pays for the masterwork component is one-third of the given market price (e.g., +100 gp for a masterwork weapon), as for the cost in raw materials.

Table 4-2: Basic Smithing

Product/Item	Blacksmithing DC
Very simple item	5–9
Typical item	10–14
High-quality item	15–19
Complex or superior item (lock)	20+
Metal armor	12 + armor's DR value
Metal shield	10 + shield's defense bonus
Crossbow*	15
Simple melee or thrown weapon*	12–14
Martial melee or thrown weapon	15–17
Exotic melee or thrown weapon	18–20

* This category also includes quarrels.

* This category includes arrowheads (DC 12). Fletchers may craft their own arrowheads, but have more difficulty doing so. (See Fletching later in this chapter.)

Very simple items: This category includes tools and items such as splitting wedges, skewers, hayforks, and horse shoes, but also easily cast weapons such as sling bullets.

Typical items: This category includes molded tins, pans, ladles, and the like; beaten pots, kettles, and cauldrons; and small forged implements like knives and axe heads.

High-quality items: This category includes difficult and time-consuming items or projects, such as bells, intricate iron scrollwork, wagon frames, and the like.

Complex or superior items: This category includes very difficult and painstaking items, or perhaps those that require special grades of steel or similar materials. Locks and clockworks, for example, would most likely fall into this category.

Crafting Enchanted Items

The blacksmith's abilities can extend far beyond the simple skills of the village farrier and the castle weaponsmith. Legends tell of ancient times when armorers of many races fashioned shining suits of mail glowing with runes of power, when battlefields rang with the clash of magical weapons rarely seen today. While the Shattering resulted in the loss of many such blacksmithing techniques, master smiths are still regarded by most common folk with a certain awe, for they remain capable of crafting items far beyond the ken of simple folk.

Each item below requires the one who would craft it to have a certain set of talents, as listed in the final, italicized entry under that item's description. For example, to forge a *cold iron morningstar*, the smith must first have the embed bonus talents — which means he must also have its prerequisite, the imbue magic talent (see Chapter 3).

While there are countless varieties of magic weapons, tools, and accoutrements to be made by artisans across the known world, room for only a brief glimpse at such items is available here.

Carnal Pauldrons

Description: The kobolds who serve the great dragon Nagafen are among the fiercest of their kind in all of Norrath, and their priests are widely known and feared for their great ability. Still, many adventurers have lost their lives trying to acquire these legendary pauldrons, crafted by those kobold priests under the direct supervision of Lord Nagafen himself.

Powers: These iron pauldrons protect as armor; their DR and various penalties all stack with those of any other armor worn.

Carnal Pauldrons (DR 1/–, encumbrance –1; spell failure 10%; hardness 10, 10 hp, Break DC 25)

Dex +3, power +3. Ability score = augmentation. Power = augmentation.

Blacksmithing DC 37. CL 9th. Embed bonus. Market Price 10,765 gp. Weight 4.5 lbs. Shoulder.

Cold Iron Morningstar

Description: Though the goblins of ancient Permafrost were once known to wield these weapons, even they were not the original creators of them. Apparently, in their digging into the ancient caverns, the goblins unearthed a number of ancient caches, and these solid iron morningstars were among one such cache. However, the secret of their making was reestablished under Lady Vox's rule, and has today spread far and wide among goblinkind.

Powers: This Small morningstar grants a +1 enhancement bonus to attacks and a +2 enhancement bonus to damage, as well as the *speed* quality (granting the weapon a –1 bonus to delay). Medium versions are not unknown, but the Small variety is far more common.

Cold Iron Morningstar (1d8+2, delay 5; AC 9, hardness 11, 18 hp, Break DC 26)

Blacksmithing DC 31. CL 3rd. Embed bonus. Market Price 8,308 gp. Weight 4.5 lbs. Crushing.

Dragoon Dirk

Description: These large daggers are enchanted through the hateful magic of the dark elves and have long been given to their elite troops of warriors. Each dagger is a beautiful piece of work, despite the dark runes of Hate etched into the blade.

Powers: This steel dagger grants a +1 enhancement bonus to attacks.

Dragoon Dirk (1d3, delay 4; AC 12, hardness 11, 3 hp, Break DC 25)

Dex +1, magic resistance (1). Ability score = augmentation. Resistance = augmentation.

Blacksmithing DC 29. CL 3rd. Embed bonus. Market Price 3,427 gp. Weight 1.5 lbs. Piercing.

Gleaming Shortsword

Description: Originally fashioned by iksar weaponsmiths, examples of this fine silvery steel weapon, its pommel bearing a large, brilliant green gem stone, can be found in the hands of numerous adventurers throughout the Shattered Lands.

Powers: This short sword grants a +2 enhancement bonus to attacks and damage.

Gleaming Shortsword (1d6+2, delay 5; AC 9, hardness 14, 6 hp, Break DC 25).

Cha +2. Ability score = arcane.

Blacksmithing DC 33. CL 6th. Embed bonus. Market Price 13,310 gp. Weight 3 lbs. Slashing.

Greaves of the Deep Sea

Description: Magnificently crafted items of light, durable sea-green metal, these greaves are painstakingly engraved with images of sea creatures amid stylized waves. The greaves allow their wearer to survive even in the depths of the ocean. Most think that they were first made by the elves during the Age of Monuments, when they were used to aid in the maintenance of vast undersea settlements.

Powers: These greaves protect as armor; their DR and various penalties all stack with those of any other armor worn. In addition, the wearer is continuously under the effect of an *enduring breath* spell while the greaves are worn.

Greaves of the Deep Sea (DR 1/–, defense –1, check –2; hardness 13, 16 hp, Break DC 26)

Health +14. Health = enhancement.

Blacksmithing DC 46. CL 14th. Imbue power. Market Price 86,380 gp. Weight 2.5 lbs. Legs.

Helm of Brute Strength

Description: While the name of this item may change depending on the location of its creation, such helms were once, during the Age of Enlightenment, known primarily in association with the brutes of the mountains of Kunark.

Powers: Str +3. Ability score = augmentation.

Blacksmithing DC 37. CL 9th. Embed bonus. Market Price 9,105 gp. Weight 3 lbs. Head.

Ornate Gold Platemail

Description: A rare creation, usually restricted to warriors of the nobility, this armor gleams brilliantly in sunlight and reflects even the faintest light in conditions of darkness. Not the armor of choice for those in need of stealth, it instead serves to distinguish its wearer from those around him, turning him into a rallying point during large-scale battles.

Powers: This armor is the equivalent of half-plate, but with statistics as shown below. If the wearer has the call to arms talent, she gains an additional use of that talent each day. However, she also suffers a –2 penalty on all Stealth checks (in addition to the armor's usual encumbrance penalty.)

Ornate Gold Platemail (DR 8/–, defense –7, encumbrance –7; hardness 11, 27 hp, Break DC 26)

Cha +3. Ability score = arcane.

Blacksmithing DC 37. CL 9th. Embed bonus. Market Price 12,950 gp. Weight 50 lbs. Body.

Ry'gorr Battle Mail

Description: Although the Ry'gorr orcs of Velious weren't very advanced in some regards, their smiths and oracles mastered certain techniques for creating potent magical armors. Today, this armor is normally found only amongst the highest-ranking members of surviving orc tribes of the southern isles of the Shattered Lands, particularly among powerful orc shamans, or upon those mighty enough to slay such opponents.

Powers: This armor is the equivalent of chainmail, but with statistics as shown below.

Ry'gorr Battle Mail (DR 7/–, defense –5, encumbrance –5; hardness 12, 17 hp, Break DC 26)

Str +3, power +3, poison resistance (3). Ability score = augmentation. Power = augmentation. Resistance = augmentation.

Blacksmithing DC 37. CL 9th. Orc; embed bonus. Market Price 20,200 gp. Weight 22 lbs. Body.

Shield of Bane Warding

Description: This miraculously light shield is most often carried by those skilled warriors and guardians of the kerra who defend the most revered shamans of their people. A few are granted to non-kerra who have done special service to the cat-folk.

Powers: This bulky item functions as a large steel shield, except as shown below, with the *process defense* quality (causing any opponent to suffer a –2 penalty on all process checks against the shield's bearer).

Shield of Bane Warding (defense +6, encumbrance –2, spell failure 15%; hardness 12, 13 hp, Break DC 26)

Wis +5, Cha +3, magic resistance (2). Ability scores = augmentation. Resistance = enhancement.

Blacksmithing DC 45. CL 15th. Embed bonus. Market Price 55,620 gp. Weight 6.5 lbs. Shield.

Brewing

Brewing is a relatively simple process, a blend of art and science no more difficult than baking a cake. Still, while most associate brewing with levity and celebration, devoted practitioners regard their work as a serious task with a rich and honored history. That history became myth long ago, however, so while dwarves, elves, and halflings might all claim responsibility for the introduction of alcohol to Norrath, few pay them any heed. After all, such a wondrous gift most likely originated with the gods.

All brewing products grant metabolic bonuses.

Common Brews

There are thousands of varieties of beer, wine, and spirits such as vodka, the most common of which are discussed below. Use these basic descriptions as guidelines for any variety of "home brew" a character may desire to create.

All brewing checks require the brewer to have a brewing barrel and the appropriate ingredients; brewing is a time-consuming process, requiring anywhere from days to weeks for a given brew. If the brewer fails a check, the batch is ruined: She loses half of the total brewing time and wastes half the ingredients, so she must pay half the original raw material cost again (i.e., one-quarter the market price) if she wishes to start over.

Most standard forms of alcoholic beverage have a predictable effect — inebriation (see the "Inebriation" sidebar in the **EverQuest II Player's Guide**, page 125, for game rules).

Beer: Known by thousands of tastes, textures, hues, and names, beer is found in virtually every village, town, keep, and castle in the Shattered Lands. Short beer, dwarven ale, legion lager, and other such varieties quench the thirst of human, elf, and iksar alike.

Brewing DC 11–14. Fort DC 12. Market Price 2 sp/gallon.

Brandy: This strong spirit distilled from wine warms the body as well as the palate, making it a popular liquor in colder climes. Some prefer to warm their brandy and add spices. The practice of distilling from cider and peaches originated with the halflings, but has spread to most other races.

Brewing DC 16–18. Fort DC 14. Market Price 5 gp/pint.

Fish Wine: This simple, sour concoction is a favorite of sailors and peasants lacking the money for better drink. Some claim that it holds the dubious honor of inflicting more painful mornings than any other brew. Victims of overindulgence share their misfortune with others through the stench of oily sweat that follows them to the bath.

Effects: In addition to the usual effects of alcoholic consumption, this brew imposes a –1 penalty to all Charisma-based checks for 24 hours or until the drinker has a bath (or can otherwise mask his fishy stink in some way).

Brewing DC 10–11. Fort DC 14. Market Price 5 cp/quart.

Spirits: If there are countless varieties of beer, then one might as well number the stars in the sky as list the many different kinds of spirits: Rum, vodka, and whiskey are perhaps the most common types, but even within those types there are innumerable variations and local distillations.

Brewing DC 11–15. Fort DC 14–16. Market Price 2 sp/pint.

Wine: A standard beverage for drinkers of nearly any class or station, wine comes in a thousand varieties based upon the base ingredient, the fermentation time, its additives, and how many years it spends in the bottle. In general, the higher the DC and the longer the bottling period, the tastier the wine; elves are widely thought to produce the finest (and most expensive) wines.

Brewing DC 12–20. Fort DC 13–14. Market Price 1 sp to 10 gp/quart.

Miraculous Drinks

There is much debate as to the qualities of a master brewer: Many aver that the best way to judge is by the pint of beer, while others contest that a brewer's wine is the truest test of skill. Across the Shattered Lands, though, true connoisseurs of alcohol know that specialty drinks such as *gnomish spirits* or *Ol'Tujim's fierce brew* are the masterpieces of brewing… and adventurers know that while lesser alcohol can get them plenty worked up, the true magic comes from drinks like these.

Only a character with the imbue magic talent (see Chapter 3) can brew miraculous drinks. Unless otherwise indicated, the benefits of a miraculous drink have a duration of 10 minutes per brewing rank of the drink's creator.

Otherwise, the methods and costs for creating and using miraculous drinks are similar to those for common brews.

Bleeding Brain

Description: As aptly named as any brew in Norrath, this drink's origin remains a mystery. Connoisseurs regard it as a sort of alcoholic delicacy, an experience one must prepare for mentally as well as physically — for, if one is wise, it will usually not be repeated for months or years to come.

Effects: This drink imposes twice the usual penalty to Intelligence and Wisdom scores as other brews (i.e., due to inebriation), but it also grants a +1 bonus to Strength for the duration of the inebriation.

Further, a character who fails a Fortitude check against this brew becomes maniacally devoted for 1 hour to whatever purpose was foremost in his mind when he drank the concoction; he loses all interest in his surroundings and seeks to pursue his most recent course of action single-mindedly (although he may pause freely for another shot of *bleeding brain*). While in this single-minded state, he receives a +2 bonus on saving throws against mind-influencing spells and effects, but suffers a –2 penalty on all Perceive checks.

Brewing DC 23. Fort DC 22. Market Price 30 gp/pint.

Boot Beer

Description: A testament to the gastronomic creativity of the troll race, boot beer is a rank, barely fermented concoction that nonetheless holds tremendous appeal for trolls and their ogre cousins. Brewers need pay no particular heed to the proportions of the ingredients — it is more important to properly oil and fold the boots that will be used to hold the drink, in order to reduce airflow and leakage as much as possible.

Effects: In addition to the usual effects of alcoholic consumption, this drink allows the drinker to ignore the effects of *starvation* for 4 hours. In addition, *boot beer* instills an odd, almost hallucinogenic euphoria in the drinker, granting a +2 bonus to Strength and Constitution; however, the character also becomes overconfident and thus apathetic in the face of danger, suffering a –2 penalty to Reflex saves for as long as he remains inebriated.

Brewing DC 20. Fort DC 18. Market Price 8 gp/gallon.

Elven Wine

Description: Other races cannot appreciate the astonishingly complex qualities of this beverage as do the elves, for it is too subtle for most other palates. For elves, however, the wine awakens the senses not only to the complicated interplay between aroma and taste, but to the external environment. Some say it awakens old magic within the elves, bringing them closer to their primal faerie nature.

Elves themselves tend to shrug off such theories, but even the sophisticated and reserved Koada'Dal can become unnervingly jubilant after several glasses, while the Fier'Dal become coarsely joyous; dark elves under the influence of this drink become positively feral.

Powers: In addition to the usual effects of alcoholic consumption, this drink grants any creature with the elf subtype a +2 bonus to Perceive and Search checks with a successful Fortitude save; further, any penalty to Intelligence or Wisdom due to inebriation from this beverage does not apply for the purpose of the elf's Perceive and Search checks.

Non-elves who drink elven wine treat it as normal wine.

Brewing DC 22. Fort DC 14. Market Price 150 gp/quart.

Gnomish Spirits

Description: A fine example of experimentation bearing positive, non-explosive results, this drink hits the stomach like a collapsing glacier. The icy chill slowly spreads from the gut to the extremities before fading in an implosive wave of warmth. Overindulgence can lead to a state of feverish delirium, which some gnomes claim is a pathway to enlightenment (and others regard as a pathway to the infirmary).

Excess *gnomish spirits* are never wasted, but instead serve as a potent cleaning agent when made into *firewater* (see Tinkering later in this chapter) This fact alone gives this drink a dubious reputation with other races, but many humans and halflings find it quite appealing.

Effects: In addition to the usual effects of alcoholic consumption, this drink helps to purify the drinker's body of mild toxins, granting a bonus of poison resistance (1).

Brewing DC 20. Fort DC 18. Market Price 8 gp/gallon.

Halfling Stouter

Description: Often referred to as "pie in a glass" by its proponents, this brew impresses those expecting a weaker beverage from halfling hands. Among halflings, heading to the local tavern to have some of this favorite is often referred to as "going for a brick-and-berry-pie to the face."

Firewater

Description: Re-distilling 1 gallon of *gnomish spirits* with the right ingredients yields 1 pint of a substance known as *firewater*, a product often used by tinkerers (see Tinkering later in this chapter).

Effects: *Firewater* is not safe for consumption. Instead, it acts as a powerful solvent, breaking down mundane glues almost immediately and cleaning virtually any surface of grime.

Brewing DC 20. Market Price 8 gp/quart.

Effects: This drink is very nutritious and filling, each mug being equivalent to eating a snack (see Baking earlier in this chapter). Further, in addition to the standard effects of alcoholic consumption, the drinker gains a +1 bonus on Fortitude checks involving further alcoholic consumption for 1 hour.

Brewing DC 18. Fort DC 18. Market Price 3 gp/pint.

Ol'Tujim's Fierce Brew

Description: For centuries the standard by which all other beers are measured, *Ol'Tujim's* maintains a loyal following throughout civilized ports in the Shattered Lands. While its ingredients hardly differ from those of other ales, the early introduction of hops and the brewer's masterful touch enhances the brew's bitterness. Careful brewing rounds out the flavor without lessening its force — first-time drinkers of *Ol'Tujim's* thus liken the experience to having one's mouth bored out with sandpaper.

Effects: In addition to the usual effects of alcoholic consumption, this drink grants the drinker a +1 bonus to Constitution while the alcohol remains in effect.

Brewing DC 17. Fort DC 20. Market Price 1 gp/pint.

Calligraphy

In certain cultures, most notably those of the Erudites and Koada'Dal, the appearance of a message means nearly as much as the message's contents. Simple scribbling upon a shred of parchment suggests a message not worth reading — if the writer did not care for the state of his letter, why should the recipient?

Perhaps it was inevitable, given its prominence among these races, that calligraphers developed magical applications for their trade. Records suggest that each race developed their techniques separately, although the calligraphy of high elf sages precedes that of Peacekeeper clerics by centuries. Monks of Quellious also took up the practice, seeing in it a form of meditation and focus, a subtle, physical expression of mental discipline with the touch of artistry.

Every good calligrapher brings a distinctive style and tone to everything she writes, no matter how similar the subject of two writers' documents might be. Even the most formulaic entries may contain a hundred subtleties distinguishing one calligrapher's work from that of the next. Thus, those most wise in the art may distinguish between the writings of familiar calligraphers, even if to the untrained eye a given pair of letters may seem identical.

Common Calligraphy

Most often, calligraphy is used by scribes and clerks to record information of value. To practice calligraphy, a character must have access to the proper writing tools, including pens (depending on how advanced one's culture), inks, and papers, as well as a supply of fine sand (for drying blots and spills). See Table 10–10 in the **EverQuest II Player's Guide** for the individual prices of these tools; as a package, a beginning calligrapher can by a "calligrapher's kit" for 25 gp.

Calligraphy is always a language-dependent skill.

Document Quality	Calligraphy DC	Production Time (per page)	Market Price (per page)
Novice	10–12	2 hours	1 sp
Good	13–15	1 hour	3 sp
Excellent	16–19	2 hours	7 sp
Outstanding	20+	4 hours	2 gp

Crafting a calligraphy document or object requires the calligrapher to expend half the market price. A failed check results in the loss of half of this material cost (i.e., one-quarter of the market price), and the calligrapher must begin anew, paying that half of the material cost again.

A character may make a DC 20 calligraphy check to determine the author of any other piece of calligraphy of excellent or higher quality. However, a calligrapher crafting may also make a second calligraphy check to conceal her penmanship when producing a piece of writing; anyone attempting to identify her as the author must make an opposed calligraphy check to discern her identity.

Note that this ability to "identify" an author should not suggest that all accomplished calligraphers know each other personally (although the best might certainly know of each other by reputation), but that one could identify any two pieces of writing by the same author as having been penned by the same hand.

Special: Forgery is a synergistic skill with calligraphy; for every 5 ranks a character has in calligraphy, he gains a +1 synergy bonus on all Forgery checks.

A character must have at least 1 rank of calligraphy to forge a calligraphic document.

Delivering a Secret Message: When calligraphy was still a young art, spymasters quickly adopted it to develop simple codes embedded in a writer's style, allowing plotters, for instance, to pass word to one another openly. Awareness grew to this technique, however; in the current era such secret codes tend to have more innocuous purposes, such as implicit communication between courting lovers.

A character can use calligraphy to get a message across to another character without other readers understanding it. The calligrapher has two choices when writing documents of this kind: She may produce a cipher embedded in the font itself, known only to other calligraphers, requiring the reader to make a calligraphy check to discern the hidden message; or she may use a system of veiled metaphor and analogy, requir-

ing the reader to make a Sense Motive check to discern the hidden message.

In either case, the apparent subject of the missive can be virtually anything the calligrapher wishes — for instance, she might hide a message involving a secret lovers' tryst within a passage that, to the unsuspecting reader, seemingly extols the virtues of fresh sea air.

As with the Forgery skill, the GM rolls the calligrapher's check secretly (modified as shown on the table below), but need not do so until someone capable of discerning the message actually reads it. The writer must achieve a minimal result or she fails to impart the message discernibly: Failure by 4 or less means she fails to get the message across at all, while failure by 5 or more means that some false information has been implied or inferred.

Message Complexity*	Calligraphy DC
Simple	15–19
Complex	20–24
Very complex	25+

* The writer can choose to make a message more complex than it really is in order to make it more difficult to decrypt. She cannot choose to make a message *less* complex.

If the writer's calligraphy check is successful, anyone who reads the missive can make a calligraphy or a Sense Motive check (as decided by the writer), modified as shown below, opposed by the writer's calligraphy check result, in order to interpret the secret message.

Secret Message...	Reader's Check Modifier
Is not expected by reader	–2
Contains information totally new to reader	–2
Reader reviews the document very casually	–2
Reader reviews the document very carefully	+2

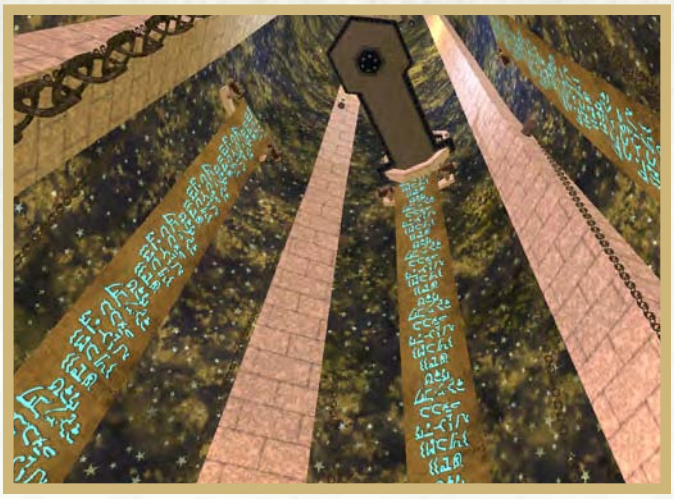
Sympathetic Inks: Perhaps even more useful than the development of encryption to plotters and spies was the discovery of "sympathetic inks." This family of inks remains invisible after application until the reader introduces a certain condition or substance to the paper, such as warmth, sunlight, some chemical, or another more esoteric or even magical condition. While one might think the concoction of such special inks falls into the territory of the brewer, these age-old recipes are held under the dispensation of the master calligrapher.

Condition Required	Calligraphy DC*	Brewing Time	Market Price (per oz.)
Common	15	1 day	8 gp
Uncommon	20	2 days	10 gp
Rare	25	1 week	15 gp
Unique	30+	2 weeks or more	15 gp

* At the GM's discretion, an alchemist or brewer might also duplicate any of these types of inks, but at a DC of 5 higher than that shown here.

Mystical Calligraphy

Over the centuries, scholars of calligraphy amassed lexicons devoted to the magical aspect of their trade. These tomes contain extensively detailed observations, explanations and



instructions on creating the two primary expressions of magical calligraphy: *mantras* and *recitations*.

It takes 1 day per caster level of a mantra or recitation to inscribe it properly — hastiness is antithetical to the calligrapher's craft. In general, the cost of the raw materials (special inks, papers, pens, etc.) needed to create a mantra or recitation is equal to half the finished product's market price. A failed calligraphy check results in the waste of all materials involved and uses up half the time normally required to complete the work.

Using a mantra or recitation is a language-dependent act: A character with 3 or fewer ranks in the language of the calligrapher must make an appropriate Language check (mantra DC 15, recitation DC 20) to gain any benefits from reading a mystical calligraphy item.

Unless otherwise specified, using a mantra or a recitation produces a supernatural effect.

Mantras

Mantras are beautifully scripted passages capable of imparting some sort of magical effect; most often, these powers affect the reader of the mantra (although in some cases the mantra may also affect those close to the reader). Some mantras instead allow the reader to target one or more opponents.

A calligrapher must have the imbue magic talent (see Chapter 3) to produce mantras. Unless otherwise specified, reading a mantra requires 1 full round. Bonuses from mantras have no type unless otherwise specified; regardless, they do not stack with bonuses provided by other mantras even if untyped.

A mantra can be used one or more times depending on the amount of time and expense used in creating it; market prices shown below for each mantra are *per charge*, allowing the reader to use the mantra once before the magic within it fades and it becomes so much nonmagical — if beautiful — writing. However, for each additional expenditure of the requisite time and material costs, a calligrapher can imbue an additional charge into any single mantra. (That is, by spending twice the usual time and money, she can produce a version of the mantra capable of being used twice before its magic is exhausted.)

Mantra of the Ambitious Squire

Description: Even a wizard trained in swordplay still tends to feel out of place on the battlefield when his power runs dry. This mantra allows anyone to wield his weapon with a greater degree of skill.

Benefits: The reader gains a bonus equal to the Wisdom bonus of the calligrapher (minimum +1) on all melee attacks; this bonus lasts for a number of rounds equal to the creator's ranks in calligraphy. The reader does not gain proficiency with any weapon, so he still suffers the –4 penalty to attacks for non-proficiency, if applicable.

Calligraphy DC 29. CL 6th. Market Price 1,000 gp.

Mantra of the Dowser

Description: These simple words attune the speaker to a certain material or item, a sample of which she must possess in hand. Fortune-hunters prize this mantra, though other uses include finding the best location for a well or locating a lost companion.

Benefits: For a number of minutes equal to the creator's ranks in calligraphy, the reader can sense the direction and approximate distance to the nearest source of any substance or material. However, the reader must hold in his hand at least 1 ounce of the substance to be found for the mantra to function, any magic properties of the substance notwithstanding. (Thus, holding a magic blade in hand leads the reader to the nearest source of that blade's metal, not another magic blade.) If at least 1 ounce of the substance does not exist within 1 mile of the reader, the mantra provides no information but also expends no charge.

Calligraphy DC 24. CL 4th. Market Price 375 gp.

Mantra of Falling Dust

Description: This gentle-sounding mantra hushes footfalls, grating or clinking metal, and other movement-related sounds.

Powers: The reader may target any one creature within 30 feet (including himself) when reading this mantra; the target receives a +5 bonus to all Sneak checks for a number of rounds equal to the creator's ranks in calligraphy.

Calligraphy DC 17. CL 2nd. Market Price 175 gp.

Mantra of Golden Blades

Description: When this mantra is read, golden mists rise up around the reader and ignite whatever weapon he holds. Swords, staves, and arrows alike burst into flickering golden energy harmless to the living and to material goods — but lethal to the undead.

Powers: Reading this mantra is an attack action. For a number of rounds equal to the creator's ranks in calligraphy, any weapon used by the reader gains the *bane (undead)* and *ghost touch* qualities (see below) for as long as he wields it. If he uses a bow or some other weapon that fires ammunition, the ammunition gains these qualities.

_ *Bane (undead):* Against any undead foe, the weapon has its enhancement bonus to attacks, if any, increased by +2 (if nonmagical, it gains a +2 enhancement bonus) and deals an additional +2d6 points of magic damage.

_ *Ghost touch:* The weapon deals damage normally against incorporeal foes. (An incorporeal creature's usual 50% chance to avoid damage does not apply against this weapon.)

Calligraphy DC 25. CL 6th. Market Price 2,400 gp.

Mantra of the Peacekeeper

Description: Calligraphy was once a common pursuit among followers of the Goddess of Peace, Quellious, and it is they who are said to have produced the first of these mantras. Recitation of this mantra all but guarantees peaceful results in diplomatic proceedings and peaceful withdrawal of parties if they fail to reach an accord. Let any who seek to take advantage of confidence falsely given beware, for they inevitably find their efforts thwarted.

Powers: The reader gains a bonus equal to half the creator's ranks in calligraphy on his next Charisma-based check, as long as that check takes place within 5 minutes of the reading.

A character who use this benefit to take advantage of any other creature or group to that faction's detriment immediately gains a –4 penalty on all future Charisma-based checks with all allies of the victim; this penalty can be removed only by a successful application of a spell from the *remove curse* line.

Calligraphy DC 24. CL 6th. Market Price 600 gp.

Mantra of Satiation

Description: Hunger renders feeble the most stalwart adventurer and agitates what are normally the most quiescent beasts. This simple mantra eases hunger and thirst. Wily explorers sometimes direct the effect toward ravenous beasts, removing at least one reason for them to make a meal of adventurers.

Powers: When reading this mantra, the reader may target any one creature within 30 feet (including himself) that does not currently suffer from the effects of *starvation* or *dehydration*; the target is satiated as if it had just consumed a full meal. Further, the target requires no food or water for the next 48 hours and suffers no ill effects from the lack.

Alternately, the reader may instead target a single potentially hostile animal or magical beast within 30 feet. The target receives a Will save (DC 10 + half the mantra creator's ranks in calligraphy); a creature with an Intelligence score of 8 or higher receives a +4 bonus to this saving throw. Failure indicates that the target is satiated and, if normally motivated primarily by base drives, feels no threat from the reader and his companions: If unprovoked, the creature will most likely leave the reader and his companions alone.

Calligraphy DC 21. CL 3rd. Market Price 250 gp.

Mantra of the Unwavering Heart

Description: These arcane phrases stiffen one's resolve, fortify the body, and quicken the step, improving the odds of survival for the reader and his allies.

Powers: When read, this mantra affects the reader and all allies within a 10-foot burst. Each affected creature receives a +2 bonus on all saving throws that lasts for a number of rounds equal to half the mantra creator's ranks in calligraphy.

Calligraphy DC 27. CL 10th. Market Price 400 gp.

Mantra of the Wind's Stride

Description: This mantra allows the reader and his allies to travel like the wind. Combining this mantra with certain spells or songs transforms the character and his companions into a veritable blur of motion.

Powers: When read, this mantra affects the reader and up to 5 other creatures, all of whom must be within 20 feet of each other. Each affected creature receives a bonus to base speed of +20 ft., lasting for a number of minutes equal to the mantra creator's ranks in calligraphy.

The increase in speed offered by this mantra is significant, but it quickly fades.

Calligraphy DC 28. CL 7th. Market Price 700 gp.

Recitations

The greatest achievements of the learned students of calligraphy are recitations, a series of writings covering several scrolls and devoted to the exploration of a single topic. These are not textbooks, but lessons presented in ritual and verse. One does not memorize a recitation, but must instead internalize its very complex concepts. A calligrapher must have the imbue power talent (see Chapter 3) to produce recitations.

To fully internalize a recitation usually takes a number of weeks of study equal to 8 minus the reader's Wisdom modifier (minimum 2 weeks), and requires a successful DC 20 Wisdom check. However, a failed check simply means that the character loses half the time spent, and must start over; a recitation's magic never fades until it has been successfully internalized. Upon completion of a recitation, the student typically burns the scrolls, inhaling the vapors while meditating upon the lesson learned. A single recitation benefits only one character before its magic is depleted.

A character may never benefit from the same recitation more than once, and may never have internalized more recitations than a number equal to his Wisdom modifier. A character may study a new recitation that exceeds that limit, but in doing so forfeits the benefits of the oldest recitation he has learned.

Bonuses from mantras have no type unless otherwise specified; regardless, they do not stack with bonuses provided by other mantras even if untyped.

Recitation of the Gifted Student

Description: This series of verses and koans gradually opens pathways within the mind, expanding the student's awareness and raising her a step further along the path to enlightenment. Completion of the recitation permanently increases the individual's mental faculties and has the unusual side-effect of turning her irises silver for several weeks.

Powers: After internalizing this recitation, the reader receives a +1 bonus to Intelligence, Wisdom, or Charisma (player's choice).

Calligraphy DC 42. CL 18th. Market Price 10,000 gp.

Recitation of the Immanent Mantra

Description: Thorough illustration of a single mantra written in series with fine inks upon superior vellum allows the student to completely internalize the power of its words. Thereafter, she may recite the mantra instantly without referencing the words, for they are writ large upon her spirit.

Powers: After internalizing this recitation, the reader may thereafter invoke the power of the inscribed mantra as a free action a number of times per day equal to his Wisdom modifier (minimum 1/day).

Calligraphy DC = mantra DC + 15. CL = mantra CL + 10. Market Price mantra cost + 15,000 gp.

Recitation of the Victorious Athlete

Description: Focusing upon the calligrapher's text, the student draws energy into his muscles with every breath. The mystical words hone reflexes, tighten muscles, and fortify the reader's physique as if the character had undergone a thorough training regimen over a much longer period of time. Exhalation of the recitation's final syllable effects a permanent physical change based upon the individual's desire.

Powers: After internalizing this recitation, the reader receives a +1 bonus to Strength, Dexterity, or Constitution (player's choice).

Calligraphy DC 40. CL 18th. Market Price 10,000 gp.

Fletching

Long ago invented as a means to combat hunger, now a mainstay in war that has become an art form all its own, archery in its most basic form is a relatively simple practice, and likewise the fletcher's art. Simplicity invariably falls to competition and necessity, however, and fletching is no different.

While wood elves are undisputedly the most devoted fletchers, other races recognize the value of archery and produce their own varieties of bows and arrows. These weapons often require rare parts, most of which cannot be recovered unless an errant arrow happens to land softly. In most cases, only the arrowhead may be recovered, leading to a grisly retrieval process for a character determined to reuse a particular head.

Despite its name, fletching combines two separate tasks: the bowyer's fashioning of bows and the fletcher's creation of arrows. While merchants regularly offer bows and arrows for sale to customers, the quality of their wares barely suffices for hunting small game birds, much less for rigorous adventuring. Therefore, many adventurers choose to utilize bows fashioned for their personal use.

Normally, arrows are rendered useless once they hit in combat, and have a 50% chance of being recoverable on a miss. The GM may alter this chance based on circumstances or the make of the arrow. For instance, a normal arrow that misses when the target is standing immediately in front of a stone wall is very likely to break; similarly, an arrow fired at a hay bale is very likely to be reusable even if it hits solidly.

Standard Fletching

At its simplest, bow construction requires only a pruned shaft of wood and a length of stout string or cord, and arrows consist of four components — the point, the shaft, the fletch, and the nock. However, skilled fletchers add other tools to their repertoire to increase the archer's performance. The addition of a silk string, for example, affects the smoothness and the "thrum" of firing an arrow; the addition of cams adjusts the bow's tension dramatically, possibly allowing for

more telling hits; the choice of arrow shaft can grant a damage bonus; and the size of the arrow's nock can drastically increase the bow's range.

To do their work, fletchers require a fletching kit (see Table 10–11 in the **EverQuest II Player's Guide**) and the proper raw materials. To determine how much time and money it takes to make a particular item with fletching, including masterwork items, follow the same steps listed under the blacksmithing skill earlier in this chapter.

Table 4-3: Basic Fletching Tasks

Product/Item	Fletching DC	Market Price
Standard shortbow or longbow	12	†
Composite shortbow or longbow	15	†
Mighty composite shortbow or longbow	15 + 2x mighty Strength rating	†
Standard arrows (20)*	10	†
Bow Modifications		
Single cam	+8	+250 gp
Double cam	+12	+500 gp
Silk string	+5	+10 gp
Arrow Modifications**		
Ceramic shaft	+6	+30 gp
Steel shaft	+9	+50 gp
Small nock	+1	+2 gp
Fine nock	+3	+5 gp

† Prices for standard and composite bows and for mighty composite bows can be found on Table 10–6 and Table 10–19, respectively, in the **EverQuest II Player's Guide**.

* This category assumes that the heads are acquired from a smith. If the fletcher must craft his own arrowheads, the DC rises by 5.

** Per 20 arrows.

Single cam: A single-cam bow (whether long or short, standard or composite) has its critical hit multiplier increased to x4.

Double cam: A double-cam bow (whether long or short, standard or composite) has its critical hit multiplier increased to x4, and also has its delay reduced by 1 (to a minimum delay of 3).

Silk string: A silk-strung bow (whether long or short, standard or composite) grants its user a +4 bonus on Stealth checks made for the purpose of sniping.

Ceramic shaft: Ceramic shafts must be acquired from a potter (pottery DC 14). A ceramic arrow grants a +1 bonus to damage. Normally, such arrows have only a 10% chance of being recoverable on a miss.

Steel shaft: Steel shafts must be acquired from a smith (blacksmithing DC 16). A steel arrow grants a +2 bonus to damage. Normally, such arrows are rendered useless only 30% of the time when they hit in combat, and have a 60% chance of being recoverable on a miss.

Small nock: A small nock effectively increases the range increment of a bow by +10 ft.

Fine nock: A fine nock effectively increases the range increment of a bow by +20 ft.

Magical Fletching

As with other trade skills, an advanced practitioner of fletching can imbue his creations with magical traits and powers. Each item below requires the fletcher to have a certain set of talents, as listed in the final, italicized entry under that item's description. For example, to make *arrows of penetration*, the fletcher must be a dwarf with the imbue magic and embed bonus talents (see Chapter 3).

A successful fletching check for making magic arrows is assumed to yield 20 arrows as a default; similarly, prices and weights below assume batches of 20 arrows.

Arrows of Penetration

Description: Dwarves know the ways of earth and metal, and dwarven fletchers use their knowledge of the latter to craft arrows that, with their brellium heads and ceramic shafts, easily punch through enemy armor.

Powers: These shortbow arrows grant a +1 enhancement bonus to attacks and a +2 enhancement bonus to damage. When struck by one of these arrows, a target gains only half its usual armor bonus (round down) to DR. For example, a character wearing half-plate (normally DR 7/–) has only DR 3/– against an *arrow of penetration*.

An *arrow of penetration* that hits is normally ruined, and one that misses may be recovered only 15% of the time. (These chances may be altered by the GM due to circumstances.) A recovered arrow retains its *penetration* power.

Fletching DC 30. CL 7th. Dwarf; embed bonus. Market Price 5,255 gp. Weight 4 lbs. Ranged (archery).

Light Velium Bow

Description: These weapons were once crafted mainly by the chetari of the Dragon Necropolis, although master fletchers of a few other races are thought know the technique as well. They are made of oak, reinforced with the extremely rare and highly magical material velium.

Powers: This mighty (+3) composite shortbow grants a +2 enhancement bonus to attacks and to damage, and the bow also has the *frost* ability (arrows fired with it deal an additional +2d6 points of cold damage on each successful hit). The bow can be drawn or strung only by a character with a Strength of 17 or higher.

Light Velium Bow (1d6+2 plus 2d6 cold, range 70 ft., delay 5; AC 6, hardness 14, 8 hp, Break DC 27)

Fletching DC 34. CL 9th. Embed bonus. Market Price 32,400 gp. Weight 4 lbs. Ranged (archery).

Thunderclap Arrows

Description: These arrows release powerful shockwaves capable of damaging nearby targets even when they fall wide of their target.

Powers: These arrows grant a +1 enhancement bonus to attacks and a +2 enhancement bonus to damage, and also have the *sonic* quality (they deal an additional +2d6 points of sonic damage on a successful hit).

When one of these arrows lands (whether it hits its intended target or not), it bursts, dealing sonic damage to all within 40 feet as shown on the following chart.

Distance from Point of Impact	Sonic Damage
10 ft. or less	4d4*
11–20 ft.	3d4
21–30 ft.	2d4
31–40 ft.	1d4

* This damage stacks with that from the arrow's *sonic* quality if it hits its target.

All affected creatures are allowed a Fortitude save (DC 20) for half damage against this burst; any creature within 10 feet of the burst that fails its save is also *deafened* for 2d4 rounds.

The sound of a bursting *thunderclap arrow* sounds like a peal of thunder that can be heard from up to 3 miles away under calm conditions.

A *thunderclap arrow* is destroyed upon landing, whether it hits or not.

Fletching DC 37. CL 10th. Imbue power. Market Price 14,625 gp. Weight 3 lbs. Ranged (archery).

Windshrieker

Description: The spirit rangers of the Plane of Air are said to create and carry such powerful bows as these. In centuries past, it was said that a powerful ranger could enter that plane and win such a weapon through a series of perilous undertakings. Now that beings of the Shattered Lands are incapable of making the journey into the Planes of Power, such items have understandably become even rarer than they once were.

Powers: This composite longbow grants a +5 enhancement bonus to attacks and a +1 enhancement bonus to damage, and arrows may be fired from it without penalty amid even the most turbulent of gale-force winds.

Windshrieker (1d8+1, delay 5; AC 6, hardness 10, 7 hp, Break DC 22).

Str +2, Dex +2, health +12. Ability scores = enhancement. Health = enhancement.

Fletching DC 47. CL 14th. Embed bonus. Market Price 96,040 gp. Weight 4 lbs. Ranged (archery).

Jewelcraft

Jewelers, who by the very nature of their craft serve only the wealthy, often become affluent themselves, but the expense of their profession makes such artisans rare. Most often a jeweler follows in the footsteps of his ancestors, who have served a region's ruling class for generations. In such a limited market, an established family enterprise may service a hundred square miles or more for generations without competition.

Jewelcraft proceeds in two stages: The gem is first cut, faceted, and polished, then placed into a setting composed of precious metals. The jeweler most effectively carries out the first stages of jewelcraft in a workshop. Here he keeps his tumbler, cutting wheel, acids, and polishing implements.

Mundane Jewelry

The products of a skilled jeweler can vary widely, for many work not only in standard jewelry, but can craft a great variety of other objects as well, such as crosses, reliquaries, and shrines; vessels (chalices, patens, censers, dishes, plates, candlesticks, etc.); metallic or adorned book covers; luxury utensils; coinage; seals; and so on. Many jewelers specialize in working with one or two types of precious metals, such as silver and/or gold.

Due to this wide variety, it is simplest to generalize the products of the jewelcraft skill by the intended value of the product rather than by material and form.

Gem's Raw Value or Jewelry's Intended Value*	Jewelcraft DC
10 gp or less	11–12
11–50 gp	13–15
51–500 gp	16–20
501–5,000 gp	21–25
5,001 or more	26+

* In the case of a piece of jewelry including one or more cut gems, the intended value of the whole must be equal to at least the total value of any cut gems to be used in the piece + 10%, although the jeweler can choose to make the piece more valuable than that.

In optimal conditions in a workshop, a jeweler usually requires 2 or 3 days of dedicated work to cut, facet, and polish a gem, and perhaps a day or more to mount it in a suitable piece, depending on its complexity. For terribly intricate and difficult pieces, the jeweler may require up to several weeks. Outside of his comfortable environment, the artisan requires more time and relies entirely on his jeweler's kit — a somewhat portable case containing a loupe, special knives, a small tumbler, and setting tools.

Raw Gems: A failed check made to cut a raw gem (as opposed to a check made to create a piece of jewelry using an already-cut stone) means hours spent reworking and polishing the gem in hopes of salvaging a lesser work. Each failure with a raw gem costs half a day's work and decreases the base raw value by 10%.

A successful check results in a cut stone ready for setting. A cut stone's value is 10% greater than its raw value, plus it gains an additional 1% to its cut value for each point by which the jewelcraft check beat the DC.

For example, if a jeweler wishes to cut a raw emerald with a base value of 150 gp, the GM might assign a DC of 17. The character fails the first attempt, so the base value is reduced by 10%, to 126 gp. On the second attempt, the character gets a jewelcraft result of 23, so the stone is cut (with a base cut value of 138 gp), and then gains 23 – 17 = 6% in value due to the success of the check, for a total cut value of 146 gp.

Jewelry: To create any piece of jewelry (or some other object made of precious materials), the jeweler must first pay one-third of the item's market price for the cost of raw materials; if he already has this material on hand or has it supplied to him, this requirement is waived. If he fails a check by 4 or less while working on the piece, he makes no discernible progress for 1d3 days, but there is no other effect. If he fails by 5 or more, he ruins half the raw materials and thus must pay half the original raw material cost again to start over.

A successful jewelcraft check with mundane materials adds to the total value of the product, with the degree of the success determining the quality of the artisanship and therefore the

value added to the final product. For each point by which the jeweler exceeds the DC, he adds 1% to the total value of the piece.

For example, if the jeweler from the previous example wishes to set his newly cut emerald into an intricate silver ring, for a total intended value of 200 gp, the GM might assign a DC of 18. The character gets a jewelcraft result of 25, so he adds 8% to the final value of the item and thus can sell the ring for 216 gp to a discriminating customer.

Imbued Jewelry

The well-informed know that highly skilled jewelers can surpass their mundane counterparts by enchanting the precious metals involved in their craft. Successful results yield jewelry imbued with a variety of enhancements, whose magical properties are usually based upon the particular gems and precious metals the jeweler uses.

While mundane jewelcrafting might involve multiple varieties of gems set together in rings, necklaces and other jewelry, the nature of enchantments limits magical jewelry to one gem and one kind of metal per piece. Techniques for the rarer, more expensive gems are less well understood even by veterans of the trade (who often jealously guard what few tricks and secrets they do uncover), and most jewelers capable of crafting magical jewelry specialize in working with only a small handful of types of stones.

Failure to meet the DC with enchanted jewelry yields graver results than occurs in making mundane jewelry. Magical energies damaged or denatured by poor faceting or setting tend to distort — and sometimes even crack and thus destroy — the jewelry. On a failed check, the jeweler may recover only 10% of the raw materials' worth, and in such a case no second attempt may be made to craft a magic item with those same raw materials (though they might be used to recoup some of the loss by making them into mundane jewelry).

A jeweler must have a certain set of talents, as listed in the italicized entry under that item's description, to craft a magic item using jewelcraft.

Successful creation of a given type of magic jewelry always results in an item with a specific market price (since the materials used cannot differ), as those shown below.

Some magic jewelry items, despite the form given below, can actually be made in any number of forms, such as rings, bracelets, bracers, tiaras, earrings, etc. — in the italicized entry beneath such items, the options *ear*, *finger*, *head*, *neck*, or *wrist* are listed. Items that can be worn in only one predetermined slot must be made in the prescribed form, for they are crafted from ancient and immutable magical "recipes."

For example, a jeweler might actually craft a *gold bloodstone tiara*, a *gold bloodstone necklace*, or some other such item instead of a *gold bloodstone ring*; however, a *guardian choker*, by contrast, can never take another form.

Elder's Earring

Description: A sturdy iron stud with a large diamond setting, this earring is often the mark of a powerful and influential leader or public official. From the most civilized

Gem Value

The costs of gems are usually given a uniform price, but no two diamonds are created equal. In general, the standard price for gems, as shown below, should be treated as the minimum value required for that material to be usable in making items with magical properties.

GMs should feel free to adjust the prices of gems (whether raw or cut) by up to +/– 50% or even more, so that, for instance, a character might have a (nonmagical) jeweled dagger crafted using either small or inferior emeralds worth only 100 gp each. However, only emeralds worth at least 140 gp can be used in crafting an enchanted ring.

Table 4-4: Gems

Gem	Base Value (Raw)
Amber	26 gp
Amethyst	85 gp
Aquamarine	3 sp
Azurite	75 gp
Black pearl	210 gp
Black sapphire	1,200 gp
Blue diamond	3,000 gp
Bloodstone	5 gp
Carnelian	9 gp
Cat's eye agate	2 gp
Chert	1 gp
Diamond	2,500 gp
Emerald	140 gp
Fire emerald	850 gp
Fire opal	550 gp
Garnet	45 gp
Gypsum	5 sp
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	1,500 gp
Sapphire	1,000 gp
Star rose quartz	11 gp
Star ruby	700 gp
Topaz	53 gp
Turquoise	1 gp
Wolf's eye agate	2 gp
Zircon	15 sp

nation to the most rural of backwaters, these devices are recognized symbols of powerful heads of state.

Benefits: Wis +3, power +4. Ability score = enhancement. Power = enhancement.

Jewelcraft DC 37. CL 9th. Embed bonus. Market Price 13,800 gp. Weight 0.1 lbs. Ear.

Gold Bloodstone Ring

Description: A greenish variety of chalcedony speckled with red spots of jasper, the bloodstone increases a character's resilience when enchanted and mounted in a gold setting to make an item such as this.

Benefits: Con +2. Ability score = arcane.

Jewelcraft DC 33. CL 6th. Embed bonus. Market Price 4,000 gp. Weight 0.1 lbs (varies). Ear, finger, head, neck, or wrist.

Guardian Choker

Description: An ancient device crafted for any number of different races and creatures by their individual lords, this choker aids a servant in his duties. After all, no price is too high to pay for stalwart and true guardians.

Benefits: Con +2, health +3, disease resistance (2), poison resistance (2). Ability score = enhancement. Health = enhancement. Resistances = enhancement.

Jewelcraft DC 34. CL 6th. Embed bonus. Market Price 8,000 gp. Weight 2 lbs. Neck.

Hero Bracers

Description: Often worn by gladiators or mercenaries, these bracers are most commonly found in Qeynos and nearby areas. They are usually crafted of iron and bronze, decorated with knot-work and occasionally with rough-cut semiprecious stones. They were originally designed to protect gladiators against foes who used poisoned or diseased weapons, but have proven useful for any warrior and most other adventurers.

Benefits: Str +3, disease resistance (2), poison resistance (2). Ability score = augmentation. Resistance = augmentation.

Jewelcraft DC 37. CL 9th. Embed bonus. Market Price 10,400 gp. Weight 4 lbs. Wrist.

Platinum Diamond Circlet

Description: Rare, translucent, and incredibly resilient, diamonds form a bulwark against all manner of magical effects when properly imbued and mounted in platinum.

Benefits: All resistances (8). Resistance = arcane.

Jewelcraft DC 40. CL 8th. Embed bonus. Market Price 6,400 gp. Weight 0.3 lbs (varies). Ear, finger, head, neck, or wrist.

Silver Ruby Amulet

Description: Properly enchanted, rubies allow spellcasters to use less power to fuel their spells.

Benefits: A spellcaster who wears this item may cast all of his spells for 1 less power point per spell. This effect can never reduce the casting cost of a spell to less than 1 power point.

Jewelcraft DC 28. CL 5th. Embed bonus. Market Price 2,400 gp. Weight 0.2 lbs (varies). Ear, finger, head, neck, or wrist.

Softfoot Ring

Description: Each of these small brass rings is crafted in the shape of a tiny dagger that curls around the wearer's finger, the tip of the blade overlapping its own pommel, adorned with five glass beads (green, red, purple, yellow, and blue). The rings have little apparent value, and are easily mistaken for mere costume jewelry by the unknowing. They are, understandably, highly prized by halflings of all professions and by all wee scouts and rogues.

Benefits: These rings are normally crafted in such a size that only Small characters may wear them, although they can be made in larger sizes. The wearer gains a +10 competence bonus on all Sneak checks.

Jewelcraft DC 45. CL 10th. Wee folk; embed bonus. Market Price 2,000 gp. Weight 0.1 lbs. Finger.

Poison Making

The assassin's blade may deal the blow, but often it is not the blade alone that finishes a victim's life. Eschewed by many who deem its use dishonorable, poison is regarded by others as simply another tool, no more unacceptable than the arrow or blade that bears it. Despite the protestations of others, poison makers blithely perfect their craft, knowing the naysayers will most often look the other way. When survival is at stake, poison makers maintain, it's time to overlook such fond scruples.

Assassins' guilds are the main storehouses of knowledge regarding poisons, especially the recipes for their creation, although warlocks and those of certain other professions might also practice this trade. Many practitioners of the poisoner's craft also have some knowledge of alchemy or perhaps brewing, and can thus hide their poison-maker's tools, ingredients, and nefarious activities among the tools of their other trade, concealing them from those who would disapprove.

As is the case among most other skilled tradesfolk, most poison makers are loathe to share their secrets with the uninitiated and unproven. Bear in mind also that any given guild or master generally possesses the recipes to only a finite number of poisons. Most of these will be of the common (and relatively inexpensive) variety, like spider venom, but any given assassins' brotherhood can likely claim proprietary knowledge of a small handful of exotic, costly, and/or magical poisons. Their special recipes will be shared only with those who are implicitly trusted by the organization.

While the specific process varies depending on the factors involved, certain general steps pertain to all attempts to make poison. Once a character obtains the proper ingredients, he crushes them using a mortar-and-pestle or extracts the component from surrounding tissue, such as removing venom from a spider's poison sac, etc. He then combines the appropriate ingredients, ever mindful of the quantities, temperatures, and sequences involved; too much or too little, too soon or too late, and the poison may lack potency or cohesion.

Common Poisons

Acquiring the necessary components for poison making is rarely easy. Of course, it's generally illegal, too, as most lands officially forbid the use and sale of poison. Some ingredients are biological components of poisonous creatures, which must be obtained from haunted mires, subterranean pits, and other dangerous locations; other ingredients may be obtained from plant material, minerals, or other naturally occurring substances. As a loose rule, the more valuable and deadly the poison, the rarer its components.

To determine how much time and money it takes to make a dose of poison, follow these steps.

1. Find the poison's price per dose (see Table 4–5). Convert the price into silver pieces (1 gp = 10 sp).

2. Find the DC from the table below.

3. Pay one-half of the poison's market price for the cost of raw materials and ingredients. (Note that, as with other trade skills, the GM may require the character to acquire certain rare materials for himself instead of simply paying this cost, since such ingredients are simply not available in any market.)

4. Make a poison making check representing one day's work. If the check succeeds, multiply the check result by the DC. If the result x the DC equals the market price of the poison in silver pieces, then the item is completed. (If the result x the DC equals double or triple the price in silver pieces, then the task was finished in one-half or one-third of the time, respectively. Other multiples of the DC reduce the time in a similar manner.)

If the result x the DC doesn't equal the market price, then it represents the progress the poison maker has made that day. Record the result and make a new poison making check for the next day. Each day, he makes more progress until the total reaches the price of the poison in silver pieces.

If the poison maker fails a check, he ruins half the raw materials and thus must pay half the original raw material cost (i.e., one-quarter the market price) — or acquire the unique ingredients — again if he wishes to start anew.

Special: Poison making is a synergistic skill with alchemy; for every 5 ranks a character has in alchemy, she gains a +1 synergy bonus on all poison making checks.

Poison Use

Any character has a 5% chance to expose himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll when using a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

A character with the poison master talent never risks poisoning himself when using or applying poison (except in the case of an *inhaled* or *contact* poison cloud (see below) that affects the character's own space).

Poison Immunities: Creatures with natural poison attacks are immune to their own poison (as well as the poison of other creatures of their own species). Nonliving creatures and creatures without metabolisms are always immune to natural poisons: Oozes, plants, undead, and certain kinds of outsiders, for instance, are immune to common (i.e., natural) poisons, although mystical poisons could conceivably be concocted to harm them.

Poison Resistance: Poison resistance helps offset the health damage caused by poisons, but doesn't necessarily protect against other effects or conditions imposed by poison. However, for every 5 points of poison resistance a creature has, it gains a +1 bonus on saves against the effects of poisons that do not deal poison damage. This benefit does not apply against magical poison effects, such as a *noxious bolt* spell or a dose of *magician's bane* poison, but only against common poisons.

For example, a character with a total bonus of poison resistance (19) gains a +3 bonus on all saves against the blinding effect of eyeburn solution.

Antitoxin

Poisons and poisonous creatures are common in the world of *EverQuest*, from giant spiders roaming the Commonlands to venomous denizens rumored to inhabit the outer planes. Assassins' guilds, apothecaries, priests, lay healers, and others create antitoxins to combat the virulent effects of poisons.

Until the onset of a poison's symptoms, a character has no way of knowing if a toxin has taken hold, nor how strongly it might affect him once it has done so. Wise adventurers either administer antitoxin prior to battle or take it quickly if damaged by an attack or substance that might prove poisonous.

Antitoxin: See Table 10–10 and also the description under "Common Adventuring Gear" in Chapter 10 of the **EQ II Player's Guide**.

Poison making DC 24. CL 3rd. Market Price 50 gp. Weight 0.5 lbs.

Poison Types

There are four basic types of poison — *contact, ingested, inhaled,* or *injected* — the details of which are as follows; most poisons normally occur in only one of these types.

Contact: A contact poison need only touch the target in order to be effective. Usually found as a powder or oil that may be sprinkled on something an intended target might touch, a contact poison remains effective, once applied, for a number of hours equal to the creator's ranks in poison making.

Alternately, a contact poison can be thrown or splashed onto a target from a small vial crafted for this purpose. This requires a ranged touch attack.

Table 4-5: Common Poisons

Poison	Poison Making DC	Fortitude DC	Onset Time	Initial Effect	Secondary Effect	Market Price
Contact						
Black lotus extract	26	20	1 round	6d6 poison	2d6 poison/round	2,500 gp
Eyeburn oil	13	13	1 round	*Blinded* 2d8 rounds	1d6 poison, *blinded* 1d3 days	60 gp
Lancer's grin powder	19	16	1 hour	1d10 poison	Lose 2 Cha†	90 gp
Malyss root paste	18	16	5 min.	1d8 poison, *fatigued*	1 poison/minute for 2d8 min., *exhausted*	500 gp
Nitharat powder	17	13	15 min.	*Sickened* 1d3 days	1d6 poison/minute	500 gp
Shadowveil hemlock dust	33	29	1 minute	1d6 poison/round	*Blinded*†	2,500 gp
Ingested						
Arsenic	15	16	30 min.	*Sickened* 2d6 hours	1 poison/minute for 3d10 min. *nauseated* 1d6 hours	120 gp
Beast stalker*	28	18	5 min.	1d10 poison, *fatigued*	1d2 poison/minute for 2d10 min., *exhausted*	250 gp
Berserker's broth	19	22	10 min.	*Confused* 3d10 minutes	—	100 gp
Enervative thurium	20	24	2 min.	*Sickened* 2d4 hours	2d10 poison, *exhausted*	275 gp
Needle flux	32	25	30 min.	5d10 poison	1d6 poison/minute	425 gp
Oil of Taggit	15	15	10 min.	Unconscious 1d4+4 hours	—	90 gp
Sweet lathrys	17	16	1 min.	*Fatigued Fascinated* 1d3 hours[1]		35 gp
Inhaled						
Baffling sweetmist	31	28	5 rounds	*Confused* 2d10 rounds	*Confused* 1d4 hours	550 gp
Burnt othur fumes	23	18	1 min.	1d10 poison	1d10 poison/minute	2,100 gp
Choking asmag	16	20	1 round	*Nauseated* 3d10 minutes	—	60 gp
Lethargic bliss	25	24	2 rounds	Slow (4) for 2d10 rounds[2]	Slow (2) for 1d10 minutes[2]	150 gp
Petrifying mortis	37	31	1 round	1d10 poison, *disabled*†	1d10 poison, *exhausted*[3]	4,000 gp
Twisting fugue	38	38	1 min.	*Nauseated* 1d10 minutes[4]	4d6 poison, *paralyzed* 2d10 minutes	1,800 gp
Injected						
Amnesic lolium	31	27	1 min.	2d10 poison	Amnesia[5]†	450 gp
Basilisk fang	15	14	1 min.	*Paralyzed* 1d3 hours	1 poison/minute for 1d10 minutes	800 gp
Bloodroot	12	12	1 min.	*Sickened* 1d8 hours	1 poison/round for 4d4 rounds	100 gp
Blue whinnies	16	14	5 min.	1d4 poison/min. for 5 min.	*Helpless* 1d4 hours	300 gp
Crippling tide	34	25	2 min.	*Disabled*†	*Paralyzed*†	1,500 gp
Deathblade	23	20	1 min.	1d3 poison/round	*Nauseated*	1,800 gp
Desert tarantula essence	13	14	3 min.	1 poison/min. for 5d6 min.	*Sickened* 1d10 hours	25 gp
Giant scorpion extract	16	18	1 min.	*Fatigued*	*Exhausted*	200 gp
Greenblood oil	12	13	1 min.	1 poison/rnd for 1d3 min.	*Nauseated* 1d6 hours	100 gp
Misty tremens	36	33	1 round	2d6 sonic, *fatigued*	4d6 sonic, *blinded* 2d4 days	600 gp
Monk's hood aconite	28	31	2 rounds	*Exhausted*[3]	*Paralyzed* 1d3 days	300 gp
Rattlesnake distillate	12	13	2 min.	1d2 poison/round	*Disabled*	65 gp
Spirit of sloth	35	32	1 min.	Slow (3) for 1d3 hours	*Paralysis* for 1d4 hours	2,200 gp
Visceral rot	29	30	5 rounds	1d6 poison/round	Lose 1d4 Dex†	750 gp

Fortitude DC: This is the DC of any Fortitude saves the victim(s) must make against initial and/or secondary effects of the poison.

Onset Time: This is the amount of time that must pass after a poisoned victim makes a Fortitude save against the primary effect(s) of the poison. Then, after a similar amount of time has passed, the creature must save again, this time against the secondary effect(s).

For example, if a character is hit by a weapon treated with a dose of basilisk fang, he must make a DC 14 Fortitude save 1 minute later or become *paralyzed* for the next 1d3 hours. Further, after 1 more minute, whether or not he was paralyzed, he must make another DC 14 Fortitude save or suffer 1 point of poison damage each minute for the next 1d10 minutes.

Initial Effect: This entry indicates the effect or damage a creature suffers immediately upon failing its initial saving throw against this type of poison (occurring just after the onset time has elapsed).

If the effect has no duration listed then it lasts indefinitely, until removed by some other (usually magical) means; if it is a DOT effect, it deals damage until the creature dies or the poison is neutralized magically. (Note that a DOT effect counts as one source of damage for the purpose of applying harm resistance, so only immunity to poison or magical intervention can save a creature from a DOT poison with an indefinite duration.)

Ingested: This kind of poison must be taken into a creature's digestive tract in order to be effective. Ingested poisons applied to food or drink remain active for a number of hours equal to the creator's ranks in poison making.

Inhaled: To be effective, this kind of poison must be breathed. It's therefore obviously ineffective against creatures that do not breathe, although most such creatures are immune to poisons in any case. Inhaled poison is usually thrown in a breakable vial as a ranged weapon with a range increment of 10 feet; a miss results in the missile landing in a random direction 1d3 squares away from the targeted space.

A single dose of inhaled poison forms a 5-foot-radius cloud that remains in place for a number of rounds equal to the creator's ranks in poison making. Each additional dose packed into the same missile adds 1 foot to this radius, so 3 doses would create a 7-foot-radius cloud. However, combining 8 or more doses creates a heavier missile with only a 5-foot range increment. No more than 15 doses may ever be combined, lest the grenade become too unwieldy to throw and too dangerous for the thrower.

Even a light wind will reduce the cloud's duration to 1 or 2 rounds at most (GM's discretion). Inhaled poisons cannot be used effectively in any winds heavier than moderate.

Injected: To use most poisons combatively, a character must apply a dose to a slashing or piercing weapon (blunt weapons cannot normally deliver applied poison). Application of poison to a weapon during combat requires 1 full-round action; however, a character expecting danger may prepare a blade beforehand. In either case, only one dose can be applied to a weapon at a time, and the poison retains its efficacy for a number

Table 4-6: Mystical Poisons

Poison	Poison Making DC	Fortitude DC	Onset Time	Initial Effect	Secondary Effect	Market Price
Contact						
Bone rot powder*	20	21	1 round	2d6 acid	1d2 acid/min. for 2d6 min.	210 gp
Manaflame	27	22	1 round	1d10 poison, 1d10 power points	1d10 poison, 1d10 power points	175 gp
Temporal rot*	27	31	1 round	6d10 acid	1d4 acid/minute for 1d10 minutes	1,100 gp
Vaporous blistercrisp	33	30	1 round	3d6 heat and 1d6 poison	3d6 heat and 1d6 poison	500 gp
Ingested						
Humor of Innoruuk	30	25	1 min.	Wisdom reduction[1]	Hate[1]	500 gp
Id moss fusion	21	14	1 min.	Intelligence reduction[2]	Intelligence reduction[2]	125 gp
Minddark	29	21	10 min.	Intelligence boost[3]	*Paralyzed* and *blinded* for 1d6 hours	350 gp
Inhaled						
Essence of susceptibility	36	35	1 round	*Exhausted*	All harm resistances (–10) for 1 hour	1,600 gp
Powdered banality	25	22	5 rounds	2d10 power points	2d10 power points	75 gp
Injected						
Crystal eritus	26	15	1 round	1d8 cold, 1d8 poison	1 cold and 1 poison/min. for 2d10 minutes, painful jolts[5]	225 gp
Inferno blood	39	27	1 round	1d6 each of acid, heat, and poison/round	—	3,000 gp
Magician's bane	37	25	1 round	1d100 power points	—	600 gp
Mind melt	32	23	1 round	1d4 mental and 1d4 poison/round for 1d4 min.	*Interrupted* 1d4 minutes	850 gp
Trail sweat†	18	13	1 min.	Dexterity reduction[4]	Special[4]	40 gp

* This poison affects only corporeal undead creatures.

† Only a wood elf can create this variety of poison.

[1] The poison's victim suffers a –2 penalty to all Wisdom-based checks and rolls (including Will saves) for 1d6 hours; no Fortitude save is allowed for this effect. The secondary effect is avoided by a successful Will save (DC 25) rather than Fortitude: A failed save causes the victim's personality to become hateful, cruel, discordant, and evil for a number of hours equal to half the poison making ranks of the poison's creator. (The GM should determine what effects, exactly, this has on an NPC's actions; affected PCs should be left to their players' control, but with the admonition to behave "evilly.")

[2] The poison's victim suffers a –2 penalty to all Intelligence-based checks and rolls for 1d6 hours. This penalty does not affect the character's power pool (if any), but does reduce by 2 the save DC of any arcane (but not mind-influencing) spells he might cast. If the character fails against both the primary and secondary effects, the penalties stack.

[3] The poison's victim gains a +2 metabolic bonus to Intelligence for 1d6 hours; no Fortitude save is required for this effect.

[4] The victim suffers a –2 penalty to all Dexterity-based checks and rolls (including Reflex saves and defense rolls) for 1d8 hours. There is no saving throw against the secondary effect, but to be affected the target must be a corporeal, living creature that exudes sweat (i.e., a mammalian). For the next 24 hours, the tiniest beads of sweat left behind by the target glow like golden paper lamps to a Fier'Dal tracker's eyes: Any wood elf (or a half elf descended from wood elf stock, as most are) receives a +8 bonus on Survival checks made to track the target. The elf may follow even creatures that do not normally leave any trace of their passage, but in this case receives no bonus to the Survival check.

[5] A target that fails its save suffers a –10 penalty on all Channeling checks for the duration of the secondary effect.

of minutes equal to the creator's ranks in poison making. A vial normally contains enough injection poison to coat one melee weapon or 2 pieces of ammunition, such as arrowheads.

Regardless of the poison and the weapon used to apply it, a single successful attack injects the poison into the target and depletes that dose of poison.

A skilled poison maker can transform any other type of poison into an injection poison with the use of the proper suspension (see "Suspensions" below).

Suspensions: By means of adding a suspension — a fluid that renders the substance fluid and prevents it from clotting and losing potency over time — a character skilled in poison making can transform any existing dose of manufactured poison into another type of poison.

To apply a suspension to a poison, the character must first acquire the proper ingredients and materials, paying one-quarter of the market price of the poison to be altered. He then makes a poison making check against the base DC of the original poison, modified based on the chart below. Only 1 dose of poison can be attempted at a time, and each attempt to apply a suspension takes 2d4 hours. Failure indicates a wasted effort (i.e., loss of the original dose of poison and the suspension materials).

Original Poison	—Poison Making DC Modifier—			
Type	Contact	Ingested	Inhaled	Injected
Contact	—	+2	+4	+2
Ingested	+3	—	+2	+3
Inhaled	+3	+2	—	+4
Injected	+3	+3	+4	—

Mystical Poisons

To create a mystical poison, a character must have the imbue magic talent. Otherwise, the process is identical to that used in creating common poisons, including material costs and times involved.

Mystical poisons cannot be altered using suspensions.

Pottery

Among the most ancient of all trade skills, pottery's presence in the Shattered Lands is subtle but pervasive. Vases hold decorative flowers and potpourri to scent the air; large amphorae store vast amounts of wine, corn, oil, and honey; scroll cases protect delicate maps, messages, and spells; steins are filled with ale (however briefly); and funereal urns contain the ashes of the dead. Pottery's uses transcend mere decoration and storage, though — well-made pottery also acts as a medium for cultural expression. Each piece gives the artist a chance to present her views on her people, her enemies, her home, her pleasures and her pains, and few potters forsake such an opportunity.

Each culture possesses distinct stylistic preferences in the creation and decoration of pottery, with individual artists providing variations upon the general theme. Erudites, for instance, tend to idealize the sea and those who dare its dangers. Their elegantly crafted vases bear the marks of this passion, matched only by their similarly abstract representations of the forces of magic. By contrast, Teir'Dal pottery often includes decorations with a skeletal motif, enhanced by crimson glazes and actual pieces of bone.

Common Pottery

Pottery may seem a rather pedestrian practice for the typical adventurer when compared to others like fletching or blacksmithing, but it is not without its uses, especially as an adjunct to other trade skills. (For one thing, the *EverQuest II Role-Playing Game* assumes the pottery skill is also used for the purpose of glassblowing.)

To make a piece of pottery, the potter must first pay one-third of the item's market price for the cost of raw materials. If she fails her pottery check by 4 or less, she loses half the required production time, but there is no other effect. If she fails by 5 or more, she ruins half the raw materials and thus must pay half the original raw material cost (i.e., one-quarter the market price) again if she wishes to start anew.

Appraise: A discerning potter's eye can pick out clues as to the origin of an unusual or exotic piece of pottery, including the race and approximate geographical location of the potter, as well as the meaning, if any, of the designs upon the piece. To do so, the character must make a successful pottery check to appraise the piece, as described under Trade Skill in Chapter 8 of the **EverQuest II Player's Guide**.

If only part of the pottered work is found, the potter may suffer a penalty of –2 or more on the appraisal check, as determined by the GM based on the amount of material available.

Common Pottery Items

Item	Pottery DC	Production Time	Market Price
Clay mold[1]	12–17	1–8 hours	1–10 sp
Clay vessel			
Small (flask, mug)	10–12	1–2 hours	2–9 cp
Medium (basin, vase)	11–13	1–3 hours	1–9 sp
Large (urn, tub)	13–15	2–6 hours	1–5 gp
Glassware			
Small (vial, wineglass)	15–19	2–4 hours	5–15 sp
Medium (decanter, bottle)	17–22	4–8 hours	1–6 gp
Large (urn, tub)	20+	1–3 days	1–5 gp
Added feature			
Ceramic lining (clay only)[2]	+2	+1 hour	+1 sp
Stopper/seal	+3	+2 hours	+2 gp

[1] Blacksmiths rely on clay or ceramic molds to shape molten ore for the creation of cast iron weapons, armor, and tools. Variables depend on the type and size of mold created, whether for a shovel, a longsword, or a suit of plate armor.

[2] Adding ceramic lining to certain clay pieces prior to firing gives added durability and shape to a potter's works: A clay piece has a hardness of 3 (and 2 hit points per inch of thickness), while a ceramic-lined piece has hardness 4.

Note: Entries for most pottered goods reflect only the most basic artistry necessary to craft an ordinary piece. Pieces bearing decorations, sophisticated carvings, complex pigmentation, or even jewels or precious metals may be much more difficult and time-consuming to craft and can command 10 or more times the price of more mundane products — an extreme example is the classic dwarven "great stein," which may have a market value of anywhere from 25 gp to 300 gp, depending on the skill of the potter, and which requires a pottery DC of 18 or more to make.

Similarly, intricate and fanciful glassware pieces might fetch prices of up to 500 gp.

Magic Pottery

Suitably skilled potters can create minor magic items, given the proper materials to work with, and truly masterful potters can create enchanted idols, charms, and even more powerful magic items.

To craft magical pottery, a potter must have the imbue magic talent, and he may need one or more other talents or requisites, as shown in the italicized portion of each item's description, below. For example, to craft a *stein of good health*, the creator must be a dwarf with the imbue magic and embed bonus talents.

For material costs incurred, production time required, etc., use the same methods and formulae as those found under Blacksmithing (found earlier in this chapter) — save, of course, that the potter make pottery checks in place of blacksmithing checks.

Boulder Stone

Description: Armies outfitted with these perfectly round, fist-sized stones always seek the high ground against enemy troops and fortifications. Once set in motion, the stone gradually expands into a massive granite sphere, capable of crushing enemies and smashing aside even the mightiest of doors and the highest walls.

Benefits: This item must be activated with a command word as an attack action; the character then rolls it carefully down an incline as a move action. After rolling for 1 round, the stone expands into a 15-foot-diameter boulder. The boulder moves 120 feet per round, regardless of the grade upon which it is rolled, and always seeks out the largest concentration of enemies within its line of effect each round; it can move up to 15 feet laterally as it travels each round, although it must always intersperse each 5 feet of lateral movement with at least 5 feet of downhill movement.

If the boulder moves through a space occupied by a creature or object, it deals 10d20 points of crushing damage to that target (Reflex DC 20 half). If more than one potential target or group of targets is within its range, it generally chooses the largest one, with structures or terrain features always targeted before similarly sized creatures; otherwise, the GM should determine its path randomly. Once the boulder cannot move further, either due to an immovable obstacle (i.e., one that it does not destroy and that is large enough to block its path) or a loss of inertia, it crumbles into worthless powder.

Pottery DC 34. CL 11th. Imbue power. Market Price 5,000 gp. Weight 15 lbs (stone) or 2,500,000 lbs (boulder).

Carafe of Pure Waters

Description: Nobles and other important folk must ever be wary of poison, and they are as susceptible to disease and tainted water as any other. This heavy yet elegant-looking decanter removes defilements from any liquid poured within, ensuring pure water, wine, or milk, depending on the tastes of the owner.

Benefits: If a polluted or toxic liquid of any kind is poured into the carafe, the glassware makes a "cancellation check" (1d20+20) against the save DC of the toxin or contaminant. Success means the *carafe of pure waters* neutralizes and purges the poison or disease. Failure causes the carafe to turn black and shatter.

Pottery DC 33. CL 8th. Imbue power. Market Price 4,500 gp. Weight 6 lbs.

Trade Skill (DC): *Pottery (33).*

Divine Crystalline Glaze

Description: This glaze is named in recognition not of any recognizable power of priestly magic, but due to its incredible usefulness and lustrous sheen.

Benefits: Use of this glaze on any piece of mundane clay pottery increases its hardness by 1 and its hit points by +3.

Pottery DC 22. CL 3rd. Market Price 350 gp. Weight 0.5 lbs.

Green Ceramic Band

Description: This pale green earthenware ring glows very slightly when activated, but is otherwise not terribly remarkable.

Benefits: As an attack action, a cleric who wears this ring may invoke a power identical to the *smite* spell. (The cleric uses his own divine caster level to determine any level-based effects of the spell.) This power may be used up to three times per day.

Pottery DC 30. CL 3rd. Cleric; imbue power. Market Price 2,700 gp. Weight 0.1 lbs. Finger.

Lightstone

Description: Each *lightstone* is a small, usually rather plain stone etched with a tiny rune.

Benefits: An inert lightstone can be activated by any character with at least 1 rank in the Spellcraft skill. This requires a DC 10 Spellcraft check, made as a full-round action. Once activated, the lightstone gives off bright light in a 30-foot radius for one full week, after which time its glow flickers briefly (for no more than a few minutes) and then goes out, rendering the lightstone a normal stone.

Pottery DC 25. CL 6th. Imbue magic, magelight. Market Price 100 gp. Weight 0.5 lbs.

Small Protection Deity

Description: Fashioned in the image of the customer's divine or spiritual patron, a *small protection deity* grants a slight blessing of protection to the wearer.

Benefits: +2 health. Health = divine.

Pottery DC 27. CL 2nd. Embed bonus. Market Price 420 gp. Weight 0.5 lbs.

Stein of Good Health

Description: This most basic of enchanted great steins is common throughout dwarven lands due to its relative ease of construction and affordable materials. A dwarf who regularly drinks from its depths enjoys good health for all his or her days; most wealthy dwarven households have one of these steins for each member of the family who has reached the age of majority.

Benefits: Any living creature that drinks from this stein gains a +1 bonus on all saving throws against nonmagical

diseases and a bonus of disease resistance (2), both of which last for 48 hours.

Pottery DC 26. CL 3rd. Embed bonus. Market Price 360 gp. Weight 5 lbs.

Tailoring

The term "tailoring," as it is used here, can be slightly misleading to those not familiar in the unique parlance of the *EverQuest II* game world: This skill in fact refers to the production of any article or item using cloths or hides, from start to finish, thus combining the skills of weaver, needleworker, and clothier with those of the tanner and leatherworker (and even the cobbler).

Tailors, then, produce most of their products from the tanned hides of domesticated beasts or from manufactured cloths, whether from furs and wools or from whole hides. However, wolf, bear, and great cat hides, even the silks of giant arachnids and other strand-producing arthropods, also find use in tailored goods. "Silk," it is said, "turns tailors into merchants."

A tailor hardens some leather pieces, such as the breastplates used in studded leather armor, by boiling them in oil. She may serve the wealthy in this by adding dyes, glazes, oils, waxes, or pigments appealing to the buyer.

Basic Tailoring

Tailors can produce countless useful items of a mundane nature: clothes of all kinds; backpacks, pouches, sacks, satchels, and other containers; ropes and cords; leather and silk armors; tents; and sails — all may be crafted by the skilled tailor.

In order to determine the cost and time required to manufacture goods through tailoring, use the same method as that described under Blacksmithing earlier in this chapter.

Table 4-7: Basic Tailoring

Item	Tailoring DC
Armor (primarily cloth or leather)	11 + armor's DR value
Armor (other nonmetallic materials)	15 + armor's DR value
Very simple item	5–9
Common item	10–14
High-quality item	15+

Very simple items: This category includes items such as simple pouches or bags, as well as sheets of canvas and bolts of common cloths and wools. This category also includes simple clothes, such as peasants' outfits.

Common items: This category includes formed and fitted bags and containers, such as backpacks, belt pouches, weapon hangers and belts, and the like. It also includes items such as silk ropes and cords, and bolts of costly cloths such as silk and fine linens. Most articles of clothing fall into this category as well.

High-quality items: This category includes difficult and time-consuming items, such as those involving many intricate folds and joinings: silk bandages, spell component pouches, waterskins, and the like all fall into this category. This category also includes very rich and fancy clothes, such as nobles' or courtiers' outfits.

Cured Silk Armor

Description: More resilient than raw silk armor, this provides an extra degree of durability for those who are often in harm's way yet who require light, flexible garments.

Powers: This armor is equivalent to raw silk, but with statistics as shown below.

Cured Silk Armor (DR 2/–, defense +0, encumbrance +0; hardness 1, 3 hp, Break DC 22)

Tailoring DC 17. Market Price 500 gp. Weight 3 lbs.

Imbued Tailoring

This seemingly simple, quiet occupation grows more complicated on Norrath with each passing generation, as the finest weavers uncover new (or rediscover old) secrets: Master tailors expand the bounds of their profession to include special containers and even magical armors and apparel. Special materials and secrets required to produce such materials involve exploring the most dangerous of lands, a fact that deters those who prefer the quiet life, yet which spurs the dedicated craftsperson onward.

Each item below requires the tailor to have the imbue magic talent, although some may require a further talent or talents, as listed in the final italicized entry under that item's description.

Bearskin Potion Bag

Description: The barbarian peoples' Shamans of Justice discovered the process of combining and condensing single doses of alchemical potions into a flask-sized, multi-dose concoction. Over time, the practice spread among shamans and thence to many alchemists of other races, though the essential ingredients remain the same. The tailor lines a tanned portion of grizzly bear skin with wolf gut, and binds the whole with a silk cord.

Benefits: An alchemist may pour up to 10 doses of a single type of common potion (but not elixir) into the bag and steep the bundle in hot water for roughly 10 minutes per dose. The process reduces the volume of the potions, although the resulting brew is now highly concentrated: It still contains as many doses as it did at the beginning of the process, although they have the volume of one single dose. (Each dose requires only a tiny sip to enact its effect, rather than a large mouthful.)

Tailoring DC 25. CL 2nd. Market Price 150 gp. Weight 1 lb.

Ceremonial Solstice Robe

Description: Druids, most often those of the human or half elf variety, weave these bright green robes for the leaders of their priesthoods. Considered to be as sacred as any grove, these vestments are generally worn only for rituals or when meeting with high-ranking druids of other circles. While the magical benefits are not particularly impressive, the skill involved is remarkable.

Benefits: This robe is equivalent to raw silk armor, but with statistics as shown below. It also grants its wearer the benefit of *spell resistance 19*.

Ceremonial Solstice Robe (DR 2/–, defense +0, encumbrance +0; hardness 3, 5 hp, Break DC 24)

Cha +2. Ability score = Untyped.

Tailoring DC 39. CL 8th. Embed bonus. Market Price 89,250 gp. Weight 6 lbs.

Fleeting Quiver

Description: Accomplished tailors demand high prices for a these quivers, and with good reason. The difference between these and mundane quivers is that arrows seem to leap from the *fleeting quiver* into his waiting fingertips, significantly enhancing his rate of fire. Not surprisingly, the process of creating such an item is fraught with difficulty.

Benefits: Once every other round, the quiver's user gains an additional ranged attack when using a bow.

Tailoring DC 32. CL 6th. Imbue power. Market Price 6,500 gp. Weight 1.5 lbs.

Flying Carpet

Description: Though they vary in coloration and style, all *flying carpets* have generally similar designs. All are roughly 15 feet square, with tassels along all four edges; they have complex figures and patterns woven into their fabric, with an ornate circular design taking up the center of the carpet; and they have straps with buckles attached to the underside of the carpet so it can easily be folded in thirds and rolled up to make a 5-foot-long bundle. Such carpets are generally made of the highest-grade silk, and they never stain or wrinkle.

Benefits: The carpet can fly at a rate of 90 feet at the mental command of whoever sits or stands in the middle. As many as 9 Medium creatures can ride on the carpet at once, although it can carry only up to 1,800 pounds; it has poor maneuverability while flying (see "Flying" in Chapter 11 of the **EverQuest II Player's Guide**). The carpet affords a remarkably stable platform, allowing riders to make ranged attacks without penalty from its surface, although spellcasters must make a Channeling check as if suffering from mild distraction to cast successfully from a carpet while it is in motion.

Tailoring DC 41. CL 12th. Imbue power. Market Price 120,000 gp. Weight 15 lbs.

Goo Boots

Description: These odd (and oddly named) boots enable the wearer to pass over stone floors and even dried leaves in silence, muffling any sounds produced underfoot. The soles also sink into nooks and crannies, giving greater purchase on tree limbs or cliff faces.

Benefits: The wearer receives a +5 bonus on all Climb and Sneak checks.

Tailoring DC 28. CL 3rd. Embed bonus. Market Price 500 gp. Weight 3 lbs.

Leatherfoot Haversack

Description: This large backpack frees a traveler from the worry of encumbering himself with too much gear: The bag's enchantment reduces the weight of its contents to virtually nil.

Benefits: The haversack stores up to 10 cubic feet of nonmagical material, rendering the entirety of its contents effectively weightless while in the pack. Any magic items or magical materials stored in the pack retain half their usual weight.

Tailoring DC 36. CL 7th. Imbue power. Market Price 20,000 gp. Weight 2 lbs.

Tattooing

Many regard tattooing and other forms of body mortification as uncivilized practices fit only for barbarians and other crude folk. Even those with a measure of tolerance consider tattooing a fashion for sailors and perhaps folk at the bottom end of the social strata. Such views ignore an ancient tradition that encompasses most every race on Norrath and provides a source of magical power unlike any other.

Ordinary Tattoos

Most tattoos, of course, possess no magical properties, but artists of great skill can nonetheless engender amazement with the sophistication of their work. Inscribing a tattoo requires the tattoo artist to expend one-third the market price in special inks and dyes. A failed check results in the loss of half of this material cost, and the "palette" is ruined (see "Tattooing Failure" below).

The following table lists some appropriate DCs for applying tattoos of various levels of sophistication.

Tattoo Quality	Tattooing DC	Market Price
Simple	11–12	5–10 cp
Common	13–15	1–2 gp
Elaborate	16–20	3–10 gp
Extravagant	21+	Varies

Simple: A simple tattoo is of relatively uninspired design, rarely larger than the palm of the tattooist's hand, and uses one or two colors at most.

Common: A common tattoo may or may not be larger than a simple one, but it has a higher artistic quality and generally uses at least two or three colors.

Elaborate: An elaborate tattoo usually covers most of a limb, the chest, or the back, although it may be somewhat smaller. Nonetheless, it is usually quite large, colorful, and of superior quality throughout.

Extravagant: An extravagant tattoo is most likely the result of many elaborate tattoos applied over many sittings; the category is included here for the sake of completeness, with the tattooing DC representing the artist's attempt to integrate a host of lesser images into a seamless whole, as is the custom among some peoples.

Iksar and trolls heal bodily damage quickly, making most tattoos a temporary fashion. However, skilled artists among each race know methods of branding the skin that permit the application of tattoos. Regardless, all attempts to tattoo iksar and troll characters suffer a –2 penalty.

Similarly, the hirsute kerra and ratonga must carefully pluck or shave their fur to receive a tattoo: Attempting to tattoo a kerra or ratonga imposes a –1 penalty to the check. Of course, the fur is likely to grow back eventually, covering the artwork, so tattoos are understandably rare among such peoples.

Tattooing Failure: Obviously, failing at a tattooing check is unlike a failure in virtually any other trade skill: Not only is the skin surface "ruined" to some extent, but the client may well be very displeased with the tattoo artist. However, it is possible — though painful — to "clear" a tattoo in order to start afresh.

Iksar and trolls wishing to clear a space for a new tattoo may simply cut or tear away the affected area of flesh and let it heal over. Races without similar natural regenerative abilities, however, require the tattooist to apply a solution of weak acid mixed with purified water: This deals 1 point of acid damage to the recipient, whether or not the removal attempt is successful. A successful DC 20 tattooing check "clears" the skin of one tattoo, making it available for a new tattoo. Failure on this check results in permanent and heavy scarring to the area. (While an ordinary tattoo can partially cover such heavy scarring, a mystical tattoo must be placed on healthy flesh.)

Alternately, a tattoo artist — not necessarily and in fact not often the same artist who designed the original tattoo — can make another check at the same DC as the original tattoo, but with a +10 DC modifier, to conceal the failed tattoo within a larger work cleverly designed to incorporate and revise the flawed aspects of the original.

Mystical Tattoos

Mystical tattoos incorporate exacting geometry into their patterns; tattoo artists simply shroud these precise patterns in colorful symbolic images. A mystical tattoo is always the equivalent of at least an "elaborate" tattoo in size, and of superior artistic quality. In general, these tattoos pass some power related thematically to the image onto the wearer.

To create a mystical tattoo, a character must have the imbue magic talent; in addition, certain tattoos may require further talents, as listed in the italicized entry under its description.

A character may normally have no more than 5 mystical tattoos, and the price of failure in mystical tattooing is similar to that in common tattooing. Thus, two or more failures on a single individual require clearing a space (see "Tattooing Failure") if another tattoo is to be tried. There are only two ways to circumvent this rule: First, a character may add a single temporary tattoo of the sort noted below; secondly, the character may complete a set of tattoos called a *procession* (see below), allowing the addition of a sixth permanent and very potent tattoo. Adding a sixth tattoo in this latter manner removes the flexible option of a temporary tattoo, but grants an enticing increase in overall power.

Most mystical tattooists are capable of crafting only one *procession*, a full-body set of tattoos based upon geometry and the harmony of images. Only acquiring all five tattoos from a single procession ultimately allows for the sixth and final tattoo of that procession, which combines the images and mystical strengths of the other five to grant the character remarkable power. This "Sixth Form," as it is known, cannot be applied temporarily, and once it is acquired the character cannot receive another magical tattoo, either temporary or permanent.

The cost of the raw materials (special inks, needles, etc.) needed to create a mystical tattoo is equal to half the finished product's market price. If the tattoo artist fails a check by 4 or less, he fails to inscribe the mystical elements properly, although the tattoo is still artistically sound; if he fails by 5 or more, he wastes half the raw materials and botches the artwork entirely.

Inscribing a mystical tattoo takes a number of days equal to one-third the amount by which the tattooing DC exceeds 25. For example, a tattoo with a DC of 43 requires six days to apply.

Note that kerra and ratonga characters may have and use mystical tattoos as any other character, even though it is entirely possible that their tattoos will eventually be worn under re-grown fur.

Temporary Tattoos: It is possible to use materials such as *woad* or *henna*, properly prepared with other magic-bearing ingredients, to create temporary versions of mystical tattoos that last for only one application of their power. Creating a tattoo in this manner allows mistakes to be corrected easily, granting a +2 bonus to the artist's tattooing check. The tattoo is also cheaper to apply this way, costing only one-tenth of the usual amount for raw materials.

The character must activate the temporary tattoo's power within 8 hours of application, however, and once this time expires or the tattoo's magic is activated, it is immediately spent. The dye of the temporary tattoo fades or is rubbed away in 1d4 days, and can easily be concealed by a subsequent temporary tattoo.

The inconvenience of having to shave or pluck one's fur makes temporary tattoos almost unheard of among the kerra and ratonga races.

Using a Tattoo: A character may trigger a tattoo he wears as a free action (unless otherwise noted), but doing so always requires an immediate sacrifice of a set number of health points (the "trigger cost"), as stated under the description of each tattoo. Many tattoos require a further expenditure of health to be paid at the beginning of each round to maintain the tattoo's power for that round (the "maintenance cost"). Some tattoos also grant additional powers for a further cost of health, as explained in that tattoo's benefits.

A character may theoretically have any number of tattoos active at once — up to the maximum of six worn — but can only ever trigger one per round. He must, of course, pay any maintenance costs each round for all tattoos active at any given time.

Note that no expenditure of health for triggering or maintaining a tattoo or one of its special abilities ever interferes with a character's other abilities — it never requires a Channeling check for spellcasting, for instance — since the health cost is simply an abstract means of representing the character's spent vitality, and not an indication of any pain or discomfort to the character.

Health costs for tattoos must always be paid from the character's own natural health point pool — bonus or temporary health will not suffice for this purpose.

The Procession of the Great Beasts

The following tattoos each follow the form of one of Norrath's creatures and pass some aspect of that creature's power onto the wearer. Though most commonly worn by warriors and shamans, the diversity of these tattoos makes them appealing to many races and classes.

Note that there are many processions of mystical tattoo art: See **EQ: Al'Kabor's Arcana** for a few further examples.

Beguiling Mermaid

Description: These beautiful aquatic maidens invariably have wide, enticing eyes along with their other alluring features. The power of the tattoo does not alter the wearer physically, but grants him the power to endure certain types of effects and, with some effort, to entrance another's mind.

Benefits: While this tattoo is activated, the character receives bonuses of cold, disease, mental, and sonic resistance (5). Further, while the tattoo is active, the character may pay an additional cost to activate the following special power:

By spending 12 health points, as an attack action, the character may cause a single creature in line of sight and within 30 feet to be *mesmerized* (see the Glossary in the **EverQuest II Player's Guide**) for 1d3 rounds. The target may resist this effect with a successful Will save (DC 10 + 1/2 the character's HD + the character's Cha modifier). If a creature saves, it is immune to further attempts to mesmerize it by this means for 24 hours. This is a supernatural, mind-influencing ability.

Trigger Cost: 3.

Maintenance Cost: 3/round.

Tattooing DC 39. CL 6th. Imbue power. Market Price 20,000 gp.

Centaur with Great Bow

Description: These tattoos depict the profile of a charging centaur, its upper torso twisted, allowing it to shoot an unseen passing target. Each grants the wearer some portion of a centaur's archery skills.

Benefits: While this tattoo is activated, the character gains the benefits of the feats Far Shot and Shot on the Run, regardless of prerequisites, if he does not already have them. The Shot on the Run benefits apply even when the character is mounted (thus, he may move any distance, fire, then move again, rather than having to shoot at the midpoint of his mount's movement). Further, any bow the character uses effectively becomes a mighty bow with a maximum damage bonus of +5.

Trigger Cost: 5.

Maintenance Cost: 3/round.

Tattooing DC 26. CL 4th. Market Price 4,200 gp.

Charging Bull

Description: The significant portion of this tattoo is always the head of a great bull (some call it a minotaur), facing outward with horns angled forward; inclusion of the beast's body is subject to the artist's and the client's preference. The character with this tattoo may charge an opponent with great force, and she often takes on the mannerisms of a bull as she does so — such as stamping her feet and roaring a challenge.

Benefits: The character may activate this tattoo as part of a charge action, gaining a +2 bonus to attack (this stacks with all other bonuses, such as the usual +2 bonus gained on a charge attack). The character also receives a damage bonus if the attack is successful, based on her size, as follows:

Small	+1d4
Medium	+1d6
Large	+1d8

If this power is used in the same round as the pounce ability (such as that gained from the *Kejek tiger leaping* tattoo or the predator's pounce talent), the attack and damage bonuses from this power apply only to the character's *first* attack following the charge.

Trigger Cost: 3.

Maintenance Cost: —.

Tattooing DC 19. CL 2nd. Market Price 1,600 gp.

Dancing Unicorn

Description: This tattoo most commonly depicts a rearing unicorn, head lowered as if about to spear some opponent. This tattoo empowers the character to detect the presence of great evil and to resist poison and disease, and even to extend that resistance to others.

An alternate form of this tattoo, often called *snarling unicorn*, depicts a foul-seeming, dark-hued unicorn, but it is otherwise similar in theme to *dancing unicorn*.

Benefits: While this tattoo is activated, the character receives bonuses of disease and poison resistance (5). By spending an additional 6 health per round, the character may extend this protection to up to 5 other targets, all of whom must be within 20 feet of her and of each other. Further, while the tattoo is active, the character may pay an additional cost to activate the following special power:

By spending 3 health points (in addition to the maintenance cost), the character can discern whether a single creature, spell, or item within 60 feet has the evil subtype. (If the character has the *snarling unicorn* version of this tattoo, he detects the good subtype instead.) This requires an attack action. If a target creature has more HD than the character, it receives a Will save (DC 10 + 1/2 the character's HD + the character's Con modifier) to resist this detection.

Trigger Cost: 2.

Maintenance Cost: 1/round.

Tattooing DC 30. CL 7th. Embed bonus. Market Price 11,000 gp.

Kejek Tiger Leaping

Description: Graceful but fierce, a great tiger leaps from its vantage point onto some unsuspecting prey below. An individual with this tattoo may tap into the legendary stealth and ferocity of the great tiger.

Benefits: While this tattoo is activated, the character gains a +2 bonus to any one of Agility, Climb, Jump, Perceive, or Sneak checks as long as this tattoo remains active. Only one bonus may be active at a time, although the character may switch the current bonus as a free action once per round while the power is in effect.

In addition, while this tattoo is activated, the character may pay 3 additional health points during any charge attack in order to gain the pounce ability for that round: He may make a full attack even though he has just moved.

Trigger Cost: 2.

Maintenance Cost: 1/round.

Tattooing DC 24. CL 6th. Market Price 1,800 gp.

The Sixth Form: Dragon Rampant

Description: The dragon tends to be the largest of any Great Beast tattoo, and it wreaks the most pronounced changes upon its owner. While the tattoo is active, the character actually takes on aspects of dragonkind, including wings, scales, and even fiery breath. The character's garb does not interfere with the metamorphosis, but rather warps to adjust to the changes and then returns to its former shape when the character ends the effect.

Benefits: While this tattoo is activated, the character a +4 bonus to Strength and a +2 natural armor bonus to defense. She also gains wings, which grant her a fly speed of 60 feet (poor maneuverability); however, she cannot fly if she wears heavy armor or is heavily encumbered. Further, the character receives a bonus of heat resistance (20) and a damage shield [heat] (2), and her melee attacks deal +1d6 points of heat damage.

Lastly, once every 1d4+1 rounds while this tattoo is active, the character can breathe a 30-foot cone of fire as an attack action, dealing 10d6 points of heat damage to all in the area (Reflex half, DC 10 + 1/2 the character's HD + the character's Con modifier). This is a supernatural ability.

Triggering this power requires a move action.

Trigger Cost: 11.

Maintenance Cost: 10/round.

Tattooing DC 51. CL 15th. Imbue power. Market Price 35,000 gp.

Tinkering

Gnomes consider tinkering to be both the greatest endeavor and the greatest achievement of their race; other races consider tinkering just one more reason to keep their eyes on gnomes. Tinkering is the application of gnomish science in the engineering of a variety of "mechanimagical" products. Those interested in pursuing tinkering must serve as apprentices to a master for up to 13 years. Gnomes of a more adventurous bent are sometimes allowed to fast-track their apprenticeship in return for a consequently longer-term commitment to acquire tinkering supplies for their masters.

Tinkers rely on a set of tools, an often expensive set of ingredients, and a knack for knowing precisely how to wire and bind the parts together into a functional whole. Oftentimes recipes call for *mana batteries* of varying power — weakly magical stones designed to power certain tinkered devices. These batteries are themselves tinkered products, but only Master Tinkerers know the secrets of creating them.

Basic Tinkering

Tinkerers purchase most of their ingredients from their guild, though not all components are for sale. Many recipes call for items of a biological or organic nature, which are thus usually attached to an owner who is rather loath to part with them. Tinkering guildhalls and vendors are located in both Freeport and Qeynos.

To determine the cost and time required to make a tinkering item, use the same method as that found under Blacksmithing, earlier in this chapter. Table 4–8 gives a number of sample items that can be crafted using tinkering.

Except where otherwise indicated, tinkered items grant untyped bonuses.

Crackstem: Setting the thread alight (a move action) causes the device to burst loudly 1 full round later, frightening animals and startling the unwary; the crackstem can be thrown up to 25 feet with a range increment of 5 feet. Any living creature within 5 feet of the detonation must succeed at a Fortitude save (DC = the creator's ranks in tinkering) or take

Table 4-8: Basic Tinkering

Item	Weight	Tinkering DC	Market Price	Function
Animated tool	3 lbs	14	15 gp	+1 bonus to any one Vocation
Aqualung	8 lbs‡	26	2,000 gp	Produces breathable air for 10 hours[1]
Collapsible fishing pole	2 lbs‡	13	40 gp	Collapses to 1-foot rod
Compass	0.5 lbs	13	30 gp	Always indicates magnetic north†
Crackstem	0.25 lbs	16	210 gp	Detonates loudly; see below
Flameless lantern	2 lbs‡	14	60 gp	Illuminates as lantern for 8 hours, no open flame[2]
Flashtube	1 lb	18	250 gp	Detonates brightly; see below
Geerlok tool	5 lbs‡	35	500 gp	+1 bonus to any one Trade Skill
Mechanical lockpicks	0.5 lbs	13	155 gp	+1 bonus on Engineer Device checks to pick locks
Powered gloves	4 lbs‡	22	1,700 gp	+1 bonus to Strength-based checks involving hands (e.g., Climb, disarm)[3]
Snare flare	3 lbs	23	375 gp	Traps creature; see below
Spyglass	1 lb‡	17	1,000 gp	Replicates effects of farsight 5

‡ This assumes that the item is crafted for a Medium character. A Small version weighs half as much, while a Large version weighs twice as much.

† Magnetic disturbances such as those in volcanically active regions can render the results untrustworthy.

[1] This item requires a Class II *mana battery* (see Mechanimagical Tinkering) to operate for the listed duration.

[2] This item requires a pint of *firewater* (see Brewing) to operate for the listed duration.

[3] This item requires a Class III *mana battery* (see Mechanimagical Tinkering) to operate for the listed duration.

1 point of sonic damage and be *deafened* for 1d3 rounds. Igniting 5 or more crackstems at once doubles the radius and increases the duration of deafness by an additional 1d4 rounds.

A *crackstem* may also cause animals and other simple-minded creatures to panic, at the GM's discretion.

Flashtube: Smashing the bottle causes a brief flash of colored light, blinding those nearby. The flashtube can be thrown up to 50 feet with a range increment of 10 feet All creatures in a 15-foot radius of the burst must make a Fortitude save (DC = the creator's ranks in tinkering) or be *blinded* for 1d4 rounds.

Snare Flare: This device must be set up (requiring 10 minutes) by a character with at least 1 rank in tinkering. Once the snare flare is in place, it covers a 10-foot-by-10-foot area and blends in with its surroundings; a Search check (DC 15 + 1/2 the *user's* [not the creator's] ranks in tinkering) is required to find it. (Note that any character may find it with a Search check, even if the DC is 20 or higher.)

As soon as any creature between Tiny and Large size enters the affected area, the snare flare is triggered. With a bang loud enough to wake a typical sleeper 30 feet away, the wires of the snare contract around one or more of the limbs of the victim, dealing 1d4 points of nonlethal damage. The creature must also make a Reflex save (DC 10 + the snare *creator's* ranks in tinkering) or be *entangled*.

To escape, the entangled creature must succeed at an Agility check (DC 15 + 1/2 the snare *creator's* ranks in tinkering) as a full-round action. The snare flare's wires have 8 hit points (no hardness) and, if attacked, are always treated as having a defense result of 7.

A snare flare can be triggered only once before it is rendered useless.

Mechanimagical Tinkering

Gnomish workshops abound with novel, if sometimes useless tinkered creations, each inventor extolling the many uses of their often inscrutable wares. With astonishing regularity, however, Master Tinkerers in the Shattered Lands come up with startling new inventions or improvements upon old favorites.

Creating mechanimagical tinkering items requires the crafter to have the imbue magic talent, and in some case further talents are required, as listed in italics under the benefits of each item.

Clockwork Watchman Armor

Description: Adapting clockwork innovations to gnomish armor, advanced tinkerers can create a suite of armor capable of a variety of functions. Unmatched in sophistication, a tinkerer labors for a great length of time to craft such a suit, assuming that no failures impede his progress.

Benefits: This armor functions as full plate (always sized for wee folk), with statistics as shown below; due to the armor's battery-powered nature, it does not affect its wearer's speed. The suit's powered movement runs for up to 3 months on a single Class V *mana battery*.

Clockwork Watchman Armor (DR 8/–, defense –6, encumbrance –5; hardness 10, 20 hp, Break DC 25)

Further, by pressing various buttons upon the armor, the wearer can activate numerous features; pressing any button is a free action, but only one feature may be activated per round.

- Button 1. Battery Sight: As the *see invisibility* spell.
- Button 2. Invisibility Cloak: As the *invisibility* spell.
- Button 3. Cog Boost: Grants wearer haste (5).
- Button 4. Steam Overdrive: Grants wearer +4 Strength.
- Button 5. Grease Injection: Grants wearer +50% increase to base speed.

Mana Batteries

Since *mana batteries* are central to so many tinkering items, it is natural that some character — most assuredly a gnome! — will eventually want to know how to make one. Keep in mind, however, that Association of Master Tinkerers is loath to let slip its monopoly on making these items…

Any tinkerer with the imbue power talent may attempt to make a *mana battery* just as she would any other mechanimagical item. However, she can do so only if she is in good standing with either the Freeport or Qeynos tinkerers' guild, since several of the key components needed to make the batteries can be acquired only there.

If the character fails the tinkering check to make a particular battery, she loses both half the raw materials (i.e., one-quarter the market price) and half of the necessary construction time.

Replacing a drained *mana battery* with a fresh one requires a tinkering check (DC 10 + twice the Class value of the battery) — that is, a Class IV battery requires a DC 18 tinkering check to replace properly.

Battery Type	Tinkering DC	CL	Production Time	Market Price
Class I	20	3rd	2 days	60 gp
Class II	23	6th	3 days	100 gp
Class III	28	9th	5 days	200 gp
Class IV	35	12th	1 week	500 gp
Class V	44	15th	2 weeks	1,000 gp
Class VI	57	21st	3 months	50,000 gp

An item that requires a particular Class of *mana battery* can never function with any lesser version (i.e., a Class II *mana battery* cannot power a device needing a Class III, even for a short time), although more powerful batteries can be attached in place of lesser ones. This allows the device to operate for a longer time (or to have a greater number of charges) since the more powerful battery is depleted more slowly.

Standard Battery	—Operation Time (Multiple)—					
Requirement	Class I	Class II	Class III	Class IV	Class V	Class VI
Class I	1x	—	—	—	—	—
Class II	1.5x	1x	—	—	—	—
Class III	3x	2x	1x	—	—	—
Class IV	10x	5x	2x	1x	—	—
Class V	50x	10x	3x	2x	1x	—
Class VI			50x	10x	5x	1x

• Button 6. Precision Infusion: Grants wearer +4 Dexterity.

• Button 7. Produce Wrench: As a free action, the suit produces a large wrench from a hidden compartment along either forearm. This wrench can be used for obvious purposes, but also functions as a light mace; since it is attached to the suit, it cannot be disarmed (although it might be sundered normally). The wrench can be replaced into its compartment at will as a free action.

Each feature is powered by its own Class IV *mana battery*: This provides 3 charges of each power, and each use of a given power lasts for 10 minutes. A tinkerer may replace a feature's *mana battery* to refuel that feature.

Tinkering DC 44. CL 12th. Market Price 42,000 gp. Weight 40 lbs (Small).

Gnomish Chalk

Description: These finger-long white sticks appear to be ordinary pieces of chalk to the average eye, but when slid across a hard surface they leave no marks. Only gnomes can see the tracings of this tinkered chalk, which they use to mark their own way and that of others who may follow them into dangerous places. Gnome miners are known to cover the walls of their mines with markings for purposes of engineering and safety.

Benefits: Markings made with *gnomish chalk* are invisible to all but gnomes, although anyone using *see invisibility* or similar magic may notice them in a well-lit area (Perceive DC 25). The markings are not permanent, however, much to the endless consternation of gnome tinkerers: The writing typically lasts one month + one day per tinkering rank of the creator.

Tinkering DC 25. CL 3rd. Market Price 200 gp. Weight 1 lb.

Negative Material Sensory Apparatus

Description: The undead constantly threaten life in the Shattered Lands. Concerted efforts to stamp out this threat rarely provide permanent solutions, but this device represents a powerful tool for hunters seeking to eliminate the undead.

Benefits: A character using the *negative material sensory apparatus (NEMSAPP)* can detect the aura that surrounds undead. The device functions in a 120-foot cone, actively sensing the presence of undead creatures in that area; turning the device on is an attack action, while turning it off is a free action. The amount of information revealed by the device depends on how long the character uses it to study a particular area or subject:

- *1st Round:* Presence or absence of undead auras and their number, range, and direction.
- *2nd Round:* The strength of the strongest undead aura present and the presence, if any, of any undead capable of inflicting negative levels.
- *3rd Round:* Whether a specific corpse slain by an undead creature will rise into an undead state.

Each round, the character using the *NEMSAPP* can turn to detect things in a new area. The *NEMSAPP*'s power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

The *NEMSAPP*'s Class IV *mana battery* provides 60 charges lasting 1 minute each, after which it must be replaced.

Tinkering DC 27. CL 4th. Market Price 3,600 gp. Weight 2 lbs.

Stalking Probe

Description: A spyglass of another sort, the *stalking probe* attaches to the user's face, just over the eyes. When activated, a translucent eye emerges from the probe. Following the guidance of the user, the eye searches ahead, channeling the images it sees to the user's eyes.

Benefits: This device acts similarly to an *eye of Zomm* spell, except that it does not create a physical sensor — the translucent eye formed by the probe is incorporeal. After 5 uses, a tinker must replace the Class II *mana battery*.

Tinkering DC 27. CL 5th. Market Price 1,500 gp. Weight 3 lbs (Small).

Thermal Cloak

Description: These cloaks, usually sized to fit gnomes and similarly small wearers, wrap snugly around a wee body, providing tremendous protection against extreme cold.

Benefits: The wearer may turn this device on or off as a move action, and gains a bonus of cold resistance (5) while it is turned on. The Class III *mana battery* must be replaced after 72 full hours of activation.

Tinkering DC 26. CL 3rd. Market Price 2,000 gp. Weight 2 lbs (Small).

Vanishing Device

Description: One of the most potent of tinkering inventions, this bulky amulet allows its wearer to pass unseen.

Benefits: While worn, the vanishing device grants its wearer an effect identical to the *invisibility* spell. It may be worn for a total of 20 minutes before its Class V *mana battery* must be replaced.

Tinkering DC 32. CL 5th. Market Price 4,000 gp. Weight 2 lbs.

Chapter Five:

Using Magic

Spellcasting characters in the world of Norrath have powerful magic at their command. They can shape magical energy into a wide range of effects — hurling fire and lightning, summoning creatures to fight for them, influencing the minds of others, or producing any number of other strange and wonderful effects.

Spellcasters learn and record their spells in books of mystic lore, known as spellbooks. (Priests refer to their spellbooks as "prayerbooks," but the term "spellbook" is used almost universally throughout the **EverQuest II Spell Guide**.) Casters study their spellbooks when they want to have a particular spell ready for use.

Spells come in two major types, arcane and divine. Mages (and all classes and advanced classes arising from mage) cast arcane spells, which are based on one's understanding of various mystic formulae and magical energies. Priests (and certain classes and advanced classes) cast divine spells, which draw upon the power of faith, religious ritual, and holy iconography. Although characters learn and cast arcane spells and divine spells differently, the rules that govern spellcasting and spell effects are quite similar. Multitype characters can even learn both arcane and divine magic.

Spells, arcane or 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 learning and casting spells, and of the properties of the five schools of magic. It also describes the various properties of spells and the rules for their use in the game.

Visual Spell Effects: Players should feel free to describe the effects of their spells however they wish in visual terms. For example, an inquisitor casting a *retaliation* spell might describe it as follows: "A divine glow surrounds the target. If the target is attacked successfully, the glow coalesces into a blade of light that strikes back." As long as the description doesn't lead into a player trying to justify changing the way the spell's mechanics work, then players should be encouraged to be as creative as they like!

Spellcasting Basics

Before being able to cast a spell, a character must first learn it and have the ability to cast it. All spellcasting characters in the *EverQuest II Role-Playing Game* are restricted in their ability to cast spells by profession and level; thus, only high-level characters can cast high-order spells. Characters are also restricted by the amount of power (i.e., the number of power points) they have available to them at any given time.

Power

A spellcaster fuels his spells using an energy most commonly known as "power," an invisible magical force, found to some degree in all living creatures, but most especially in certain races or among those who are magically talented and trained.

Spellcasters learn to tap into a personal reserve of power, known as the "power pool," shaping that energy into various kinds of spells or effects. Every time a spellcaster casts a spell, he uses some of his personal reserve of power. Each spell description in Chapter 7 lists the *power cost* of each spell, which is "paid" from the caster's power pool as the spell is cast.

The number of power points in a character's power pool is equal to the bonus of the pool's governing ability, multiplied by two, then multiplied again by the number of total caster levels the character has in that type of magic (i.e., arcane or divine).

Power Pool = (governing ability modifier x 2) x archetype caster level

Characters whose current governing ability score for spellcasting is not high enough to provide a modifier bonus — an ability score of 11 or less — have no power pool and cannot cast spells related to that ability.

Multitype characters with levels in mage and priest determine their individual power pools for each archetype separately (i.e., they have both an arcane power pool and a divine power pool). Power from one pool cannot be used to pay for spells of the other type, so a mage/priest can't use divine power to cast her arcane spells, for example.

Example: A Prt 4/Mag 5/Sor 1/Sum 5 has an 18 Intelligence (+4 bonus), so her arcane power pool is equal to (4 x 2) x 11 [her effective mage level] = 88. She also has a 16 Wisdom (+3 bonus), so her divine power pool is (3 x 2) x 4 [priest level] = 24. The two pools are not added together, but kept separate; the arcane pool powers all of her mage, sorcerer, and summoner spells, while the divine pool powers only her priest spells. If she also had enchanter levels or levels in an advanced class arising from summoner (i.e., conjurer or necromancer), then those levels would be added to her effective mage level to determine her total arcane power pool.

Power is sometimes stored in magic items or in gems (see the "mana battery" talent in the **EverQuest II Player's Guide**), from which spellcasters can draw power to cast their spells. Some spells or effects might also permit casters to draw upon their own life force (or the life force of other creatures) for additional power — a dangerous practice, but useful in dire circumstances.

Every spell has a specific power cost associated with it, as noted in the spell description in Chapter 7. Whenever a character casts that spell, its power cost is subtracted from the appropriate power pool for that character. If this cost would lower the character's pool to below 0, the spell fails and the pool is reduced to 0. Otherwise, the spell takes effect normally. (See Casting a Spell elsewhere in this chapter.)

A spellcaster with a current power pool of 0 cannot cast any spells that draw from that pool.

Regaining Power

Spellcasters deplete their power by casting spells; they recover their power by resting: Characters who undertake no actions more strenuous than eating, praying, or reading recover a number of power points per hour equal to their governing ability bonus for their power pool plus their effective caster level.

Thus, a Prt 8/Shm 3 with an 18 Wisdom (+4 bonus) recovers 4 + 11 = 15 power points per hour of rest and contemplation.

Characters not at rest still recover power points, but at a much slower rate. Those engaged in light to moderate physical activity (walking or marching, riding at a trot or a canter, and so forth) at any point during an hour recover power at half the resting rate, while characters engaged in strenuous physical activity (combat, forced march, running, riding at a gallop, etc.) recover one-quarter the usual number of power points per hour — so the Prt 8/Shm 3 in the previous example would regain only 7 power points per hour while marching, for instance, and only 3 points per hour if he were galloping on horseback.

Always use the slowest rate of recovery for any hour in which a character undertakes different kinds of activity. For example, a character who spends 59 minutes sitting at rest in comfort but who is then forced to run at top speed from a powerful enemy recovers only one-quarter the usual power points for that hour — only complete, uninterrupted rest allows one to regain his power optimally.

Multitype Power Recovery: Multitype characters with two power pools may choose which pool they wish to have receive their recovered power for each hour; they can thus alternate, first recovering some power for one pool, then some power for another, if desired.

Of course, if a player is mathematically inclined and the GM willing, they are perfectly welcome to break power point recovery down into fractions of hours and decide how much of each pool is recovered in that time.

Increasing Power

Characters can increase the size of their power pool by gaining levels or by increasing their power pool's governing ability, but also via certain magic items or spell effects that increase their power pool directly.

Increasing the Maximum Pool: Ability bonuses (or certain power pool bonuses from spells and magic items) increase the maximum size of a character's power pool. The *current* power pool does not change, however, so the character must rest or meditate to "fill" the power pool to its new maximum.

When these ability bonuses are lost (e.g., when the buffing spell's duration runs out or the magic item granting the maximum pool bonus leaves the character's possession), her maximum power pool decreases accordingly. Any current power the character has over the new maximum is lost immediately.

Example: A Mag 5/Sor 5/Wiz 2 has an 18 Intelligence (+4 bonus) and thus a standard power pool of 96 (4 x 2 x 12). If he has a spell placed on him that increases his Intelligence by 2 points, to 20 (+5 bonus), the maximum size of his power pool increases to 120 (5 x 2 x 12). If he also has a magic hat that increases his Intelligence further, to 24 (+7 bonus), his maximum power pool becomes 168 (7 x 2 x 12). However, the wizard must still allow for the passage of time to increase his power from its current total of 96 to its new maximum of 168… but note that he now gains power at a rate of 19 points (12 + 7) per hour of rest.

If the Intelligence bonus from the spell runs out during the second

hour, dropping the wizard's Intelligence down to 22 (+6 bonus), he gains only 18 (12 + 6) power points for that hour; further, his maximum power pool is now only 144 (6 x 2 x 12). At the end of that second hour, he has 96 + 19 + 18 = 133 power points. In another hour, he's reached 144 power points, his maximum.

If he then has his hat knocked off, dropping his Intelligence back down to 18, the wizard automatically loses the extra 48 power points in his pool, dropping it back down to his normal maximum of 96. Once he puts the hat back on, even if just a moment later, he has to rest a few hours once again to get his power pool back up to 144.

Decreasing Power

Certain effects can decrease the maximum size of a character's power pool, most often by reducing the pool's governing ability score. Alternately, some effects drain power from one's power pool directly; in this case, the power is recovered normally through rest and meditating, just as if it had been spent casting spells.

A reduction in a power pool's relevant ability score (or effective caster level) reduces the maximum size of the character's power pool. Any current power points the character has beyond the new maximum are lost, and the character can recover spent power points only up to the pool's present maximum size. If the character's governing ability score is later returned to normal (or otherwise increased), the size of the power pool increases as well, and the character may recover power normally to fill the pool up to its present maximum size.

Example: An 8th-level priest with a 20 Wisdom (+5 bonus) has a divine pool of (5 x 2 x 8) = 80 power points. She's hit with an effect that lowers her Wisdom to 16 (a +3 bonus), reducing her maximum power pool to (3 x 2 x 8) = 48. She loses 32 power points immediately, reducing her pool to her current maximum. (Once her Wisdom is restored to its normal rating, her power pool will again have a maximum of 80, and she can then recover the lost power normally.)

Over the next two rounds, she spends 18 points casting courage spells on two of her allies, bringing her current power pool down to 30. Her enemy then hits her with another spell that reduces her Wisdom to 14 (+2 bonus), so her new maximum pool is (2 x 2 x 8) = 32. However, since her current power is already below that amount, she doesn't lose any power from her current pool.

Until her Wisdom is restored, however, she can't recover more than 2 power points by resting (which would bring the current total up to 32, her present maximum).

Learning Spells

All mages begin with a spellbook containing four 1st-order spells of their choice from among the spells on the mage spell list (see Chapter 4), while a priest begins with three 1st-order spells in her book. In order to learn additional spells, they must acquire a copy of the spell to be learned (from a captured spellbook or a scroll, for instance), decipher it, and copy it into their spellbook, allowing them to use it just like any of their other spells.

See Spellcraft in Chapter 8 of the **EverQuest II Player's Guide** for the various uses of that skill in learning and copying spells.

Acquiring New Spells

Spellcasters must acquire new spells on their own. This can be accomplished in a number of ways, such as buying them from a spell merchant, making donations to their temple or guild in return for access to new spells, questing for spells (whether seeking lost caches of them, or performing some service in return for spells), borrowing allies' spellbooks, or recovering spellbooks or scrolls from vanquished opponents.

A character may determine what spell is contained within a piece of magical notation with a successful Spellcraft check (DC 5 + the spell's order). In this case, a success doesn't provide enough information to prepare or copy the spell. Still, characters who have reason to be suspicious or who wish merely to sell a spell they've found would be wise to know just what they are looking at.

Characters can also research spells on their own using the Spellcraft skill. This option is discussed in detail in the **EverQuest: Game Master's Guide**, though it is liable to appear in a revised version in forthcoming *EverQuest II Role-Playing Game* books.

Borrowed or Captured Spellbooks: Casters of the same profession can trade spells with each other, copying them from another caster's spellbook. However, note that most casters are loathe to let their precious spellbooks leave their possession unless the recipient is a very close friend or they have some *very* good reason to share. Characters can also take the spellbooks of defeated spellcasters, either copying spells from them directly or trading them, in return for other spells, with spellcasters interested in their contents.

Scrolls: Characters can copy spells from magic scrolls into their spellbooks, just as they would copy spells from spellbooks. However, doing so erases the spell from the scroll as if it had been cast.

Purchased Spells: Some spells on scrolls can be purchased from magic shops, temples, or other sources, at the GM's discretion. A spell bought from a neutral vendor (i.e., one for whom the character hasn't performed any unusual services or favors) generally costs a number of gold pieces equal to *the spell's order squared x 25*, although certain spells may cost even more if the GM wishes. Vendors may offer spells at discount rates for characters who have excellent local reputations or who have done some service for the vendor or her allies. Conversely, vendors may refuse to sell to characters with especially poor reputations or who have done her some disservice.

Quests: Important and powerful NPCs may offer spells as rewards to spellcasters for their assistance in quests.

Deciphering Spells

In order to understand a new spell, a caster must first decipher its symbols and formulae. Although the types of notation used in writing spells are sometimes similar across cultures (regardless of spoken or written language), they are also unique to every individual spellcaster, so characters must

take time to translate the notation into a form they can fully comprehend and freely use.

Deciphering a spell requires a successful Spellcraft check (DC 20 + 1/2 the spell's order). If the check fails, the character cannot attempt to decipher that spell again for one full day. However, once a particular spell is deciphered, the character does not ever need to decipher it again, for the notation remains comprehensible to him (although he does not technically "know" the spell yet).

A character can decipher a spell that is of too high an order for her to cast, but she cannot learn it or copy it into her own book (see Adding Spells to a Spellbook).

Note: Deciphering spells is automatic — i.e., does not require a Spellcraft check — in the case of spells purchased from a vendor, since assistance with the translation is included in the price. Characters trading spells among themselves can also translate the spell automatically for other characters, if they wish.

Adding Spells to a Spellbook

Once a spell has been successfully deciphered — and only then — a caster can study it at length in order to copy it to her spellbook. This kind of study takes a number of hours equal to the spell's order, minus the studying character's governing ability modifier (minimum 1 hour). At the end of this time, the character makes a Spellcraft check (DC 15 + the spell's order); if successful, the caster has technically "learned" the spell and can copy it into her own spellbook, incurring the usual material costs (see below).

If the Spellcraft check fails, the character cannot learn that spell *from any source* without first gaining at least 1 more rank in Spellcraft. (If the spell is inscribed on a scroll, the original is not erased and can still be used normally.)

Copying a learned spell into a spellbook takes a number of hours equal to 6 + the effective spell order. The character must also use special inks and materials costing roughly 50 gp per spell order. The finished spell takes up one page in the book. (Spellbooks always have at least 100 pages, likely more than enough to hold all of the spells most casters will ever know.)

Preparing Spells

Once a character has learned a spell and copied it into her spellbook, she must still have it prepared in order to cast it. A spellcaster cannot cast a spell without preparing it first, even if the spell is visible in her spellbook, open in front of her. A spellcaster can normally prepare up to 8 spells at a time, choosing any 8 contained spells she knows or has deciphered, and that she is of a sufficiently high level to cast. (Multitype characters may prepare a *total* of 8 spells, not 8 arcane spells and 8 divine.) Once a spell is prepared, the character can cast it at any time, as long as she has enough power available to do so.

Characters with the mystic capacity or divine capacity talent gain an additional "spell preparation slot" for each selection of that talent. Thus, a wizard who has taken mystic capacity three times may prepare 11 spells at once instead of just 8 spells. (A Mag 5/Prt 5 who has taken mystic capacity

once can prepare 9 spells, but at least one of the nine must always be an arcane spell since mystic capacity, selected from the mage talent list, applies only to arcane spells.)

To successfully prepare a spell, a character must be able to consult her spellbook, and she must have an empty spell preparation slot. If the character already has spells prepared in all of her preparation slots, she must first "release" one (a free action) before beginning to prepare a new one in its place. The released spell is no longer prepared and cannot be cast until it is prepared once again. She then makes a Spellcraft check (DC 10 + 1/2 the spell order) and, if successful, has prepared the new spell.

The time required to prepare a spell is a number of full-round actions equal to the spell's order, minus the character's ranks in the Spellcraft skill, to a minimum of 1 full-round action (this period includes the move action required, if any, to take out the spellbook). Thus, it takes 3 full rounds for a character with 13 ranks in Spellcraft to prepare a 16th-order spell.

Outside of combat or other stressful situations, characters can always take 20 (see Chapter 8 in the **EverQuest II Player's Guide**) to succeed at preparing a spell, allowing them to change around their prepared spells however they wish. If a character takes damage while preparing a spell or is otherwise interrupted, the preparation attempt automatically fails.

Newly prepared spells are still not available for use until a period equal to their recast time has elapsed (see Recast elsewhere in this chapter).

Borrowed Spellbooks

In addition to learning new spells and copying them directly into their own spellbooks, characters can borrow the books of other characters in order to prepare spells. A character must first decipher the spell if the owner of the borrowed spellbook is not on hand and willing to assist the character.

To prepare an unlearned but deciphered spell, a character must make a Spellcraft check (DC 15 + the spell's order). If the check succeeds, the spell is prepared normally, as if it were known to the caster and copied in his own book. If the check fails, the character cannot attempt to prepare that spell from that source for one full 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, but must pay the usual material costs. If the character does not have a spell prepared, he can prepare it from a borrowed spellbook and then copy it down into the new book.

Making a copy of an existing spellbook is even simpler, since the character can more easily prepare spells from it directly in order to copy them into the new book. Wise spellcasters often have at least one extra copy of their spellbook stashed away in a safe place in case of emergencies.

Spellcasting

In game terms, spellcasting is a relatively simple process. The player chooses which of the character's prepared spells to cast, the character spends the necessary power to fuel the spell, and the spell takes effect over the allotted amount of time. The target(s) of the spell may be allowed saving throws to see if the spell affects them. If they are allowed saving throws and fail, the spell takes its full effect; if they succeed, the spell's effect may be limited or negated altogether. Otherwise, the spell simply does whatever its description states.

Casting a Spell

In order to cast a spell, a character must have it prepared (see Preparing Spells). The character might also need to speak and make certain gestures to draw forth the magic. In some special cases, special material components may also be required (see Spell Components in this chapter and the spell's description in Chapter 7 for more details).

Spellcasting requires a degree of concentration — and having someone trying to stab him, for instance, can make it difficult for a character to concentrate. Characters may be required to make a Channeling skill check to focus their concentration while spellcasting (see Channeling in this chapter, and also the Channeling skill in Chapter 8 of the **EverQuest II Player's Guide**).

In general, a spellcaster who is in melee combat must make a Channeling check as if seriously distracted (DC 15 + spell order) in order to cast a spell successfully. The GM should feel free to raise or lower the DC based on specific circumstances.

Spell Grades

Most spells, in addition to being ranked by order, also have three "grades." A spell's grade, however, is not a measure of the relative power of the magic itself, but of how completely the spellcaster understands the spell. When two spellcasters record two different grades of the same spell in their spellbook, the basic formulae and notations are the same — it is the footnotes and the marginalia, as it were, that make up the difference between grades.

The three grades of spells are known as Apprentice, or Grade I spells; Adept, also called Grade II spells; and Master, or Grade III. The numerical notation is simply a matter of bookkeeping, so that when a character learns the Adept version of the *regrowth* spell, for instance, one can refer to it simply as *regrowth II*, rather than being forced to say "the Adept version of *regrowth*."

In general, Adept spells do a little more damage, heal another die or two of health, last longer, or have some other benefit that makes them just slightly better than Apprentice versions of the same spell. Likewise, Master-grade spells are a little superior to Adept spells (and perhaps slightly better relative to Adept spells than Adepts spells are to Apprentice).

Upgrading Spells

As noted above, the basic written form of a particular spell does not change greatly from spellcaster to spellcaster, even when one has mastered the spell. When a character first learns a new spell (see Learning Spells, above), it is always the Apprentice version of the spell — even if he is studying a Master version of the spell from an ally's spellbook, and even if the character is 20th level and the spell only 1st order.

Every time a character gains a new level (some GMs may insist that the character must gain a level in an appropriate spellcasting class), he may immediately try to upgrade a number of spells he knows, Apprentice and/or Adept, equal to his key spellcasting modifier. For example, a priest with a 16 Wisdom (+3 bonus) who has just gained a level can try to upgrade a total of any three spells he knows.

The character makes one Spellcraft check for each spell he is trying to upgrade. The DC of each Spellcraft check is determined using the spell's order and is dependent on the current grade of that spell:

Apprentice: Upgrade DC = 20 + spell order

Adept: Upgrade DC = 25 + spell order

A character who has upgraded any spell to Master gains a +2 bonus on all Spellcraft checks made to upgrade spells of the same line.

If the character succeeds at the check, his understanding of the spell increases, and he may now cast the next higher grade of that spell. If he now knows the Adept version of the spell, he can try to upgrade it again the next time he goes up a level. No spell can be upgraded to higher than Master.

For example, the illusionist Delos has just gained a level, and one of the spells he decides to try to upgrade is *overwhelming silence I*, effectively an 8th-order spell. He must make a DC 28 Spellcraft check to upgrade it. Rolling a 16 and adding his Spellcraft bonus of +14, he gets a result of 30. Now, whenever he casts *overwhelming silence*, he may use the Adept statistics of that spell.

Using Upgraded Spells

Preparing and casting an Adept or a Master version of a spell is essentially the same as using the Apprentice version. One prepares it in the same way, and then spends the power, makes the requisite spellcasting actions, and the spell takes effect. The caster need not do anything special or have any unusual components to cast the spell, for instance. The effects of a higher-grade spell, however, can be quite different.

The mage spell *deluge of lightning I*, for example, deals 9d6 points of electricity damage to all creatures within a 20-foot-radius burst. However, the Adept version of the same spell deals 10d6 points of damage, while *deluge of lightning III* deals 12d6 points.

A spell can always be cast at a lower grade than that achieved by the caster; if the spell has more than one aspect depending on grade, the caster may choose to cast the spell with any number of those aspects functioning at a lower grade. Once cast, though, the spell cannot be changed.

For example, a mage knowing *magelight III* can choose to cast the spell so that it sheds light in just a 10-foot radius, rather than a 30-foot radius, yet still lasts for 1 hour per level. He cannot later decide to have the spell's illumination expand out to a 30-foot radius, though — he must cast the spell again if he wishes to have more light.

Spell Description Format

The explanations that follow provide an overview of spells and the accompanying in-game terminology, including casting time, range, and so on.

Descriptions of each spell in the game appear in Chapter 7: Spells.

Schools of Magic

Beneath the spell name is a line giving the school of magic (and the subschool, if appropriate) that the spell belongs to. Spells are divided up into five major "schools" of magic. A school is a related group of spells that operates under similar rules.

Alteration

Alteration spells change or transform creatures, objects, or energies in some way, possibly augmenting or negating magical or physical abilities. Simple alteration spells affect only one aspect of the subject, while more powerful alteration spells can completely transform a subject into another creature or object, and even restore life to the dead. Alterations can also affect the subject's mind and change thoughts or emotions (these alterations carry the mind-influencing descriptor).

Healing: Some alteration spells can heal damage and cure diseases, poisons, or other forms of harm. These spells are one of the specialties of priests; arcane healing is extremely limited.

Teleportation: A teleportation spell transports one or more creatures or objects instantaneously across a great distance. Unlike summoning spells, the transportation is (unless otherwise noted) one-way and not dispellable.

Conjuration

Conjuration spells bring or create creatures, things, or different kinds of energy out of nowhere, or draw them to the caster from another plane, dimension, or location. Conjured creatures usually obey the caster's commands, while conjured objects or energies may remain for a short time. In some cases conjuration spells are permanent, but most are temporary.

There are three major subtypes within the conjuration school, although not all conjurations spells have one of these types.

Creation: Creation spells create matter 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 the spell is dispelled, the creation ceases to exist. Creation spells with an instantaneous duration use magic to create their effect, but the creature or item is real once it's created, so it cannot be dispelled.

Illusion: Illusion spells deceive the senses or minds of others. They cause people to see things that are not there or to not see things that are there, to hear phantom noises, to feel imaginary sensations, etc. Those who perceive the illusion all perceive the same thing, not their own slightly different versions of the image or sensation. (An illusion is not a personalized mental impression.)

An illusion that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language the caster can speak. If the caster tries to duplicate a language she cannot speak, the image produces gibberish. Likewise, the caster cannot make an accurate visual copy of something unless she knows what it looks like.

Because illusions are wholly unreal, they usually cannot produce real effects: They can't cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly.

Manasight and Illusions: The nature of illusion magic is to fool observers, and its casters are mages. Thus it only stands to reason that illusion magic is designed to fool magical senses just as it is physical ones. The entire subschool would be of little value if others with manasight could simply look at an illusion and say "That's an illusion." Characters with manasight can make attempts to identify illusions spells as they are cast, just as they can any other spell, but once an illusion is in place, it cannot be discerned by manasight any more readily than by normal vision.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they have good reason, such as having studied it carefully or interacted directly with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but the image, sounds, etc., remain as translucent or otherwise barely perceptible phenomena.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw (it automatically succeeds). If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

An illusion's defense result is always equal to 10 + its size modifier. (Illusory creatures can seem to fight, but as soon as one is hit and does not react, all viewers get a disbelief save. On the other hand, an illusionist who spends a full-round action concentrating on the spell can make it seem to react appropriately, even if the illusion is one of an entire platoon of goblins, for example. Nonetheless, the illusion cannot deal damage.)

Summoning: Summoning spells bring creatures or objects to the caster, usually from another plane or dimension. Creatures summoned by spells are often referred to as *pets* (see the "Pets" sidebar in Appendix One). Summoned creatures return whence they came when the summoning spell ends or is dispelled, while summoned objects remain unless the spell description says otherwise.

If the duration of a summoning spell is "permanent," the creature can't be dispelled; however, even such creatures vanish when they are reduced to 0 health. When a summoned creature vanishes, any spells or abilities it used end automatically, as if dismissed. Summoned creatures cannot use any

summoning abilities they might normally have, nor can they cast spells or use effects that cost XP.

Divination

Divination spells deal with the senses or with premonition and foresight. They allow casters to sense things beyond the range of the five senses, to penetrate illusions, or even to predict the future.

Enchantment

As opposed to alteration spells, which transmute or change the nature of things, enchantment spells override the subjects' natural state: they may enhance and augment (or, conversely, hobble and diminish), or they may control and redirect. On the one hand, they may grant powers or magical benefits to creatures and objects; on the other, they can affect the minds of others, influencing or controlling their behavior. The latter types of enchantments are always mind-influencing spells.

Evocation

Evocation spells manipulate or generate various forms of energy, usually directing them toward a specific end. Many of the most spectacular damaging spells are evocations, creating powerful blasts of cold, fire, lightning, and similar forces.

Spell Descriptors

A spell may have one or more descriptors associated with it that indicate how the spell works or what effect(s), such as certain types of energy damage, it can transmit. These descriptors, appearing on the same line as the school when applicable, have no game effect by themselves, but they govern the way in which the spell interacts with other spells, special abilities, local conditions, and creatures.

For example, creatures vulnerable to heat suffer more damage from spells with a heat descriptor; a spell with the force descriptor can affect incorporeal creatures normally; a character with the bravery talent gains a +4 bonus on all saves against spells with the fear descriptor; and so forth.

The spell descriptors in the *EverQuest II Role-Playing Game* are acid, cold, darkness, death, disease, divine, electricity, fear, force, heat, language-dependent, light, magic, mental, mind-influencing, poison, and sonic. Some of these are self-explanatory, but others may require some clarification, given below.

Force: A spell with the force descriptor can strike or affect incorporeal creatures normally.

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 raw magical energy, as opposed to spells that summon a rain of fire or evoke a blast of ice, for instance, to injure opponents. The only purpose of this descriptor is to denote the spells against which magic resistance — i.e. a type of harm resistance — protects (see Harm Resistance, below).

Mental: Spells with the mental descriptor deal mental damage; this descriptor refers solely to those spells that deal damage directly through psychic energy, as opposed to spells that charm or compel their targets (that would be a mind-influencing spell, although a spell could have both the mental and the mind-influencing descriptors).

Mind-Influencing: A mind-influencing spell changes how the subject views others, forces the subject to act in some untypical manner, or changes the way her mind works. A mind-influencing spell works only against creatures with an Intelligence score of 1 or higher.

Spell Order

A spellcaster can learn and cast spells of an order equal to his spellcasting profession level; note that, for this purpose, class and advanced class levels stack with one another and with appropriate spellcasting archetype levels. Thus, a 9th-level mage can cast spells of up to 9th order from the mage spell list, while a Prt 4/Mag 5/Sor 3/Sum 2 can learn and cast 4th-order spells from the priest spell list, 11th-order spells from the mage list (his sorcerer and summoner levels are treated as mage levels for this purpose), and 3rd-order spells from the sorcerer list.

Effective Spell Order

Class and advanced class spells are more powerful than archetype spells, so a class spell or advanced class spell is more difficult to control than an archetype spell of the same order. This stands to reason — a 4th-order fury spell is more powerful than a 4th-order druid spell, which in turn is more powerful than a 4th-order priest spell, else why would one bother taking spellcasting classes and advanced classes at all?

However, for the purpose of Channeling checks, Spellcraft checks, and the like, each class spell and advanced class spell also has an "effective order" in addition to its actual spell order. Each spell's effective order is listed in its description in Chapter 7.

Whenever a skill description or some other game mechanic refers to a spell's order, it actually refers to "effective order."

Thus, for example, a wizard trying to cast a 6th-order wizard spell (effective spell order 16th) while riding on a trotting horse (Channeling DC 5 + 1/2 spell order) would have to make a DC 13 Channeling check, not a DC 8 check. Similarly, the same wizard trying to decipher the formulae for a new 6th-order wizard spell he has just found must make a DC 28 Spellcraft check (20 + 1/2 spell order) to succeed.

Spell Line

A spell line is a series of similar spells having similar effects that advance in power with higher-order versions in the line. Spell lines usually draw their name from the lowest order of spell in the line. This distinction is important mainly for determining how some spells stack or overlap with one another (see Combining Magical Effects later in this chapter).

Spell Components

A spell's components are the gestures and phrases he must perform in order, or in some case the things the caster must have in his possession, to cast the spell. If the caster can't provide all of the necessary components, the spell simply can't be cast, meaning that some spells are useful 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.

Verbal (V): Most spells require a spoken incantation of some sort. Casters unable to speak aloud because they are gagged, magically silenced, or otherwise afflicted cannot cast any spells having a verbal component. *Deafened* casters always have a 20% chance of misspeaking the verbal component of a spell (and thus failing to cast it, but expending no power points). At the GM's discretion, this penalty can be overcome (or at least reduced) by a character given enough time to grow accustomed to his or her lack of hearing.

Somatic (S): Spells generally require hand and arm gesticulation, a weaving of certain mystical patterns and sigils in the air. A spellcaster must have at least one arm free in order to provide somatic components, although the GM may decree that he can hold certain spellcasting paraphernalia (commonly wands or staves) in their spellcasting hand. Characters who are grappled (or pinned), bound, *entangled*, *paralyzed*, or otherwise unable to move freely may have difficulty casting or be entirely unable to cast spells with somatic components.

See Channeling in this chapter (and also in Chapter 8 of the **EverQuest II Player's Guide**) for more on attempting to cast spells while physically hampered.

Material (M): The spell requires some symbolic material or object that is magically consumed during casting. The monetary cost of such materials may be negligible — unless the spell description says otherwise, for example listing a particular gem as a material component — but they are rarely easy to come by. A caster without the proper material components cannot cast a spell that calls for them.

Taking the material components for a spell out of one's pouch normally does not require an action on the caster's part, being subsumed into the spell's casting time.

Focus (F or DF): A focus (F) is like a material component, but is not consumed in casting the spell — it can be used over and over again. The nature and type of focus is listed for each spell that requires one, except in the case of a "divine focus" (DF) entry, which is always the caster's holy symbol.

Casting Time

It might take anywhere from a few seconds to a minute or more to cast a particular spell. Most spells known to adventurers have fairly quick casting times — what good is a spell used to defeat one's foes if it allows them to swing their swords at you with impunity while you stand and gesticulate?

The length of time it takes to cast a spell is called 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 Actions in Chapter 12 of the **EverQuest II Player's Guide**).

A casting time of "1 round" requires a full-round action to cast (see Actions in Chapter 12 of the **EverQuest II Player's Guide**), with the spell's effect taking place at the end of the caster's turn.

Spells with a "1 full round" casting time take longer to cast; the character can do nothing except cast the spell from the beginning of one round until the start of his next turn in the next round, when the spell takes effect. If the caster is attacked before the spellcasting is complete, the spell may fail (see Channeling later in this chapter).

Spells with a casting time longer than 1 full round take effect at the beginning of the caster's turn on the round after the casting is complete. Thus, if a spell requires "3 full rounds" to cast, then the caster may take other actions only on his initiative count in the fourth round after he began casting the spell (which is when the spell would take effect, as well).

Spells with a casting time of "free action" or "free reaction" have some special considerations. A caster may cast only one spell as a free action or free reaction in a single round. The caster can cast a free action spell or a free reaction spell and still cast another spell as an attack action or full-round action in the same round. A caster may choose to cast a second spell that normally has a "free action" or free reaction casting time in the same round; however, such a spell is treated as having a "1 action" casting time when it is the second free-action spell the character casts in the same round.

Example: On her turn, a cleric casts a quickened *prayer of amelioration* (normally a 1-action spell, but cast as a free action when modified by the quicken spell talent) and then casts *radiance* (normally a free-action spell) in the same round. However, *radiance* is cast as a 1-action spell, using the cleric's attack action for the round, since she has already cast a free-action spell this round. (She could have reversed the order of the two spells, instead casting *prayer of amelioration* as a 1-action spell, if she wished. She could also have cast *prayer of amelioration* a second time as a 1-action spell, if she wished, since it has an "Instant" recast time — see Recast.)

Note: A caster can choose to break off casting a spell with a casting time longer than 1 action at any time during the casting. If he does so, the spell is not cast, and the caster need not pay the spell's power cost.

Recast

All spells have a *recast* time, which represents the minimum amount of time that must pass before the spell can be cast once it is prepared or once it has been cast. Each spell description in Chapter 7 includes a Recast Time entry.

Spells with an "Instant" recast time can be cast as soon as they are prepared, and do not require any waiting period between castings. Such spells may even be cast multiple times in the same round if their casting time is a free action (whether naturally or due to the quicken spell talent).

Spells with a "1 round" recast time cannot be cast again for the remainder of that round or during the following round. When preparing a spell with a 1 round recast time, a character cannot cast the spell until 1 round has passed *after the round in which it was finally prepared*. That is, a character who casts or

who finishes preparing such a spell in the second round of combat may not recast (or cast) the spell until the fourth round.

A spell with a recast time of 2 rounds or longer cannot be cast until the recast time has passed completely *after the end of the round in which its casting or preparation was completed.* For example, if a character finishes preparing a spell with a recast time of 1 minute at the end of his turn in round 3 of combat, he may not cast the spell until round 14.

Recast comes into play only when a spell is successfully cast or immediately after a spell has been prepared. A prepared spell that is not successfully cast, perhaps due to its caster failing a Channeling check or aborting the casting before the casting time has elapsed, can be cast again immediately, regardless of its recast time.

Range

A spell's *range* determines how far its effect can reach, and thus how far away the caster can be from the target to affect it. Targets beyond the spell's range cannot be affected by it, even if the caster can see them clearly. Spells normally have one of seven possible ranges, listed below.

Personal: This spell can affect only the caster.

Touch: The caster must touch the target of the spell in order to affect it. If the target is in melee combat, this requires a successful touch attack on the part of the caster (see "Touch Attacks" in Chapter 12 of the **EverQuest II Player's Guide**). See also "Discharge" later in this chapter.

Close: The spell can affect targets out to 10 feet, plus 5 feet for every five full caster levels of the character casting the spell.

Short: The spell can affect targets out to 25 feet, plus 5 feet for every two full caster levels of the character casting the spell.

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.

Range Expressed in Feet: Some spells have no standard range category, just a unique range expressed in feet.

Target and Effect Spells

Spells offer a different range of targets or subjects that can be affected; alternately, they may specify certain areas in which the magic takes effect. These are listed on the "Target" or "Effect" lines of the spell's description, as appropriate.

Spells are targeted by "line of effect" — see the Glossary in the **EverQuest II Player's Guide** for an explanation of this term.

Targeted Spells: Targeted spells affect specific creatures or objects; the target is designated when the spellcasting is complete (*not* when it begins). The caster must have line of sight to a target (and in some cases must be able to touch it) in order to cast a spell on it, and she must designate a specific target based solely on what she 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 she has some means of picking that person out by sight.

A targeted spell cast on the wrong sort of target (such as a spell that targets "One living creature" instead cast on an undead creature) has no effect, though the spell's power cost is still spent.

The caster may always target herself with a spell as long as she is the right sort of target. That is, she can't target herself with a spell that targets "One object," but she can, for instance, include herself as one of the targets of a spell designed to target a number of creatures.

Effect: An effect spell might create or summon things, or it might cover a particular area defined by the spell's description (rather than being cast directly on a target or targets). The caster chooses where the spell's effect begins (such as "20 feet behind me" or "30 feet ahead and 10 feet up"), and it then automatically expands to fill its normal area. The spell's range limits the maximum distance from the caster at which an effect can appear, but mobile effects such as summoned pets (see Summoning Pets later in this chapter) can move about normally once the spell has taken effect.

Burst: The most common shape for a burst effect is a sphere, its radius defining how far from the point of origin the spell's effect extends. The caster designates any intersection of 5-foot squares within range as the point of origin and the burst radiates out from that point. A burst spell affects whatever is in its area, including creatures the caster can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners).

Cone: A cone-shaped spell shoots away from the caster in a pie-shaped quarter-circle in the designated direction. It starts from any corner of the caster's square and widens out as it goes. A cone is as wide along its broad end as it is long, with its final length and width determined by the spell description. Most cones are either bursts or emanations, and thus won't go around corners.

Cylinder: A cylinder is like a burst, but the starting point is the center of a horizontal circle rather than a sphere, and the effect extends upward a set distance from that point to form a cylinder.

Line: A line-shaped spell shoots away from the caster in a line in the designated direction. It starts from any corner of the caster's square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. The spell affects all creatures in squares that the line passes through. The default width of a line effect is 10 feet unless noted otherwise in the spell's description.

Emanation: An emanation functions like a burst, except that the effect radiates constantly from the point of origin for the duration of the spell. Damage or other effects are determined each round on the caster's initiative count. Most emanations are cones or spheres.

Ray: Ray spells create a beam that springs from the caster (usually from the palm or a finger-tip) to the target of the spell. The caster aims the ray like a normal ranged attack, although most rays are ranged touch attacks (see Touch Attacks in Chapter 12 of the **EverQuest II Player's Guide**). A ray spell suffers the same modifiers for cover, concealment, and so forth

as a normal ranged attack, though it does not have a range increment and suffers no range penalties; barriers between the caster 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).

Rain: An rain effect is cylindrical in shape, but instead of spreading outward from a central point, the spell showers the area in a whirling maelstrom of whatever sort of effect the spell description details. Cover and concealment offer no reprieve from a rain spell. Rain spells persist over 2 or more rounds, as specified in the spell's duration, affecting everything in their area. Damage or other effects are determined each round on the caster's initiative count.

Spread: A spread spell spreads out like a burst but can turn corners. The caster selects the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the spell effect takes, just as you would measure distance for a creature walking the same path.

Shapeable: Spells with an "(S)" designation beside the Effect entry are shapeable: The caster can define the spell's area or dimensions when it is cast, usually in terms of contiguous 5-foot squares. Shapeable spells might also affect a given number of cubic feet, which the caster can shape as desired.

Duration

After determining the spell's effect, look at the Duration line of its description to see how long it lasts. In most cases, a spell's duration is given as a particular amount of time (whether in rounds, minutes, hours, or longer units). This duration is often based on caster level, though it may be determined by some unique variable (such as "2d6 minutes," for example). In the latter case, the GM secretly rolls any variable 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.

In other cases, a spell's duration may be described by 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 (attack) action. Anything that can interrupt the caster's concentration for casting a spell can also disrupt concentration for maintaining one (see Channeling). If the caster's concentration is broken, the spell ends immediately in most cases.

Some spells last for a time after the caster's concentration lapses. Such spells have their duration listed as "Concentration + X," where X is the amount of time the spell lasts after the caster ceases 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 yet run out — the spell continues for its remaining duration (if any), then ends.

Characters cannot cast other spells while concentrating on maintaining a spell.

Instantaneous: An instantaneous spell takes effect fully in the same action with which it is cast, although the effects of the spell may be long-lasting or even permanent. For example, healing spells are generally instantaneous, but the healing they bring about is permanent. Many damaging spells are also instantaneous, but the damage they cause is lasting, just like any other sort of damage.

Permanent: The spell's effects last until they are nullified or dismissed.

(Dismissal): Some spells, regardless of their duration, can be dismissed at will by their caster as a standard (attack) action. Such spells are noted with a "(D)" following the spell's Duration entry. To dismiss such a spell, the caster must be within range of the spell's target or effect and, if the spell has a verbal component, able to speak. If it does not have a verbal component, the caster can dismiss the spell with a mere act of will (still requiring an attack action). If a dismissible spell has multiple targets, the caster must dismiss all of the spell's effects at once; he cannot dismiss its effects on just one target.

Concentration spells can be dismissed automatically (as a free reaction), since all the caster has to do is stop concentrating for the spell to end; the spell still continues for "X" amount of time if it normally has a "Concentration + X" duration.

Any spell with a dismissible duration is automatically dismissed if the caster dies or becomes unconscious.

Saving Throws

All living beings have an innate resistance to hostile magic being used against them. Most spells that affect creatures allow their target(s) to make a saving throw (see Saving Throws in Chapter 12 of the **EverQuest II Player's Guide**). The type of saving throw (Fortitude, Reflex, or Will) and the effects of a success or failure vary from spell to spell, as listed on the "Saving Throw" line of each spell's description.

Some spells can be cast on objects, which get a saving throw only if they are magical or are currently in the possession of a creature (held, carried, etc.). Held or carried items, magical or otherwise, may use their possessors' saving throw bonuses if they are better than the items' own.

Loose magic items receive a saving throw bonus equal to the greater of (i) their total bonus to ability scores (ignore penalties); (ii) for weapons, twice their enhancement bonus to attack; or (iii) for armor or shields, twice their enhancement bonus to defense or magical DR modifier (the higher of the two, if applicable).

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 power on it.

Partial: The spell has a greater and a lesser effect. A successful saving throw negates the greater effect and causes the lesser effect to take place instead.

Half: The spell's effects, usually damage, are halved with a successful saving throw. (Remember to round all fractions down.)

Disbelief: This type of save applies only to illusion spells. A creature is allowed a save only if it has some reason to doubt the veracity of the illusion. A creature may make a voluntary disbelief save as a full-round action if the player wishes, but only gets a reactive save when it first encounters the illusion if the GM believes it warranted.

(Harmless): The spell's effects are either harmless or beneficial to the target(s), but each target is still allowed a saving throw if it does not wish to be affected.

Saving Throw Difficulty Class (save DC): The difficulty class of a saving throw against a particular spell is 10 + 1/2 the spell's order (round down) + the caster's bonus in the governing ability (i.e., Intelligence for arcane spells, Wisdom for divine spells). See Effective Spell Order earlier in this chapter.

Mind-Influencing Spells: The saving throw for all spells with the "mind-influencing" descriptor is 10 + 1/2 the spell's order (round down) + the caster's Charisma modifier, 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: At the least, it feels a distinctive tingling, even if the spell's effects are normally invisible. However, even if the saving throw succeeds, the creature has no means of knowing what particular spell was cast on it (although a target with manasight might make a Spellcraft check to determine which spell was used). A spellcaster always knows when the target of one of his targeted spells has made a successful saving throw; however, in the case of effect spells, he does not know who has saved and who has not.

Surrendering a Saving Throw: Creatures can always choose to voluntarily fail a saving throw against a particular spell, allowing it to take effect, which is usually the case with harmless spells (see [Harmless] above). The decision to surrender a save in this way 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 he is about to cast a harmless one. (In such a circumstance, a character with the Spellcraft skill might ready an action to resist such a spell if his skill check determines that the spell being cast is actually a harmful 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.

A targeted spell that affects only its own caster (i.e., one having "Personal" listed on the Range line) never requires a saving throw, since the caster is assumed to voluntarily surrender it as part of casting the spell.

Worn and Carried Items: Normally, a character's possessions are assumed to survive the effects of a spell largely unscathed. 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 6–1 and find the first four items the character is wearing or carrying in order on the list. Roll 1d4 to determine randomly which of these four items is affected by the spell. The affected item must make a saving throw to resist the effects of the spell, and suffers the usual effects of the spell, based on the result of its saving throw.

Table 6-1: Items Affected by Magical Attacks

Sequence of Effect	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	Other

Spell Resistance

Some creatures are especially resistant to magic, having a special quality known as spell resistance (SR). When a spell is cast on a creature with spell resistance, the caster must make a caster level check (1d20 + caster level), with a result equal to or greater than the SR value indicating that the spell can affect the creature normally. Success means the creature still receives a normal saving throw, if applicable, while failure means the spell does not affect the creature at all.

Spell resistance protects the individual creature, but does not negate the spell itself. A creature caught within an area spell, for instance, might resist the spell's effects entirely, but the spell can still affect other creatures caught in the area. Also, SR may protect a creature targeted by a specific spell, but it is of no use against spells that affect the environment in such a way that the environment itself then affects the spell-resistant creature. For example, if a wizard uses *conflagration* to set a building on fire around a creature with SR, rather than targeting the creature with the spell directly, it may take damage normally from the ensuing fire.

The Spell Resistance line of a spell's description shows whether or not SR applies against that particular spell. 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 descriptions under Saving Throws, above). Creatures with SR may choose to lower their resistance against a particular spell, just like surrendering a saving throw. Spell resistance is normally automatic, and unless the creature deliberately lowers its resistance, all casters must make caster level checks, even when casting harmless spells.

Be careful not to confuse spell resistance with magic resistance (see Harm Resistance later in this chapter). Magic resistance is a type of harm resistance, a special defense that lets creatures ignore damage from spells that have the "magic" descriptor — it is *not* the same as spell resistance.

Channeling

Spellcasting requires a clear mind and intense concentration, and it often takes place under less than ideal conditions, such as in the midst of battle, requiring casters to focus if they are going to succeed. Spellcasters use the Channeling skill to maintain this focus and to overcome any distractions that might prevent them from successfully casting a spell. Success means the spell is cast normally, while failure means the spell is interrupted (any power and component costs of the spell are not lost).

Melee: A spellcaster trying to cast a spell in melee combat (i.e., having an opponent occupying any adjacent square) must make a Channeling check (DC 10 + 1/2 the spell's order), or he fails to cast the spell.

Attack: If a character is successfully attacked while casting a spell, the damage he suffers may disrupt his concentration. This damage can occur at any time during the spell's casting time. (For spells with a casting time of "1 action," the damage must come from a readied action — see Actions in Chapter 12 of the **EverQuest II Player's Guide**).

The Channeling check DC in this case is 10 + the points of damage taken + the spell's order.

If an attack is causing damage over time, the DC of the Channeling check is 10 + 1/2 the points of damage last taken from the DOT source + 1/2 the spell's order. (If the damage taken before the spellcasting was the last damage to be 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 (see Channeling). The GM is the final judge of how distracting any given situation is.

Caster Level

The power or effect of a spell may depend on the spellcaster's "caster level," which is based on the character's effective spellcasting level. The appropriate caster level for a spell cast by a multitype character is determined by which profession the spell belongs to, so a mage/priest casting a priest spell uses his effective priest level as his caster level in this case.

Spellcasters can choose to cast spells at a lower caster level than their normal level if they wish. However, the minimum caster level for a spell is the level at which that profession can first learn to cast that spell (note that this may vary from profession to profession).

Spell Failure

Under certain conditions an attempt to cast a spell will fail. A failed spell usually does not draw power from the caster's pool or use up material components, and it has no effect (except maybe a few sparks, a harmless "pop," or other special effects at the GM's discretion).

Trying to cast a spell under the wrong conditions causes it to fail, such as trying to cast *charm* on a magical beast. Trying to cast a spell without the necessary components (see Spell Components, earlier in this chapter) causes it to fail. Spells also fail if the caster's concentration is broken (see Channel-

ing, above), and spells may fail if they require somatic components and the caster is wearing armor while casting them (see "Spell Failure" in the **EverQuest II Player's Guide**, page 207).

Harm Resistance

Harm resistance is the ability to resist some portion of damage from a particular source of harmful energy or attack form. Each resistance will specify protection from acid, cold, disease, divine, electricity, heat, magic, mental, poison, or sonic damage, and each particular type of resistance protects a character from damage dealt by spells or other sources of harm that carry those descriptors (as well as other attack forms that the GM decides apply to that type).

For more information, see Harm Resistance in Chapter 12 of the **EverQuest II Player's Guide**.

Spell Special Effects

Spells can create some other special effects, abilities, or conditions that warrant some explanation:

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 hostile actions such as pouring poison into a decanter of wine are *not* considered attacks for this purpose. The GM is the final arbiter of what constitutes an attack.

Damage Reduction: Damage reduction (DR) is a special quality possessed by some creatures or granted by magic that enables a creature to simply ignore certain types or amounts of physical damage. Damage reduction offers protection only against direct physical attacks: Spell attacks and energy attacks automatically bypass it except in specific circumstances (such as when a spell deals crushing, piercing, or slashing damage).

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), an attacker takes 3 points of damage every time he successfully strikes the recipient of the spell. If the attacker uses a reach weapon, such as a longspear, he does not suffer this damage.

Most damage shields also have an energy descriptor of some kind, such as "heat" or "mental"; however, neither damage reduction nor harm resistance will negate or reduce the effects of a damage shield. In fact, damage dealt by a damage shield cannot generally be avoided or resisted. Only an attacker completely immune to the type of damage inflicted by a particular damage shield can avoid its damage. For instance, an attacker immune to divine damage (i.e., sources of damage having the divine descriptor) is unscathed by the damage shield [divine] (2) provided by a fury's *bristlepelt* spell.

Damage shield spells never stack, so a character retains only the highest value of damage shield from the various damage shield spells and effects upon him.

Bonus Health: Some spells (such as *redoubt*) grant a character bonus health. These bonus points increase both the character's current health total and her maximum health by a like amount for the duration of the spell or for as long as the magic item is worn. When the duration of a spell that granted bonus health expires, or if an item granting bonus health is removed, the character's maximum health total drops back down to its former value.

For example, a 1st-level character with a maximum (and current) health total of 10 gains 5 points of bonus health from an ally's spell, so both his maximum health total and current health go up to 15. In combat a few moments later, he is hit for 4 points of damage, so his current health drops to 11. When the duration of the bonus health effect ends, he reverts to his normal health total of 10, so his current health likewise drops from 11 to its usual maximum of 10; he has effectively suffered no injury at all.

Some spells, magic items, or talents enable a character to boost her current Constitution score, thereby increasing the amount of health she has per level. For example, a 5th-level fighter with a Constitution of 13 (+1 bonus) has 5d10+5 health points, but if her Constitution were boosted to 16 (+3 bonus), she would gain 10 points of bonus health — 2 extra points for each of her 5 HD. For all purposes, extra health received from a Constitution increase is treated as bonus health.

Bonus health can be healed normally as long as the spell, item, or effect that granted the bonus health remains in place.

Temporary Health: Some spells and effects, such as the wizard spell *frostbound gift*, grant temporary health (as opposed to *bonus* health) to the target. These temporary points automatically absorb any damage inflicted on the character until they are gone, after which time all further damage is taken by the creature normally.

Temporary health cannot be healed; once lost, it is simply gone. Temporary health points should be tracked separately from a character's normal (current) health total.

Temporary health can be a great boon to spellcasters, since any damage entirely "absorbed" by temporary health points has no effect on the caster's ability to channel spells. That is, the caster need not make a Channeling check unless and until she suffers damage to her actual current health total.

Raising the Dead: Some spells, such as those of the *revive* line, have the power to restore dead characters to life. Being raised from death is a taxing experience, and characters suffer certain negative side-effects from being raised unless the spell's description specifically says otherwise.

A character raised from the dead gains a certain amount of "experience point debt." First, consulting Table 6–1 in the **EverQuest II Player's Guide**, find the difference between the amount of XP the character needed to obtain his current level and the amount required for him to attain the level previous to that. This base value is then modified based on the relative power of the spell used to revive the character, as explained in each such spell's description. The resulting amount is the

character's "current debt" — half of all experience she earns henceforward goes toward paying this debt, until it is paid off. The other half of her earned XP accumulates normally.

Example: Alluveal, a 6th-level dark elf mage, is slain; a priest of Innoruuk, the ancient god of her people, decides she is worth bringing back, so he casts *revive II* upon her body. As a result, Alluveal rises from the dead, but in doing so she incurs a base debt of 10,000 XP — the amount required to achieve 6th level (30,000 XP) minus that for 5th level (20,000 XP). This amount is then reduced by 20%, as dictated by the *revive II* spell, for a total current debt of 8,000 XP. Until this debt is cleared, Alluveal must apply half of all XP she gains from this time forward to paying it off.

If a character still has debt when she dies again, the new debt total stacks with the old. However, a character's *current* debt can never exceed her *base* debt (i.e., the difference in XP between her current level and the previous level).

The character may suffer other penalties as well, depending on his condition when he died and the state of his body. For example, a character who has died due to having an arm severed is likely still missing his arm once he's resurrected. The nature of this physical challenge and the penalties it might impose are left to the player and the GM to decide.

Characters cannot be raised from the dead against their will; a person's spirit always knows who is attempting to call it back into the realm of the living. If the character refuses to be raised, the resurrecting spell automatically fails. Certain other conditions, spells, or effects may also prevent a character from being raised.

Haste

Some spells, abilities, and magic items grant *haste*, which allows its recipients to act much more quickly. Consult Table 6–2 for the advantage derived from different values of haste.

Haste effects are normally generated from one of two different sources: spells and magic items. Bard songs, however, are also widely vaunted for their ability to hasten allies. Multiple haste effects usually overlap; only haste effects gained from across these source types stack.

Unless otherwise noted, no combination of haste effects can take a character over an effective haste (8); further, values above 8 are 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); all excess values are ignored.

Haste bonuses to defense are also lost whenever characters lose their Dexterity bonus to defense or otherwise suffer a reduction to defense due to being *flat-footed*, *disoriented*, or the like.

Even if a character receives two extra actions through haste effects, he may not make more than one full-round iterative attack per round (see Iterative Attacks in Chapter 12 of the **EverQuest II Player's Guide**). The character might make one full-attack action (with his normal non-hasted actions) and then use the extra 2 actions from haste for additional non-iterative attacks (both at his highest normal bonus for the weapon or attack form used).

The extra actions provided by haste effects can never be used for casting spells, although they can be used to activate magic items.

Slow

Slow effects cause creatures to lose speed, becoming easier to hit and attacking less often. Victims of slow effects can still cast spells 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.

As shown on Table 6–3, victims of slow effects suffer restrictions to delay and defense, and may also be penalized in the number of actions they can undertake in a round. Where the table specifies the character loses "one action" in a particular round, the slowed character may make either an attack or a move action that round, but not both.

Multiple slow effects never stack, but always overlap; only the most powerful slow effect in place on a creature at any one time applies. Other slow effects might remain on a target and become active again if the more powerful slow effect expires or is dispelled or suppressed (see Combining Magical Effects, below).

If a creature is affected by both haste and slow effects simultaneously, simply subtract the total effective haste value from the slow value to determine the overall value of haste or slow. For example, a character with a haste (3) effect already in place fails her Will save against a *forced hesitation* spell; the resulting slow (4) effect negates the haste benefits altogether, and results in a net value of slow (1).

Table 6-2: Haste Values and Benefits

Haste Value	Haste Effect
Haste (1)	+1 haste bonus to defense, –1 weapon delay
Haste (2)	+1 haste bonus to defense, 1 extra move action every 3rd round, and –1 weapon delay
Haste (3)	+2 haste bonus to defense, 1 extra move action every 3rd round, and –1 weapon delay
Haste (4)	+2 haste bonus to defense, 1 extra action every 3rd round, and –1 weapon delay
Haste (5)	+2 haste bonus to defense, 1 extra action every 2nd round, and –2 weapon delay
Haste (6)	+3 haste bonus to defense, 1 extra action every 2nd round, and –2 weapon delay
Haste (7)	+3 haste bonus to defense, 1 extra action every round, and –2 weapon delay
Haste (8)	+4 haste bonus to defense, 1 extra action every round, and –3 weapon delay
Haste (9)*	+4 haste bonus to defense, 2 extra actions every round, and –3 weapon delay

* Haste (8) is normally the cap on haste; haste (9) is achievable only through certain effects that specifically override this cap.

Table 6-3: Slow Values and Effects

Slow Value	Slow Effect
Slow (1)	–1 slow penalty to defense, +1 weapon delay
Slow (2)	–2 slow penalty to defense, +1 weapon delay
Slow (3)	–2 slow penalty to defense, lose 1 action every 3rd round, +2 weapon delay
Slow (4)	–3 slow penalty to defense, lose 1 action every 2nd round, +2 weapon delay
Slow (5)	–3 slow penalty to defense, lose 1 action every 2nd round, may not take full-attack actions*
Slow (6)	–4 slow penalty to defense, lose 1 action every round

* The slowed creature is restricted from making full-round iterative attacks, and thus can attack only once per round. (Creatures with the dual wield talent may still attack with both weapons as part of a single attack action, however.)

As different haste and slow effects are dispelled or expire, a character's net haste or slow value may change, even from round to round.

Combining Magical Effects

Spells, special qualities, and other special abilities or effects often work independently of each other, but sometimes two or more such effects will stack or overlap depending on their source or function. On occasions when different magical effects interact, use the following guidelines.

See the Glossary in the **EverQuest II Player's Guide** for definitions of "stacking" and "overlapping."

Basic Rules of Stacking/Overlapping: Bonuses of different types always stack; similar types, on the other hand, overlap — i.e., only the higher bonus is effective. Thus, if a character has both a +2 morale bonus and a +1 morale bonus to attacks (from two different spells, for instance), he gains only the higher of these two (i.e., the +2 bonus) for as long as both remain in effect. Exceptions to this rule include dodge bonuses, synergy bonuses, and some circumstance bonuses (as dictated by a specific set of circumstances).

Some modifiers do not have a type at all. Such "unnamed" or "untyped" modifiers always stack with any other bonus or penalty, including other unnamed modifiers.

When a typed modifier is a penalty, it will stack with a similarly typed bonus; similarly typed penalties do not stack. Therefore, if a character wears an item that imposes a –2 enhancement penalty to its wielder's attack rolls but also wields a magic weapon that grants a +2 enhancement bonus, the two modifiers would stack, effectively canceling one another's effects. Note that penalties are most often untyped, and as a result they tend to stack with each other.

Example: A character is affected by the following bonuses: a +2 enhancement bonus to Strength from a spell; a +3 enhancement bonus to Strength from another spell (of a different spell line); a +2 divine bonus to Strength from a spell; a –1 arcane penalty to Strength from a spell; a –1 penalty to Strength from a magic item; and a –3 arcane penalty to Strength from another spell.

The +3 enhancement bonus does not stack with the +2 enhancement bonus, even though the spells are from different lines (see "Spell Lines" below), for they have the same bonus type. The +3 enhancement bonus does stack with the +2 divine bonus, giving the character a total current bonus of +5. The –3 arcane penalty does not stack with the –1 arcane penalty (since they have the same type), but instead overlaps; it does, however, stack with the untyped –1 penalty, giving the character a total penalty of –4, for a net modifier to his Strength score of +1.

The various modifier types are as follows: arcane, augmentation, buff, circumstance, competence, deflection, divine, dodge, enhancement, haste, inherent, insight, morale, natural (also sometimes called "natural armor"), size, slow, and synergy. Each type is explained further below.

Arcane: This modifier is a magical benefit or penalty usually arising from an arcane spell or a magic item fashioned by an arcane spellcaster.

Augmentation: An augmentation bonus represents a magical reinforcement of some aspect of a character or of her abilities, usually as the result of a worn or wielded magic item.

Buff: Buff bonuses are always gained through spells, and affect many different aspects of a character including ability scores, attack and defense, and damage.

Circumstance: This is a bonus or penalty based on situational factors, which may apply either to a check or to the DC for that check. Circumstance modifiers generally stack with each other, unless they arise from essentially the same circumstance.

Competence: A competence modifier actually alters a character's ability to do something, making the character more or less competent at some action.

Deflection: A deflection bonus increases a character's defense by causing attacks or harmful effects to veer off.

Divine: This modifier is a magical benefit or penalty usually arising from a divine spell or a magic item fashioned by a divine spellcaster.

Dodge: A dodge modifier represents a character's heightened or reduced ability to get out of the way quickly. Dodge bonuses always stack with other dodge bonuses. However, spells and magic items never grant dodge bonuses — only feats, talents, and special abilities do that.

Enhancement: An enhancement modifier granted to a creature represents an increase in the strength or effectiveness of a character, usually as the result of a magic item. As well, the attack and damage modifiers borne by magic weapons are always enhancement modifiers.

Haste: A haste modifier (always a bonus) improves a character's defense because he or she moves faster.

Inherent: An inherent modifier (usually a bonus) applies only to an ability score or a skill and results from powerful and permanent magic.

Insight: An insight bonus indicates a highly intuitive or even precognitive knowledge of the activity at hand, while an

insight penalty signifies an inability to apply one's reason to the task.

Luck: A luck modifier represents good or ill fortune.

Metabolic: This modifier results from some change to the basic function or chemistry of a character's body, usually owing to the consumption of a potable or foodstuff created with a trade skill.

Morale: A morale modifier represents the effects of hope, courage, and determination (or their negative counterparts) in some endeavor.

Natural (Natural Armor): Many creatures get a natural armor bonus to defense because of their tough or scaly hides. A natural armor bonus bestowed by a spell indicates that the subject's skin hardens or thickens.

Size: A size modifier applies to creatures greater or smaller than Medium in size. Such bonuses or penalties are usually fixed values for each given creature, but change may occur when one magically grows or shrinks in size.

Slow: A slow modifier (always a penalty) reduces a character's defense because he or she moves more slowly.

Synergy: This is a modifier resulting from the constructive interrelation of two skills.

Buffing Spells: Some spells give their target(s) a bonus or penalty to one or more ability scores, attack and/or defense, and various other skills and abilities — these are known collectively as "buffing spells." Each such bonus usually has a type associated with it, such as, for example, a *natural* or a *deflection* bonus to defense; each bonus grants an increase to the recipient's defense, but the natural bonus makes the character's hide or skin tougher, thus turning aside cuts and blows, while the deflection bonus causes attacks to veer away. Despite the difference, both have the same ultimate effect: making the character harder to hit.

Damage Reduction: Spells and effects that grant damage reduction of the type DR *x*/– always stack with other DR *x*/– effects. Other types of DR never stack. However, whenever a creature with multiple types of damage reduction effects is struck, the DR effect that offers the creature the greatest degree of protection from that particular attack is used to offset damage from the attack.

For example, a scout in leather armor (DR 2/–) gains the benefits of two spells that grant DR 10/magic and DR 4/–, respectively. The DR 4/– from the latter spell stacks with the scout's armor DR, for a total of DR 6/–. A short time later, the character is struck by a nonmagical greataxe for 14 points of damage and a +3 *arrow* for 11 points of damage in the same round. The scout applies his two damage reduction effects separately, for maximum benefit to himself: His DR 10/magic applies to the axe blow (since the axe is not magical), resulting in just 4 points of damage; his DR 10/magic reduces the arrow's damage to just 1 point.

Harm Resistance Effects: Some spells grant particular harm resistance effects (see Harm Resistance earlier in this chapter), and these are usually typed, as any other kind of modifier. Spells that grant the same modifier type and harm resistance type do not stack; only the highest rated resistance takes effect, although the other spells remain in place and may take effect if the most beneficial spell is removed or suppressed. Harm resistances of different bonus types do stack, as do resistance bonuses against different attack types even if they have the same bonus type.

Thus, a buff bonus of heat resistance (5) can stack with a buff bonus of cold resistance (5), since they resist different harm types. Similarly, a buff bonus of poison resistance (10) stacks with an arcane bonus of poison resistance (5), for a net protection of poison resistance (15).

Spell Lines: Multiple castings of the same spell or spells in the same spell line never stack with one another, but always overlap.

Instantaneous Effects: Instantaneous effects on the same target work cumulatively, even if they are from the same spell line. Therefore, a target hit by two *lightning surge* spells would have to make saving throws against each and would take damage from each individually. Likewise, a character affected by two *minor archhealing* spells at the same time gains the benefits of each one individually.

Special Abilities

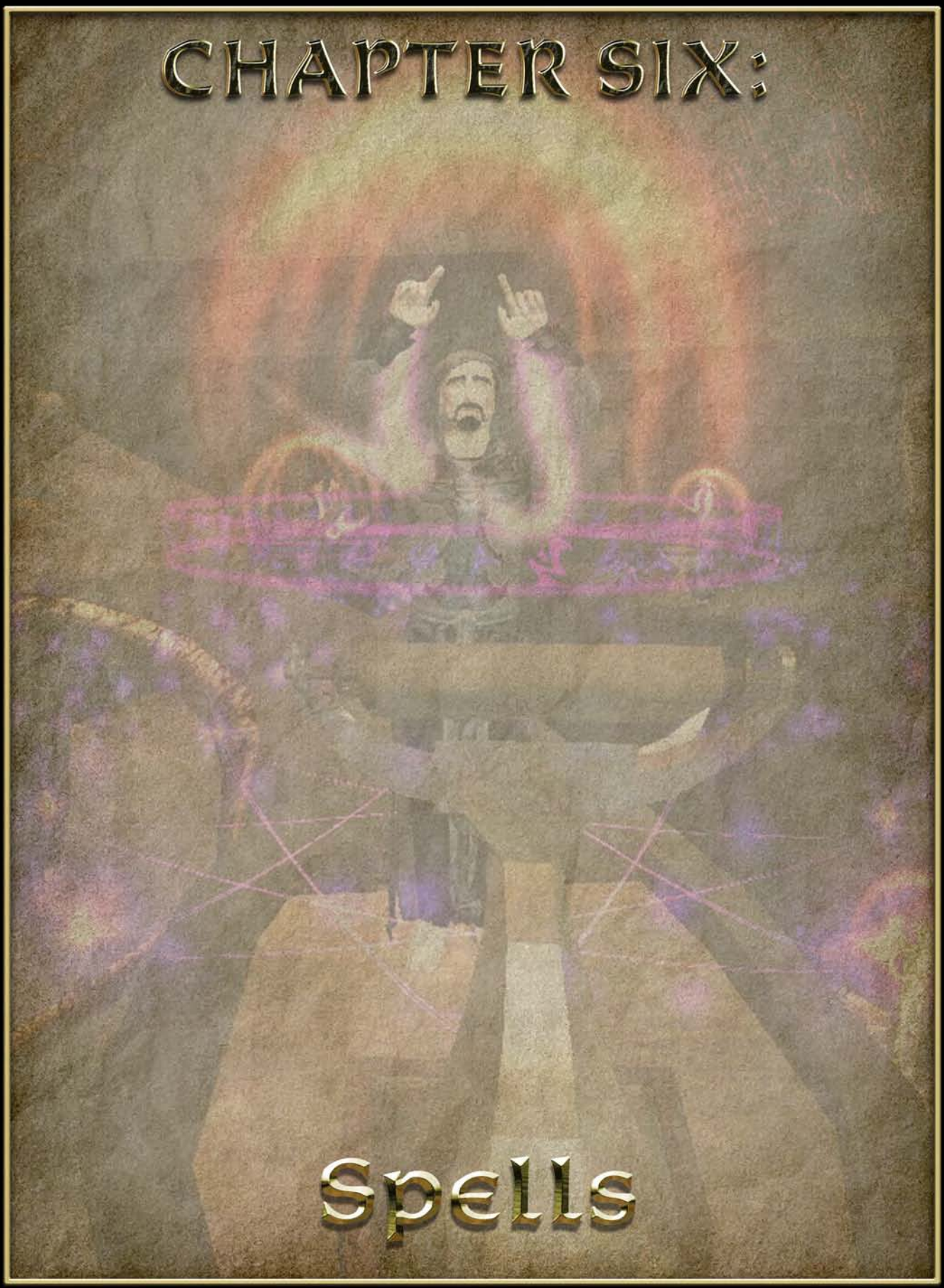
Many creatures and some classes have abilities that work like spells but that are not actual spells. These are known collectively as special abilities (usually broken down into "special attacks" and "special qualities") and fall into one of three categories, depending on the source of the ability and how it works.

Extraordinary Abilities: Extraordinary abilities are things most creatures can learn how to do, or else things a creature may do simply by virtue of unusual physiology or genetics. Even though they are extraordinary, these abilities are not actually magical in nature. They do not require concentration, and are unaffected by things that disrupt or dispel magic and by spell resistance.

Spell-Like Abilities: These are innate magical abilities that work much like spells. Spell-like abilities have no components; they are not hampered by armor (they do not suffer a spell failure chance), and usually have a casting time of "1 action" (except as noted otherwise). Spell-like abilities work like spells in all other ways, including the need for Channeling checks, a vulnerability to being disrupted or dispelled by spells of the *dispel arcane* line, and so forth.

Supernatural Abilities: Supernatural abilities are innate magical abilities that don't require the same concentration as spells (they never require Channeling checks). They cannot be disrupted in combat, cannot be dispelled, and are unaffected by spell resistance, but they do not function in areas where there is no magic at all. A dragon's breath weapon or a bard's song is a supernatural ability.

Chapter Six:



Spells

Archetype Spells

Mage Spells

1st Order

Arcane Boon (1). Target gains bonus to one physical skill.

Feather Fall (2). Targets fall very slowly.

Flare (1). Briefly illuminate path of flare, or *dazzle* one foe.

Mage Hand (1). Caster gains minor telekinetic ability.

Magelight (1). Object touched provides illumination.

Static Pulse (3). Deals magic DOT, decreases magic resistance.

Vestigial Figment (1). Creates relatively small, soundless illusion.

2nd Order

Arcane Bindings (4). Target is *constrained* by magical force.

Lightning Burst (2). Deals electricity damage at medium range.

Magi's Shielding (1). Target is warded by magical energy.

3rd Order

Cure Arcana (6). Cures divine, magic, or mental damage.

Fascinate (2). Target is *fascinated*.

Gift of the Magi (8). Increases power pools and grants harm resistance.

4th Order

Dispel Arcane (7). Cancels spells or magical effects (but not curses).

See Invisibility (5). Target can see invisible entities and objects.

Storm of Lightning (8). Electricity damage in 10-ft radius, *off-balances*.

5th Order

Archshielding (7). Target is warded by magical energy.

Identify (12). Identifies properties of one magic item.

Quickness (6). Target gains haste effect.

6th Order

Levitation (8). Target may float slowly through the air.

Lightning Surge (10). Deals electricity damage at medium range.

7th Order

Gift of the Magus (18). Increases power pools and grants harm resistance.

8th Order

Tempest of Lightning (22). Electricity damage in 15-ft radius, off-balances.

9th Order

Eye of Zomm (21). Summons floating eye linked to the caster.

10th Order

Lightning Strike (20). Deals electricity damage at medium range.

11th Order

Greater Shielding (16). Target is warded by magical energy.

12th Order

Mesmerize (16). Target is *mesmerized*.

13th Order

Deluge of Lightning (36). Electricity damage in 20-ft radius, *off-balances*.

14th Order

Gift of the Magister (38). Increases power pools and grants harm resistance.

15th Order

Lightning Blast (32). Deals electricity damage at medium range.

Priest Spells

1st Order

Augur (3). Caster divines a course of action as wealful or woeful.

Battle Blessing (3). Grants morale bonus to attacks and fear saves.

Divine Guidance (1). Grants competence bonus to one roll.

Minor Healing (2). Replenishes an amount of target's health.

Smite (2). Deals divine damage at medium range.

Summon Food and Water (1). Summons food and water for target.

2nd Order

Blessed Weapon (3). Weapon gains temporary enchantment.

Cure Noxious (5). Cures poison or disease in target.

Enduring Breath (6). Target need not breathe for a time.

3rd Order

Absolve Curse (7). Remove curse on object or creature.

Endure Harm (4). Grants harm resistance for chosen harm descriptor.

Minor Archhealing (4). Replenishes an amount of target's health.

4th Order

Courage (9). Grants bonus to Constitution and DR for allies.

Weakness (4). Target creature suffers penalty to Strength.

5th Order

Revive (27). Resurrects a dead character.

6th Order

Cure Malady (9). Cures poison, disease, or hampering condition.

Holy Feast (9). Summons meals for multiple creatures.

7th Order

Elemental Aid (8). Protects from and heals cold and heat damage.

8th Order

Healing Pulse (12). Replenishes an amount of target's health.

9th Order

Expunge Curse (15). Remove curse on object or creature.

Divinatory Prayer (20). Provides useful advice to caster.

10th Order

Healer's Gift (22). Replenishes an amount of target's health.

Restore Wellbeing (15). Cures poison, disease, or hampering condition.

11th Order

Resist Harm (13). Grants harm resistance for chosen harm descriptor.

12th Order

Miraculous Bounty (35). Summons food and water for multitudes.

13th Order

Remove Curse (25). Removes curse on object or creature.

14th Order

Back to Center (22). Cures poison, disease, or hampering condition.

15th Order

Gift of Curing (33). Replenishes an amount of target's health.

Class Spells

Cleric Spells

1st Order

Cry of Conviction (6). Deals divine damage in 10-foot radius.

Rebuke (6). Reduces target's damage reduction.

2nd Order

Daring (21). Targets gain bonuses to Constitution and defense.

Radiant Strike (7). Mental damage, plus divine if target is undead.

Redoubt (7). Grants target bonus health and defense.

3rd Order

Archhealing (11). Replenishes an amount of target's health.

Cure Trauma (5). Cures target and grants defense bonus.

Distraction (16). Makes opponents less likely to attack caster.

Odyssey (22). Transports willing target to caster's home temple.

Prayer of Amelioration (16). Replenishes health of several targets.

4th Order

Bestowal of Vitae (15). Prevents damage from one attack per round.

Mark of Pawns (13). Caster's allies are healed by striking target.

Radiance (8). Replenishes target's health quickly and cheaply.

Soothing Sermon (32). Prevents damage to several allies.

Symbol of Transal (15). Grants allies bonus health and defense.

5th Order

Admonishing Smite (12). Deals divine damage at medium range.

Combat Healing (13). Cures target and grants attack bonus.

Divine Awakening (30). Conjures *divine essence* to resurrect a fallen cleric.

Crusader Spells

1st Order

Blessed Weapon (3). Weapon gains temporary enchantment.

Cry of Conviction (6). Deals divine damage in 10-foot radius.

Demonstration of Faith (2). Target gains bonus health and damage reduction.

Smite (2). Deals divine damage at medium range.

2nd Order

Battle Blessing (3). Grants morale bonus to attacks and fear saves.

Minor Healing (2). Replenishes an amount of target's health.

3rd Order

Redoubt (7). Grants target bonus health and defense.

Weakness (4). Target creature suffers penalty to Strength.

4th Order

Vigor of Trust (6). Grants bonuses to Strength and Constitution.

5th Order

Gift of Armament (7). Target gains defense bonus and damage reduction.

Archhealing (11). Replenishes an amount of target's health.

Druid Spells

1st Order

Chill (9). Deals cold damage at medium range and slows target.

Calm Animals (8). Calms a number of animals.

Nettleshield (6). Deals piercing and magic damage to attackers.

Spirit of the Wolf (5). Increases target's base speed.

2nd Order

Bloom (8). Replenishes target's health and grants fast healing.

Regrowth (7). Grants target fast healing.

Subterfuge (7). Hides caster from enemies.

Willowskin (16). Grants Wisdom and defense bonuses to allies.

3rd Order

Favor of the Phoenix (30). Conjures *phoenix feather* to resurrect a fallen druid.

Mossy Balm (10). Replenishes target's health and grants fast healing.

Sylvan Touch (7). Grants target fast healing quickly and cheaply.

Winds of Renewal (18). Grants multiple targets fast healing.

4th Order

Effloresce (13). Replenishes an amount of target's health.

Ensnaring Roots (6). Plants hamper target creature.

Stinging Swarm (12). Summons a swarm of stinging insects.

Vigor (10). Increases target's power pool and grants magic resistance.

Wild Spirit (15). Grants allies harm resistance and bonus to Dexterity.

5th Order

Charm Animal (18). One animal becomes the caster's friend.

Elemental Amending (10). Protects from and heals cold and heat damage.

Ferocity of the Eel (6). Gives target certain qualities of an eel.

Primeval Spirit (19). Grants allies harm resistance and bonus to Dexterity.

Sylvan Wind (13). Replenishes health of several targets.

Verdure (27). Grants allies harm resistance and bonus to Constitution.

Enchanter Spells

1st Order

Charm (9). Target humanoid or monstrous humanoid becomes ally.

Psychic Assailant (11). Illusory creature *frightens* target, deals mental damage.

Shift of Mien (11). Caster changes appearance.

Signet of Intuition (9). Targets gain Dexterity, Intelligence, and harm resistance.

2nd Order

Cerebral Spasm (13). Deals mental DOT, drains power.

Gloom (10). Deals mental DOT, *dazzles*, reduces mental resistance.

Invisibility (8). Target becomes invisible for a short time.

3rd Order

Audible Phantasm (10). Creates sizeable illusion with auditory aspect.

Mind Jolt (18). Deals mental damage at medium range.

Overwhelming Silence (10). Target is *interrupted*, loses power.

4th Order

Breeze (9). Replenishes target's power over time.

Consume Ego (0). Convert small amount of health to power.

Mind Scan (14). "Listen" to target's surface thoughts.

5th Order

Binding Light (16). Target is *constrained* and *blinded*.

Dismiss Arcane (21). Cancels magical effects other than curses.

Shaman Spells

1st Order

Contagion (7). Deals disease DOT at long range and *sickens* target.

Phantasm (8). Target becomes *frightened*.

Spirit of the Wolf (5). Increases target's base speed.

Wailing Haze (6). Target suffers penalties to speed and Perceive checks.

2nd Order

Spectral Ward (7). Protects target from physical harm.

Spirit Guide (30). Conjure spirit guide to resurrect a fallen shaman.

Spirit of the Bull (21). Grants bonus to Strength and Constitution for allies.

Spiritual Seal (17). Grants allies bonus health and harm resistance.

Wards of Spirit (19). Protects multiple targets from physical harm.

3rd Order

Breath of Spirits (20). Replenishes health of several targets.

Grey Wind (10). Deals cold damage, imposes speed and Perceive penalties.

Totemic Aid (11). Replenishes an amount of target's health.

4th Order

Auspice (15). Grants target bonus health and power.

Mending Spirit (12). Heals target and grants bonus health.

5th Order

Expunge Elements (12). Protects from and heals cold and heat damage.

Healing Ritual (15). Replenishes an amount of target's health.

Spirit of the Badger (22). Grants allies Constitution bonus and damage reduction.

Sorcerer Spells

1st Order

Blaze (9). Deals heat damage, plus lesser heat DOT.

Burning Radiance (8). Target glows, deals minor heat damage with melee attacks.

Vivid Seal (12). Targets gain Strength, Intelligence, and harm resistance.

2nd Order

Absolve Curse (7). Remove curse on object or creature.

Blink (14). Transports caster to safest haven within medium range.

Conflagration (15). Deals heat damage to all in 15-ft-radius area.

Daunting Gaze (10). Target is *dazed*, loses power.

Freezing Whorl (12). Deals cold DOT and reduces harm resistance.

3rd Order

Freeze (16). Deals cold DOT, slows target, and reduces harm resistance.

Ice Spike (17). Deals piercing and cold damage at close range.

Static Wave (17). Deals magic DOT, decreases magic resistance.

Tongue Twist (13). Target must save each round or be *interrupted*.

4th Order

Incinerate (15). Deals heat damage plus DOT, reduces Dexterity.

Summon Shadows (11). Target is *constrained* and *entangled*.

5th Order

Frozen Manacles (13). Deals cold DOT and *constrains* target.

Stupefy (14). Target is *dazed*.

Summoner Spells

1st Order

Earthly Brand (16). Targets gain Constitution, Intelligence, and harm resistance.

Pall of Fog (9). Bank of thick fog obscures vision.

Summon Food and Water (1). Summons food and water for target.

Tellurian Recruit (15). Summons an earth elemental fighter.

2nd Order

Agitation (7). Augments pet's offensive and defensive capabilities.

Dust Blast (11). Calls up a stinging blast of wind.

Lesser Conjuring (13). Conjures one wooden or cloth object.

3rd Order

Aqueous Stone (12). Summons a *seafarer's stone*.

Fire Shield (13). Target gains harm resistance and damage shield.

Petrify (12). Target is slowed.

4th Order

Bludgeoning Earth (17). Deals crushing damage, plus magic DOT.

Call Mount (14). Summons a horse to serve as a mount.

Seism (22). A short-lived, isolated tremor rocks the area.

5th Order

Immobilize (28). Target is *constrained* and *interrupted*.

Putrid Cloud (24). Bank of fog deals minor poison DOT and *sickens*.

Shards of Ice (26). Cone deals piercing and cold damage, slows.

Advanced Class Spells

Coercer Spells

1st Order

Mesmerize (16). Target is *mesmerized*.

2nd Order

Terrible Awe (22). Creatures in 10-ft-radius area are *fascinated*.

3rd Order

Muddled Thinking (13). Deals minor mental damage and *confuses*.

4th Order

Implant Suggestion (21). Compels target to follow caster's desires.

5th Order

Bewilder (22). Target is *off balance*, or *confused* if it attacks caster.

6th Order

Refresh (20). Replenishes target's power over time.

7th Order

Lock Mind (29). Target is *constrained*, *entangled*, and *mesmerized*.

8th Order

Beguile (33). Target creature considers caster to be close friend.

9th Order

Dreadful Awe (27). Creatures in 10-ft-radius area are *mesmerized*.

10th Order

Perplexity (32). Target is *off balance* and *confused*, or else *disoriented*.

11th Order

Despair (34). Deals mental DOT, *disorients*, reduces mental resistance.

12th Order

Mind Control (40). Control target's actions telepathically.

13th Order

Clarity (41). Replenishes target's power over time.

14th Order

Fatal Hesitation (44). Target is *paralyzed* and *stunned*.

15th Order

Psychic Wail (100). All creatures within 30 feet are *stunned* or *disoriented*.

Conjurer Spells

1st Order

Igneous Apprentice (28). Summons a fire elemental sorcerer.

2nd Order

Shattered Ground (30). A short-lived, isolated tremor rocks the area.

Tellurian Soldier (30). Summons an earth elemental warrior.

3rd Order

Spiked Rain (30). Deals piercing and crushing DOT in area.

4th Order

Fiery Barrier (34). Targets gain harm resistance and damage shield.

5th Order

Aery Outrider (38). Summons an air elemental ranger.

6th Order

Sliver of Essence (8). Summons morsel that converts health to power.

7th Order

Igneous Adept (42). Summons a fire elemental wizard.

8th Order

Misty Veil (24). Conjures mobile fog through which caster and allies can see.

9th Order

Aqueous Hunters (38). Summons a swarm of Tiny water elementals.

Tellurian Veteran (47). Summons an earth elemental guardian.

10th Order

Shattered Earth (50). A short-lived, isolated tremor rocks the area.

11th Order

Stoneskin (48). Protects caster from most kinds of damage.

12th Order

Klicknik's Bite (54). Deals piercing and crushing DOT in area.

13th Order

Shard of Essence (11). Summons morsel that converts health to power.

14th Order

Aery Stalker (60). Summons an air elemental ranger.

15th Order

Igneous Magi (63). Summons a fire elemental wizard.

Defiler Spells

1st Order

Baleful Countenance (1). Caster becomes incorporeal.

Contamination (13). Deals poison DOT at long range, reduces Constitution.

2nd Order

Reanimate (40). Resurrects a dead target.

3rd Order

Spectral Guard (19). Protects target from physical harm.

4th Order

Distill Soul (10). Creates *soul crystal* if target dies.

5th Order

Aphotic Touch (24). Area disease DOT that *sickens*.

6th Order

Tendrils of Fear (14). Enemies are *shaken* and slowed with each attack.

7th Order

Atrophy (19). Target slowed, suffers penalties to Strength, Constitution, and speed.

8th Order

Malefic Shroud (24). Protects target from harm, grants damage shield.

9th Order

Mail of Souls (30). Target is *nauseated*, caster siphons disease damage.

10th Order

Crystallize Soul (20). Creates greater *soul crystal* if target dies.

11th Order

Ruinous Imprecation (22). Deals disease damage, lowers disease and magic resistance.

12th Order

Baleful Efflux (30). Protects several targets from harm.

13th Order

Loathsome Seal (30). Target suffers penalties to Strength, Dexterity, and Constitution.

14th Order

Malefic Countenance (10). Caster becomes incorporeal.

15th Order

Maelstrom of Dismay (52). Deals disease DOT and *nauseates*, heals caster and allies.

Vivication (50). Resurrects a dead target, grants damage reduction.

Fury Spells

1st Order

Cyclone (17). Creates a cylindrical area of punishing wind.

Verdant Passage (12). Caster may pass from one tree to another.

2nd Order

Savagery (12). Target gains Strength, Dexterity, and claw attacks.

Strike of Thunder (15). Deals electricity damage, interrupts target.

3rd Order

Confounding Brambles (16). Plants hamper creatures in area.

4th Order

Mark of the Hunt (55). Targets gain bonus health, fast healing, and speed.

5th Order

Deadly Swarm (20). Summons a swarm of deadly insects.

6th Order

Savage Mask (25). Grants targets Strength and Dexterity.

7th Order

Barbed Skin (16). Deals piercing and magic damage to attackers.

Whirlwind (25). Creates a cylindrical area of deadly wind.

8th Order

Wild Bloodflow (28). Grants target fast healing and defense bonus.

9th Order

Seizing Brambles (32). Plants hamper creatures in area.

10th Order

Dooming Swarm (33). Summons a voracious swarm of insects.

11th Order

Regenerative Blessing (33). Target regenerates lost body parts.

12th Order

Ferine Mask (35). Grants targets Strength and Dexterity.

13th Order

Irritating Swarm (23). Summons a swarm of distracting insects.

14th Order

Ferine Elixir (55). Replenishes targets' health, grants Strength and Constitution.

15th Order

Porcupine (30). Deals piercing and magic damage to attackers.

Illusionist Spells

1st Order

Entrance (19). Target is *mesmerized*; spell cannot be interrupted.

Phantasmagoria (10). Creates superior illusion.

2nd Order

Amendment Arcane (29). Caster assumes form of similar creature.

3rd Order

Shift Vision (29). Targets gain Perceive bonus, can see invisible.

4th Order

Phantasmal Charge (32). Deals mental DOT, drains power.

5th Order

Greater Invisibility (16). Target is invisible, even while fighting.

Nightmare (37). Illusory creature *panics* target, deals mental damage.

6th Order

Sustained Illusion (32). Creates superior "programmed" illusion.

7th Order

Autonomous Glamer (48). Creates superior triggered illusion.

Clouded Seeming (34). Change appearance of several targets.

8th Order

Phantasmal Grandeur (46). All in 20-ft-radius area become *mesmerized*.

9th Order

Enhanced Perception (25). Target gains ability to see things as they really are.

10th Order

Superior Invisibility (26). Powerful invisibility that allows attacks.

11th Order

Wither Hope (54). Illusory creatures panic targets, deal mental damage.

12th Order

Stunning Array (54). All in 20-ft-radius area are *stunned*.

13th Order

Perpetual Phantasm (63). Creates permanent superior illusion.

14th Order

Sanctum Ward (48). Hides area from sight and magical snooping.

15th Order

Color Shower (75). All in 30-ft-radius area are *stunned*, take mental DOT.

Inquisitor Spells

1st Order

Forced Submission (11). Target creature suffers penalty to attacks.

Reproach (15). Reduces target's defense and harm resistance.

2nd Order

Oppression (16). Mental damage plus *interrupt*, reduces Strength and Constitution.

3rd Order

Devotee's Retribution (25). Attacker takes divine damage with each blow.

4th Order

Penitent's Sermon (31). Replenishes health of several targets.

5th Order

Litany of Agony (28). Divine damage at medium range, 15-ft radius.

6th Order

Forced Acquiescence (26). Target creatures suffer penalty to attacks.

7th Order

Depravity (18). Target suffers penalties to Strength and Intelligence.

8th Order

Imprison (27). Target is *paralyzed* or *constrained*.

9th Order

Flagellant (33). Caster gains damage reduction and damage shield.

Redemption (24). Replenishes target's health quickly and cheaply.

10th Order

Vengeance (42). Attacker takes divine damage with each blow.

11th Order

Harrowing Inquest (42). Drains target's power and reduces harm resistance.

12th Order

Merciless Invocation (30). Deals mental DOT to target at long range.

13th Order

Litany of Torment (43). Divine damage at medium range, 20-ft radius.

14th Order

Forced Compliance (31). Target creatures suffer penalty to attacks.

15th Order

Act of Faith (40). Attacker takes divine damage with each blow.

Conversion of the Soul (40). Resurrects dead character, grants damage shield.

Mystic Spells

1st Order

Path of the Grey (40). Resurrects a dead target, grants power recovery.

Ursine Elder (22). Caster transforms into a bear.

2nd Order

Spiritist's Salve (25). Replenishes health of several targets.

3rd Order

Quelling Spirits (34). Heals the caster and makes foes less likely to attack.

Wards of Shadow (28). Protects several targets from harm.

4th Order

Prophetic Guard (41). Grants targets bonus health, power, and Fortitude.

5th Order

Spirit of the Rhino (15). Targets gain Strength, Constitution, and temporary health.

6th Order

Touch of the Grey (16). Deals cold damage, imposes speed and Perceive penalties.

7th Order

Fields of the Grey (120). Resurrects a number of creatures.

Howling Haze (14). Target suffers penalties to attacks, speed, and Perceive checks.

8th Order

Eidolic Savior (32). Heals target and grants temporary health.

9th Order

Ancestral Aegis (25). Protects target from physical harm.

10th Order

Accordant Spirits (47). Heals caster and makes foes less likely to attack.

11th Order

Prophecy (35). Grants target bonus health, power, and fast healing.

12th Order

Spirit of the Elephant (25). Targets gain Strength, Constitution, and temporary health.

13th Order

Avatar (50). Target gains several bonuses.

Runic Talisman (42). Grants allies Strength and defense bonus.

14th Order

Wards of the Eidolon (66). Willing targets transform into bears.

15th Order

Oberon (50). A powerful ward protects target from harm.

Recall of the Grey (60). Resurrects a dead target with increased power regeneration.

Necromancer Spells

1st Order

Grim Spellbinder (22). Summons a ghostly sorcerer.

Lifetap (24). Deals magic damage, siphons health.

2nd Order

Swarm of Rats (18). Summons a swarm of large, voracious rats.

Undying Adherent (24). Summons a zombie brawler.

3rd Order

Grisly Mark (26). Target suffers Constitution penalty and is cursed.

4th Order

Grisly Ritual (0). Slays *helpless* creature, grants caster power.

5th Order

Grasping Claws (30). Target is *constrained*, *off balance*, and *shaken*.

6th Order

Shadowy Stalker (32). Summons a shadowy assassin.

7th Order

Dark Heart (0). Caster draws power from heart of dead priest.

Grim Thulian (34). Summons a ghostly warlock.

8th Order

Locust Swarm (40). Summons a swarm of demon locusts.

Plague of Rats (27). Summons a swarm of corrupted rats.

9th Order

Rotted Thrall (38). Summons a zombie bruiser.

10th Order

Grasping Field (60). Creatures in area are *constrained*, *entangled*, and *shaken*.

11th Order

Teachings of the Dead (63). Targets gain Constitution, Intelligence, and harm resistance.

12th Order

Deathly Pallor (22). Caster feigns death; automatically dismisses pets.

13th Order

Shadowy Assassin (46). Summons a shadowy assassin.

14th Order

Grim Terror (50). Summons a ghostly warlock.

15th Order

Lich (cost varies). Caster may freely use health as power.

Paladin Spells

1st Order

Blessed Aid (9). Replenishes an amount of target's health.

2nd Order

Blessing of the Penitent (12). Target gains bonus health and damage reduction.

3rd Order

Glorious Weapon (15). Weapon gains powerful enchantment.

4th Order

Unyielding Conviction (16). Deals divine damage in 10-foot radius.

5th Order

Admonishing Smite (12). Deals divine damage at medium range.

6th Order

Prayer of Devotion (30). Grants allies Wisdom and bonus power.

7th Order

Pious Belief (16). Grants bonuses to Strength and Constitution.

8th Order

Virtuous Touch (13). Quickly and cheaply replenishes health.

9th Order

Devout Aid (22). Replenishes an amount of target's health.

10th Order

Blessing of the Devout (28). Target gains bonus health and damage reduction.

11th Order

Gift of Faith (25). Target gains defense bonus and damage reduction.

12th Order

Ancient Weapon (25). Weapon gains powerful enchantment.

13th Order

Prayer of Conviction (54). Grants allies Wisdom and bonus power.

Prayer of Resuscitation (60). Resurrects a dead character.

14th Order

Divine Touch (19). Quickly and cheaply replenishes health.

15th Order

Decree (50). Deals divine damage in 15-foot radius.

Shadowknight Spells

1st Order

Sickening Decay (12). Disease damage in 10-foot radius, *sickens*.

2nd Order

Tainted Caress (11). Target is *constrained* and *shaken*.

Unholy Order (13). Target gains damage reduction and attack bonus.

3rd Order

Grim Harbinger (15). Weapon gains powerful enchantment.

4th Order

Consume Vitae (20). Deals disease damage, *sickens*; caster siphons health.

5th Order

Draw Strength (12). Target loses Strength, caster steals it.

6th Order

Disease Cloud (19). Disease DOT in 10-foot radius, *sickens*.

7th Order

Contract of Shadows (33). Target gains Strength, Dexterity, and Constitution.

8th Order

Malefic Touch (13). Quickly and cheaply deals disease damage.

Swarming Spirits (40). As *consume vitae*, but in 10-foot radius.

9th Order

Unholy Aura (30). All within 10 feet lose Strength, caster steals it.

10th Order

Unholy Weapon (28). Weapon gains powerful enchantment.

11th Order

Cursed Caress (25). Target is *constrained*, *entangled*, and *shaken*.

Devour Vitae (39). Deals disease damage, *sickens*; caster siphons health.

12th Order

Shadowy Elusion (42). Transports targets to safety.

13th Order

Siphon Strength (23). Target loses Strength, caster steals it.

14th Order

Ruinous Touch (20). Quickly and cheaply deals disease damage.

Unholy Strength (51). Target gains Strength, Dexterity, and Constitution.

15th Order

Death Cloud (44). Disease DOT in 15-foot radius, *nauseates*.

Templar Spells

1st Order

Combative Faith (15). Deals divine damage at medium range.

2nd Order

Celestial Strike (14). Mental damage, plus divine if target is undead.

3rd Order

Healing Touch (30). Replenishes health of several targets.

Intercession (18). Prevents damage, grants defense bonus.

4th Order

Symbol of Ryltan (30). Grants targets bonus health and defense.

5th Order

Beams of Faith (43). Deals divine damage at medium range, 10-ft radius.

Restoration (26). Replenishes an amount of target's health.

6th Order

Involuntary Healer (26). Caster's allies are healed by striking target.

7th Order

Blazon Life (75). Resurrects a number of creatures.

8th Order

Divine Strike (21). Mental damage, plus divine if target is undead.

9th Order

Word of Restoration (40). Replenishes health of several targets.

10th Order

Crucial Intercession (32). Prevents damage, grants defense bonus.

11th Order

Symbol of Pinzarn (40). Grants targets bonus health and defense.

12th Order

Condemning Smite (25). Deals divine damage at medium range.

13th Order

Glory of Combat (50). Caster's allies heal each other by striking target.

Rays of Faith (46). Deals divine damage at medium range, 15-ft radius.

14th Order

Beneficence (41). Prevents damage, grants defense bonus.

15th Order

Resurrect (30). Resurrects dead character, grants defense bonus.

Warden Spells

1st Order

Protector of the Forest (11). Caster transforms into a wolf.

Verdant Passage (12). Caster may pass from one tree to another.

2nd Order

Nereid's Boon (9). Target gains some traits of aquatic creature.

3rd Order

Wisp (30). Caster becomes mist-like and partially invulnerable.

4th Order

Oakskin (20). Increases Wisdom and power pool, harm resistance and DR.

Verdant Transport (34). Caster may pass from one tree to another.

5th Order

Winds of Frost (32). Deals cold damage in 10-ft. radius, slows.

6th Order

Grasping Roots (20). Plants hamper creatures in area.

7th Order

Bramblecoat (17). Deals piercing and magic damage to attackers.

8th Order

Chloroplast (40). Grants harm resistance and powerful fast healing.

Verdurous Journey (36). Transports targets to safety.

9th Order

Nature's Reprieve (35). Heals quickly and cheaply, grants fast healing.

10th Order

Praise of the Untamed (40). Increases targets' power pools, grants harm resistance.

11th Order

Aspect of the Owl (63). Increases Wisdom and power pool, harm resistance and DR.

12th Order

Winter's Bite (46). Deals cold damage at medium range and slows target.

13th Order

Undergrowth (30). Plants hamper creatures in area.

14th Order

Steward of the Forest (30). Caster transforms into a great wolf.

Sylvan Embrace (36). Grants targets fast healing and power recovery.

15th Order

Hierophantic Genesis (70). Grants powerful harm resistance and fast healing.

Warlock Spells

1st Order

Dark Distortion (32). Deals poison damage, siphons power.

Negative Absolution (25). Deals magic damage and cancels spell effects.

2nd Order

Suffocating Breath (25). Target is *interrupted*, begins to *asphyxiate*.

3rd Order

Suffocating Cloud (34). Deals disease DOT and *sickens*, 20-ft radius.

4th Order

Curse of Nullus (29). Target suffers Strength penalty and is difficult to revive.

5th Order

Noxious Bolt (32). Deals magic damage, plus poison DOT.

6th Order

Paralyzing Gloom (25). Target is *constrained*, *entangled*, and *slowed*.

7th Order

Nil Distortion (43). Deals poison damage, siphons power.

8th Order

Aura of Darkness (34). Deals magic DOT, slows and *constrains* target.

9th Order

Fetid Pyre (52). Deals disease DOT and *sickens*, 30-ft radius.

10th Order

Seal of Dark Rumination (39). Targets gain Strength, Intelligence, harm resistance.

11th Order

Soul Flay (48). Deals magic damage, plus poison DOT.

12th Order

Abysmal Fury (60). Deals disease DOT and *nauseates*, 30-ft radius.

Deter (54). Deals poison damage, siphons power, *blinds* target.

13th Order

Tormentous Shadows (66). Deals magic damage in area, plus poison DOT.

14th Order

Devitalizing Stare (62). Targets are *stunned*, lose power.

15th Order

Dark Nebula (80). Deals poison damage, *blinds* all in area, caster siphons power.

Netheros (75). Summons powerful diabolic minion for a short time.

Wizard Spells

1st Order

Annul Arcane (23). Cancels magical effects other than curses.

Lightning Flash (27). Electricity damage in burst plus brief DOT, *off-balances*.

2nd Order

Ball of Fire (20). Deals heat damage plus DOT, reduces Dexterity.

3rd Order

Blazing Intimidation (29). Deals heat DOT and *fatigues* target.

4th Order

Plasmatic Pulse (27). Deals magic DOT, decreases magic resistance.

5th Order

Icy Coil (28). Deals cold DOT, slows target, and reduces harm resistance.

6th Order

Heat Stroke (35). Deals heat DOT, target is *fatigued* and *sickened*.

7th Order

Tether (31). Target is *constrained* by magical force and suffers slow effect.

8th Order

Scorching Pulse (45). Electricity damage in burst plus brief DOT, *off-balances*.

9th Order

Blast of Flames (47). Rain of heat damage to all in 30-ft-radius area.

10th Order

Icy Shard (44). Deals piercing and cold damage at medium range.

11th Order

Static Coil (44). Deals magic DOT, decreases magic resistance.

12th Order

Heat Convulsions (58). Deals heat DOT, target is *exhausted* and *nauseated*.

13th Order

Truss (40). Target is *constrained* by magical force and suffers slow effect.

14th Order

Icy Wind (62). Deals cold DOT, slows target, and reduces harm resistance.

Protoflame (72). Summons a fire elemental berserker.

15th Order

Fiery Pulse (61). Rain of heat damage to all in 30-ft-radius area.

Spell Descriptions

Absolve Curse

Alteration
Order: Prt 3, Sor 2
Effective Order: 3rd (Prt), 7th (Sor)
Spell Line: *Absolve curse*
Power: 7
Components: V, S, DF
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell can instantly cancel any spell or effect with the curse descriptor on an object or a creature. The caster may choose one curse he knows to be in effect on the target (this may require a Spellcraft check to discern the spell in place, or Spellcraft DC 15 + caster level of the curse effect for a non-spell curse). If the caster cannot determine a specific curse in effect on the target, then this spell targets a random curse (if more than one) on the target.

To determine whether the removal occurs successfully, the caster must make a "remove curse" check: a roll of 1d20 + the character's caster level + the character's Wisdom modifier. However, there is a maximum to the caster level that can be applied based on this spell's grade, as follows:

Grade	Max Caster Level
App I	+5
Adp II	+9
Mst III	+14

Absolve curse has no effect on spells or effects other than curses, nor does it heal or reverse any damage already caused by the curse. This spell does not permanently remove a curse from a weapon, suit of armor, or other magic item, although it renders the curse inoperative for 1 minute per level of the caster, thus enabling the creature afflicted with any such cursed item to remove it from his or her person and thus be rid of it safely.

If he wishes to, the caster automatically succeeds on remove curse checks against any curse he cast himself, even if the DC is technically too high for him to match using this spell.

Abysmal Fury

Conjuration [Disease]
Order: Wrl 12
Effective Order: 22nd
Spell Line: *Suffocating cloud*
Power: 60
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Effect: 30-foot-radius spread
Duration: 5 rounds
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *suffocating cloud*, except for those differences noted here. All creatures in the area take disease damage on the caster's turn each round; creatures must make a new Fortitude save (for half damage) for every round in which they are exposed to the cloud. In addition, any creature in the area that fails its Fortitude save is *nauseated* for 1 minute, even if it moves out of the area of effect. (Multiple nauseated durations overlap.)

The spell's damage is based on its grade, as shown below.

Grade	Damage
App I	5d6
Adp II	6d6
Mst III	7d6

Accordant Spirits

Alteration
Order: Mys 10
Effective Order: 20th
Spell Line: *Quelling spirits*
Power: 47
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 50-ft-radius spread
Duration: 1 round/level (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *quelling spirits*, except for those differences noted here.

Grade	Health Restored
App I	7d8 + 1/2 caster level
Adp II	9d8 + 1/2 caster level
Mst III	12d8 + 1/2 caster level

Act of Faith

Evocation
Order: Inq 15
Effective Order: 25th
Spell Line: *Mark of pawns*
Power: 40
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 12 rounds
Saving Throw: Will negates
Spell Resistance: Yes

As *devotee's retribution*, except for those differences noted here. This spell creates a special damage shield around the target creature that causes it to take divine damage every time it hits with a physical attack.

Grade	Damage Shield
App I	180%
Adp II	210%
Mst III	240%

Admonishing Smite

Evocation [Divine]
Order: Clr 5, Pal 5
Effective Order: 10th
Spell Line: *Smite*
Power: 12
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 *smite*, except for those differences noted here.

Grade	Damage
App I	7d8
Adp II	8d8
Mst III	10d8

Aery Outrider

Conjuration (Summoning)
Order: Cnj 5
Effective Order: 15th
Spell Line: *Aery outrider*
Power: 38
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned elemental
Duration: Instantaneous (D)
Saving Throw: None
Spell Resistance: No

This spell summons an air elemental ranger to serve and protect the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: An azurite worth at least 70 gp.

Aery Stalker

Conjuration (Summoning)
Order: Cnj 14
Effective Order: 24th
Spell Line: *Aery outrider*
Power: 60
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned elemental
Duration: Instantaneous (D)

This spell summons an air elemental ranger to serve and protect the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: A pale opal worth at least 200 gp.

Agitation

Enchantment
Order: Sum 2
Effective Order: 7th
Spell Line: *Agitation*
Power: 7
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One summoned pet
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell may affect only the caster's summoned elemental pet. The creature gains bonuses to attack, defense, and damage for the spell's duration, their values depending upon the spell's grade, as follows. Damage bonuses apply only to melee attacks, but attack and defense bonuses apply universally.

Grade	Attack Bonus	Defense Bonus	Damage Bonus
App I	+1	+1	+2
Adp II	+1	+2	+2
Mst III	+2	+2	+3

Amendment Arcane

Alteration
Order: Ilu 2
Effective Order: 12th
Spell Line: *Shift of mien*
Power: 29
Components: V, S
Casting Time: 1 round
Recast: 1 round
Range: Personal
Duration: See text (D)
Saving Throw: None
Spell Resistance: No

As *shift of mien*, except for those differences noted here. The target actually assumes the form of a creature of the same type as her normal form (i.e., humanoid if the caster is humanoid, monstrous humanoid if that is her type, etc.). The new form must be within one size category of the caster's normal size. The assumed form cannot be that of any creature that normally has more than 5 racial Hit Dice. The character can change into a member of her own kind, or even into a slightly different (perhaps older or younger) version of herself.

The duration of this spell is dependent on its grade, as shown below.

Grade	Duration
App I	1 minute/level
Adp II	10 minutes/level
Mst III	1 hour/level

In her assumed form, the caster retains all of her own ability scores. Her profession(s) and levels, health, base attack, defense, and save bonuses all remain the same. She retains all supernatural and spell-like special abilities and qualities of her normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

The caster keeps all extraordinary abilities derived from profession talents (including manasight), but she loses any from her normal form that are not derived from profession levels (such as certain racial abilities, like fast recovery if her natural form was iksar or troll).

If the new form is capable of speech, the caster can communicate normally. She retains any spellcasting ability she had in her original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or other components.

The caster acquires the physical qualities of the new body while retaining her own mind and spirit. Such physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 60 feet and maximum flying maneuverability of average, unless her natural form's is better), natural armor bonus to defense, natural weapons and damage (such as claws, bite, and so on), racial skill bonuses, racial feats or talents, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow the caster to make more attacks (or to use more advantageous two-weapon attacks) than normal.

She does not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, fast recovery, scent, and so forth. Similarly, she does not gain any supernatural or spell-like abilities of the new form. Her creature type and subtype (if any) remain the same regardless of her new form. She cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype.

The caster can freely designate the new form's minor physical qualities (such as hair color, hair and skin texture, and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under the caster's control, but they must fall within the norms for the new form's kind. She is effectively disguised as an average member of the new form's race: If she uses this spell to create a disguise, she receives a +10 bonus on the Disguise check.

When the change occurs, the caster's equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When the caster reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items she wore in the assumed form but cannot wear in her normal form fall off and land at her feet; any that she could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way.

Any part of the body or piece of equipment that is separated from the whole reverts to its true form immediately.

Ancestral Aegis

Evocation
Order: Mys 9
Effective Order: 19th
Spell Line: *Spectral ward*
Power: 25
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: 1 round/level

As *spectral ward*, except for those differences noted here.

Grade	Temporary Health
App I	45
Adp II	50
Mst III	60

Ancient Weapon

Evocation
Order: Pal 12
Effective Order: 17th
Spell Line: *Blessed weapon*
Power: 25
Casting Time: 1 action
Recast: 1 round
Range: Touch
Target: One manufactured weapon
Duration: See text

As *glorious weapon*, except for those differences noted here. The weapon gains a +6 enhancement bonus to both attacks and damage, and deals an additional 3d6 points of divine damage against opponents having the evil subtype. Further, a paladin wielding a weapon augmented with *ancient weapon* emits a ward that protects creatures within 10 feet. This ward has three major effects:

• First, all creatures within the ward (including the paladin) gain a +2 deflection bonus to defense and a +2 divine bonus on saves. These bonuses increase to +4 against attacks by summoned creatures.

• Second, the ward blocks any attempt to exercise mental control over creatures within. The protection does not prevent the use of spells (such as *charm*), spell-like abilities, or supernatural powers that establish mental control over a warded creature, but it prevents anyone from actually exercising commands upon the creature while it remains within the ward. Should the ward expire or the creature leave the 10-foot range of the ward, any mental control that was previously established upon the creature may then be exercised.

• Third, the ward prevents bodily contact from creatures with the evil subtype against all non-evil creatures within the ward. This causes the natural weapon attacks of such creatures to fail automatically, and the creatures themselves are *interrupted* (no save) if they attempt to attack a warded creature. This benefit ends if the paladin attacks against the evil creature. Spell resistance can allow an evil creature to overcome this protection and touch a warded creature normally.

If the ward ends (for example, if it is dispelled), the *ancient weapon* creates a new one on the paladin's next turn as a free action.

The spell's duration depends on its grade, as shown below.

Grade	Duration
App I	1 round/level
Adp II	5 rounds/level
Mst III	1 minute/level

Annul Arcane

Alteration
Order: Wiz 1
Effective Order: 11th
Spell Line: *Dispel arcane*
Power: 23
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: See text
Duration: Instantaneous

As *dispel arcane*, except for those differences noted here. The maximum caster level bonus applied to any dispel check is as follows.

Grade	Max Caster Level
App I	+14
Adp II	+19
Mst III	+24

Aphotic Touch

Evocation [Disease]
Order: Dfl 5
Effective Order: 15th
Spell Line: *Contagion*
Power: 24
Casting Time: 1 full round
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: 20-ft.-radius burst
Duration: 7 rounds
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *contagion*, except for those differences noted here. Rather than affecting one target, this spell affects all within a 20-foot radius (i.e., all in the area when the spell takes effect). As with *contagion*, if a target fails its saving throw, it is also *sickened* while the spell remains in effect.

Grade	Damage
App I	1d8
Adp II	2d4
Mst III	2d6

Aqueous Hunters

Conjuration (Summoning)
Order: Cnj 9
Effective Order: 19th
Spell Line: *Aqueous hunters*
Power: 38
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned swarm of elementals
Duration: Instantaneous (D)
Saving Throw: None
Spell Resistance: No

This spell summons a swarm of Tiny water elementals to serve and protect the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: A pearl worth at least 50 gp.

Aqueous Stone

Conjuration (Summoning)
Order: Sum 3
Effective Order: 8th
Spell Line: *Aqueous stone*
Power: 12
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Effect: One summoned stone
Duration: Instantaneous (see text)
Saving Throw: None
Spell Resistance: No

The caster summons a small bluish *seafarer's stone*, which weighs roughly half a pound and grants it possessor the ability to breathe under water for a time. The water-breathing benefit of each stone is a limited resource that functions only when held by a submerged creature; its magic lasts for a certain amount of submerged time, based on the spell's grade. As long as it is not submerged while held by some creature, the stone can retain its magic indefinitely.

Grade	Duration
App I	1 minute/level
Adp II	10 minutes/level
Mst III	1 hour/level

A creature with manasight who looks for 1 full round upon a *seafarer's stone* can tell whether it has any potency remaining.

Arcane Bindings

Conjuration (Force)
Order: Mag 2
Spell Line: *Arcane bindings*
Power: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Reflex negates
Spell Resistance: Yes

This spell conjures up bonds of magical force that hold the target in its current location. Since this is a force effect, it can hold even incorporeal creatures. The target is *constrained* (see the Glossary in the **EverQuest II Player's Guide**). The target may be teleported, but once the teleportation has relocated him, he is still constrained in his new location until the spell's duration expires.

The spell's duration is based on its grade, as shown below.

Grade	Duration
App I	1d4+1 rounds
Adp II	2d4 rounds
Mst III	3d4 rounds

On its turn, a creature successfully constrained by any spell in the *arcane bindings* line may make an Agility check (DC 10 + the spell's save DC) to escape. Each such attempt requires a full-round action.

Arcane Boon

Alteration
Order: Mag 1
Spell Line: *Arcane boon*
Power: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants the target an arcane bonus upon any one skill that relies on Strength, Dexterity, or Constitution as its key modifier. Both the amount of the bonus and the spell's duration are based on the spell's grade, as shown below.

Grade	Skill Bonus	Duration
App I	+5	1 round/level
Adp II	+10	3 rounds/level
Mst III	+15	1 minute/level

Archhealing

Alteration (Healing)
Order: Clr 3, Cru 5
Effective Order: 8th (Clr), 5th (Cru)
Spell Line: *Minor healing*
Power: 11
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)

As *minor healing*, except for those differences noted here.

Grade	Health Restored
App I	5d8 + caster level
Adp II	6d8 + caster level
Mst III	7d8 + caster level

Archshielding

Alteration
Order: Mag 5
Spell Line: *Magi's shielding*
Power: 7
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 1 minute/level (D)

As *magi's shielding*, except for those differences noted here. The target gains an amount of temporary health and a deflection bonus to defense, each based upon the spell's grade, as shown below.

Grade	Temporary Health	Defense Bonus
App I	6	+2
Adp II	9	+3
Mst III	12	+3

Aspect of the Owl

Alteration
Order: Wrd 11
Effective Order: 21st
Spell Line: *Willowskin*
Power: 63
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level

As *willowskin*, except for those differences noted here. The target's skin is covered in downy feathers, and his face takes on a distinctly avian cast. This spell increases the target's Wisdom and his maximum (and current) power pool, as well as providing bonuses to cold, electricity, magic, and mental resistance. The recipient also gains degree of damage reduction.

The various bonuses and benefits granted are dependent on the spell's grade, as follows.

Grade	Wisdom Bonus	Power Pool	Harm Resistance	Damage Reduction
App I	+3	10	12	10/magic and wood
Adp II	+4	12	14	12/magic and wood
Mst III	+4	14	18	15/magic and wood

Atrophy

Enchantment
Order: Dfl 7
Effective Order: 17th
Spell Line: *Weakness*
Power: 19
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *weakness*, except for those differences noted here. The target is slowed and suffers a reduction to his base speed, and also receives penalties to Strength and Constitution, all dependent upon the spell's grade. (A creature's Constitution score can never be reduced to less than 1 by this spell.)

Grade	Slow Effect	Speed Reduction	Str Penalty	Con Penalty
App I	Slow (1)	One-half	–4	–3
Adp II	Slow (2)	One-half	–5	–3
Mst III	Slow (2)	Two-thirds	–5	–4

Audible Phantasm

Conjuration (Illusion)
Order: Enc 3
Effective Order: 8th
Spell Line: *Vestigial figment*
Power: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: See text (S)
Duration: Concentration + 1 round
Saving Throw: Will disbelief (see text)
Spell Resistance: No

As *vestigial figment*, except for those differences noted here. The caster may include a few minor sounds, such as murmuring conversation or a burbling brook, but not understandable speech or loud noises. The caster can move and manipulate the image and the sounds within the limits of the maximum size of the effect, which is determined based on the spell's grade, as follows.

Grade	Maximum Size
App I	12 cubes, each 10 feet per side
Adp II	15 cubes, each 10 feet per side
Mst III	20 cubes, each 10 feet per side

See "Illusions" in Chapter 6 for more information on using and adjudicating illusions.

Augur

Divination
Order: Prt 1
Spell Line: *Augur*
Power: 3
Components: V, S, F
Casting Time: 1 minute
Recast: Instant
Range: Personal
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

With this spell, a priest can divine whether a particular action will bring good or bad results for her in the immediate future. This determination is based on the general health and wellbeing of the priest, as well as, secondarily, the impact (if any) that the course of action might have on the church or order of priesthood to which she belongs.

For example, a cleric has been tracking down a cult of sorcerers who have been terrorizing the locals, most of whom are worshippers of her own faith. She and her allies have tracked rumors of the sorcerers' whereabouts to an old cottage in the nearby swamp, and the cleric wishes to know whether breaking down the door is a good approach.

The *augur* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action.

To continue with the previous example, the GM knows that the hermit living in the cottage is a low-level mage, an ally of the sorcerers, with good information about their hideout and their numbers; however, if the PCs capture and question him, the cult will learn of it, and will start killing local priests in earnest. The latter consideration does not impact the foretelling of the *augur*, though, since the spell is concerned only with the immediate consequences of the PCs' actions. If the spell is successful, the result will be "weal," since the cleric is in no direct harm and will gain useful information.

The base chance for receiving a meaningful reply is dependent on the spell's grade, as shown below; this roll is made secretly by the GM. Of course, the GM may rule that a question is so straightforward that a successful result is automatic, or so vague as to have no chance of success.

Grade	Meaningful Result
App I	70%
Adp II	80%
Mst III	90%

All *augurs* cast by the same character about the same topic automatically use the same dice result as the first casting. If the *augur* succeeds, the caster gets one of four results:

- Weal (if the action is likely to probably bring good results)
- Woe (for bad results)
- Weal and woe (for both)
- Nothing (for actions that don't have especially good or bad results)

If the spell fails, the priest gets a result of "nothing." A character who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *augur*.

Foci: A holy symbol, and a set of marked sticks, bones, dice, entrails, or whatever tools the player decides is appropriate to his character for divinatory purposes.

Aura of Darkness

Conjuration (Darkness)
Order: Wrl 8
Effective Order: 18th
Spell Line: *Arcane bindings*
Power: 34
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: 1 round/3 levels (D)
Saving Throw: See text
Spell Resistance: Yes

As *summon shadows*, except for those differences noted here. The target is *constrained* (see the Glossary in the **EQ II Player's Guide**) and suffers a slow (3) effect. In addition, he suffers an amount of magic damage each round based on the spell's grade, as shown below. The target must make both a Reflex save and a Fortitude save: If he makes his Reflex save, he is not constrained, but still suffers a slow (1) effect; a successful Will save halves all damage.

Grade	Damage
App I	2d6
Adp II	2d8
Mst III	3d6

Any attempt to escape from this spell via an Agility check requires a full-round action and has a DC of 15 + the spell's save DC. A creature that manages to escape is free of constraint, but is still slowed and takes magic damage each round for the spell's duration.

Auspice

Enchantment
Order: Shm 4
Effective Order: 9th
Spell Line: *Auspice*
Power: 15
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round + 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants the target insight bonuses to health and power. The amounts are dependent upon the spell's grade, as shown below.

Grade	Bonus Health	Bonus Power
App I	8	5
Adp II	10	10
Mst III	12	15

Autonomous Glamer

Conjuration (Illusion)
Order: Ilu 7
Effective Order: 17th
Spell Line: *Vestigial figment*
Power: 48
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: See text (S)
Duration: 1 round/level (see text)
Saving Throw: Will disbelief (see text)
Spell Resistance: No

As *sustained illusion*, except for those differences noted here. This spell lays dormant once cast, lasting indefinitely (i.e., permanently) until some specific triggering condition occurs; once activated, the illusion operates autonomously for 1 round per level of the caster. Its maximum size, once activated, is as follows, based on the spell's grade.

Grade	Maximum Size
App I	6 cubes, each 10 feet per side
Adp II	9 cubes, each 10 feet per side
Mst III	14 cubes, each 10 feet per side

The caster sets the triggering condition when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory, or visual trigger. It cannot be based on any quality normally imperceptible to the physical senses, such as a creature's morality or faction. The trigger cannot distinguish level, Hit Dice, or profession.

For example, a possible trigger might be "Activate whenever a one-legged gnome sits in that chair." One could not say, however, "Activate when a miserly gnome sits in that chair," for the spell has no way of discerning whether a gnome is miserly or not. Similarly, "Activate when a 5th-level dwarf fighter sits in that chair" is not feasible (let alone properly in the spirit of the game!).

Triggers react to what appears to be the case or what is easily sensible: Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or *invisibility* does. Audible triggers can be keyed to general types of noises (clanking chains, for example, or footsteps), or to a specific noise or spoken word; stealthy movement or magical silence defeats audible triggers. Specific or general actions (such as a creature tossing a coin into a fountain) can also serve as triggers as long as they are visible or audible.

The range limit of the trigger is 5 feet per caster level, so a 16th-level caster can command the illusion to respond to triggers as far as 80 feet away. Regardless of range, the illusion can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Avatar

Enchantment
Order: Mys 13
Effective Order: 23rd
Spell Line: *Courage*
Power: 50
Casting Time: 1 action
Recast: 24 hours
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level

As *courage*, except for those differences noted here. The target receives bonuses to Strength, Dexterity, and Constitution as well as to base speed, each based upon the spell's grade. In addition, for the spell's duration, the target gains disease and poison resistance (20) and is immune to mind-influencing effects.

Grade	Ability Bonuses	Speed Bonus
App I	+4	+10 ft.
Adp II	+5	+15 ft.
Mst III	+6	+20 ft.

Back to Center

Alteration (Healing)
Order: Prt 14
Spell Line: *Cure noxious*
Power: 22
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Target: One living creature
Duration: Instantaneous

As *cure noxious*, except for those differences noted here. This spell can also remove any one hampering condition from the target. If the condition to be cured or reduced is the result of a spell or a spell-like or supernatural ability, the caster must make a successful cure ailment check.

The maximum caster level that can be applied based on this spell's grade is as follows:

Grade	Max Caster Level
App I	+17
Adp II	+22
Mst III	+27

Baleful Countenance

Alteration
Order: Dfl 1
Effective Order: 11th
Spell Line: *Baleful countenance*
Power: 1
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell causes the caster to become incorporeal (see sidebar). He also gains the benefit of ultravision while this spell remains in effect, if he does not have that ability already. The spell terminates immediately if the caster is killed or rendered unconscious.

Baleful Efflux

Evocation
Order: Dfl 12
Effective Order: 22nd
Spell Line: *Spectral ward*
Power: 30
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/5 levels
Duration: 1 minute/level

As *spectral ward*, except for those differences noted here. In addition to applying against physical damage, this spell also protects each target against disease and poison damage.

Grade	Temporary Health
App I	20
Adp II	25
Mst III	30

Incorporeality

An incorporeal creature is insubstantial and can't be touched or harmed by nonmagical matter or energy (for instance, it is not burned by normal fires, affected by natural cold, blown about by natural winds, or harmed by mundane acids, and is immune to critical hits and to extra damage from talents, feats, or special abilities that increase physical damage, such as sneak attack). It cannot fall or take falling damage, and cannot be tripped or grappled by material creatures.

In fact, an incorporeal creature can be harmed only by other incorporeal creatures, by spells, spell-like effects, or supernatural effects, or by magic weapons. Even then, when struck by corporeal magic weapons, an incorporeal creature has a 50% chance to ignore the damage; only dealt by a *ghost touch* weapon can bypass this chance.

However, just as it cannot be harmed or affected by physical attacks or effects, neither can the creature manipulate or exert force on physical objects: it cannot lift, push, pull, or even nudge physical matter, nor can it trip or grapple material creatures (force effects can hold it, though). Its physical attacks against material opponents are always treated as touch attacks (it can ignore material armor, even magic armor, unless such armor is made of force), but its attacks can deal no physical damage — they have no effect other than to establish a touch (such as when the creature intends to use a touch spell of some kind, or has some special ability to deal elemental or energy damage with a touch).

An incorporeal creature can cast spells normally upon material creatures, and is likewise susceptible, as any material creature, to magic cast upon it or in the area around it. However, it can be held, restrained, or moved only by spells that have the force descriptor.

An incorporeal creature is effectively weightless (and does not set off traps that are triggered by weight), although it cannot truly fly unless it also has that ability from some other source. If it cannot fly, it can travel 5 feet per round in any direction through empty air as part of its normal movement. An incorporeal creature can pass through and operate within solids or liquids at will just as a material creature moves and functions in air-filled space, although it cannot normally perceive anything beyond 5 feet if it is within solid matter. (It can pinpoint an opponent from inside a solid object using the same rules as those for pinpointing invisible opponents, but can only do so from within 5 feet.)

Finally, an incorporeal creature leaves no footprints, has no scent, and makes no noise unless it wishes to.

Ball of Fire

Evocation [Heat]
Order: Wiz 2
Effective Order: 12th
Spell Line: *Blaze*
Power: 20
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: 5 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

As *blaze*, except for those differences noted here. The target takes an initial amount of heat damage, followed by a smaller amount of heat damage each round for the spell's duration, as shown below. In addition, he suffers a –3 penalty to Dexterity while this spell lasts. If the target makes its Fortitude save, all of the damage is halved and the Dexterity penalty does not apply.

Grade	Initial Damage	DOT (per round)
App I	12d6	1d6
Adp II	13d6	1d8
Mst III	14d6	2d6

Barbed Skin

Evocation
Order: Fur 7
Effective Order: 17th
Spell Line: *Nettleshield*
Power: 16
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 2 rounds + 1 round/level

As *nettleshield*, except for those differences noted here. In addition to dealing piercing damage from this spell's barbs, as shown below, the recipient gains the benefit of a damage shield [divine] (4).

Grade	Damage
App I	2d6+1
Adp II	3d4+1
Mst III	4d4

Battle Blessing

Alteration
Order: Cru 2, Prt 1
Effective Order: 2nd (Cru), 1st (Prt)
Spell Line: *Battle blessing*
Power: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: 30-foot-radius spread
Duration: 1 round + 1 round/level
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell grants all allied creatures within the area a morale bonus to attacks and to saves against fear. The amount of the bonuses depends upon the spell's grade, as shown below.

Grade	Attack Bonus	Fear Saves
App I	+1	+1
Adp II	+1	+2
Mst III	+2	+3

Beams of Faith

Evocation [Divine]
Order: Tmp 5
Effective Order: 15th
Spell Line: *Smite*
Power: 43
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: 10-foot-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *smite*, except for those differences noted here. Roll divine damage separately for each creature within the area.

Grade	Damage
App I	11d6
Adp II	13d6
Mst III	15d6

Beguile

Enchantment (Mind-Influencing)
Order: Coe 8
Effective Order: 18th
Spell Line: *Charm*
Power: 33
Components: V, S
Casting Time: 1 round
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: Yes

As *charm*, except for those differences noted here. This spell can target any creature, as opposed to merely humanoids or monstrous humanoids.

Grade	Duration
App I	2d6 minutes
Adp II	2d6x10 minutes
Mst III	2d6 hours

Beneficence

Alteration
Order: Tmp 14
Effective Order: 23rd
Spell Line: *Bestowal of vitae*
Power: 41
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 5 rounds

As *bestowal of vitae*, except for those differences noted here. In addition to negating one attack per round, this spell grants the recipient a +7 divine bonus to defense.

Bestowal of Vitae

Alteration
Order: Clr 4
Effective Order: 9th
Spell Line: *Bestowal of vitae*
Power: 15
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 3 rounds
Saving Throw: Fortitude negates (harmless; see text)
Spell Resistance: Yes (harmless)

This spell balances the harmful energy of attacks or other effects that would harm the spell's recipient with healing energy, thus negating the attacks' damage. While this spell is in effect, the first attack or effect each round that would deal damage to the recipient is effectively negated, its damage reduced to 0.

Bewilder

Enchantment (Mind-Influencing)
Order: Coe 5
Effective Order: 15th
Spell Line: *Bewilder*
Power: 22
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

The target of this spell is merely *off balance* for the spell's duration as long as it does not seek to take any action that would result in the caster being harmed or disadvantaged. If the target seeks to harm the caster, however, it becomes *confused* rather than off-balanced (see the Glossary in the **EverQuest II Player's Guide** for a description of these two conditions), but the confusion result can never cause the target to attack the caster.

The duration of this spell is dependent on its grade, as follows.

Grade	Duration
App I	1 round/3 levels
Adp II	1 round/2 levels
Mst III	1 round/level

Binding Light

Conjuration (Force, Light)
Order: Enc 5
Effective Order: 10th
Spell Line: *Arcane bindings*
Power: 16
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Reflex partial (see text)
Spell Resistance: Yes

As *arcane bindings*, except for those differences noted here. The caster creates brilliant bonds of force that render the target both *constrained* and *blinded* for the spell's duration, as shown below.

A creature that escapes the bonds also shakes off the blindness, but is then *dazzled* for 1d4+1 rounds or for the remainder of the spell's duration, whichever is longer.

Grade	Duration
App I	1 round/2 levels
Adp II	1 round/level
Mst III	2 rounds/level

Blast of Flames

Evocation [Heat]
Order: Wiz 9
Effective Order: 19th
Spell Line: *Conflagration*
Power: 47
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: 30-foot-radius rain
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes

As *conflagration*, except for those differences noted here. Sheets of fire sweep through the area for 3 rounds, dealing heat damage to anyone within on the caster's turn each round. Each creature within the rain is allowed a Reflex save each round for half damage.

The damage inflicted each round depends on the spell's grade.

Grade	Damage
App I	8d6
Adp II	9d6
Mst III	11d6

Blaze

Evocation [Heat]
Order: Sor 1
Effective Order: 6th
Spell Line: *Blaze*
Power: 9
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: 3 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

The target is wreathed in flame, taking an initial amount of heat damage when the spell takes effect, followed by a smaller amount of heat damage each round for the spell's duration, as shown below. If the target makes its Fortitude save, all of the damage is halved.

Grade	Initial Damage	DOT (per round)
App I	6d6	1d4
Adp II	7d6	1d6
Mst III	8d6	1d6

Blazing Intimidation

Evocation [Heat]
Order: Wiz 3
Effective Order: 13th
Spell Line: *Blazing intimidation*
Power: 29
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

The caster creates an area of superheated air around the target that scalds her and drains her vitality. The target takes an amount of heat damage each round for the spell's duration, as shown below. A successful Fortitude save halves all damage. In addition, if the target fails the Fortitude save, she becomes *fatigued*; treat this fatigue as having resulted from dehydration (see the Glossary in the **EverQuest II Player's Guide** for more information).

Grade	Damage
App I	1d8
Adp II	1d10
Mst III	1d12

Blazon Life

Evocation
Order: Tmp 7
Effective Order: 17th
Spell Line: *Revive*
Power: 75
Casting Time: 1 full round
Recast: 24 hours
Range: Touch
Target: One willing dead creature per templar level
Duration: Instantaneous

As *revive*, except for those differences noted here. Each creature awakens with 30% of its maximum health and 15% of its power.

Grade	XP Debt Negated	Maximum Time Dead
App I	30%	1 hour/level
Adp II	45%	1 day/level
Mst III	60%	1 week/level

Blessed Aid

Alteration (Healing)
Order: Pal 1
Effective Order: 6th
Spell Line: *Blessed aid*
Power: 9
Components: V
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)

This spell replenishes the health of one individual. The amount of health restored depends upon the spell's grade.

Grade	Health Restored
App I	5d6 + caster level
Adp II	7d6 + caster level
Mst III	8d6 + caster level

Spells of this line are very easy to cast, granting the caster a +10 bonus on any associated Channeling check involved in their casting.

Blessed Weapon

Evocation
Order: Cru 1, Prt 2
Effective Order: 1st (Cru), 2nd (Prt)
Spell Line: *Blessed weapon*
Power: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One manufactured weapon or 20 pieces of ammunition
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The target weapon (or up to 20 pieces of ammunition) gains a +1 enhancement bonus to attacks and damage, and is considered a magic weapon for the purpose of penetrating damage reduction. The spell's duration depends on its grade, as shown below.

Grade	Duration
App I	1 minute/level
Adp II	10 minutes/level
Mst III	1 hour/level

Blessing of the Devout

Enchantment
Order: Pal 10
Effective Order: 15th
Spell Line: *Demonstration of faith*
Power: 28
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 3 rounds + 1 round/level

As *demonstration of faith*, except for those differences noted here. The target gains an amount of bonus health and damage reduction based on the spell's grade.

Grade	Damage Reduction	Bonus Health
App I	3/–	28
Adp II	3/–	33
Mst III	4/–	38

Blessing of the Penitent

Enchantment
Order: Pal 2
Effective Order: 7th
Spell Line: *Demonstration of faith*
Power: 12
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 3 rounds + 1 round/level

As *demonstration of faith*, except for those differences noted here. The target gains an amount of bonus health and damage reduction based on the spell's grade.

Grade	Damage Reduction	Bonus Health
App I	2/–	15
Adp II	2/–	20
Mst III	3/–	25

Blink

Alteration [Teleportation]
Order: Sor 2
Effective Order: 7th
Spell Line: *Blink*
Power: 14
Components: V, S
Casting Time: See text
Recast: 3 rounds
Range: Personal
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster instantly transports herself to the safest place within medium range (100 ft. + 10 ft./level). "Safest," in this respect, means a place where she is in the least immediate danger, either from other creatures or any imminent conditions or phenomena, at the GM's discretion.

The casting time of this spell is determined by its grade, as follows; this casting time cannot be altered by any other means, including the quicken spell talent or certain magic items.

Grade	Casting Time
App I	1 round
Adp II	1 action
Mst III	Free action

Bloom

Alteration (Healing)
Order: Dru 2
Effective Order: 7th
Spell Line: *Bloom*
Power: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round + 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell works restores an amount of health to the target immediately, and then grants fast healing 1 to that creature for the remainder of the spell's duration. (Fast healing is the ability to recover health on a round-by-round basis — "fast healing 1" means that the creature heals 1 point of damage per round.)

The initial amount of damage restored depends upon the spell's grade.

Grade	Initial Health Restored
App I	1d6 + 1/2 caster level
Adp II	2d4 + 1/2 caster level
Mst III	2d8 + 1/2 caster level

Bludgeoning Earth

Evocation [Magic]
Order: Sum 4
Effective Order: 9th
Spell Line: *Bludgeoning earth*
Power: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 4 rounds
Saving Throw: Reflex half
Spell Resistance: No

Magical energies suffuse the earth beneath the target's feet, causing pieces of earth and stone to break away and launch upward toward the creature, discharging their energy. The target takes an initial amount of crushing damage in the first round, followed by a lesser amount of magic damage in each of the following 4 rounds, as shown below. If the target makes its Reflex save, all of the damage is halved.

Grade	Crushing Damage	Magic DOT
App I	6d6	1d6
Adp II	7d6	1d8
Mst III	9d6	2d6

Bramblecoat

Evocation
Order: Wrd 7
Effective Order: 17th
Spell Line: *Nettleshield*
Power: 17
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 2 rounds + 1 round/level

As *nettleshield*, except for those differences noted here. In addition to the 2d4 piercing damage from this spell's barbs, the recipient gains the benefit of a damage shield [divine], as shown below.

Grade	Damage Shield
App I	6
Adp II	8
Mst III	10

Breath of Spirits

Alteration (Healing)
Order: Shm 3
Effective Order: 8th
Spell Line: *Minor healing*
Power: 20
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature + one creature/3 levels

As *minor healing*, except for those differences noted here. Roll the amount of healing separately for each target.

Grade	Health Restored
App I	2d6 + 1/2 caster level
Adp II	3d6 + 1/2 caster level
Mst III	4d6 + 1/2 caster level

Breeze

Alteration
Order: Enc 4
Effective Order: 9th
Spell Line: *Breeze*
Power: 9
Components: V, S
Casting Time: 1 action
Recast: 1 hour
Range: Touch
Target: One creature
Duration: 1 round/3 levels (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The target gains a degree of power recovery based on the spell's grade, as shown below. (Power recovery is the ability to recover spent power points on a round-by-round basis; thus, "power recovery 3" allows a creature to recover 3 power points per round.)

Grade	Power Recovery
App I	3
Adp II	4
Mst III	5

Burning Radiance

Enchantment
Order: Sor 1
Effective Order: 6th
Spell Line: *Burning radiance*
Power: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One living creature
Duration: See text
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

This spell causes the subject to radiate a pale reddish-orange glow (as a candle in terms of brightness). In addition, every time the subject hits successfully in melee (not including reach weapons), she deals an additional +1d6 points of heat damage to her target. The spell's duration is a function of its grade, as shown below.

Grade	Duration
App I	1 round/2 levels
Adp II	1 round/level
Mst III	2 rounds/level

Call Mount

Conjuration (Summoning)
Order: Sum 4
Effective Order: 9th
Spell Line: *Call mount*
Power: 14
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: One summoned mount
Duration: See text (D)
Saving Throw: None
Spell Resistance: No

This spell summons a riding horse or a pony (caster's choice) to serve as a mount. The steed serves whomever the caster dictates, willingly and well. The mount comes with a bit and bridle and a riding saddle. The duration of the conjuration depends on the spell's grade, as shown below.

Grade	Duration
App I	30 minutes/level
Adp II	1 hour/level
Mst III	4 hours/level

Note that, since this spell has a duration other than Instantaneous, the summoned creature is subject to being dispelled.

Calm Animals

Enchantment (Mind-Influencing)
Order: Dru 1
Effective Order: 6th
Spell Line: *Calm animals*
Power: 14
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: 20-foot-radius
Duration: See text
Saving Throw: Will negates (see text)
Spell Resistance: No

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell, and all those to be affected must be of the same kind. A naturally aggressive animal or an animal trained to attack or guard is allowed a saving throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not *helpless*, and defend themselves normally if attacked. Any threat breaks the spell on the affected creatures.

The spell's duration depends on its grade, as shown below.

Grade	Duration
App I	1 round/level
Adp II	1 minute/level
Mst III	1 hour/level

Celestial Strike

Evocation (Light) [Mental]
Order: Tmp 2
Effective Order: 12th
Spell Line: *Radiant strike*
Power: 14
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 (see text)
Spell Resistance: Yes

As *radiant strike*, except for those differences noted here. The caster must make a ranged touch attack to deal an amount of mental damage (Fort half) based upon the spell's grade, as shown below.

Grade	Damage
App I	7d6
Adp II	8d6
Mst III	10d6

If the target is undead, it takes an additional amount of divine damage equal to half the mental damage dealt (roll separately for each type). There is no save against this divine damage.

Cerebral Spasm

Evocation [Mental]
Order: Enc 2
Effective Order: 7th
Spell Line: *Static pulse*
Power: 13
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 3 rounds
Saving Throw: Will half (see text)
Spell Resistance: Yes

As *static pulse*, except for those differences noted here. Waves of mental energy cause the target intense pain, dealing mental damage (Will half) each round as shown below. If the target fails its Will save, it also loses a number of power points, as determined by the spell's grade. (This power loss is not repeated; it occurs only in the round the spell takes effect.)

Grade	Damage	Power Lost
App I	1d8	1d8
Adp II	2d4	2d4
Mst III	2d6	2d6

Charm

Enchantment (Mind-Influencing)
Order: Enc 1
Effective Order: 6th
Spell Line: *Charm*
Power: 9
Components: V, S
Casting Time: 1 round
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One humanoid or monstrous humanoid
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell makes a humanoid or monstrous humanoid creature regard the caster as its trusted friend and ally for an amount of time dependent on the spell's grade, as shown below. If the target is currently being threatened or attacked by the caster or her allies, however, it receives a +5 bonus on its saving throw. Further, any act or command by the caster or her apparent allies that threatens or is plainly designed to harm the charmed creature automatically breaks the spell.

As with all mind-influencing magic, the save DC of this spell is calculated using the caster's Charisma modifier, not her Intelligence.

Grade	Duration
App I	2d6 rounds
Adp II	2d6 minutes
Mst III	2d6x10 minutes

The spell does not enable the caster to control the charmed creature as an automaton, but it always perceives her words and actions in the most favorable way. She can try to give the creature orders, but she must win a Charisma check opposed by the creature's Wisdom check to convince it to do anything it wouldn't ordinarily do. (No retries allowed.) The creature *never* obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing on the caster's behalf.

For example, a normally self-concerned ogre mercenary charmed by the caster might refuse to charge an angry squad of giants, even if offered a substantial bribe in addition to the effect of the charm, but it might easily be convinced — even without the bribe! — to hold a doorway for a few moments against a handful of orcs (or possibly even against his former companions, although this would require the opposed Charisma/Wisdom check) while the caster makes her escape.

The caster must speak a creature's language to communicate her wishes to it (perhaps requiring a Language check) — otherwise, she had best be good at pantomiming (likely involving a Perform [acting] check…).

Note that most creatures tend to be highly intolerant of the use of this type of magic against them, and a creature may become quite irate once this spell's effects wear off.

Charm Animal

Enchantment (Mind-Influencing)
Order: Dru 5
Effective Order: 10th
Spell Line: *Calm animals*
Power: 18
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One animal
Duration: See text
Saving Throw: Will negates
Spell Resistance: No

This spell functions as the enchanter spell *charm*, save that it affects only animals. The spell's duration depends on its grade, as shown below.

Grade	Duration
App I	1 round/level
Adp II	1 minute/level
Mst III	1 hour/level

Chill

Evocation [Cold]
Order: Dru 1
Effective Order: 6th
Spell Line: *Chill*
Power: 9
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous (see text)
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

The caster sends a blast of magical cold to chill the target, dealing an amount of cold damage based upon the spell's grade, as shown below. A successful Fortitude save halves the damage. If a target fails its saving throw, it also suffers a slow (2) effect for 1 round per level of the caster.

Grade	Damage
App I	4d6
Adp II	5d6
Mst III	6d6

Chloroplast

Alteration
Order: Wrd 8
Effective Order: 18th
Spell Line: *Regrowth*
Power: 40
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature + one creature/5 levels
Duration: 1 round/level

As *regrowth*, except for those differences noted here. In addition to fast healing, each recipient gains bonuses of cold, disease, and poison resistance, as shown below.

Grade	Fast Healing	Harm Resistance
App I	6	8
Adp II	7	10
Mst III	8	12

Clarity

Alteration
Order: Coe 13
Effective Order: 23rd
Spell Line: *Breeze*
Power: 41
Casting Time: 1 action
Recast: 1 hour
Range: Touch
Target: One creature
Duration: 1 round/4 levels (D)

As *breeze*, except for those differences noted here. The target gains a degree of power recovery based on the spell's grade, as shown below.

Grade	Power Recovery
App I	8
Adp II	9
Mst III	10

Clouded Seeming

Alteration (Illusion)
Order: Ilu 7
Effective Order: 17th
Spell Line: *Shift of mien*
Power: 34
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature/3 levels
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

As *shift of mien*, except for those differences noted here. This spell allows the caster to change the appearance of other people as well as herself. Affected creatures resume their

normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

The duration of this spell is dependent on its grade, as shown below.

Grade	Duration
App I	1 minute/level
Adp II	10 minutes/level
Mst III	1 hour/level

Color Shower

Conjuration (Light, Mind-Influencing) [Mental]
Order: Ilu 15
Effective Order: 25th
Spell Line: *Entrance*
Power: 75
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: 30-foot-radius spread
Duration: See text (D)
Saving Throw: Will partial
Spell Resistance: No

As *entrance*, except for those differences noted here. Scintillating lights fill the spell's area, causing all creatures within it, or those who enter it, to make a Will save or be *stunned* (see the Glossary in the **EverQuest II Player's Guide** for a description of that condition) for as long as the lights remain in place. In addition, all creatures in the area take 1d10 points of mental damage each round (no save). Creatures that make their Will save are considered *disoriented* for as long as they remain in the area.

Unlike *entrance*, this spell can be *interrupted* during its casting, just as any other spell. Blind creatures or those that perceive using senses other than vision are immune to this spell.

The duration of the lights is a function of the spell's grade, as shown below.

Grade	Duration
App I	1 round/3 caster levels
Adp II	1 round/2 caster levels
Mst III	1 round/caster level

Combat Healing

Alteration (Healing)
Order: Clr 5
Effective Order: 10th
Spell Line: *Cure trauma*
Power: 13
Components: V
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text

As *cure trauma*, except for those differences noted here. The target immediately recovers an amount of health based upon the spell's grade, as shown below. He also gains a +1 morale bonus on all attack rolls for 1 round per level of the caster.

Grade	Health Restored
App I:	5d6 + caster level
Adp II:	6d6 + caster level
Mst III:	8d6 + caster level

This spell is remarkably simple to cast, granting the caster a +4 bonus on any associated Channeling check (for example, if he takes damage or is distracted while casting).

Combative Faith

Evocation [Divine]
Order: Tmp 1
Effective Order: 11th
Spell Line: *Smite*
Power: 15
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 *smite*, except for those differences noted here.

Grade	Damage
App I	7d6
Adp II	9d6
Mst III	11d6

Condemning Smite

Evocation [Divine]
Order: Tmp 12
Effective Order: 22nd
Spell Line: *Smite*
Power: 25
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 *smite*, except for those differences noted here.

Grade	Damage
App I	15d8
Adp II	17d8
Mst III	20d8

Conflagration

Evocation [Heat]
Order: Sor 2
Effective Order: 7th
Spell Line: *Conflagration*
Power: 15
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: 15-foot-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Sheets of fire explode outward through the area, dealing heat damage upon anyone within. Each creature affected is allowed a Reflex save for half damage. The heat damage inflicted depends on the spell's grade.

Grade	Damage
App I	7d6
Adp II	9d6
Mst III	11d6

Confounding Brambles

Alteration
Order: Fur 3
Effective Order: 13th
Spell Line: *Ensnaring roots*
Power: 16
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: Plants in a 20-ft.-radius spread
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes

As *ensnaring roots*, except for those differences noted here. This spell causes plants to hamper all creatures in the area (or those that enter the area), so that they can move only 5 feet per round. Any creature that succeeds on a Reflex save manages to avoid the worst of the hampering plants, but can still move at only half speed through the area.

Note: This spell can be used only outdoors, and only in areas where there is sufficient plant life. The GM may alter the effects of this spell somewhat, based on the nature of the plants in the area.

Consume Ego

Alteration
Order: Enc 4
Effective Order: 9th
Spell Line: *Consume ego*
Power: 0
Components: S
Casting Time: 1 round
Recast: Instant
Range: Personal
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

This spell allows the caster to sacrifice a certain amount of health, and have this converted into power at a rate of 2:1 (i.e., for every 2 points of health, he gets 1 power point). It is possible for the caster to reduce his health to 0 or less in this way, with the usual consequences. Health converted to power with this spell cannot be recovered by any means, including magical healing, until the character has rested for 8 hours.

The maximum amount of health that may be sacrificed varies by spell grade, as shown below.

Grade	Max Health Sacrificed
App I	8
Adp II	12
Mst III	18

Consume Vitae

Conjuration (Death) [Disease]
Order: Shd 4
Effective Order: 9th
Spell Line: *Consume vitae*
Power: 20
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

A sickly glow surrounds the target, leeching the victim's health and transferring it to the caster's own pool. The target takes an amount of disease damage and the caster gains an amount of health, both amounts being determined by the spell's grade, as shown below.

A successful Fortitude save by the target halves the disease damage and prevents the caster from gaining any health; if the target fails the save, it is also *sickened* for 1d4+1 rounds. Health gained by the caster via this spell can never cause his current health pool to exceed its normal maximum — any additional health is lost.

Grade	Disease Damage	Health Siphoned
App I	9d6	3d6
Adp II	11d6	4d6
Mst III	13d6	5d6

Contagion

Evocation [Disease]
Order: Shm 1
Effective Order: 6th
Spell Line: *Contagion*
Power: 7
Components: V, S
Casting Time: 1 round
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Target: One living creature
Duration: 7 rounds
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

The caster inflicts a magical illness upon the target. The individual suffers an amount of disease damage each round (based upon the spell's grade, as shown below) until the spell ends or its effects are magically halted. A successful Fortitude save made at the beginning of the spell's effect halves the damage taken each round. If a target fails its saving throw, it is also *sickened* while the spell remains in effect.

Grade	Damage
App I	1d3
Adp II	1d4
Mst III	1d4+1

Contamination

Conjuration [Poison]
Order: Dfl 1
Effective Order: 11th
Spell Line: *Contamination*
Power: 13
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Target: One living creature
Duration: 11 rounds
Saving Throw: See text
Spell Resistance: Yes

Thise spell causes poisonous black spots to rise up on the target's flesh. The target takes an amount of poison damage each round (based upon the spell's grade, as shown below) until the spell ends or its effects are magically halted. A successful Fortitude save made at the beginning of the spell's effect halves the damage taken each round. If the target fails its saving throw, it also suffers a –2 penalty to Constitution while the spell remains in effect. (A creature's Constitution score can never be reduced to less than 1 by this spell.)

Grade	Damage
App I	1d6
Adp II	2d4
Mst III	2d6

Contract of Shadows

Alteration
Order: Shd 7
Effective Order: 12th
Spell Line: *Vigor of trust*
Power: 33
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 30 minutes/level (D)

As *vigor of trust*, except for those differences noted here. The target gains divine bonuses to Strength, Dexterity, and Constitution.

Grade	Strength Bonus	Dexterity Bonus	Constitution Bonus
App I	+4	+3	+3
Adp II	+5	+4	+4
Mst III	+6	+5	+4

Conversion of the Soul

Alteration
Order: Inq 15
Effective Order: 25th
Spell Line: *Revive*
Power: 40
Casting Time: 1 full round
Recast: 24 hours
Range: Touch
Target: One willing dead creature
Duration: 1 round/level (see text)

As *revive*, except for those differences noted here. The creature awakens with 50% of his maximum health and 20% of his power. In addition, the character is merely *sickened* (rather than *nauseated*), though still *exhausted*. The sickened condition fades after 1 minute.

Because the caster channels holy energy to restore the dead, the resurrected creature gains the benefit of a damage shield [divine] with a value based on the spell's grade, as follows.

Grade	XP Debt Negated	Maximum Time Dead	Damage Shield
App I	50%	1 week/level	10
Adp II	70%	1 year/level	12
Mst III	90%	50 years/level	15

Courage

Enchantment
Order: Prt 4
Spell Line: *Courage*
Power: 9
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 3 rounds + 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster infuses her targets with the courage of her own convictions, granting each a +2 divine bonus to Constitution and also an amount of damage reduction dependent upon the spell's grade, as shown below.

Grade	Damage Reduction
App I	4/magic
Adp II	5/magic
Mst III	6/magic

Crucial Intercession

Alteration
Order: Tmp 10
Effective Order: 20th
Spell Line: *Bestowal of vitae*
Power: 32
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 5 rounds

As *bestowal of vitae*, except for those differences noted here. In addition to negating one attack per round, this spell grants the recipient a +5 divine bonus to defense.

Cry of Conviction

Evocation [Divine]
Order: Clr 1, Cru 1
Effective Order: 6th (Clr), 2nd (Cru)
Spell Line: *Smite*
Power: 6
Casting Time: 1 action
Recast: Instant
Range: 10 feet
Effect: Spherical burst centered on caster
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *smite*, except for those differences noted here. Each creature in the area takes divine damage based on the spell's grade, as follows.

Grade	Damage
App I	4d6
Adp II	5d6
Mst III	6d6

This spell is very easy to cast, granting the caster a +10 bonus on any associated Channeling check involved in its casting.

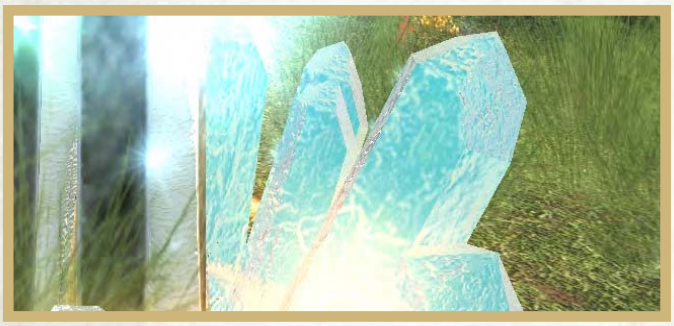
Crystallize Soul

Conjuration (Creation)
Order: Dfl 10
Effective Order: 20th
Spell Line: *Distill Soul*
Power: 20
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Target: One living, corporeal creature
Duration: See text
Saving Throw: None
Spell Resistance: Yes

As *distill soul*, except for those differences noted here. The augmentation provided by the *greater soul crystal* this spell produces is based upon grade, as shown below.

Grade	Augmentation
App I	+100%
Adp II	+150%
Mst III	+200%

Once the *greater soul crystal* has been used, it crumbles to dust.



Cure Arcana

Alteration (Healing)
Order: Mag 3
Spell Line: *Cure arcana*
Power: 6
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The target is healed of an amount of divine, magic, and/or mental damage based upon the spell's grade, as shown below.

Grade	Health Restored
App I	1d6
Adp II	2d6
Mst III	3d6

The target cannot be healed of any damage that was not dealt by a divine, magic, and/or mental source. For example, if a character has taken 5 points of magic damage, 3 points of divine damage, and 6 points of piercing damage, this spell cannot be used, even in multiple castings, to cure more than 8 points (i.e., that from the magic and mental damage) — the piercing damage is simply unaffected by this spell.

Cure Malady

Alteration (Healing)
Order: Prt 6
Spell Line: *Cure noxious*
Power: 9
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Target: One living creature
Duration: Instantaneous

As *cure noxious*, except for those differences noted here. Instead of curing any one poison or disease affecting the target, this spell can also remove any one of the following conditions: *confused*, *dazed*, *dazzled*, *disoriented*, *fatigued*, or *sickened*. Alternately, it can reduce the *exhausted* condition to *fatigued*, the *nauseated* condition to *sickened*, or *stunned* to *disoriented*. If the condition to be cured or reduced is the result of a spell or a spell-like or supernatural ability, the caster must make a successful cure ailment check.

The maximum caster level that can be applied based on this spell's grade is as follows:

Grade	Max Caster Level
App I	+9
Adp II	+13
Mst III	+17

Cure Noxious

Alteration (Healing)
Order: Prt 2
Spell Line: *Cure noxious*
Power: 5
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No

The caster can use this spell to remove traces of any one poison and disease in the target's system, eliminating any further effects of the toxin or ailment. *Cure noxious* automatically removes any disease or poison whose save DC is equal to or lower than the caster's level. That is, a Prt 6/Clr 4 who casts this spell automatically removes a poison or disease with a save DC of 10 or less.

For more potent ailments (those which normally have no saving throw, or whose DC to resist is higher than the caster's level), the caster must make a successful "cure ailment" check against the DC of the disease or toxin (whether natural or magical). If the roll equals or exceeds the ailment's DC, then the ailment is removed. If it does not, the ailment is still in effect.

A "cure ailment" check is a roll of 1d20 + the character's caster level. However, there is a maximum to the caster level that can be applied based on this spell's grade, as follows:

Grade	Max Caster Level
App I	+4
Adp II	+7
Mst III	+10

For example, a 10th-level priest who knows the Adept version of this spell rolls 1d20+7 for caster level checks, as opposed to 1d20+10.

Note that removing a disease or poison from a target does not in any way heal or remove effects already suffered, but simply stops the ailment or toxin from having any further effect on the victim.

Cure Trauma

Alteration (Healing)
Order: Clr 3
Effective Order: 8th
Spell Line: *Cure trauma*
Power: 5
Components: V, S
Casting Time: 1 round
Recast: 1 round
Range: Short (25 ft. + 10 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: No

The target immediately recovers an amount of health based upon the spell's grade, as shown below. He also gains a divine bonus to defense, as listed below, that lasts for 1 round per level of the caster.

Grade	Health Restored	Defense Bonus
App I	2d8	+1
Adp II	3d8	+2
Mst III	4d8	+3

Cursed Caress

Conjuration (Darkness, Fear)
Order: Shd 11
Effective Order: 16th
Spell Line: *Tainted caress*
Power: 25
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: See text
Spell Resistance: Yes

As *tainted caress*, except for those differences noted here. If the target fails its Reflex save, it is both *constrained* and *entangled*; if it succeeds, it is entangled but not constrained. If it fails the Will save, it is *shaken*.

Grade	Duration
App I	1 round/2 levels
Adp II	1 round/level
Mst III	2 rounds/level

Any attempt to escape from this spell via an Agility check has a DC of 15 + the spell's save DC, due to the clinging property of the shadows. Each such attempt requires a full-round action. A creature that escapes being constrained is still entangled for the remainder of the spell's duration.

Cyclone

Conjuration
Order: Fur 1
Effective Order: 11th
Spell Line: *Cyclone*
Power: 17
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: 20-foot-diameter by 40-foot-high cylinder
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: No

This spell conjures up a cylindrical funnel of raging winds to unleash upon the caster's enemies. The cyclone may move through the air, along the ground, or over water at a speed of 30 feet per round, as commanded by the caster; directing the cyclone's movement requires a standard (attack) action from the caster each round. If not commanded in a given round, the cyclone stays stationary. It cannot be made to move beyond the caster's range; if during any round it is beyond range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (The caster can't regain control of the cyclone, even if comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take crushing damage based on the spell's grade, as shown below. In addition, if a creature is Medium or smaller and fails its save, it must then succeed on a second Reflex save or be *constrained* for as long as it remains within the cyclone, taking damage each round. The caster may direct the cyclone to eject any carried creatures safely whenever he causes it to move, depositing them behind the cyclone.

Creatures with the earth subtype take +50% damage from the cyclone.

Grade	Damage
App I	1d6
Adp II	1d8
Mst III	2d4

Daring

Enchantment
Order: Clr 2
Effective Order: 7th
Spell Line: *Courage*
Power: 21
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 3 rounds + 1 round/level

As *courage*, except for those differences noted here. Each target receives a bonus to Constitution (with all benefits, such as bonus health, that accrue from the increase) and a dodge bonus to defense, based upon the spell's grade, as shown below.

Grade	Con Bonus	Defense Bonus
App I	+2	+1
Adp II	+4	+2
Mst III	+6	+3

Dark Distortion

Conjuration (Darkness) [Poison]
Order: Wrl 1
Effective Order: 11th
Spell Line: *Dark distortion*
Power: 32
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

A potent magical toxin flashes through the target's veins, leeching his health and converting it to magical power; the caster then withdraws this power and transfers it to her own power pool. The target takes an amount of poison damage and the caster gains an amount of power, both amounts being determined by the spell's grade, as shown below.

A successful Fortitude save by the target halves the poison damage and prevents the caster from gaining any power.

Grade	Poison Damage	Power Siphoned
App I	9d6	2d6
Adp II	11d6	3d6
Mst III	12d6	3d8

Dark Heart

Conjuration (Death)
Order: Nec 7
Effective Order: 17th
Spell Line: *Dark heart*
Power: 0
Components: V, S, M
Casting Time: 1 full round
Recast: 12 hours
Range: Personal
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell restores an amount of power based on the spell's grade and the necromancer's caster level, as follows. This power can cause the caster's pool to exceed its normal maximum, but any excess must be spent first and, once spent, cannot be recovered.

Grade	Power Recovered
App I	2 power point/level
Adp II	3 power points/level
Mst III	4 power points/level

Material Component: A deceased priest's heart.

Dark Nebula

Conjuration (Darkness) [Poison]
Order: Wrl 15
Effective Order: 25th
Spell Line: *Dark distortion*
Power: 80
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Effect: 15-foot-radius burst
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *dark distortion*, except for those differences noted here. Each creature in the area takes an amount of poison damage and is *blinded* for 1 round per level of the caster, while the caster gains an amount of power for each creature affected. Both the poison damage and the power stolen from each creature are determined by the spell's grade, as shown below.

A successful Fortitude save halves the poison damage and prevents the caster from gaining any power from that creature.

Grade	Poison Damage	Power Siphoned
App I	20d6	3d6
Adp II	22d6	4d6
Mst III	25d6	4d8

Daunting Gaze

Enchantment (Curse)
Order: Sor 2
Effective Order: 7th
Spell Line: *Daunting gaze*
Power: 10
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The target must make a Will save or be *dazed* for 1 round and lose an amount of power based on the spell's grade, as shown below.

Grade	Power Lost
App I	2d8
Adp II	2d10
Mst III	3d8

Deadly Swarm

Conjuration (Summoning)
Order: Fur 5
Effective Order: 15th
Spell Line: *Stinging swarm*
Power: 20
Casting Time: 1 full round
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: One summoned swarm
Duration: 1 round/level (D)

This spell summons a swarm of deadly stinging insects. See Appendix One for details regarding summoned creatures.

Note that, since this spell has a duration other than Instantaneous, the summoned swarm is subject to being dispelled.

Death Cloud

Conjuration [Disease]
Order: Shd 15
Effective Order: 20th
Spell Line: *Sickening decay*
Power: 44
Casting Time: 1 action
Recast: 1 round
Range: 15 feet
Effect: Spherical spread centered on caster
Duration: 11 rounds
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *disease cloud*, except for those differences noted here. Any creature in the area must make a Fortitude save on the shadowknight's turn each round, with each successful save halving the disease damage for that round. As soon as a creature fails a save, it becomes *nauseated* for as long as it remains in the cloud, and for 1d4+1 rounds afterward.

Grade	Disease DOT
App I	5d6
Adp II	6d6
Mst III	7d6

Deathly Pallor

Alteration (Mind-Influencing)
Order: Nec 12
Effective Order: 22nd
Spell Line: *Deathly pallor*
Power: 22
Components: None
Casting Time: Free action
Recast: 1 hour
Range: Personal
Duration: See text (D)
Saving Throw: See text
Spell Resistance: No

When cast, this spell makes the caster seem dead (*not* undead) to virtually all tests and appearances, magical or mundane. The spell's effects cannot be detected through any means, including manasight and Spellcraft checks, but it can be detected by a character under the effect of an *enhanced perception* or an *unliving eyes* spell.

The caster enters a transcendental state that functions exactly as the monk's feign death talent (**EverQuest II Player's Guide**, page 131), except that any creature that would perceive her must make a Will save (DC 21 + the caster's Cha modifier). This is a mind-influencing effect.

When this spell is cast, any creatures that have been summoned by the caster are instantly and automatically dismissed. The only action the caster can take while this spell remains in effect is to dismiss this spell.

The spell's duration depends upon its grade.

Grade	Duration
App I	1 round/2 levels
Adp II	1 minute/2 levels
Mst III	1 hour/2 levels

Although it is difficult to detect, this spell can be dispelled normally by a spell of the *dispel arcane* line (or some similar effect) that targets the caster or the area in which she resides.

Decree

Evocation [Divine]
Order: Pal 15
Effective Order: 20th
Spell Line: *Smite*
Power: 50
Casting Time: 1 action
Recast: 1 round
Range: 15 feet
Effect: Spherical burst centered on caster
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *cry of conviction*, except for those differences noted here. Each creature in the area takes divine damage (Reflex half) based on the spell's grade, as follows.

Grade	Damage
App I	16d6 + 1/2 caster level
Adp II	19d6 + 1/2 caster level
Mst III	22d6 + 1/2 caster level

This spell is very easy to cast, granting the caster a +20 bonus on any associated Channeling check involved in its casting.

Deluge of Lightning

Evocation [Electricity]
Order: Mag 13
Spell Line: *Lightning burst*
Power: 36
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-foot-radius burst
Duration: Instantaneous
Saving Throw: Fortitude half (see below)
Spell Resistance: Yes

As *lightning burst*, except for those differences noted here. If any creature fails its Fortitude save, it is *off balance* for 1 round.

Grade	Damage
App I	9d6
Adp II	10d6
Mst III	12d6

Demonstration of Faith

Enchantment
Order: Cru 1
Effective Order: 1st
Spell Line: *Demonstration of faith*
Power: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 3 rounds + 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster infuses the target with a divine ward powered by her own convictions, granting an amount of bonus health and possibly damage reduction, dependent upon the spell's grade.

Grade	Damage Reduction	Bonus Health
App I	1/–	7
Adp II	1/–	10
Mst III	2/–	13

Depravity

Alteration
Order: Inq 7
Effective Order: 17th
Spell Line: *Weakness*
Power: 18
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *weakness*, except for those differences noted here. The target suffers a penalty to both Strength and Intelligence based upon the spell grade.

Grade	Strength Penalty	Intelligence Penalty
App I	–6	–4
Adp II	–7	–5
Mst III	–8	–6

Despair

Alteration (Mind-Influencing) [Mental]
Order: Coe 11
Effective Order: 21st
Spell Line: *Gloom*
Power: 34
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: See text
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *gloom*, except for those differences noted here. The target is *disoriented* for the spell's duration and takes 1d6 points of mental damage each round, as well as suffering a penalty of mental resistance (–15). (This penalty is applied before the spell's damage is rolled; a harm resistance penalty can never reduce a creature's harm resistance to less than 0.)

A successful Fortitude save halves all damage and negates both the disoriented condition and the resistance penalty. The spell's duration is a function of its grade, as follows.

Grade	Duration
App I	15 rounds
Adp II	18 rounds
Mst III	21 rounds

Deter

Conjuration (Darkness) [Poison]
Order: Wrl 12
Effective Order: 22nd
Spell Line: *Dark distortion*
Power: 54
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *dark distortion*, except for those differences noted here. The target takes an amount of poison damage and the caster gains an amount of power, both amounts being determined by the spell's grade, as shown below.

A successful Fortitude save by the target halves the poison damage and prevents the caster from gaining any power. If the target fails the save, it is also *blinded* for 1 minute per level of the caster.

Grade	Poison Damage	Power Siphoned
App I	20d6	5d6
Adp II	22d6	6d6
Mst III	25d6	7d6

Devitalizing Stare

Alteration [Magic]
Order: Wrl 14
Effective Order: 24th
Spell Line: *Daunting gaze*
Power: 62
Casting Time: 1 action
Recast: 2 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/6 levels
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

As *daunting gaze*, except for those differences noted here. Each target must make a Will save or be *stunned* for 1d3 rounds and lose an amount of power based on the spell's grade, as shown below. A successful save results in a loss of only half the power shown below.

Grade	Power Lost
App I	15d6
Adp II	18d6
Mst III	21d6

Devotee's Retribution

Alteration
Order: Inq 3
Effective Order: 13th
Spell Line: *Mark of pawns*
Power: 25
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 6 rounds
Saving Throw: Will negates
Spell Resistance: Yes

This spell creates a magical field around the target creature that causes it to take an amount of divine damage every time it deals damage with a physical attack, just as if the target had gained a damage shield (this damage cannot be reduced by divine resistance, although a creature immune to divine damage is unaffected). The amount of divine damage is a percentage of the damage the target deals to its opponent (after damage reduction, harm resistance, and other such effects have been applied), based on the spell's grade, as shown below.

Grade	Damage Shield
App I	50%
Adp II	70%
Mst III	90%

For example, Troggdor successfully casts the Adept version of this spell upon an enemy troll warrior. The following round, the warrior charges and hits one of Troggdor's ogre allies with its *+1 flaming longsword* for 14 points of slashing damage (after damage reduction) and 5 points of heat damage (after harm resistance).

In return, the troll takes 70% of 19 = 13 points of divine damage — the troll's bonus of divine resistance 8 does it no good in this case!

Devour Vitae

Conjuration (Death) [Disease]
Order: Shd 11
Effective Order: 16th
Spell Line: *Consume vitae*
Power: 39
Casting Time: 1 action
Recast: 2 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *consume vitae*, except for those differences noted here. The target takes an amount of disease damage and the caster gains an amount of health, as shown below. A successful Fortitude save by the target halves both the disease damage and the health gained by the caster; if the target fails the save, it is also *sickened* for 1d4+1 rounds.

Grade	Disease Damage	Health Siphoned
App I	16d6	5d6
Adp II	17d6	6d6
Mst III	19d6	7d6

Devout Aid

Alteration (Healing)
Order: Pal 9
Effective Order: 14th
Spell Line: *Blessed aid*
Power: 22
Components: V
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)

As *blessed aid*, except for those differences noted here. The amount of health restored is as follows.

Grade	Health Restored
App I	10d6 + caster level
Adp II	12d6 + caster level
Mst III	14d6 + caster level

Spells of this line are very easy to cast, granting the caster a +10 bonus on any associated Channeling check involved in their casting.

Disease Cloud

Conjuration [Disease]
Order: Shd 6
Effective Order: 11th
Spell Line: *Sickening decay*
Power: 19
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: 10 feet
Effect: Spherical spread centered on caster
Duration: 7 rounds
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *sickening decay*, except for those differences noted here. The contaminated air surrounding the caster remains in place, following his movements, for 7 rounds. Any creature in the area must make a Fortitude save on the shadowknight's turn each round, with each successful save halving the disease damage for that round. As soon as a creature fails a save, it becomes *sickened* for as long as it remains in the cloud, and for 1d3 rounds afterward.

Grade	Disease DOT
App I	2d8
Adp II	3d6
Mst III	5d4

Dismiss Arcane

Alteration
Order: Enc 5
Effective Order: 10th
Spell Line: *Dispel arcane*
Power: 21
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: See text
Duration: Instantaneous

As *dispel arcane*, except for those differences noted here. The maximum caster level bonus applied to any dispel check is as follows.

Grade	Max Caster Level
App I	+13
Adp II	+16
Mst III	+20

Dispel Arcane

Alteration
Order: Mag 4
Spell Line: *Dispel arcane*
Power: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: See text
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

This spell has several uses. It can end ongoing spells or spell-like abilities that have been cast on a creature, object, or area. Alternately, it can temporarily suppress the magical abilities of a magic item, or even counter another spell as it is cast (or a spell-like ability as it is used).

The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel can take effect. (This means that you can't simply dispel an enemy spellcaster's pet, for instance.)

Spells having the curse descriptor can't be negated by any spell in this line.

Dispel arcane is used in one of three ways: (i) as a targeted dispel; (ii) as an area dispel; or (iii) as a counterspell. In each case, the caster must make a "dispel check," usually against the caster level of the effect or item being targeted. A dispel check is a roll of 1d20 + the character's caster level. However, there is a maximum to the caster level that can be applied based on this spell's grade, as follows:

Grade	Max Caster Level
App I	+7
Adp II	+10
Mst III	+15

For example, a 14th-level spellcaster who knows the Adept version of this spell rolls 1d20+10 for caster level checks, as opposed to 1d20+14.

If he wishes to, the caster automatically succeeds on dispel checks against any spell he cast himself, even if the DC is technically too high for him to match using this spell.

Targeted Dispel: One object, creature, or spell is the target of the *dispel arcane*. The caster must make a dispel check against the spell, or against each spell currently in effect on the object or creature (in either case, the DC is 11 + the target spell's or item's caster level). If a particular dispel check succeeds, that spell is dispelled; if it fails, that spell remains in effect. A dispelled spell or effect ends as if its duration had expired.

This spell can also target an object or creature that is the effect of an ongoing spell (i.e., any conjuration spell that has a duration other than "Instantaneous"). In this case, the caster may make a dispel check to end the spell that conjured the object or creature (returning it whence it came).

If the caster targets a magic item, he makes a dispel check against the item's CL. If the check succeeds, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. The magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact).

Area Dispel: When used in this way, this spell affects every creature or object within a 10-foot-by-10-foot area, or any ongoing spell within that area. Magic items cannot be suppressed by this version of a *dispel arcane*.

For each creature or object within the area that currently has one or more spells in effect on it, the caster makes a dispel check (DC 11 + spell's or item's caster level) against the spell with the highest caster level. If that check fails, he makes subsequent dispel checks against progressively weaker spells until he dispels one spell (which discharges the *dispel arcane* spell with respect to that creature or object) or until he fails all the checks.

For each ongoing area or effect spell entirely within the area of the *dispel arcane*, the caster can make a dispel check to dispel that spell. For each ongoing spell whose area overlaps that of the *dispel arcane*, he can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a temporary item summoned by conjuration magic) is in the area, the caster can make a dispel check to end the spell that conjured that object or creature in addition to attempting to dispel spells targeting the creature or object.

Counterspell: When used in this way, the spell targets a spellcaster and is cast as a counterspell — the caster uses *dispel arcane*'s antimagical energy to disrupt the casting of some spell or the use of a spell-like ability by another creature. Counterspelling works even if one spell is divine and the other arcane.

To counter a spell with a casting time of less than 1 full round, the character must first select an opponent as the target, and must use a readied action (see "Actions" in Chapter 12 of the **EverQuest II Player's Guide**) to cast this spell once the opponent tries to cast a spell or use a spell-like ability.

If the target of the counterspell tries to cast a spell (or use a spell-like ability), the character immediately casts *dispel arcane* and makes a dispel check against the opponent's spell (DC 11 + the spell's caster level). If the check succeeds, the opponent's spell is countered as if it had failed a Channeling check (the opponent does not lose any power, but wastes the spellcasting action).

If the opponent's spell has a casting time of 1 full round or longer, then the character need not use a readied action to try to counter it — the *dispel arcane* can simply be cast on the character's turn, while the opponent is still casting its spell.

Distill Soul

Conjuration (Creation)
Order: Dfl 4
Effective Order: 14th
Spell Line: *Distill soul*
Power: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Target: One living creature
Duration: See text
Saving Throw: None
Spell Resistance: Yes

The caster sets this spell as a special curse upon the target: If the target dies within 1 hour per level of the caster, his dying soul is caught by this spell and transformed into a small crystal. This *soul crystal* can then be used one time as a special material component that greatly augments the healing power of any spell from the *minor healing* line (this does not change the casting time or any other factor of the affected healing spell).

The augmentation provided by the *soul crystal* is based upon this spell's grade, as shown below.

Grade	Augmentation
App I	+50%
Adp II	+100%
Mst III	+120%

Once the *soul crystal* has been used, it crumbles to dust.

Distraction

Enchantment (Mind-Influencing)
Order: Clr 3
Effective Order: 8th
Spell Line: *Distraction*
Power: 16
Components: V, S, DF
Casting Time: 1 action
Recast: 1 round
Range: Personal
Duration: 5 rounds + 1 round/2 levels (D)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

This spell makes the caster seem non-threatening, so that foes must make a successful Will save against the spell in order to attack the caster directly. A creature that has failed its save may still attack the area in which the caster happens to be residing — for instance, with a *tempest of lightning* spell — but it may not do so if its direct intent is to harm the caster. (If the caster happens to have allies nearby that the enemy also wishes to harm, however, then the caster may well be hit by its area effect.)

Every time the caster makes an overtly offensive action (e.g., casting a harmful or debilitating spell, attacking, etc.), every creature affected by this spell gets a new saving throw at a +2 bonus.

Divinatory Prayer

Divination
Order: Prt 9
Spell Line: *Augur*
Power: 20
Components: V, S, DF
Casting Time: 1 minute
Recast: Instant
Range: Personal
Duration: Instantaneous

As *augur*, except for those differences noted here. This spell (i.e., the GM) can provide the caster with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can

be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If the caster and her allies don't act on the information, the conditions may change so that the information is no longer useful.

The base chance for receiving a meaningful reply is dependent on the spell's grade, as shown below; this roll is made secretly by the GM. However, if the roll fails, the caster knows the spell failed, unless specific magic yielding false information is at work. (Hence the secrecy….)

Grade	Meaningful Result
App I	75%
Adp II	85%
Mst III	95%

As with *augur*, multiple castings of this spell regarding the same topic by the same caster use the same dice result as the first *divinatory prayer* spell, and yield the same answer each time.

Divine Awakening

Conjuration (Summoning)
Order: Clr 5
Effective Order: 10th
Spell Line: *Revive*
Power: 30
Components: V, S, DF
Casting Time: 1 action
Recast: Instant
Range: Personal
Effect: One summoned object
Duration: See text
Saving Throw: None
Spell Resistance: No

The caster summons into his outstretched hand a small crystal vial containing one dose of *divine essence*: If administered as an ointment to the forehead of any cleric who has been dead for less than 1 hour, this liquid acts as the spell *revive*.

When conjured, the vial of *divine essence* can be given to any other creature. It lasts for up to 24 hours before disappearing. Once used, the vial disappears 1 round later.

Divine Guidance

Divination
Order: Prt 1
Spell Line: *Divine guidance*
Power: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants the target a touch of divine inspiration. The creature gets a competence bonus on a single attack roll, saving throw, or skill check; the value of the bonus is determined by the spell's grade. The target must use this bonus within 10 minutes, or the bonus is lost. He can choose to use the bonus just *before* any making applicable roll to which it might apply — the purpose of the bonus need not be decided when the spell is cast.

Grade	Bonus
App I	+1
Adp II	+2
Mst III	+4

Divine Strike

Evocation (Light) [Mental]
Order: Tmp 8
Effective Order: 18th
Spell Line: *Radiant strike*
Power: 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 (see text)
Spell Resistance: Yes

As *radiant strike*, except for those differences noted here. The caster must make a ranged touch attack to deal an amount of mental damage (Fort half) based upon the spell's grade, as shown below.

Grade	Damage
App I	13d6
Adp II	15d6
Mst III	17d6

If the target is undead, it takes an additional amount of divine damage equal to half the mental damage dealt (roll separately for each type). There is no save against this divine damage.

Divine Touch

Alteration (Healing)
Order: Pal 14
Effective Order: 19th
Spell Line: *Blessed aid*
Power: 19
Components: V
Casting Time: Free action
Recast: 1 hour
Range: Touch

As *blessed aid*, except for those differences noted here. The amount of health restored is as follows.

Grade	Health Restored
App I	13d6 + caster level
Adp II	14d6 + caster level
Mst III	16d6 + caster level

Dooming Swarm

Conjuration (Summoning)
Order: Fur 10
Effective Order: 20th
Spell Line: *Stinging swarm*
Power: 33
Casting Time: 1 full round
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: One summoned swarm
Duration: 1 round/level (D)

This spell summons a swarm of voracious, deadly insects. See Appendix One for details regarding summoned creatures.

Note that, since this spell has a duration other than Instantaneous, the summoned swarm is subject to being dispelled.

Draw Strength

Enchantment
Order: Shd 5
Effective Order: 10th
Spell Line: *Weakness*
Power: 12
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *weakness*, except for those differences noted here. The target suffers a –4 divine penalty to Strength for as long as the spell lasts, while the caster gains a +3 divine bonus to Strength for that time. The spell's duration is based upon its grade.

Grade	Duration
App I	1 round/level
Adp II	2 rounds/level
Mst III	3 rounds/level

Dreadful Awe

Enchantment (Mind-Influencing)
Order: Coe 9
Effective Order: 19th
Spell Line: *Fascinate*
Power: 27
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-foot-radius spread
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: Yes

As *mesmerize*, except for those differences noted here. All creatures in the area must make a Will save or be *mesmerized* for a length of time as shown below.

Grade	Duration
App I	1 round/3 caster levels
Adp II	1 round/2 caster levels
Mst III	1 round/caster level

Dust Blast

Conjuration
Order: Sum 2
Effective Order: 7th
Spell Line: *Dust blast*
Power: 11
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: 10-foot-wide line
Duration: Instantaneous
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

This spell calls up an intense blast of particle-filled air that originates from the caster, affecting all creatures in its path. The wind can do anything one would expect of such a sudden, powerful blast of air: fan a large fire, tear away delicate awnings or hangings, overturn a small boat, and blow gases or vapors to the edge of its range (at least temporarily). It automatically extinguishes candles, torches, and similar unprotected flames, and has a 50% chance to extinguish small, protected flames, such as those of lanterns.

Any creature in the area that fails its Reflex save is *blinded* for 1d3 rounds. Further, all in the area take nonlethal damage from the stinging debris and particles whipped along by the air — the damage is dependent upon the spell's grade, as follows.

Grade	Wind Speed	Damage
App I	40 mph	2d6
Adp II	45 mph	2d8
Mst III	50 mph	3d6

In addition, the movement or condition of creatures in the area that fail their Reflex save may be affected in other ways, depending on their size. Creatures that are *blown away* (see the **EverQuest II Player's Guide** Glossary) can't be moved beyond the limit of the spell's range.

- A Tiny or smaller creature is *blown away*.
- Small creatures are knocked *prone* by the force of the wind, or if flying are blown away.
- Medium creatures are unable to move forward against the force of the wind, or if flying are blown away.
- Large flying creatures are unable to move forward against the force of the wind. Large creatures on the ground may move normally.
- Huge or larger creatures may move normally.

Any creature, regardless of size, takes a –4 penalty on ranged attacks and Perceive checks while in the area of the blast.

Earthly Brand

Enchantment
Order: Sum 1
Effective Order: 6th
Spell Line: *Earthly brand*
Power: 16
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Each target gains bonuses of cold and magic resistance (4) for the spell's duration. In addition, each receives arcane bonuses to Strength and Intelligence based upon the spell's grade, as shown below.

Grade	Constitution Bonus	Intelligence Bonus
App I	+2	+1
Adp II	+2	+1
Mst III	+3	+2

Effloresce

Alteration (Healing)
Order: Dru 4
Effective Order: 9th
Spell Line: *Minor healing*
Power: 13
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)

As *minor healing*, except for those differences noted here.

Grade	Health Restored
App I	4d8 + 1/2 caster level
Adp II	5d8 + 1/2 caster level
Mst III	6d8 + 1/2 caster level

Eidolic Savior

Alteration (Healing)
Order: Mys 8
Effective Order: 18th
Spell Line: *Quelling spirits*
Power: 32
Components: V, S
Casting Time: Free reaction
Recast: 24 hours
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell replenishes an amount of the target's health and also grants him an amount of temporary health, each based upon the spell's grade, as shown below.

Grade	Health Restored	Temporary Health
App I	6d6 + 1/2 caster level	20
Adp II	7d6 + 1/2 caster level	25
Mst III	8d6 + 1/2 caster level	30

Elemental Aid

Alteration (Healing)
Order: Prt 7
Spell Line: *Elemental aid*
Power: 8
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: No

The target gains bonuses of both cold and heat resistance (5) for 1 minute per level of the caster. In addition, he is healed of an amount of cold and/or heat damage instantaneously, the amount of healing based upon the spell's grade, as shown below.

Grade	Health Restored
App I	2d6 + 1/2 caster level
Adp II	3d6 + 1/2 caster level
Mst III	4d6 + 1/2 caster level

The target cannot be healed of any damage that was not dealt by cold or heat. For example, if a character has taken 7 points of cold damage, 5 points of heat damage, and 11 points of slashing damage, this spell cannot cure more than 12 points (i.e., that from the cold and heat). The slashing damage is unaffected by this spell.

Elemental Amending

Alteration (Healing)
Order: Dru 5
Effective Order: 10th
Spell Line: *Elemental aid*
Power: 10
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Target: One living creature

As *elemental aid*, except for those differences noted here. The target gains cold and heat resistance (10) for 1 minute per level of the caster, and he is healed of an amount of cold and/or heat damage as shown below.

Grade	Health Restored
App I	5d8 + 1/2 caster level
Adp II	7d8 + 1/2 caster level
Mst III	10d8 + 1/2 caster level

Endure Harm

Evocation
Order: Prt 3
Spell Line: *Endure harm*
Power: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: See text (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants the target a divine bonus of harm resistance (5) against any one harm type, as chosen by the caster from among the following: acid, cold, disease, divine, electricity, heat, magic, mental, poison, or sonic. The duration of this spell depends on its grade.

Grade	Duration
App I	1 minute/level
Adp II	10 minutes/level
Mst III	1 hour/level

Enduring Breath

Alteration
Order: Prt 2
Spell Line: *Enduring breath*
Power: 6
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (10 ft. + 5 ft./5 levels)
Target: One living creature
Duration: See text
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 avoid smoke inhalation, for example, even amid a forest fire. The duration of this spell depends on the spell grade achieved by the caster:

Grade	Duration
App I	1d4+1 minutes
Adp II	6d10 minutes
Mst III	1d4 hours

Enhanced Perception

Divination
Order: Ilu 9
Effective Order: 19th
Spell Line: *See invisible*
Power: 25
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: See text (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The target of this spell gains the ability to see things as they actually are. He sees through normal and even most magical darkness, notices secret doors hidden by clever construction or magic, sees the exact locations of creatures or objects under *invisibility* or similar effects, sees through illusions, and sees the true form of shapechanged or transmuted things.

The duration of this effect and the range of magical perception are both dependent on the grade of the spell, as follows.

Grade	Duration	Perception Range
App I	1 round/level	30 feet
Adp II	1 minute/level	60 feet
Mst III	5 minutes/level	90 feet

Enhanced perception does not allow the recipient's sight to penetrate solid objects — it in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. It does not help the viewer see through mundane disguises, perceive creatures who are simply hiding (i.e., due to a Sneak check), or notice secret doors covered by mundane materials (such as a stack of crates in front of the door).

In addition, the spell's effects cannot be further enhanced with any known magic, so, for example, one cannot use this magical vision while looking through an *eye of Zomm*.

Ensnaring Roots

Alteration
Order: Dru 4
Effective Order: 9th
Spell Line: *Ensnaring roots*
Power: 6
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text (D)
Saving Throw: See text
Spell Resistance: Yes

This spell causes grasses, weeds, bushes, and even trees to wrap, twist, and entwine about the target creature, causing it to be *entangled* and its speed to be reduced to only 5 feet (rather than half speed, as is usual for the entangled condition). If the creature succeeds on a Reflex save, it manages to avoid the worst of the hampering plants, but is still entangled. The duration of this effect is dependent on the grade of the spell, as shown below.

Grade	Duration
App I	1 round/2 levels
Adp II	1 round/level
Mst III	2 rounds/level

Note: This spell can be used only outdoors, and only in areas where there is sufficient plant life. The GM may alter the effects of this spell somewhat, based on the nature of the plants in the area.

Entrance

Conjuration (Light, Mind-Influencing)
Order: Ilu 1
Effective Order: 11th
Spell Line: *Entrance*
Power: 19
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: No

This spell creates a kaleidoscopic display of lights immediately in front of the target's eyes, causing it to make a Will save or be *mesmerized* (see the Glossary in the **EverQuest II Player's Guide** for a description of that condition). The effect's duration is a function of the spell's grade, as shown below.

This spell cannot be *interrupted* during its casting. Blind creatures or those that perceive using senses other than vision are immune to this spell.

Grade	Duration
App I	1 round/2 caster levels
Adp II	1 round/caster level
Mst III	2 rounds/caster level

Further non-damaging effects or spells may be used upon a mesmerized creature without breaking the trance. Even spells that cause the target to lose power can be used against the target, as long as they do not also cause health damage. Likewise, dispel checks can be made freely on the target without breaking the effect, even if the target loses health points as a result of lost beneficial spells.

After being mesmerized by this spell, a creature remembers nothing that transpired while it was mesmerized. If the spell runs its full duration without the effect being broken (i.e., by damage to the target), then the target does not realize that it was the target of a spell at all.

Expunge Curse

Alteration
Order: Prt 9
Spell Line: *Absolve curse*
Power: 15
Components: V, S, DF
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous

As *absolve curse*, except for those differences noted here. The maximum caster level that can be applied to the remove curse check is as follows:

Grade	Max Caster Level
App I	+13
Adp II	+18
Mst III	+23

Expunge Elements

Alteration (Healing)
Order: Shm 5
Effective Order: 10th
Spell Line: *Elemental aid*
Power: 12
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Target: One creature
Duration: See text

As *elemental aid*, except for those differences noted here. The target gains cold and heat resistance (8) for 1 minute per level of the caster, and he is healed of an amount of cold and/or heat damage as shown below.

Grade	Health Restored
App I	2d6 + 1/2 caster level
Adp II	3d6 + 1/2 caster level
Mst III	4d6 + 1/2 caster level

Eye of Zomm

Conjuration (Summoning)
Order: Mag 9
Spell Line: *Eye of Zomm*
Power: 21
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Close (10 ft. + 5 ft./5 levels)
Effect: One magical sensor
Duration: See text (D)
Saving Throw: None
Spell Resistance: No

This spell creates a floating, disembodied magic eye approximately 1 foot in diameter. Whatever this eye sees is seen also by the caster of the spell. Once cast, the eye can travel any distance from the caster, at his bidding. It has a fly speed of 30 feet (average maneuverability) if viewing an area ahead as a human would (i.e., not making Perceive checks) or a speed of 10 feet if watching the ceiling and walls as well as the floor ahead (i.e., while making Perceive checks).

The eye sees exactly as the caster would see if he were there: Thus, the caster makes visual Perceive checks normally through the eye, and benefits from whatever magical effects, such as *see invisibility*, he has in effect on himself. The eye can travel in any direction as long as the spell lasts, and moves as directed, telepathically, by the caster. Solid barriers prevent the passage of an *eye of Zomm*, although it can squeeze through a space as small as 6 inches in diameter.

The caster must concentrate to direct the eye's movement. If he ceases concentrating, 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 caster is subject to any gaze attack met by the eye.

The eye is visible and can be attacked by enemies (it has a defense bonus equal to half the caster's base defense +2 [for Tiny size], and has 1 health point), but it can be made invisible

through spells or effects. 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 casting this spell.

The spell's duration depends upon its grade.

Grade	Damage
App I	1 round/level
Adp II	3 rounds/level
Mst III	1 minute/level

Note that, since this spell has a duration other than Instantaneous, the summoned eye is subject to being dispelled.

Fascinate

Enchantment (Mind-Influencing)
Order: Mag 3
Spell Line: *Fascinate*
Power: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: Yes

The target is *fascinated* (see the Glossary in the **EverQuest II Player's Guide** for a description of that condition) for a length of time depending on the spell's grade and the caster's level, as shown below.

Grade	Duration
App I	1 round/2 levels
Adp II	1 round/level
Mst III	2 rounds/level

Further non-damaging effects or spells may be used upon a fascinated creature without breaking the fascination. Even spells that cause the target to lose power can be used against the target, as long as they do not also cause health damage. Likewise, dispel checks can be made freely on the target without breaking the fascination effect, even if the target loses health points as a result of lost beneficial spells.

All spells in the *fascinate* line are potentially much more difficult to resist than other mind-influencing spells: The save DC for these is 10 + 1/2 the spell's order + the caster's Intelligence modifier + the caster's Charisma modifier.

After being fascinated by this spell, a creature remembers nothing that transpired while it was fascinated. If the spell runs its full duration without the effect being broken (i.e., by damage to the target), then the target does not realize that it was the target of a spell at all.

Fatal Hesitation

Conjuration (Force, Mind-Influencing)
Order: Coe 14
Effective Order: 24th
Spell Line: *Arcane bindings*
Power: 44
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: See text
Spell Resistance: Yes

As *arcane bindings*, except for those differences noted here. In addition to bonds of force that render the target effectively *paralyzed*, the caster also implants mental restraints that make him *stunned* for the spell's duration, as shown below. As a result, the target must make both a Reflex save (for which the caster uses her Intelligence modifier to determine the DC) and a Will save (for which she uses Charisma): If he makes his Reflex save, he is not paralyzed; if he makes the Will save, he is not stunned.

A creature that is immune to mind-influencing effects can ignore the stunned condition, but must still make a Reflex save against the force effect.

Grade	Duration
App I	1 round/3 levels
Adp II	1 round/2 levels
Mst III	1 round/level

A creature that is not stunned may escape the force effect with an Agility check, as noted under *arcane bindings*, but even if he escapes he is still treated as being *entangled* for the remainder of the spell's duration.

Favor of the Phoenix

Conjuration (Summoning)
Order: Dru 3
Effective Order: 8th
Spell Line: *Revive*
Power: 30
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Effect: One summoned object
Duration: See text
Saving Throw: None
Spell Resistance: No

The caster summons into his outstretched hand a single *phoenix feather*: If brushed across the forehead of any druid who has been dead for less than 1 hour, the feather invokes an effect identical to the spell *revive* upon her.

When conjured, the *phoenix feather* can be given to any other creature. It lasts for up to 24 hours before disappearing. Once used, the feather disappears 1 round later.

Feather Fall

Alteration
Order: Mag 1
Spell Line: *Feather fall*
Power: 2
Components: V, S
Casting Time: Free reaction
Recast: 1 round
Range: Short (25 ft. + 5 ft./level)
Target: See text
Duration: Until landing (maximum 1 round/level)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell instantly changes the rate at which the target(s) fall to a mere 60 feet per round (roughly equivalent to the end of a jump down from a tabletop), so that they take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more creatures of Large size or smaller (including gear and carried objects up to each creature's maximum load) or objects, as shown below.

Grade	Number of Targets
App I	1 target/3 levels
Adp II	1 target/2 levels
Mst III	1 target/level

The spell can be used to affect the equivalent number in larger creatures: A Huge creature or object counts as two Large creatures or objects, a Gargantuan creature or object counts as two Huge, and a Colossal as two Gargantuan.

This spell has no special effect on ranged weapons unless they are falling a great distance. If the spell is cast on a falling item, such as a plummeting boulder, the object does half normal damage based purely on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Ferine Elixir

Alteration (Healing)
Order: Fur 14
Effective Order: 24th
Spell Line: *Minor healing*
Power: 55
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/3 levels

As *minor healing*, except for those differences noted here. In addition to healing, each target gains an insight bonus to defense that lasts for 1 round per level of the caster, its value dependent on the grade of the spell.

Roll the amount of healing separately for each target.

Grade	Health Restored	Str Bonus	Con Bonus
App I	4d8 + 1/2 caster level	+3	+4
Adp II	5d8 + 1/2 caster level	+3	+5
Mst III	7d8 + 1/2 caster level	+4	+5

Ferine Mask

Enchantment
Order: Fur 12
Effective Order: 22nd
Spell Line: *Courage*
Power: 35
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/5 levels
Duration: 3 rounds + 1 round/level

As *courage*, except for those differences noted here.

Grade	Strength Bonus	Dexterity Bonus
App I	+6	+5
Adp II	+7	+5
Mst III	+8	+6

Ferocity of the Eel

Alteration
Order: Dru 5
Effective Order: 10th
Spell Line: *Ferocity of the eel*
Power: 6
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. +5 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell changes the target, making his musculature and bone structure more flexible and giving him vestigial gills. For the duration of the spell the target can breathe normally underwater as well as he breathes air. As well, he gains racial bonuses on all grapple checks and on Agility and Swim checks as dictated by the spell's grade, as follows.

Grade	Grapple Bonus	Agility Bonus	Swim Bonus
App I	+1	+2	+2
Adp II	+1	+3	+3
Mst III	+2	+4	+4

Fetid Pyre

Conjuration [Disease]
Order: Wrl 9
Effective Order: 19th
Spell Line: *Suffocating cloud*
Power: 52
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Effect: 30-foot-radius spread
Duration: 6 rounds
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *suffocating cloud*, except for those differences noted here. All creatures in the area take disease damage on the caster's turn each round; creatures must make a new Fortitude save (for half damage) for every round in which they are exposed to the cloud. In addition, any creature in the area that fails its Fortitude save is *sickened* for 1 minute, even if it moves out of the area of effect. (Multiple sickened durations overlap.)

The spell's damage is based on its grade, as shown below.

Grade	Damage
App I	3d6
Adp II	4d6
Mst III	5d6

Fields of the Grey

Evocation
Order: Mys 7
Effective Order: 17th
Spell Line: *Revive*
Power: 120
Components: V, S
Casting Time: 1 full round
Recast: 1 day
Range: Touch
Target: One willing dead creature per mystic level
Duration: Instantaneous

As *revive*, except for those differences noted here. Each creature awakens with 20% of his maximum health and 20% of his power.

Grade	XP Debt Negated	Maximum Time Dead
App I	30%	1 hour/level
Adp II	50%	1 day/level
Mst III	65%	1 week/level

Fiery Barrier

Enchantment
Order: Cnj 4
Effective Order: 14th
Spell Line: *Fire shield*
Power: 34
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: Once creature + one creature/4 levels
Duration: 1 round/level

As *fire shield*, except for those differences noted here. Each target gains both cold and heat resistance, as well as a damage shield [heat].

Grade	Harm Resistance	Damage Shield
App I	10	3
Adp II	12	4
Mst III	15	5

Fiery Pulse

Evocation [Magic]
Order: Wiz 15
Effective Order: 25th
Spell Line: *Conflagration*
Power: 61
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: 30-foot-radius rain
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes

As *conflagration*, except for those differences noted here. Sheets of fire sweep through the area for 3 rounds, dealing heat damage to anyone within on the caster's turn each round. Each creature within the rain is allowed a Reflex save each round for half damage.

The damage inflicted each round depends on the spell's grade.

Grade	Damage
App I	14d6
Adp II	16d6
Mst III	18d6

Fire Shield

Enchantment
Order: Sum 3
Effective Order: 8th
Spell Line: *Fire shield*
Power: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster forges this spell's fiery power into a defensive barrier around his target, who gains both cold and heat resistance, as well as a damage shield [heat], as determined by the spell's grade.

Grade	Harm Resistance	Damage Shield
App I	5	1
Adp II	7	2
Mst III	10	3

Flagellant

Alteration
Order: Inq 9
Effective Order: 19th
Spell Line: *Mark of pawns*
Power: 33
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 3 rounds

As *devotee's retribution*, except for those differences noted here. This spell creates a special damage shield around the target creature that causes it to take divine damage every time it hits with a physical attack. In addition, the caster gains damage reduction as shown below.

For this spell, apply the damage shield effect to the attacker *before* applying the caster's damage reduction, harm resistance, etc., to any damage he takes.

Grade	Damage Shield	Damage Reduction
App I	100%	5/–
Adp II	120%	5/–
Mst III	140%	6/–

Flare

Evocation (Light)
Order: Mag 1
Spell Line: *Flare*
Power: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: One ball of light
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell creates a tiny ball of light (color as chosen by player) that flies in a straight line to the extent of its range, where the caster wills, illuminating its path for a brief moment. At night, this light can be seen quite clearly from several hundred feet away, allowing it to be used as a warning or signal flare. It can also be used to light up an area and thus potentially pinpoint concealed creatures' locations — if only until those creatures' next turn — when the caster has no other means to see in the dark.

Alternately, the caster may shoot this light directly at a creature's eyes, forcing the creature to make a Fortitude save or be *dazzled*. Sightless creatures are not affected.

The width of the path of light (if the spell is used as a flare) or the duration of the *dazzled* effect (if it is used as an attack) is based upon the spell's grade.

Grade	Width of Path	*Dazzled* Duration
App I	10 feet	1d4 rounds
Adp II	15 feet	2d4 rounds
Mst III	20 feet	3d4 rounds

Forced Acquiescence

Evocation
Order: Inq 6
Effective Order: 16th
Spell Line: *Forced submission*
Power: 26
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/5 levels
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

As *forced submission*, except for those differences noted here.

Grade	Attack Penalty
App I	–4
Adp II	–5
Mst III	–6

Forced Compliance

Evocation
Order: Inq 14
Effective Order: 24th
Spell Line: *Forced submission*
Power: 31
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/5 levels
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

As *forced submission*, except for those differences noted here.

Grade	Attack Penalty
App I	–6
Adp II	–7
Mst III	–8

Forced Submission

Evocation
Order: Inq 1
Effective Order: 11th
Spell Line: *Forced submission*
Power: 11
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

The target suffers a penalty on all attack rolls for the spell's duration, as shown below.

Grade	Attack Penalty
App I	–2
Adp II	–3
Mst III	–4

Freeze

Evocation [Cold]
Order: Sor 3
Effective Order: 8th
Spell Line: *Freezing whorl*
Power: 16
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 7 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

As *freezing whorl*, except for those differences noted here. The target takes cold damage each round, as shown below (a successful Fortitude save halves all damage from this spell). If the target fails the save, it also suffers a slow (2) effect and penalties of cold and heat resistance (–6) for the duration of this spell.

Grade	Damage
App I	1d4
Adp II	1d6
Mst III	2d4

Freezing Whorl

Evocation [Cold]
Order: Sor 2
Effective Order: 7th
Spell Line: *Freezing whorl*
Power: 12
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 6 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

Magical cold assails the target, inflicting cold damage each round, as shown below. A successful Fortitude save halves all damage from this spell. If the target fails the save, it also suffers penalties of cold and heat resistance (–4) for the duration of this spell.

Grade	Damage
App I	1d4
Adp II	1d6
Mst III	2d4

Frozen Manacles

Conjuration [Cold]
Order: Sor 5
Effective Order: 10th
Spell Line: *Arcane bindings*
Power: 13
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: 1 round/2 levels
Saving Throw: Reflex negates
Spell Resistance: Yes

As *arcane bindings*, except for those differences noted here. This spell conjures up solid bands of ice that render the target *constrained* (see the Glossary in the **EverQuest II Player's Guide**). In addition, the icy bands deal an amount of cold damage to the held creature each round. If the target makes it saving throw, it avoids both the entanglement and the cold damage.

The amount of cold damage taken each round is based on the spell's grade, as shown below.

Grade	Damage
App I	1d4
Adp II	1d6
Mst III	2d4

On its turn, a creature successfully constrained by any spell in the *arcane bindings* line may make an Agility check (DC 10 + the spell's save DC) to escape. Each such attempt requires a full-round action.

Gift of Armament

Enchantment
Order: Cru 5
Effective Order: 5th
Spell Line: *Gift of armament*
Power: 7
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 3 rounds + 1 round/level

The target gains a deflection bonus to defense and the benefit of damage reduction, both based on the spell's grade.

Grade	Defense Bonus	Damage Reduction
App I	+2	10/magic
Adp II	+3	12/magic
Mst III	+3	15/magic

Gift of Curing

Alteration (Healing)
Order: Prt 15
Spell Line: *Minor healing*
Power: 33
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)

As *minor healing*, except for those differences noted here.

Grade	Health Restored
App I	10d6 + 1/2 caster level
Adp II	12d6 + 1/2 caster level
Mst III	14d6 + 1/2 caster level

Gift of Faith

Enchantment
Order: Pal 11
Effective Order: 16th
Spell Line: *Gift of armament*
Power: 25
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 3 rounds + 1 round/level

As *gift of armament*, except for those differences noted here. The target gains a deflection bonus to defense and the benefit of damage reduction, as shown below.

Grade	Defense Bonus	Damage Reduction
App I	+4	10/epic
Adp II	+4	12/epic
Mst III	+5	15/epic

Gift of the Magi

Alteration
Order: Mag 3
Spell Line: *Gift of the magi*
Power: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/2 levels
Duration: 30 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster infuses his targets with magical energy, increasing each target's maximum power pool and his divine and magic resistance. Each of these benefits is based upon the spell's grade, as shown below.

Note that the spell increases the targets' *maximum* power pool size, but does not grant any actual power points. A target may gain additional power, up to this new maximum, in any manner he would use to recover his usual power points — i.e., by resting, or perhaps by some magical means. A creature with no power pool simply does not gain this benefit of the spell.

Grade	Power Pool	Harm Resistance
App I	+2	3
Adp II	+3	5
Mst III	+4	7

Gift of the Magister

Alteration
Order: Mag 14
Spell Line: *Gift of the magi*
Power: 38
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/4 levels
Duration: 30 minutes/level (D)

As *gift of the magi*, except for those differences noted here. Each target gains an increase to maximum power pool, plus divine and magic resistance, all based upon the spell's grade.

Grade	Power Pool	Magic Resistance
App I	+9	10
Adp II	+13	12
Mst III	+18	15

Gift of the Magus

Alteration
Order: Mag 7
Spell Line: *Gift of the magi*
Power: 18
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 30 minutes/level (D)

As *gift of the magi*, except for those differences noted here. Each target gains an increase to maximum power pool, plus divine and magic resistance, all based upon the spell's grade.

Grade	Power Pool	Magic Resistance
App I	+4	6
Adp II	+6	8
Mst III	+8	11

Gloom

Alteration (Mind-Influencing) [Mental]
Order: Enc 2
Effective Order: 7th
Spell Line: *Gloom*
Power: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: See text
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

This spell causes a shift in body chemistry that plunges the victim into a state of gloom and despair. The target is *dazzled* for the spell's duration and takes 1d6 points of mental damage each round, as well as suffering a penalty of mental resistance (–5). (This penalty is applied before the spell's damage is rolled; a harm resistance penalty can never reduce a creature's harm resistance to less than 0.)

A successful Fortitude save halves all damage and negates both the dazzled condition and the resistance penalty. The spell's duration is a function of its grade, as follows.

Grade	Duration
App I	4 rounds
Adp II	5 rounds
Mst III	7 rounds

Glorious Weapon

Evocation
Order: Pal 3
Effective Order: 8th
Spell Line: *Blessed weapon*
Power: 15
Casting Time: 1 action
Recast: 1 round
Range: Touch
Target: One manufactured weapon
Duration: See text

As *blessed weapon*, except for those differences noted here. The weapon gains a +4 enhancement bonus to both attacks and damage, and deals an additional 2d6 points of divine damage against opponents having the evil subtype.

This spell automatically ends 1 round after the affected weapon leaves the caster's hand for any reason, unless the paladin once again grasps the weapon before that time elapses. Thus, she cannot give her holy weapon to another wielder to use for more than 1 round. The caster cannot have more than one *glorious weapon* active at a time.

If this spell is cast on a magic weapon, the powers of this spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell.

The spell's duration depends on its grade, as shown below.

Grade	Duration
App I	1 round/level
Adp II	5 rounds/level
Mst III	1 minute/level

Glory of Combat

Alteration
Order: Tmp 13
Effective Order: 23rd
Spell Line: *Mark of pawns*
Power: 50
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature (see text)
Duration: 5 rounds
Saving Throw: Will negates
Spell Resistance: Yes

As *mark of pawns*, except for those differences noted here. When casting this spell, the caster may select a number of secondary targets within range, up to one creature per 4 levels. Every time the primary target is struck by a melee attack from any secondary target, each secondary target heals a small amount of health based on the spell's grade, as shown below.

Grade	Health Restored
App I	2d4
Adp II	2d6
Mst III	3d4

For example, Nyls, a Prt 5/Clr 5/Tmp 24, casts the Apprentice version of this spell successfully upon Garundolf the evil wizard, counting himself and his three allies as secondary targets. For the next 5 rounds, whenever Nyls or any one of his three allies hits Garundolf with a successful melee attack, all four of them heal 2d4 points of damage.

Grasping Claws

Conjuration (Fear, Summoning)
Order: Nec 5
Effective Order: 15th
Spell Line: *Arcane bindings*
Power: 30
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: See text
Spell Resistance: No

As *arcane bindings*, except for those differences noted here. At the behest of the caster, skeletal hands burst forth from the ground to seize and hold the target creature, which is thus *constrained* and *off balance*. In addition, due to the nature of the bindings, the target is also *shaken* for the spell's duration, as shown below.

The target must make both a Reflex save and a Will save: If it makes its Reflex save, it is neither constrained nor off balance; if it makes the Will save, it is not shaken. A creature that is immune to fear effects need not make a Will save, but must still make a Reflex save against the physical constraint.

Grade	Duration
App I	1 round/3 levels
Adp II	1 round/2 levels
Mst III	1 round/level

Any attempt to escape from this spell via an Agility check has a DC of 20 + the spell's save DC, due to the animate nature of the claws. Each such attempt requires a full-round action.

Note that a creature who can take only one action per round requires 2 rounds for each attempt to escape the force bonds with an Agility check (i.e., he starts the full-round action during one round, and then completes it with his single action the following round).

Grasping Field

Conjuration (Fear, Summoning)
Order: Nec 10
Effective Order: 20th
Spell Line: *Arcane bindings*
Power: 60
Components: V, S
Casting Time: 1 round
Recast: 3 rounds
Range: Short (25 ft. + 5 ft./level)
Effect: See text
Duration: 1 round/3 levels (D)
Saving Throw: See text
Spell Resistance: No

As *arcane bindings*, except for those differences noted here. Skeletal hands burst forth from the ground to seize and hold all in the area *constrained* and *entangled*. In addition, each creature is also *shaken* for the spell's duration, as shown below.

Every creature in the spell's area, as shown below, must make both a Reflex save and a Will save: If a creature makes its Reflex save, it is not constrained, although it is still entangled as long as it remains in the area; if it makes the Will save, it is not shaken.

A creature that is immune to fear effects need not make a Will save, but must still make a Reflex save against the physical constraint.

Grade	Spell Area
App I	15-foot radius
Adp II	20-foot radius
Mst III	30-foot radius

Any attempt to escape from this spell's constraint via an Agility check has a DC of 20 + the spell's save DC, due to the animate nature of the claws. Each such attempt requires a full-round action.

Grasping Roots

Alteration
Order: Wrd 6
Effective Order: 16th
Spell Line: *Ensnaring roots*
Power: 20
Casting Time: 1 round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: Plants in a 20-ft.-radius spread
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes

As *ensnaring roots*, except for those differences noted here. This spell causes plants to hamper all creatures in the area (or those that enter the area), so that they can move only 5 feet per round. Any creature that succeeds on a Reflex save manages to avoid the worst of the hampering plants, but can still move at only half speed through the area.

Note: This spell can be used only outdoors, and only in areas where there is sufficient plant life. The GM may alter the effects of this spell somewhat, based on the nature of the plants in the area.

Greater Invisibility

Alteration (Darkness, Light)
Order: Ilu 5
Effective Order: 15th
Spell Line: *Invisibility*
Power: 16
Casting Time: 1 action
Recast: 1 round
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: See text (D)

As *invisibility*, except for those differences noted here. With *greater invisibility*, the subject of the spell does not become visible when she engages in combat or casts a spell.

Grade	Duration
App I	2d4 rounds
Adp II	3d4 rounds
Mst III	5d4 rounds

Greater Shielding

Alteration
Order: Mag 11
Spell Line: *Magi's shielding*
Power: 16
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 1 minute/level

As *magi's shielding*, except for those differences noted here. The target gains an amount of temporary health and a deflection bonus to defense, each based upon the spell's grade, as shown below.

Grade	Temporary Health	Defense Bonus
App I	10	+4
Adp II	14	+4
Mst III	18	+5

Grey Wind

Evocation [Cold]
Order: Shm 3
Effective Order: 8th
Spell Line: *Wailing haze*
Power: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

The target is pummeled by a sudden, howling wind that deals an amount of cold damage based upon the spell's grade, as shown below. A successful Fortitude save halves the damage. Further, if the target fails his save, his speed is reduced by one-third and he suffers a –5 penalty to Perceive checks; these effects last for 1 round per level of the caster.

Grade	Damage
App I	2d6
Adp II	3d6
Mst III	4d6

Grim Harbinger

Evocation
Order: Shd 3
Effective Order: 8th
Spell Line: *Blessed weapon*
Power: 15
Casting Time: 1 action
Recast: 1 round
Range: Touch
Target: One manufactured weapon
Duration: See text

As *glorious weapon*, except for those differences noted here. The weapon gains a +4 enhancement bonus to both attacks and damage, and deals an additional 2d6 points of divine damage against opponents having the good subtype.

Grim Spellbinder

Conjuration (Summoning)
Order: Nec 1
Effective Order: 11th
Spell Line: *Grim spellbinder*
Power: 22
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned undead
Duration: Instantaneous (D)
Saving Throw: None
Spell Resistance: No

This spell summons an evil spirit of the sorcerer profession to serve the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: A deceased mage's fingerbone.

Grim Terror

Conjuration (Summoning)
Order: Nec 14
Effective Order: 24th
Spell Line: *Grim spellbinder*
Power: 50
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned undead
Duration: Instantaneous (D)

This spell summons a powerful evil spirit of the warlock profession to serve the caster. See Appendix One for more details regarding summoned creatures.

Material Component: A deceased warlock's fingerbone.

Grim Thulian

Conjuration (Summoning)
Order: Nec 7
Effective Order: 17th
Spell Line: *Grim spellbinder*
Power: 34
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned undead
Duration: Instantaneous (D)

This spell summons an evil spirit of the warlock profession to serve the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: A deceased sorcerer's fingerbone.

Grisly Mark

Conjuration (Curse, Death)
Order: Nec 3
Effective Order: 13th
Spell Line: *Grisly mark*
Power: 26
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell imposes a –2 penalty to Constitution on the target, lasting for the spell's duration. (A creature's Constitution score can never be reduced to less than 1 by this spell.) In addition, if the target is slain while this spell is in effect, a portion of its body that might be useful to the caster as material components appropriate to one of her summoning spells is teleported into her possession (no save).

Thus, if the target is a fighter (or has more fighter levels than any other archetype), the caster gains his brain for use in casting spells of the *undying adherent* line. If he is a mage (or has mostly mage levels), she gains one of his fingers (for *grim spellbinder*, etc.). A scout provides a foot for use with spells of the *shadowy stalker* line, while a priest loses his heart to the caster for use with her *dark heart*-line spells.

Once a creature has died while under the foul influence of this spell, the loss of its body part is permanent; the part must be recovered by normal means from the caster of this spell.

The duration of this spell is based on its grade, as follows.

Grade	Duration
App I	10 minutes/level
Adp II	1 hour/level
Mst III	1 day/level

Grisly Ritual

Alteration (Death)
Order: Nec 4
Effective Order: 14th
Spell Line: *Grisly ritual*
Power: 0
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Touch
Target: One dying creature
Duration: See text
Saving Throw: None
Spell Resistance: Yes

The caster draws forth the ebbing life force of a creature and uses it to fuel her own power. Upon casting this spell, the caster must successfully touch a living creature that is currently *helpless* (see the **EQ II Player's Guide** Glossary). The subject dies instantly, and the caster gains a +2 bonus to Constitution lasting for 10 minutes per HD of the subject creature, as well as an amount of power (added to the caster's current power pool) based on this spell's grade.

Grade	Power Gained
App I	10 + 2 per HD of slain creature
Adp II	15 + 3 per HD of slain creature
Mst III	20 + 4 per HD of slain creature

Harrowing Inquest

Alteration
Order: Inq 11
Effective Order: 21st
Spell Line: *Rebuke*
Power: 42
Components: V, S
Casting Time: 1 action
Recast: 1 round
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Will half (see text)
Spell Resistance: Yes

As *rebuke*, except for those differences noted here. The target loses an amount of power every round (Will halves) based upon spell grade; if she fails the Will save, she also suffers a penalty to divine resistance and mental resistance, as shown below.

Grade	Power Loss	Harm Resistance
App I	2d6	–15
Adp II	3d6	–17
Mst III	4d6	–20

Healer's Gift

Alteration (Healing)
Order: Prt 11
Spell Line: *Minor healing*
Power: 22
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)

As *minor healing*, except for those differences noted here.

Grade	Health Restored
App I	7d6 + 1/2 caster level
Adp II	8d6 + 1/2 caster level
Mst III	10d6 + 1/2 caster level

Healing Pulse

Alteration (Healing)
Order: Prt 8
Spell Line: *Minor healing*
Power: 12
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)

As *minor healing*, except for those differences noted here.

Grade	Health Restored
App I	4d6 + 1/2 caster level
Adp II	5d6 + 1/2 caster level
Mst III	7d6 + 1/2 caster level

Healing Ritual

Alteration (Healing)
Order: Shm 5
Effective Order: 10th
Spell Line: *Minor healing*
Power: 15
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature

As *minor healing*, except for those differences noted here.

Grade	Health Restored
App I	7d6 + 1/2 caster level
Adp II	8d6 + 1/2 caster level
Mst III	10d6 + 1/2 caster level

Healing Touch

Alteration (Healing)
Order: Tmp 3
Effective Order: 13th
Spell Line: *Minor healing*
Power: 30
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature + one creature/3 levels

As *minor healing*, except for those differences noted here. Roll the amount of healing separately for each target.

Grade	Health Restored
App I	4d8 + caster level
Adp II	5d8 + caster level
Mst III	7d8 + caster level

Heat Convulsions

Evocation [Heat]
Order: Wiz 12
Effective Order: 22nd
Spell Line: *Blazing intimidation*
Power: 58
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *heat stroke*, except for those differences noted here. If the target fails the Fortitude save, she is both *exhausted* and *nauseated*. Once the spell's duration expires, he reverts from nauseated to *sickened*, and that condition remains in effect until the fatigued condition is removed.

Grade	Damage
App I	1d8
Adp II	1d10
Mst III	1d12

Heat Stroke

Evocation [Heat]
Order: Wiz 6
Effective Order: 16th
Spell Line: *Blazing intimidation*
Power: 35
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *blazing intimidation*, except for those differences noted here. If the target fails the Fortitude save, she is both *sickened* and *fatigued*. The sickened condition remains in effect until the fatigued condition is removed.

Grade	Damage
App I	1d8
Adp II	1d10
Mst III	1d12

Cloak of Mist

Conjuration (Creation)
Order: Cnj 13
Effective Order: 23rd
Spell Line: *Pall of fog*
Power: 45
Casting Time: 1 action
Recast: 1 minute
Range: Personal
Duration: See text
Saving Throw: No
Spell Resistance: No

As *misty veil*, except for those differences noted here. The cloud of mist has a 50-foot radius and is twice as high as the caster is tall, and the caster may shift the exact location of the cloud relative to his own position at the start of his turn each round, although he must always be within the cloud.

The duration of the mist is dependent on the spell's grade, as shown below.

Grade	Duration
App I	3d4 minutes
Adp II	3d4x10 minutes
Mst III	3d4 hours

Hierophantic Genesis

Alteration
Order: Wrd 15
Effective Order: 25th
Spell Line: *Regrowth*
Power: 70
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/6 levels
Duration: 1 round/level

As *regrowth*, except for those differences noted here. In addition to fast healing, each recipient gains bonuses of cold, disease, electricity, heat, magic, and poison resistance, as shown below.

Grade	Fast Healing	Harm Resistance
App I	10	15
Adp II	12	18
Mst III	15	20

Holy Feast

Conjuration (Creation)
Order: Prt 6
Spell Line: *Summon food and water*
Power: 9
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: Multiple meals
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

As *summon food and water*, except for those differences noted here. This spell creates food for many creatures, based on the spell's grade.

Grade	Number of Meals
App I	1 meal/level
Adp II	2 meals/level
Mst III	3 meals/level

Utensils disappear 1 minute after the food and drink are consumed or after 1 hour, whichever comes first.

Howling Haze

Conjuration (Summoning)
Order: Mys 7
Effective Order: 17th
Spell Line: *Wailing haze*
Power: 14
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

As *wailing haze*, except for those differences noted here. While the spell remains in effect, the target suffers penalties to attack rolls, speed, and Perceive checks, all based upon the spell's grade.

Grade	Attack Penalty	Speed Penalty	Perceive Penalty
App I	–4	One-half	–8
Adp II	–5	Two-thirds	–10
Mst III	–5	Two-thirds	–15

Ice Spike

Evocation [Cold]
Order: Sor 3
Effective Order: 8th
Spell Line: *Ice spike*
Power: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One ice bolt
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

The caster forms a deadly shard of ice from the air about his hand and hurls it toward his target, dealing both piercing and cold damage based on the spell's grade, as shown below. The caster must make a successful ranged attack to strike the target with this spell (there is no range increment, however). A successful Fortitude save reduces the cold damage by half, but does not reduce the piercing damage.

Grade	Piercing Damage	Cold Damage
App I	4d8	6d6
Adp II	5d8	8d6
Mst III	6d8	10d6

Icy Coil

Evocation [Cold]
Order: Wiz 5
Effective Order: 15th
Spell Line: *Freezing whorl*
Power: 28
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 7 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

As *freezing whorl*, except for those differences noted here. The target takes cold damage each round, as shown below (a successful Fortitude save halves all damage from this spell). If the target fails the save, it also suffers a slow (2) effect and penalties of cold and heat resistance (–12) for the duration of this spell.

Grade	Damage
App I	4d4
Adp II	3d6
Mst III	4d6

Icy Shard

Evocation [Cold]
Order: Wiz 10
Effective Order: 20th
Spell Line: *Ice spike*
Power: 44
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: One ice bolt
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *ice spike*, except for those differences noted here. The caster must make a successful ranged attack to strike the target with this spell (there is no range increment, however). A successful Fortitude save reduces the cold damage by half, but does not affect the piercing damage.

Grade	Piercing Damage	Cold Damage
App I	10d8	12d6
Adp II	12d8	15d6
Mst III	14d8	20d6

Icy Wind

Evocation [Cold]
Order: Wiz 14
Effective Order: 24th
Spell Line: *Freezing whorl*
Power: 62
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 5 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

As *freezing whorl*, except for those differences noted here. The target takes cold damage each round, as shown below (a successful Fortitude save halves all damage from this spell). If the target fails the save, it also suffers a slow (3) effect and penalties of cold and heat resistance (–20) for the duration of this spell.

Grade	Damage
App I	6d6
Adp II	7d6
Mst III	9d6

Identify

Divination
Order: Mag 5
Spell Line: *Identify*
Power: 12
Components: V, S
Casting Time: 1 full round
Recast: Instant
Range: Touch
Effect: One touched magic item
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Identify does not function when used on an artifact.

Igneous Apprentice

Conjuration (Summoning)
Order: Cnj 7
Effective Order: 17th
Spell Line: *Igneous apprentice*
Power: 42
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned elemental
Duration: Instantaneous (D)

This spell summons a fire elemental wizard to serve and protect the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: A topaz worth at least 60 gp.

Igneous Apprentice

Conjuration (Summoning)
Order: Cnj 1
Effective Order: 11th
Spell Line: *Igneous apprentice*
Power: 28
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned elemental
Duration: Instantaneous (D)
Saving Throw: None
Spell Resistance: No

This spell summons a fire elemental sorcerer to serve and protect the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: A garnet worth at least 25 gp.

Igneous Magi

Conjuration (Summoning)
Order: Cnj 15
Effective Order: 25th
Spell Line: *Igneous apprentice*
Power: 63
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned elemental
Duration: Instantaneous (D)

This spell summons a fire elemental wizard to serve and protect the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: A fire opal worth at least 500 gp.

Immobilize

Conjuration
Order: Sum 5
Effective Order: 10th
Spell Line: *Arcane bindings*
Power: 28
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Reflex negates
Spell Resistance: Yes

As *arcane bindings*, except for those differences noted here. This spell calls upon elements of earth and air to render the target both *constrained* and *interrupted* while the spell lasts (see the **EQ II Player's Guide** Glossary). The duration is based on the spell's grade, as shown below.

Grade	Duration
App I	1 round/3 levels
Adp II	1 round/2 levels
Mst III	1 round/level

Implant Suggestion

Enchantment (Language-Dependent, Mind-Influencing)
Order: Coe 4
Effective Order: 14th
Spell Line: *Charm*
Power: 21
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. +5 ft./level)
Effect: One creature
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows the caster to influence the actions of the target by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable.

Asking the creature to do something obviously suicidal or harmful, based on its own perceptions of its immediate surroundings, automatically cancels the spell. However, the caster can easily convince the creature that walking over a rickety bridge is perfectly safe ("Honest, I checked it myself!") when in fact she knows full well that it will collapse. Similarly, convincing a self-serving cutthroat who is obviously on the losing side of a battle that he may live if he helps the caster and her allies is a perfectly reasonable suggestion.

The spell lasts for as long as it takes for the creature to complete the suggested course of action, but to a maximum duration as noted below, based on the spell's grade.

Grade	Maximum Duration
App I	1 minute/level
Adp II	10 minutes/level
Mst III	1 hour/level

The caster can instead specify conditions that will trigger some activity during the spell's duration. For example, a coercer who is angered by the arrogant demeanor of a snooty tailor might implant the suggestion for him to walk over to the wealthy dowager standing on the other side of his shop and slap her across the face. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the target's Will save to be made with a penalty (usually no more than –1 or –2).

Imprison

Evocation (Force)
Order: Inq 8
Effective Order: 18th
Spell Line: *Imprison*
Power: 27
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Short (25 ft. +5 ft./level)
Effect: One creature
Duration: 1 round/level (D)
Saving Throw: Reflex partial (see text)
Spell Resistance: Yes

The caster creates invisible bands of force that wrap around the target, holding him in place. If the target succeeds at an initial Reflex save, it is *constrained*. If it fails, the target is effectively *paralyzed*. (See the **EQ II Player's Guide** Glossary for definitions of the constrained and paralyzed conditions.)

Each round, a paralyzed creature may attempt an Agility check (DC 10 + this spell's save DC) to wriggle free of its bonds and become merely constrained for the remainder of the spells duration.

Incinerate

Evocation [Heat]
Order: Sor 4
Effective Order: 9th
Spell Line: *Blaze*
Power: 15
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: 4 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

As *blaze*, except for those differences noted here. The target takes an initial amount of heat damage, followed by a smaller amount of heat damage each round for the spell's duration, as shown below. In addition, he suffers a –2 penalty to Dexterity while this spell lasts. If the target makes its Fortitude save, all of the damage is halved and the Dexterity penalty does not apply.

Grade	Initial Damage	DOT (per round)
App I	9d6	1d6
Adp II	10d6	1d8
Mst III	12d6	1d8

Intercession

Alteration
Order: Tmp 3
Effective Order: 13th
Spell Line: *Bestowal of vitae*
Power: 18
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 3 rounds

As *bestowal of vitae*, except for those differences noted here. In addition to negating one attack per round, this spell grants the recipient a +2 divine bonus to defense.

Invisibility

Alteration (Darkness, Light)
Order: Enc 2
Effective Order: 7th
Spell Line: *Invisibility*
Power: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature (or an object up to 50 lbs/level)
Duration: See text
Saving Throw: None
Spell Resistance: No

Light shifts and warps, fooling the visual senses of living creatures (but not undead) into not perceiving the target of the spell. The spell ends immediately if the recipient attacks any creature directly (by weapon or spell), although he is free to interact with objects in any way.

The target's equipment also vanishes. If the recipient sets down or drops an object, however, that object becomes visible. If the recipient picks up an object, it disappears if tucked into a palm or 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.

All other sensory evidence of the recipient's presence remains. For example, he still makes noise when he opens a door and still leaves muddy footprints in wet earth, as normal.

For some reason that still puzzles contemporary magical theorists, it is quite difficult to cast *invisibility* on more than one creature at a time. In order to cast any spell of this line on another creature when an *invisibility*-line spell by the same caster is still active, the caster must make a Channeling check as if suffering a serious distraction (i.e., for this spell, DC 18). For every further creature to be affected simultaneously, another check is required, with the DC increasing by +5 for every creature after the second. (If the caster is actually distracted by some other event or situation while casting this spell, use the most appropriate level of distraction but add +15 to the Channeling DC.)

When *invisibility* is cast, the GM secretly determines its duration based on its grade, as listed below. Just 1 round prior to the expiration of the spell, the invisible character feels a tingling sensation that warns him of the spell's end.

Grade	Duration
App I	2d4 rounds
Adp II	2d4 minutes
Mst III	2d4x10 minutes

Involuntary Healer

Alteration
Order: Tmp 6
Effective Order: 16th
Spell Line: *Mark of pawns*
Power: 26
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 8 rounds
Saving Throw: Will negates
Spell Resistance: Yes

As *mark of pawns*, except for those differences noted here. Every time the target is struck by a melee attack from any ally of the caster (but not the caster herself), that attacker heals a small amount of health based on the spell's grade, as shown below.

Grade	Health Restored
App I	2d4
Adp II	2d6
Mst III	3d4

Irritating Swarm

Conjuration (Summoning)
Order: Fur 13
Effective Order: 23rd
Spell Line: *Stinging swarm*
Power: 23
Casting Time: 1 full round
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: One summoned swarm
Duration: 1 round/level (D)

This spell summons a swarm of very distracting insects. See Appendix One for details regarding summoned creatures.

Note that, since this spell has a duration other than Instantaneous, the summoned swarm is subject to being dispelled.

Klicknik's Bite

Conjuration
Order: Cnj 12
Effective Order: 22nd
Spell Line: *Spiked rain*
Power: 54
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 30-foot-radius rain
Duration: 4 rounds
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

As *spiked rain*, except for those differences noted here. Every creature within the rain takes both crushing and piercing damage each round, and suffers a penalty to defense for as long as it remains in the area; both of these effects are based on the spell's grade, as shown below. A successful Reflex save halves all damage and avoids the defense penalty.

Grade	Crushing Damage	Piercing Damage	Defense Penalty
App I	3d6	3d6	–3
Adp II	3d6	4d6	–4
Mst III	4d6	4d6	–5

Lesser Conjuring

Conjuration (Creation)
Order: Sum 2
Effective Order: 7th
Spell Line: *Lesser conjuring*
Power: 13
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: One nonmagical object
Duration: See text
Saving Throw: None
Spell Resistance: No

This spell creates one nonmagical object (or a collection of smaller objects) of nonliving, vegetable matter, such as cloth, wood, or leather. The total volume of the item(s) created cannot exceed a number of cubic feet dictated by the spell's grade, as shown below. The duration of the material created is also a function of spell grade.

Grade	Maximum Volume	Duration
App I	5	1 minute/level
Adp II	10	10 minutes/level
Mst III	25	1 hour/level

If the caster wishes to conjure complex object(s) that would normally require a Vocation or a Trade Skill check to construct — such as a rope, leather backpack, or arrow shafts, as opposed to a simple wooden pole or a simple leather bag — he must succeed on an appropriate skill check to make the item.

No created object can be used as a material component for another spell.

Levitation

Alteration
Order: Mag 6
Spell Line: *Levitation*
Power: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One willing creature or one object
Duration: See text (D)
Saving Throw: None
Spell Resistance: No

This spell allows the caster to move himself, another creature, or an object through the air at a rate of 10 feet per round (as a move action) or 20 feet per round (as a full-round action). While not being moved by the caster, the target simple hovers in place while the duration lasts, at which point it plummets downward as normal. A caster can have only one *levitation* spell in effect at any given time.

A creature must be willing to be levitated, or the spell fails; an object must be unattended or one possessed by a willing creature, and cannot weight more than 50 pounds per level of the caster.

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack suffers a –1 penalty on the attack roll, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin anew at –1.

The duration of this spell depends on its grade, as shown below.

Grade	Maximum Duration
App I	1 round/level
Adp II	1 minute/level
Mst III	10 minutes/level

Lich

Alteration (Death)
Order: Nec 15
Effective Order: 25th
Spell Line: *Lich*
Power: See text
Components: S
Casting Time: Nil (see text)
Recast: Instant
Range: Personal
Duration: 1 round
Saving Throw: None
Spell Resistance: No

This spell allows the necromancer to fuel her spells using the very blood in her veins. The caster may use her health pool freely to pay the power cost of her spells at a 1:1 ratio — that is, each point of health counts as 1 power point, and can be spent just as power points are spent when casting spells.

Obviously, if the caster drains herself to 0 or fewer health points, she may fall unconscious, just as she normally would. Health lost through this spell may be recovered by the usual means, normal or magical.

This spell has no casting time, allowing the caster to use it each round at the cost of 1 power point while still using other spells; casting this spell does not count toward the limit of one spell cast as a free action each round.

The casting cost of this spell is dependent on its grade, as shown below.

Grade	Casting Cost
App I	10
Adp II	5
Mst III	1

Lifetap

Conjuration (Death) [Magic]
Order: Nec 1
Effective Order: 11th
Spell Line: *Lifetap*
Power: 24
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

A black nimbus briefly surrounds the target and then leaps to the caster, leeching the victim's health and transferring it to the caster's own pool. The target takes an amount of magic damage and the caster gains an amount of health, both amounts being determined by the spell's grade, as shown below.

A successful Will save by the target halves the magic damage and prevents the caster from gaining any health. The health gained by the caster can never cause her current health pool to exceed its normal maximum — any additional health is lost.

Grade	Magic Damage	Health Siphoned
App I	8d6	2d6
Adp II	9d6	2d6
Mst III	11d6	3d6

Lightning Blast

Evocation [Electricity]
Order: Mag 15
Spell Line: *Lightning burst*
Power: 32
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *lightning burst*, except for those differences noted here. If the target fails its Fortitude save, it is also *off balance* for 1 round.

Grade	Damage
App I	14d6
Adp II	16d6
Mst III	18d6

Lightning Burst

Evocation [Electricity]
Order: Mag 2
Spell Line: *Lightning burst*
Power: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

This spell causes lightning to leap from the air about the target, dealing electricity damage based on the spell's grade, as follows. If the target fails its Fortitude save, it is also *off balance* for 1 round.

Grade	Damage
App I	1d8
Adp II	2d4
Mst III	2d6

Lightning Flash

Evocation [Electricity]
Order: Wiz 1
Effective Order: 11th
Spell Line: *Lightning burst*
Power: 27
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-foot-radius burst
Duration: 1 round (see text)
Saving Throw: Fortitude half (see below)
Spell Resistance: Yes

As *lightning burst*, except for those differences noted here. In addition to the initial blast of electricity, this spell deals minor electricity damage the following round, as shown below. A successful Fortitude save halves all damage. If any creature fails its Fortitude save, it is also *off balance* for 1 round.

Grade	Initial Damage	Secondary Damage
App I	6d6	3d6
Adp II	7d6	3d6
Mst III	8d6	4d6

Lightning Strike

Evocation [Electricity]
Order: Mag 10
Spell Line: *Lightning burst*
Power: 20
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *lightning burst*, except for those differences noted here. If the target fails its Fortitude save, it is also *off balance* for 1 round.

Grade	Damage
App I	9d6
Adp II	10d6
Mst III	12d6

Lightning Surge

Evocation [Electricity]
Order: Mag 6
Spell Line: *Lightning burst*
Power: 10
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *lightning burst*, except for those differences noted here. If the target fails its Fortitude save, it is also *off balance* for 1 round.

Grade	Damage
App I	5d6
Adp II	7d6
Mst III	8d6

Litany of Agony

Evocation [Divine]
Order: Inq 5
Effective Order: 15th
Spell Line: *Smite*
Power: 28
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 15-foot-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *smite*, except for those differences noted here. All creatures within the spell's area take divine damage, as shown below.

Grade	Damage
App I	10d6
Adp II	12d6
Mst III	14d6

Litany of Torment

Evocation [Divine]
Order: Inq 13
Effective Order: 23rd
Spell Line: *Smite*
Power: 43
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-foot-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *smite*, except for those differences noted here. All creatures within the spell's area take divine damage, as shown below.

Grade	Damage
App I	16d6
Adp II	19d6
Mst III	21d6

Loathsome Seal

Enchantment
Order: Dfl 13
Effective Order: 23rd
Spell Line: *Weakness*
Power: 30
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

As *weakness*, except for those differences noted here. The target suffers penalties to Strength, Dexterity, and Constitution, all dependent upon the spell's grade. (A creature's Constitution score can never be reduced to less than 1 by this spell.) This spell is particularly effective against fighter-types, as it works against Will rather than Fortitude.

Grade	Str Penalty	Dex Penalty	Con Penalty
App I	–3	–4	–3
Adp II	–4	–4	–4
Mst III	–4	–5	–4

Lock Mind

Conjuration (Force, Light)
Order: Coe 7
Effective Order: 17th
Spell Line: *Arcane bindings*
Power: 29
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

As *arcane bindings*, except for those differences noted here. The caster creates shining bonds of force that render the target *constrained* and *entangled*, but whose shifting, mesmeric quality also cause the target to be *mesmerized*. As a result, the target must make both a Reflex save (for which the caster uses her Intelligence modifier to determine the DC) and a Will save (for which she uses Charisma): If he makes his Reflex save, he is neither constrained nor entangled; if he makes the Will save, he is not mesmerized.

A creature that is not mesmerized may escape the bonds via an Agility check, negating the constrained and entangled conditions, but it remains *dazzled* for 1d4+1 rounds or for the remainder of the spell's duration, whichever is longer.

Grade	Duration
App I	1 round/2 levels
Adp II	1 round/level
Mst III	2 rounds/level

Locust Swarm

Conjuration (Summoning)
Order: Nec 8
Effective Order: 18th
Spell Line: *Swarm of rats*
Power: 40
Components: V, S, M, F
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One swarm of locusts
Duration: 1 round/level (D)

This spell summons a swarm of demon locusts to serve the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Note that, since this spell has a duration other than Instantaneous, the summoned swarm is subject to being dispelled.

Material Component: A bit of grain.

Focus: A desecrated holy symbol.

Maelstrom of Dismay

Alteration (Healing) [Disease]
Order: Dfl 15
Effective Order: 25th
Spell Line: *Maelstrom of dismay*
Power: 52
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: 20-foot-radius spread (see text)
Duration: 13 rounds
Saving Throw: See text
Spell Resistance: Yes

This spell warps the surrounding air into a 20-foot-radius spinning vortex of blackish energy which the caster may cause to move each round as a move action, up to 60 feet per round. The vortex cannot be made to move beyond the caster's range; if during any round it is beyond range (say, if the caster moves away from it) or if it is not commanded to move, the vortex simply remains stationary.

Each round, all enemies within the vortex take disease damage as shown below (a successful Fortitude save may be attempted each round to halve this damage); furthermore, a portion of the *total* damage dealt by the vortex each round is converted into healing for a number of targets (up to one creature per 5 levels of the caster), who must be chosen by the caster when the spell is cast.

The amount of damage converted into healing for each target is based upon the spell's grade.

Grade	Damage	Amount Converted
App I	6d8	10%
Adp II	7d8	15%
Mst III	10d8	20%

Thus, if Kuralsh casts the Apprentice version of this spell with himself and 5 allies as targets, all six of them receive an amount of healing each round equal to 10% of the total damage dealt by the vortex (round down, as usual): Thus, if during a given round the vortex deals 149 points of damage to the 7 creatures within its area, the caster and his allies each receive 14 points of healing that round.

Mage Hand

Conjuration (Force)
Order: Mag 1
Spell Line: *Mage hand*
Power: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One nonmagical, unattended object
Duration: Concentration
Saving Throw: None
Spell Resistance: No

This spell allows the caster to move or manipulate one nonmagical object from a distance. As a move action (remember, maintaining concentration requires an attack action), he can propel the object as far as 15 feet in any direction, though the spell ends if the distance between him and the object ever exceeds the spell's range. The caster does not gain any fine motor control over the affected object — he can manipulate it about as well as a toddler might play with a bulky toy one-handed.

He can also use the hand to open or close a door, chest, box, window, bag, pouch, bottle, barrel, or other portal or container using an amount of force falling roughly within the spell's maximum weight. Thus, heavy doors, chests, and similar objects of large size or stout construction are liable to be beyond this spell's ability to affect. If anything resists this activity (such as a bar or latch on a door or a lock on a chest), the spell fails automatically.

The maximum weight of the object to be affected is dependent on the spell's grade.

Grade	Maximum Weight
App I	5 pounds
Adp II	10 pounds
Mst III	25 pounds

Magelight

Conjuration (Light)
Order: Mag 1
Spell Line: *Magelight*
Power: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One object
Duration: See text (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The object touched begins to shed light of whatever color is desired by the caster (the default color is a bluish-white). Both the radius of illumination provided and the duration of the light are based upon the spell's grade, as shown below.

Grade	Light Radius	Duration
App I	10 feet	1 minute/level
Adp II	20 feet	10 minutes/level
Mst III	30 feet	1 hour/level

Magi's Shielding

Alteration
Order: Mag 2
Spell Line: *Magi's shielding*
Power: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The target gains a small amount of temporary health and a deflection bonus to defense, each based upon the spell's grade, as shown below.

Grade	Temporary Health	Defense Bonus
App I	3	+1
Adp II	4	+1
Mst III	6	+2

Mail of Souls

Enchantment [Disease]
Order: Dfl 9
Effective Order: 19th
Spell Line: *Mail of souls*
Power: 30
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

The caster inflicts a surge of magical illness upon the target, causing the target to be *nauseated* for 1 round per level of the caster. It also deals an amount of disease damage instantaneously, based upon the spell's grade. A successful Fortitude save halves the damage and causes the target to be *sickened* rather than nauseated.

Grade	Damage
App I	10d6
Adp II	10d8
Mst III	12d8

Whether the target saves or not, the caster is healed of an amount of health equal to half the disease damage dealt by this spell.

Malefic Countenance

Alteration
Order: Dfl 14
Effective Order: 24th
Spell Line: *Baleful countenance*
Power: 10
Components: V, S
Casting Time: 1 action
Recast: one hour
Range: Personal
Duration: 1 round/level

As *baleful countenance*, except for those differences noted here. The caster gains a deflection bonus to defense and a special attack that allows him to deal damage with each incorporeal touch. The value of the deflection bonus and the amount of damage dealt by the incorporeal touch depend on the spell's grade, as shown below.

Grade	Deflection Bonus	Touch Damage
App I	+3	2d6
Adp II	+4	3d6
Mst III	+5	3d6

Malefic Shroud

Evocation
Order: Dfl 8
Effective Order: 18th
Spell Line: *Spectral ward*
Power: 24
Casting Time: 1 full round
Recast: 2 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: 1 round/level

As *spectral ward*, except for those differences noted here. In addition to applying against physical damage, this spell also protects the target against disease and poison damage. Further, the subject gains a damage shield [disease] (2) for the spell's duration.

Grade	Temporary Health
App I	30
Adp II	40
Mst III	50

Malefic Touch

Evocation [Disease]
Order: Shd 8
Effective Order: 13th
Spell Line: *Malefic touch*
Power: 13
Components: S
Casting Time: Free action
Recast: 1 hour
Range: Close (10 ft. + 5 ft./5 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

The target's flesh breaks out in sores and boils, and she suffers an amount of disease damage as shown below. A successful Fortitude save halves the damage.

Grade	Damage
App I	10d6 + 1/2 caster level
Adp II	11d6 + 1/2 caster level
Mst III	13d6 + 1/2 caster level

Mark of Pawns

Alteration
Order: Clr 4
Effective Order: 9th
Spell Line: *Mark of pawns*
Power: 13
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 4 rounds
Saving Throw: Will negates
Spell Resistance: Yes

This spell creates a magical field around the target creature that causes its enemies (i.e., the caster's allies) to be healed with every successful melee attack (not including reach weapons) against it. Every time the target is struck by a melee attack from any ally of the caster (but not the caster herself), that attacker heals a small amount of health based on the spell's grade, as shown below.

The target (i.e., the subject of the spell) still takes normal damage from each attack against it.

Grade	Health Restored
App I	1d4
Adp II	1d6
Mst III	1d8

For example, Nyls, a Prt 5/Clr 5, casts the Apprentice version of this spell successfully upon Sarina the brigand. For the next 4 rounds, whenever Nyls or any one of his allies hits Sarina with a successful melee attack, he or she heals 1d4 points of damage.

Mark of the Hunt

Alteration
Order: Fur 4
Effective Order: 14th
Spell Line: *Ferocity of the eel*
Power: 55
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature + one creature/5 levels
Duration: 1 minute/level

As *ferocity of the eel*, except for those differences noted here. Rather than gaining aspects of an eel, the multiple recipients of this spell gain supercharged metabolisms, granting each bonus health, fast healing, and speed.

Grade	Bonus Health	Fast Healing Rate	Speed Bonus
App I	6	2	+10 ft.
Adp II	9	2	+15 ft.
Mst III	12	3	+15 ft.

Mending Spirit

Alteration (Healing)
Order: Shm 4
Effective Order: 9th
Spell Line: *Mending spirit*
Power: 12
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell creates a faint glow around the target that heals him and also provides a divine bonus to health that lasts for 1 round per level of the caster. The amount healed and the amount of bonus health are dependent upon the spell's grade, as shown below.

Grade	Health Restored	Bonus Health
App I	2d8 + 1/2 caster level	10
Adp II	3d8 + 1/2 caster level	15
Mst III	4d8 + 1/2 caster level	20

Merciless Invocation

Evocation [Mental]
Order: Inq 12
Effective Order: 22nd
Spell Line: *Forced submission*
Power: 30
Casting Time: 1 full round
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Concentration
Saving Throw: Will half (see text)
Spell Resistance: No

As *cruel invocation*, except for those differences noted here. The caster deals ongoing mental damage to a target creature for as long as he maintains concentration. Each round, the target may make a Will save to take only half damage for that round.

Grade	Damage
App I	8d8
Adp II	10d8
Mst III	12d8

Mesmerize

Enchantment (Mind-Influencing)
Order: Coe 1, Mag 12
Effective Order: 11th (Coe), 12th (Mag)
Spell Line: *Fascinate*
Power: 16
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: Yes

The target is *mesmerized* (see the Glossary in the **EverQuest II Player's Guide** for a description of that condition) for a length of time depending on the spell's grade, as shown below.

Grade	Duration
App I	1 round/2 caster levels
Adp II	1 round/caster level
Mst III	2 rounds/caster level

Further non-damaging effects or spells may be used upon a mesmerized creature without breaking the trance. Even spells that cause the target to lose power can be used against the target, as long as they do not also cause health damage. Likewise, dispel checks can be made freely on the target without breaking the effect, even if the target loses health points as a result of lost beneficial spells.

All spells in the *fascinate* line are potentially much more difficult to resist than other mind-influencing spells: The save DC for these is 10 + 1/2 the spell's order + the caster's Intelligence modifier + the caster's Charisma modifier.

After being mesmerized by this spell, a creature remembers nothing that transpired while it was mesmerized. If the spell runs its full duration without the effect being broken (i.e., by damage to the target), then the target does not realize that it was the target of a spell at all.

Mind Control

Enchantment (Mind-Influencing)
Order: Coe 12
Effective Order: 22nd
Spell Line: *Charm*
Power: 40
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One humanoid or monstrous humanoid
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows the caster to control the actions of any humanoid or monstrous humanoid through a rudimentary telepathic link she establishes with the target's mind. If caster and target have a common language, she can generally force the target to perform as she desires, within the limits of its abilities. If no common language exists, the caster can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still."

Changing instructions or giving the creature a new command is the equivalent of redirecting a spell, so it is a move action.

Once the caster has given the creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a DC 15 Sense Motive check (as opposed to the usual DC 25) can determine that the target's behavior is influenced by an enchantment (see the Sense Motive skill description).

By concentrating fully on the spell (an attack action), the caster can receive full sensory input as interpreted by the mind of the target, though they still can't communicate directly. The caster can't actually see through the target's eyes, so it's not as good as being there herself, but she still gets a good idea of what's going on.

Any target forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited. The caster need not see the target to control it.

Certain effects, such as the ward produced by a paladin's *ancient weapon* spell, can prevent the caster from exercising control or using the telepathic link while the target is so warded, but such an effect neither prevents the establishment of *mind control*, nor dispels it.

The duration of this spell is dependent on the spell's grade.

Grade	Duration
App I	3d6 rounds
Adp II	3d6 minutes
Mst III	3d6x10 minutes

Mind Jolt

Evocation [Mental]
Order: Enc 3
Effective Order: 8th
Spell Line: *Mind jolt*
Power: 18
Components: S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

The target takes an amount of mental damage based on the spell's grade, as listed below.

Grade	Damage
App I	5d6
Adp II	6d6
Mst III	8d6

Mind Scan

Divination (Mind-Influencing)
Order: Enc 4
Effective Order: 9th
Spell Line: *Mind scan*
Power: 14
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: No

The caster can sense the target's surface thoughts (as determined by the GM) as a move action each round. Once the spell is established, the caster need not remain in line of sight to the target; while the spell does not let the caster determine the location of the target if she can't see it, she may pick up evidence of the target's location. If the target leaves the spell's range, the spell ends. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that the caster can pick up. If the target's Intelligence is 26 or higher and at least 10 points higher than the caster's, she is *stunned* for 1 round and the spell ends.

The spell's duration depends on its grade, as seen below.

Grade	Duration
App I	1 round/level
Adp II	1 minute/level
Mst III	10 minutes/level

Minor Archhealing

Alteration (Healing)
Order: Prt 3
Spell Line: *Minor healing*
Power: 4
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)

As *minor healing*, except for those differences noted here.

Grade	Health Restored
App I	2d4 + 1/2 caster level
Adp II	2d6 + 1/2 caster level
Mst III	3d6 + 1/2 caster level

Minor Healing

Alteration (Healing)
Order: Cru 2, Prt 1
Effective Order: 2nd (Cru), 1st (Prt)
Spell Line: *Minor healing*
Power: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One individual
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell replenishes the health of one individual. The amount of health restored depends upon the spell's grade.

Grade	Health Restored
App I	1d6 + 1/2 caster level
Adp II	2d4 + 1/2 caster level
Mst III	2d6 + 1/2 caster level

Miraculous Bounty

Conjuration (Creation)
Order: Prt 12
Spell Line: *Summon food and water*
Power: 35
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: Multiple meals
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

As *summon food and water*, except for those differences noted here. This spell creates food for many creatures, based on the spell's grade.

Grade	Number of Meals
App I	4 meals/level
Adp II	10 meals/level
Mst III	25 meals/level

Utensils disappear 1 minute after the food and drink are consumed or after 1 hour, whichever comes first.

Misty Veil

Conjuration (Creation)
Order: Cnj 8
Effective Order: 18th
Spell Line: *Pall of fog*
Power: 24
Components: V, S
Casting Time: 1 action
Recast: 1 minute
Range: Personal
Duration: See text
Saving Throw: No
Spell Resistance: No

A cloud of magical vapor arises around the caster, moving with him when he moves. The cloud of mist has a 30-foot radius and is half again as high as the caster is tall, but rolls and billows about so that the target is not always at its center: The caster may shift the exact location of the cloud relative to his own position at the start of his turn each round, although he must always be within the cloud.

The caster can see perfectly well through the mist (as if it were not present), and he may also designate up to one other creature per 4 caster levels who can see through it. Otherwise, the vapor obscures all sight, including darkvision, beyond 5 feet. Any creature more than 5 feet away has concealment from creatures that cannot see in the mist, while those farther away have total concealment.

The duration of the mist is dependent on the spell's grade, as shown below.

Grade	Duration
App I	5d4 rounds
Adp II	2d4 minutes
Mst III	2d4x10 minutes

Being highly magical, a *misty veil* can be dispersed only by spells of the *dispel arcane* line; neither high winds nor roaring fires, even those of a magical nature, can adversely affect it.

This spell does not function underwater.

Mossy Balm

Alteration (Healing)
Order: Dru 3
Effective Order: 8th
Spell Line: *Bloom*
Power: 10
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Target: One living creature
Duration: 1 round + 1 round/level

As *bloom*, except for those differences noted here.

Grade	Initial Health Restored	Fast Healing Rate
App I	2d6 + 1/2 caster level	1
Adp II	4d4 + 1/2 caster level	2
Mst III	4d6 + 1/2 caster level	2

Muddled Thinking

Enchantment (Mind-Influencing) [Mental]
Order: Coe 3
Effective Order: 13th
Spell Line: *Fascinate*
Power: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

The target is *confused* (see the Glossary in the **EverQuest II Player's Guide** for a description of that condition), and he also suffers a small amount of mental damage when this spell first takes effect, based on the spell's grade.

Grade	Damage
App I	4d6
Adp II	6d6
Mst III	7d6

All spells in the *fascinate* line are potentially much more difficult to resist than other mind-influencing spells: The save DC for these is 10 + 1/2 the spell's order + the caster's Intelligence modifier + the caster's Charisma modifier.

After being affected by this spell, a creature remembers nothing that transpired while it was confused. If the spell runs its full duration without the effect being broken (i.e., by being dispelled, etc.), then the target does not realize that it was the target of a spell at all until proof of its recent actions become apparent.

Nature's Reprieve

Alteration (Healing)
Order: Wrd 9
Effective Order: 19th
Spell Line: *Regrowth*
Power: 35
Casting Time: Free action
Recast: 30 minutes
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level

As *regrowth*, except for those differences noted here. In addition to fast healing, the recipient gains an initial amount of healing when the spell first takes effect, as shown below.

Grade	Initial Health Restored	Fast Healing
App I	4d8 + 1/2 caster level	3
Adp II	5d8 + 1/2 caster level	4
Mst III	6d8 + 1/2 caster level	5

Negative Absolution

Alteration [Magic]
Order: Wrl 1
Effective Order: 11th
Spell Line: *Negative absolution*
Power: 25
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

The caster must make a ranged touch attack to hit with this spell. If she hits, the target takes an amount of magic damage based on the spell's grade, as shown below. A successful Fortitude save reduces the damage by half.

In addition, regardless of the save result, the caster may make a dispel check (1d20+7) against any beneficial arcane spells on the target, as if she had cast *dispel arcane* targeting a creature.

Grade	Damage
App I	4d8
Adp II	5d8
Mst III	6d8

Nereid's Boon

Alteration
Order: Wrd 2
Effective Order: 12th
Spell Line: *Nereid's boon*
Power: 9
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. +5 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell changes the target to a marine being, though the only outwardly visible change is a slight bluish tint to the skin. For the duration of the spell, the target can breathe underwater as well as he breathes air. As well, he gains a swim speed and a racial bonus on all Swim checks as dictated by the spell's grade, as follows.

Grade	Swim Speed	Check Bonus
App I	15 ft.	+4
Adp II	15 ft.	+6
Mst III	20 ft.	+6

Netheros

Conjuration (Summoning)
Order: Wrl 15
Effective Order: 25th
Spell Line: *Netheros*
Power: 36
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Short (25 ft. + 10 ft./2 levels)
Target: One summoned devil
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons a powerful diabolic being called a netheros to serve the caster for as long as he concentrates, up to a maximum of 1 minute/caster level. See Appendix One for details regarding summoned creatures.

Note that, since this spell has a duration other than Instantaneous, the summoned creature is subject to being dispelled.

Nettleshield

Evocation
Order: Dru 1
Effective Order: 6th
Spell Line: *Nettleshield*
Power: 6
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 2 rounds + 1 round/level
Saving Throw: Fortitude negates (harmless; see text)
Spell Resistance: Yes (harmless)

This spell causes a shimmering layer of thick, prickly nettles to emerge across the target's body, clothing, and/or armor. Whenever any creature attacks the recipient successfully in melee (but not with a reach weapon), the nettles gouge it for an amount of piercing damage based upon the spell's grade, as shown below. As well, the recipient gains the benefit of a damage shield [divine] (1).

Grade	Damage
App I	1d4
Adp II	1d6
Mst III	1d6+1

Note that the nettles never harm the spell's recipient, nor anyone who touches her without the intent to harm. The nettles evoked by this spell are considered a magic weapon for the purpose of penetrating damage reduction.

Nightmare

Conjuration (Darkness, Fear) [Mental]
Order: Ilu 5
Effective Order: 15th
Spell Line: *Psychic assailant*
Power: 37
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will partial (see text)
Spell Resistance: Yes

As *psychic assailant*, except for those differences noted here. If the target fails his Will save, he takes an initial amount of mental damage, as shown below, and is then *panicked* for the spell's duration. If the save is successful, the target is merely *shaken* and takes only half damage.

Grade	Damage
App I	10d6
Adp II	12d6
Mst III	14d6

Nil Distortion

Conjuration (Darkness) [Poison]
Order: Wrl 7
Effective Order: 17th
Spell Line: *Dark distortion*
Power: 43
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *dark distortion*, except for those differences noted here. The target takes an amount of poison damage and the caster gains an amount of power, both amounts being determined by the spell's grade, as shown below.

A successful Fortitude save by the target halves the poison damage and prevents the caster from gaining any power.

Grade	Poison Damage	Power Siphoned
App I	15d6	3d6
Adp II	16d6	4d6
Mst III	18d6	4d8

Noxious Bolt

Evocation [Magic, Poison]
Order: Wrl 5
Effective Order: 15th
Spell Line: *Static pulse*
Power: 32
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 5 rounds
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *static pulse*, except for those differences noted here. This spell delivers an initial amount of magic damage, followed by poison damage each round thereafter. The target must make two Fortitude saves, one for each type of damage; if either save is successful, it halves all damage from that damage type.

The initial magic damage and the recurring poison damage are both dependent on the spell's grade, as shown below.

Grade	Initial Damage	Poison DOT
App I	8d6	2d6
Adp II	10d6	2d8
Mst III	12d6	3d6

Oakskin

Alteration
Order: Wrd 4
Effective Order: 14th
Spell Line: *Willowskin*
Power: 20
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level

As *willowskin*, except for those differences noted here. The target's skin becomes smoother, harder, and a deep golden-brown in color, like polished oak. In addition to the +2 bonus to Wisdom, this spell increases the target's maximum (and current) power pool, as well as providing bonuses to cold, electricity, and mental resistance, and a degree of damage reduction.

The power pool, harm resistance, and damage reduction bonuses granted are dependent on the spell's grade, as follows.

Grade	Power Pool	Harm Resistance	Damage Reduction
App I	8	10	6/slashing
Adp II	9	12	8/slashing
Mst III	10	15	10/slashing

Oberon

Evocation
Order: Mys 15
Effective Order: 25th
Spell Line: *Spectral ward*
Power: 50
Casting Time: 1 full round
Recast: 2 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level

As *spectral ward*, except for those differences noted here. This ward has the power to regenerate its temporary health, however, as shown below. Note that this regeneration applies to the temporary health provided by the spell, and not to the target's health — if the target is wounded, the ward does not restore any of that health.

Grade	Temporary Health	Ward Regeneration
App I	50	5/round
Adp II	60	10/round
Mst III	65	15/round

Odyssey

Alteration (Teleportation)
Order: Clr 3
Effective Order: 8th
Spell Line: *Odyssey*
Power: 22
Components: V, S
Casting Time: 2 full rounds
Recast: 5 rounds
Range: Touch
Target: One willing creature
Duration: Instantaneous (see text)
Saving Throw: None
Spell Resistance: Yes

The caster teleports one willing target to the greatest temple or shrine, no matter how humble, of her own deity in whatever city (or town, village, hamlet, etc.) she considers "home." The target appears upon the front steps or immediately before the temple's main entrance. If there is no temple dedicated solely to the caster's deity in her home town, the target instead appears before the community's most sacred temple or shrine.

This spell cannot be used on a target who is unconscious or dead.

Oppression

Evocation [Mental]
Order: Inq 2
Effective Order: 12th
Spell Line: *Forced submission*
Power: 16
Components: V, S
Casting Time: 1 round
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

The caster strikes his opponent with the power of his mind, seeking to force the foe to fold under his will. The target takes an initial amount of mental damage (no save), and must also make a Will save or be *interrupted*. Further, a creature that fails its save suffers penalties to Strength and Constitution that last for 1 round per caster level. (A creature's Constitution score can never be reduced to less than 1 by this spell.)

The damage and the penalties associated with this spell are based on its grade, as shown below.

Grade	Damage	Strength Penalty	Constitution Penalty
App I	3d4	–2	–2
Adp II	4d4	–3	–2
Mst III	4d6	–4	–3

Overwhelming Silence

Alteration
Order: Enc 3
Effective Order: 8th
Spell Line: *Overwhelming silence*
Power: 10
Components: V, S
Casting Time: 1 round
Recast: 2 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 4 rounds
Saving Throw: Will negates (see text)
Spell Resistance: Yes

The target must make a Will save or lose an amount of power each round for the spell's duration, as shown below; if it fails the save, it is also *interrupted* (i.e., during its next turn, not for the entire duration).

Grade	Power Lost
App I	2d4
Adp II	3d4
Mst III	4d4

Pall of Fog

Conjuration (Creation)
Order: Sum 1
Effective Order: 6th
Spell Line: *Pall of fog*
Power: 9
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Medium (100 ft. + 10 ft. level)
Effect: See text
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

A bank of dense fog billows outward from the point designated by the caster as he casts this spell. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The size of the fog bank is dependent on the spell's grade, as shown below.

Grade	Size
App I	30-foot radius, 10 feet high
Adp II	50-foot radius, 20 feet high
Mst III	90-foot radius, 25 feet high

A moderate wind (11+ mph) disperses the fog in 1d3 rounds, while a strong wind (21+ mph) disperses it in 1 round. Any area-effect spell of 6th order or higher that deals heat damage (such as *conflagration*) burns away any fog in its area.

This spell does not function underwater.

Paralyzing Gloom

Conjuration (Darkness)
Order: Wrl 6
Effective Order: 16th
Spell Line: *Arcane bindings*
Power: 25
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Reflex partial
Spell Resistance: Yes

As *summon shadows*, except for those differences noted here. The target is *constrained* and *entangled* (see the Glossary in the **EverQuest II Player's Guide**), and suffers a slow (2) effect. If the target makes it saving throw, it is entangled, but not constrained or slowed.

The spell's duration is based on its grade, as shown below.

Grade	Duration
App I	3d4 rounds
Adp II	3d6 rounds
Mst III	4d6 rounds

Any attempt to escape from this spell via an Agility check has a DC of 15 + the spell's save DC, due to the semi-animate nature of the shadow bindings. Each such attempt requires a full-round action.

Path of the Grey

Evocation
Order: Mys 1
Effective Order: 11th
Spell Line: *Revive*
Power: 40
Casting Time: 1 full round
Recast: 24 hours
Range: Touch
Target: One willing dead creature

As *revive*, except for those differences noted here. The creature awakens with 25% of his maximum health and 20% of his power. In addition, he gains a degree of power recovery based upon spell grade, as shown below, lasting for 1 minute per level of the caster. (Power recovery is the ability to recover spent power points on a round-by-round basis; thus, "power recovery 1" allows a creature to recover 1 power point per round.)

Grade	XP Debt Negated	Maximum Time Dead	Power Recovery
App I	25%	1 day/level	1
Adp II	50%	1 week/level	1
Mst III	65%	1 month/level	2

Penitent's Sermon

Alteration (Healing)
Order: Inq 4
Effective Order: 14th
Spell Line: *Minor healing*
Power: 31
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/4 levels

As *minor healing*, except for those differences noted here. Roll the amount of healing separately for each target.

Grade	Health Restored
App I	5d8 + caster level
Adp II	6d8 + caster level
Mst III	8d8 + caster level

Perpetual Phantasm

Conjuration (Illusion)
Order: Ilu 13
Effective Order: 23rd
Spell Line: *Vestigial figment*
Power: 63
Casting Time: 5 rounds
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: See text (S)
Duration: Permanent (D)
Saving Throw: Will disbelief
Spell Resistance: No

As *phantasmagoria*, except for those differences noted here. By concentrating, the caster can move and manipulate the illusion within the limits of its effect, but it remains static while she is not concentrating.

The illusion's maximum size is as follows, based on the spell's grade.

Grade	Maximum Size
App I	7 cubes, each 10 feet per side
Adp II	10 cubes, each 10 feet per side
Mst III	15 cubes, each 10 feet per side

Perplexity

Enchantment (Mind-Influencing)
Order: Coe 10
Effective Order: 20th
Spell Line: *Bewilder*
Power: 32
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text
Saving Throw: Will partial (see text)
Spell Resistance: Yes

As *bewilder*, except for those differences noted here. Even if the target makes its Will save, it is *disoriented* for the spell's duration.

Grade	Duration
App I	1 round/3 levels
Adp II	1 round/2 levels
Mst III	1 round/level

Petrify

Alteration
Order: Sum 3
Effective Order: 8th
Spell Line: *Petrify*
Power: 12
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/2 levels (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

The target's flesh hardens temporarily, imposing a slow effect that lasts for the spell's duration. The severity of the effect is based on spell grade, as shown below.

Grade	Slow Effect
App I	Slow (2)
Adp II	Slow (3)
Mst III	Slow (4)

Phantasm

Enchantment (Fear, Mind-Influencing)
Order: Shm 1
Effective Order: 6th
Spell Line: *Phantasm*
Power: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

All enemies in line of sight and who come within 30 feet of the caster while the spell remains in effect must make a Will saving throw or become *frightened* of him for 1d4+1 rounds; those who save are immune to that casting of this spell. If there is still any duration remaining to the spell after an affected creature's fright has ended, the creature is *shaken* until the spell expires.

The spell's duration is based upon its grade, as shown below.

Grade	Duration
App I	1 round/level
Adp II	2 rounds/level
Mst III	3 rounds/level

Phantasmagoria

Conjuration (Illusion)
Order: Ilu 1
Effective Order: 11th
Spell Line: *Vestigial figment*
Power: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: See text (S)
Duration: Concentration + 3 rounds
Saving Throw: Will disbelief (see text)
Spell Resistance: No

As *vestigial figment*, except for those differences noted here. The caster may include auditory, olfactory, and even thermal elements to this illusion, such as those produced by a small-scale battle, a sizeable bonfire, a moderately sized waterfall, or even a shouted conversation. The caster can move and manipulate the illusion within the limits of the maximum size of the effect, which is determined based on the spell's grade, as follows.

Grade	Maximum Size
App I	16 cubes, each 10 feet per side
Adp II	20 cubes, each 10 feet per side
Mst III	25 cubes, each 10 feet per side

See "Illusions" in Chapter 6 for more information on using and adjudicating illusions.

Phantasmal Charge

Evocation [Mental]
Order: Ilu 4
Effective Order: 14th
Spell Line: *Static pulse*
Power: 32
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 6 rounds
Saving Throw: Will half (see text)
Spell Resistance: Yes

As *static pulse*, except for those differences noted here. Waves of mental energy cause the target intense pain, dealing mental damage each round as shown below. If the target fails the Will save, it also loses a number of power points, as determined by the spell's grade. (This power loss is not repeated; it occurs only in the round the spell takes effect.)

Grade	Damage	Power Lost
App I	2d6	2d6
Adp II	3d6	3d6
Mst III	4d6	4d6

Phantasmal Grandeur

Conjuration (Light, Mind-Influencing)
Order: Ilu 8
Effective Order: 18th
Spell Line: *Entrance*
Power: 46
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-foot-radius spread
Duration: See text (D)
Saving Throw: Will partial
Spell Resistance: No

As *entrance*, except for those differences noted here. Scintillating lights fill the spell's area for the duration, causing all creatures within it, or those who enter it, to make a Will save or be *mesmerized* (see the Glossary in the **EverQuest II Player's Guide** for a description of that condition). Creatures that make their save are still considered *dazzled* for as long as they remain in the area.

Unlike *entrance*, this spell can be *interrupted* during its casting, just as any other spell. Blind creatures or those that perceive using senses other than vision are immune to this spell.

The duration of the lights is a function of the spell's grade, as shown below.

Grade	Duration
App I	1 round/3 caster levels
Adp II	1 round/2 caster levels
Mst III	1 round/caster level

Pious Belief

Enchantment
Order: Pal 7
Effective Order: 12th
Spell Line: *Vigor of trust*
Power: 16
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 1 minute/level

As *vigor of trust*, except for those differences noted here. The target gains divine bonuses to Strength and Constitution based upon the spell's grade.

Grade	Strength Bonus	Constitution Bonus
App I	+4	+3
Adp II	+5	+4
Mst III	+6	+5

Plague of Rats

Conjuration (Summoning)
Order: Nec 8
Effective Order: 18th
Spell Line: *Swarm of rats*
Power: 27
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One swarm of rats
Duration: 1 round/level (D)

This spell summons a swarm of undead, diseased rats to serve the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Note that, since this spell has a duration other than Instantaneous, the summoned swarm is subject to being dispelled.

Material Components: A rat's skull and a bit of refuse.

Plasmatic Pulse

Evocation [Magic]
Order: Wiz 4
Effective Order: 14th
Spell Line: *Static pulse*
Power: 27
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 6 rounds
Saving Throw: Reflex half
Spell Resistance: Yes

As *static pulse*, except for those differences noted here. If the target fails its save, it also suffers a penalty of magic resistance (–10) when applying its magic resistance (if any) against this spell's damage. (A harm resistance penalty can never reduce a creature's harm resistance to less than 0.)

Grade	Damage
App I	4d4
Adp II	4d4+1
Mst III	5d4

Porcupine

Evocation
Order: Fur 15
Effective Order: 25th
Spell Line: *Nettleshield*
Power: 30
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 2 rounds + 1 round/level

As *nettleshield*, except for those differences noted here. In addition to dealing piercing damage from this spell's barbs, as shown below, the recipient gains the benefit of a damage shield [divine] (6).

Grade	Damage
App I	3d6+1
Adp II	5d4
Mst III	6d4

Praise of the Untamed

Enchantment
Order: Wrd 10
Effective Order: 20th
Spell Line: *Vigor*
Power: 40
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature + one creature/5 levels
Duration: 10 minutes/level

As *vigor*, except for those differences noted here. In addition to bonus power, the recipient of this spell gains bonuses to cold, heat, and magic resistance, as shown below.

Grade	Power Pool Increase	Harm Resistance
App I	10	10
Adp II	11	12
Mst III	13	15

Prayer of Amelioration

Alteration (Healing)
Order: Clr 3
Effective Order: 8th
Spell Line: *Minor healing*
Power: 16
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature + one creature/3 levels

As *minor healing*, except for those differences noted here. Roll the amount of healing separately for each target.

Grade	Health Restored
App I	2d8 + caster level
Adp II	3d8 + caster level
Mst III	5d8 + caster level

Prayer of Conviction

Alteration
Order: Pal 13
Effective Order: 18th
Spell Line: *Prayer of devotion*
Power: 54
Casting Time: 1 full action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One living creature + one living creature/5 levels
Duration: 1 hour/level

As *prayer of devotion*, except for those differences noted here. Each target gains a divine bonus to Wisdom and an increase to his current power pool, each based upon the spell's grade, as shown below.

Grade	Wisdom Bonus	Power Bonus
App I	+5	30
Adp II	+6	35
Mst III	+6	45

Prayer of Devotion

Alteration
Order: Pal 6
Effective Order: 11th
Spell Line: *Prayer of devotion*
Power: 30
Components: V, S
Casting Time: 1 full action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One living creature + one living creature/4 levels
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster calls fervently upon her chosen deity, calling down blessings upon her targets. Each target gains a divine bonus to Wisdom and an increase to his current power pool, each based upon the spell's grade, as shown below. (The power bonus cannot cause a character's *current* divine power pool to exceed that creature's maximum pool size, but note that the maximum is increased due to the Wisdom bonus.)

Grade	Wisdom Bonus	Power Bonus
App I	+4	15
Adp II	+4	20
Mst III	+5	25

Prayer of Resuscitation

Alteration
Order: Pal 13
Effective Order: 18th
Spell Line: *Prayer of resuscitation*
Power: 60
Components: V, S
Casting Time: 1 minute
Recast: 10 minutes
Range: Touch
Target: One willing dead creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The caster calls upon beneficial divine energies to restore life to a dead being (but not an undead one). The soul of the creature must willingly accept resurrection, or else the spell automatically fails. Except as noted below, this spell functions as the priest spell *revive*.

Grade	XP Debt Negated	Maximum Time Dead
App I	10%	1 minute/level
Adp II	25%	1 hour/level
Mst III	40%	1 day/level

Primeval Spirit

Enchantment
Order: Dru 5
Effective Order: 10th
Spell Line: *Courage*
Power: 19
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 3 rounds + 1 round/level

The caster infuses her targets with supernal grace and protects them from some types of harm. Each target gains a +4 divine bonus to Dexterity and also an amount of both divine and magic resistance dependent upon the spell's grade, as shown below.

Grade	Harm Resistance
App I	7
Adp II	10
Mst III	13

Prophecy

Enchantment
Order: Mys 11
Effective Order: 21st
Spell Line: *Auspice*
Power: 35
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round + 1 round/level

As *auspice*, except for those differences noted here. In addition to the bonus health and bonus power, the recipient gains the benefit of fast healing 4 for the spell's duration (i.e., he heals 4 points of damage per round); however, he only gains this benefit as a full-round action — if he takes any other action but concentrating on this healing power, it does not work.

Grade	Bonus Health	Bonus Power
App I	25	10
Adp II	30	14
Mst III	40	18

Prophetic Guard

Evocation
Order: Mys 4
Effective Order: 14th
Spell Line: *Auspice*
Power: 41
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature + one creature/4 levels
Duration: 1 round + 1 round/level

As *auspice*, except for those differences noted here. In addition to bonus health and power, each target gains a bonus on all Fortitude saves, as shown below.

Grade	Bonus Health	Bonus Power	Fortitude Bonus
App I	8	8	+2
Adp II	10	10	+2
Mst III	12	12	+3

Protector of the Forest

Alteration
Order: Wrd 1
Effective Order: 11th
Spell Line: *Protector of the forest*
Power: 11
Components: V, S
Casting Time: 1 action
Recast: 1 hour
Range: Personal
Duration: See text (D)
Saving Throw: None
Spell Resistance: No

This spell transforms the caster into the form of a wolf (see sidebar). While in this form she retains her own mind and personality, but gains the physical attributes of a wolf, including the wolf's attacks. She gains the Strength, Dexterity, and Constitution scores (along with increased health if her Constitution increases) of a wolf, but retains her own Intelligence, Wisdom, and Charisma scores, as well as receiving a +2 bonus to Wisdom.

While in this form, the caster cannot cast spells with verbal or somatic components unless she has prepared them with the silent spell and still spell talents, respectively. The duration of this spell is dependent on the spell's grade, as follows.

Grade	Duration
App I	1 minute/level
Adp II	10 minutes/level
Mst III	1 hour/level

If slain while in wolf form, the caster reverts to her original form (though she remains dead).

Wolf Form: Protector of the Forest

Protector of the Forest: Medium animal (shapechanger); HD as character; health as character; dying/dead varies by Constitution; Init varies; Spd 50 ft.; BDB as character; Def varies (+1 natural); DR 1/–; BAB as character; Grap varies; Full-Atk bite [BAB +2] melee (1d8+3); Atk bite [BAB +2] melee (1d8+3); Space/Reach 5 ft./5 ft.; SA drag down; SQ nightvision, scent; SV Fort use character's base, Ref use character's base, Will use character's base; Str 15, Dex 15, Con 19, Int as character, Wis as character +2, Cha as character.

Skills: As character, plus Jump 3 ranks, Perceive 7 ranks, Sneak 4 ranks, Survival* 7 ranks. (If the character has any of these skills already, use the better total of ranks — they do not stack.) *Wolves receive a +4 racial bonus on Survival checks when tracking by scent.

Feats: As character, plus Track and Weapon Focus (bite).

Talents: As character, plus alertness, burst of speed, sneak attack.

Drag Down (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack. (See "Trip" in Chapter 12 of the **EverQuest II Player's Guide**.) If the attempt fails, the opponent cannot react to trip the wolf.

Scent (Ex): A wolf can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The wolf can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or dragon stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed — only its presence somewhere within range. The wolf can take a move action to note the direction of the scent. Whenever it comes within 5 feet of the source, the wolf automatically pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Protoflame

Conjuration (Summoning)
Order: Wiz 14
Effective Order: 24th
Spell Line: *Protoflame*
Power: 72
Components: V, S, M
Casting Time: 1 full round
Recast: 1 minute
Range: Short (25 ft. + 5 ft./2 levels)
Target: One summoned elemental
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

This spell summon a fire elemental of the berserker profession to attack the caster's enemies. Note that, since this spell has a duration other than Instantaneous, the summoned creature is subject to being dispelled.

Material Component: A fire emerald worth at least 1,000 gp.

Psychic Assailant

Conjuration (Darkness, Fear) [Mental]
Order: Enc 1
Effective Order: 6th
Spell Line: *Psychic assailant*
Power: 11
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will partial (see text)
Spell Resistance: Yes

The fearsome psychic image of some terrible creature, conjured from the target's own mind, rises up for just a single instant — yet that instant is long enough. If the target fails his Will save, he takes an initial amount of mental damage, as shown below, and is then *frightened* for the spell's duration. If the save is successful, the target is not frightened, but still takes half damage.

Grade	Damage
App I	3d6
Adp II	4d6
Mst III	6d6

Only the spell's subject can see the psychic assailant; even the caster sees only a vague, shadowy shape.

Psychic Wail

Enchantment (Mind-Influencing)
Order: Coe 15
Effective Order: 25th
Spell Line: *Bewilder*
Power: 100
Components: S
Casting Time: 1 action
Recast: Instant
Range: 30 feet
Effect: Spherical spread centered on caster
Duration: See below
Saving Throw: Will negates
Spell Resistance: Yes

A surge of psychic energy emanates outward from the caster's mind, causing all creatures within 30 feet to make a Will save or be *stunned* for a number of rounds based on the spell's grade, as shown below. Creatures that make their saving throw are instead *disoriented* for the spell's duration.

Grade	Duration
App I	2d4 rounds
Adp II	3d4 rounds
Mst III	4d4 rounds

Putrid Cloud

Conjuration (Creation) [Poison]
Order: Sum 5
Effective Order: 10th
Spell Line: *Pall of fog*
Power: 24
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Medium (100 ft. + 10 ft. level)
Effect: See text
Duration: 1 round/level
Saving Throw: Fortitude half
Spell Resistance: No

As *pall of fog*, except for those differences noted here. All creatures in the area take poison damage each round on the caster's turn, as shown below; a Fortitude save, made each round, halves the damage. In addition, any living creature in the cloud becomes *sickened* as soon as it fails its Fortitude save; this condition lasts as long as the creature is in the cloud and for 1d3 rounds after it leaves.

Grade	Size	Damage (per round)
App I	15-foot radius, 10 feet high	2d6
Adp II	20-foot radius, 10 feet high	2d8
Mst III	30-foot radius, 15 feet high	3d6

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. The cloud cannot penetrate liquids, and this spell cannot be cast underwater.

A strong wind (21+ mph) disperses the cloud in 1d4+1 rounds, while a severe wind (31+ mph) disperses it in 1 round. Any area-effect spell of 11th order or higher that deals heat damage (such as *pyre*) burns away any fog in its area.

Quelling Spirits

Alteration (Healing, Mind-Influencing)
Order: Mys 3
Effective Order: 13th
Spell Line: *Quelling spirits*
Power: 34
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 50-ft-radius spread
Duration: 1 round/level (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

This spell soothes the minds of the caster's enemies so that all opponents within 50 feet must make a successful Will save against the spell in order to attack the caster directly. A creature that has failed its save may still attack the area in which the caster happens to be, but only if its direct intent is not to harm the caster. (If the caster happens to have allies nearby that the enemy also wishes to harm, however, he may well be hit by the area effect.) Enemies more than 30 feet away from the caster are unaffected.

In addition, when the spell first takes effect, the caster heals an amount of health based upon the chart below.

Grade	Health Restored
App I	3d6 + 1/2 caster level
Adp II	4d6 + 1/2 caster level
Mst III	4d8 + 1/2 caster level

Quickness

Alteration
Order: Mag 5
Spell Line: *Quickness*
Power: 6
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The target gains the benefit of a haste effect, the degree of the benefit being dependent upon the spell's grade.

Grade	Haste Effect
App I	Haste (1)
Adp II	Haste (2)
Mst III	Haste (3)

Radiance

Alteration (Healing)
Order: Clr 4
Effective Order: 9th
Spell Line: *Minor healing*
Power: 8
Casting Time: Free action
Recast: 10 minutes
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature

As *minor healing*, except for those differences noted here.

Grade	Health Restored
App I	3d8 + 1/2 caster level
Adp II	4d8 + 1/2 caster level
Mst III	5d8 + 1/2 caster level

Radiant Strike

Evocation (Light) [Mental]
Order: Clr 1
Effective Order: 6th
Spell Line: *Radiant strike*
Power: 7
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 (see text)
Spell Resistance: Yes

The caster must make a ranged touch attack to hit the target with this spell. If he is successful, the target's mind is assailed by pulses of coruscating energy that deal an amount of mental damage based upon the spell's grade, as shown below.

Grade	Damage
App I	3d6
Adp II	4d6
Mst III	5d6

If the target is undead, it takes an additional amount of divine damage equal to half the mental damage dealt (roll separately for each type). There is no save against this divine damage.

Rays of Faith

Evocation [Divine]
Order: Tmp 13
Effective Order: 23rd
Spell Line: *Smite*
Power: 46
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: 15-foot-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *smite*, except for those differences noted here. Roll divine damage separately for each creature within the area.

Grade	Damage
App I	15d6
Adp II	18d6
Mst III	20d6

Reanimate

Alteration
Order: Dfl 2
Effective Order: 12th
Spell Line: *Revive*
Power: 40
Casting Time: 1 full round
Recast: 3 rounds
Range: Touch
Target: One willing dead creature

As *revive*, except for those differences noted here. The creature awakens with 30% of his maximum health and 20% of his power.

Grade	XP Debt Negated	Maximum Time Dead
App I	25%	1 day/level
Adp II	40%	1 week/level
Mst III	55%	1 month/level

Rebuke

Alteration
Order: Clr 1
Effective Order: 6th
Spell Line: *Rebuke*
Power: 6
Components: V, S, DF
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

The target of this spell has his DR reduced slightly for the duration of the spell, the amount based upon the caster's level as show below. If the target does not have damage reduction, this spell has no effect.

Grade	DR Penalty
App I	1
Adp II	2
Mst III	4

This DR penalty applies to all types of damage reduction currently in place on the target. For example, a creature has both DR 5/magic from a protective spell and DR 4/– (whether from armor or some special quality, or both). If it fails its saving throw against an Adept version of *rebuke*, the creature suffers a DR reduction of 2 points, so it effectively has DR 3/magic and DR 2/– for the duration of this spell.

The DR penalty from this spell does not stack with any other similar effect.

Recall of the Grey

Evocation
Order: Mys 15
Effective Order: 25th
Spell Line: *Revive*
Power: 60
Casting Time: 1 full round
Recast: 24 hours
Range: Touch
Target: Willing dead creature touched
Duration: Instantaneous

As *revive*, except for those differences noted here. The creature awakens with 35% of his maximum health and 30% of his power. In addition, the character is merely *sickened* (rather than *nauseated*), and *fatigued* rather than *exhausted*. The sickened condition fades after 1 minute.

The newly awakened recipient of this spell gains a degree of power recovery based upon spell grade, as shown below, for 1 minute per level of the caster. (Power recovery is the ability to recover spent power points on a round-by-round basis; thus, "power recovery 1" allows a creature to recover 1 power point per round.)

Grade	XP Debt Negated	Maximum Time Dead	Power Recovery
App I	60%	1 month/level	2
Adp II	80%	10 years/level	3
Mst III	100%	100 years/level	4

Redemption

Alteration (Healing)
Order: Inq 9
Effective Order: 19th
Spell Line: *Cure trauma*
Power: 24
Components: V, S
Casting Time: Free action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature

As *cure trauma*, except for those differences noted here. The target immediately recovers an amount of health based upon the spell's grade, as shown below.

Grade	Health Restored
App I	8d8 + caster level
Adp II	9d8 + caster level
Mst III	10d8 + caster level

Redoubt

Alteration
Order: Clr 2, Cru 3
Effective Order: 7th (Clr), 5th (Cru)
Spell Line: *Redoubt*
Power: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants divine bonuses to health and to defense based upon the spell's grade, as shown below.

Grade	Bonus Health	Defense Bonus
App I	2d6	+1
Adp II	2d8	+1
Mst III	4d6	+2

These divine bonuses stack with any gained from the *symbol of Transal* spell line.

Refresh

Alteration
Order: Coe 6
Effective Order: 16th
Spell Line: *Breeze*
Power: 20
Casting Time: 1 action
Recast: 1 hour
Range: Touch
Target: One creature
Duration: 1 round/4 levels (D)

As *breeze*, except for those differences noted here. The target gains a degree of power recovery based on the spell's grade, as shown below.

Grade	Power Recovery
App I	5
Adp II	6
Mst III	7

Regenerative Blessing

Alteration
Order: Fur 11
Effective Order: 21st
Spell Line: *Regrowth*
Power: 33
Casting Time: 1 round
Recast: 24 hours
Range: Touch
Target: One living creature
Duration: See text
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

As *regrowth*, except for those differences noted here. This spell grants the recipient an incredible regenerative boost. All of the subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even the heads of multiheaded creatures), broken bones, and ruined organs grow back. The length of time required for this benefit to manifest is dependent on the spell's grade, as is the rate of fast healing.

Grade	Fast Healing Rate	Limb Regrowth
App I	5	1 hour
Adp II	6	10 minutes
Mst III	7	1 minute

Regrowth

Alteration
Order: Dru 2
Effective Order: 7th
Spell Line: *Regrowth*
Power: 7
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 2 rounds/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants fast healing to the target creature for the spell's duration, the rate being dependent upon the spell's grade. (Fast healing is the ability to recover health on a round-by-round basis — "fast healing 2" means that the creature heals 2 points of damage per round.)

Grade	Fast Healing Rate
App I	2
Adp II	3
Mst III	4

Remove Curse

Alteration
Order: Prt 13
Spell Line: *Absolve curse*
Power: 25
Components: V, S, DF
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous

As *absolve curse*, except for those differences noted here. The maximum caster level that can be applied to the remove curse check is as follows:

Grade	Max Caster Level
App I	+16
Adp II	+21
Mst III	+27

Reproach

Alteration
Order: Inq 1
Effective Order: 11th
Spell Line: *Rebuke*
Power: 15
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

As *rebuke*, except for those differences noted here. The target suffers a dodge penalty to defense and a penalty to divine and mental resistance. These are based upon spell grade, as shown below.

Grade	Defense Penalty	Harm Resistance
App I	–2	–5
Adp II	–2	–8
Mst III	–3	–10

Resist Harm

Evocation
Order: Prt 11
Spell Line: *Endure harm*
Power: 13
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: See text (D)

As *endure harm*, except for those differences noted here. The target receives a divine bonus of harm resistance (15) against any one harm type.

Grade	Duration
App I	1 minute/level
Adp II	10 minutes/level
Mst III	1 hour/level

Restoration

Alteration (Healing)
Order: Tmp 5
Effective Order: 15th
Spell Line: *Minor healing*
Power: 26
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature

As *minor healing*, except for those differences noted here.

Grade	Health Restored
App I	11d8 + caster level
Adp II	13d8 + caster level
Mst III	15d8 + caster level

Restore Wellbeing

Alteration (Healing)
Order: Prt 10
Spell Line: *Cure noxious*
Power: 15
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Target: One living creature
Duration: Instantaneous

As *cure noxious*, except for those differences noted here. This spell can also remove any one of the *blinded*, *deafened*, *exhausted*, *fascinated*, *interrupted*, *mesmerized*, *nauseated*, or *stunned* conditions. If the condition to be cured or reduced is the result of a spell or a spell-like or supernatural ability, the caster must make a successful cure ailment check.

The maximum caster level that can be applied based on this spell's grade is as follows:

Grade	Max Caster Level
App I	+14
Adp II	+18
Mst III	+22

Resurrect

Alteration
Order: Tmp 15
Effective Order: 25th
Spell Line: *Revive*
Power: 30
Casting Time: 1 full round
Recast: 24 hours
Range: Touch
Target: Willing dead creature touched
Duration: 1 round/level (see text)

As *revive*, except for those differences noted here. The creature awakens with 60% of his maximum health and 30% of his power. In addition, the character is merely *sickened* (rather than *nauseated*), and *fatigued* rather than *exhausted*. The sickened condition fades after 1 minute.

The resurrected creature gains the benefit of a divine bonus to defense based on the spell's grade, as follows.

Grade	XP Debt Negated	Maximum Time Dead	Defense Bonus
App I	60%	1 month/level	+4
Adp II	80%	5 years/level	+5
Mst III	100%	100 years/level	+7

Revive

Alteration
Order: Prt 5
Spell Line: *Revive*
Power: 27
Components: V, S, DF
Casting Time: 1 full round
Recast: 3 rounds
Range: Touch
Target: One willing dead creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The spellcaster calls upon divine energies to restore life to a dead being (but not an undead one). The newly awakened creature awakens but has only 20% of his maximum health and 0 power. 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 after 5 minutes, but the exhaustion persists normally (i.e., until the character has gotten enough rest).

This spell also negates a percentage of the experience point debt incurred when a creature dies (see "Raising the Dead" in Chapter 5), based on the spell's grade. The caster can revive a creature that has been dead for no longer than an amount of time determined by the spell's grade and the caster's level.

Grade	XP Debt Negated	Maximum Time Dead
App I	0%	1 hour/level
Adp II	20%	1 day/level
Mst III	40%	1 week/level

This spell cannot be used to raise those who have died of old age, and any ongoing conditions or disabilities suffered by the creature remain in effect when it is revived. Natural poisons and diseases are automatically cured in the process of reviving the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs damage of most kinds, including the ravages of decomposition, the body of the creature to be raised must be relatively whole. (Otherwise, at best, missing parts are still missing when the creature is brought back to life.)

For example, a creature suffering from a poison effect may well die again once raised if the poison effect is not first negated or has not fully run its course. Similarly, a creature that has died due to having a leg severed need not worry about bleeding to death (again) once revived, but must face the realities of having lost a leg. A creature that has been hacked to bits or partially eaten, on the other hand, cannot be raised by this spell.

A creature that has been turned into an undead or killed by a death effect can't be revived by this spell. Constructs, elementals, outsiders, and undead creatures can't be revived. Further, this spell cannot revive beings whose spirits are unwilling to return from the Beyond — the soul of the creature must willingly accept its resurrection, or else the spell fails automatically.

Rotted Thrall

Conjuration (Summoning)
Order: Nec 9
Effective Order: 19th
Spell Line: *Undying adherent*
Power: 38
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned undead
Duration: Instantaneous (D)

This spell summons an animated corpse of the bruiser profession to serve the caster as both bodyguard and menial. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: A deceased brawler's brain.

Ruinous Imprecation

Evocation [Disease]
Order: Dfl 11
Effective Order: 21st
Spell Line: *Smite*
Power: 22
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

As *smite*, except for those differences noted here. The target takes disease (and not divine) damage based upon the spell's grade, as shown below. In addition, the target suffers penalties to both disease and magic resistance (–10). (These penalties are applied before the damage for this spell is rolled.)

Grade	Damage
App I	10d8
Adp II	12d10
Mst III	14d10

Ruinous Touch

Evocation [Disease]
Order: Shd 14
Effective Order: 19th
Spell Line: *Malefic touch*
Power: 20
Components: S
Casting Time: Free action
Recast: 1 hour
Range: Close (10 ft. + 5 ft./5 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

As *malefic touch*, except for those differences noted here. The target suffers an amount of disease damage as shown below.

Grade	Damage
App I	14d6 + 1/2 caster level
Adp II	16d6 + 1/2 caster level
Mst III	18d6 + 1/2 caster level

Runic Talisman

Alteration
Order: Mys 13
Effective Order: 23rd
Spell Line: *Courage*
Power: 42
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/6 levels
Duration: 3 rounds + 1 round/level

As *courage*, except for those differences noted here. Each target receives a bonus to Strength and a deflection bonus to defense, based upon the spell's grade, as shown below.

Grade	Strength Bonus	Defense Bonus
App I	+6	+3
Adp II	+6	+4
Mst III	+7	+4

Sanctum Ward

Conjuration (Illusion)
Order: Ilu 14
Effective Order: 24th
Spell Line: *Vestigial figment*
Power: 48
Casting Time: 1 minute
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: See text
Duration: 1 hour/level (D)
Saving Throw: Will disbelief (see text)
Spell Resistance: Yes

As *phantasmagoria*, except for those differences noted here. This spell combines several illusionary elements to create a powerful ward against both magical scrying and direct observation. When casting the spell, the caster dictates what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Thus, the caster could have viewers see a bright courtyard full of working peasants, but he could not have the peasants stop working at any point to allow the passage of a noble's carriage. Alternately, he might shroud an entire cottage in the illusion of an empty, stinking fen, even though there were actually people living and working there in what would otherwise be plain view.

Attempts to view the area by magical means automatically detect the image stated by the caster, no save allowed. Sight and sound are appropriate to the illusion created. Direct observation may allow a save (as per a normal illusion), but only if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

The warded area's maximum size is as follows, based on the spell's grade.

Grade	Maximum Size
App I	10 cubes, each 10 feet per side
Adp II	20 cubes, each 10 feet per side
Mst III	40 cubes, each 10 feet per side

Savage Mask

Enchantment
Order: Fur 6
Effective Order: 16th
Spell Line: *Courage*
Power: 25
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/4 levels
Duration: 3 rounds + 1 round/level

As *courage*, except for those differences noted here.

Grade	Strength Bonus	Dexterity Bonus
App I	+4	+3
Adp II	+5	+4
Mst III	+5	+5

Savagery

Alteration
Order: Fur 2
Effective Order: 12th
Spell Line: *Ferocity of the eel*
Power: 12
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level

As *ferocity of the eel*, except for those differences noted here. Rather than gaining aspects of an eel, the recipient gains attributes of some great, clawed beast such as a hunting cat or perhaps a bear (player's choice). In game terms, the character gains two natural claw attacks dealing 1d6 points of damage each (assuming a Medium character — for Small, 1d4; Large, 1d8), which may be used as primary or secondary (off-hand) attacks.

As well, the recipient gains bonuses to Strength and Dexterity based on the spell's grade, as follows. (Note that, being untyped, these bonuses stack with any other ability bonuses save those from other spells of this line.)

Grade	Strength Bonus	Dexterity Bonus
App I	+2	+2
Adp II	+3	+2
Mst III	+4	+3

Scorching Pulse

Evocation [Electricity]
Order: Wiz 8
Effective Order: 18th
Spell Line: *Lightning burst*
Power: 45
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: 30-foot-radius burst
Duration: 1 round (see text)
Saving Throw: Fortitude half (see below)
Spell Resistance: Yes

As *lightning burst*, except for those differences noted here. In addition to the initial blast of electricity, this spell deals minor electricity damage the following round, as shown below. A successful Fortitude save halves all damage. If any creature fails its Fortitude save, it is also *off balance* for 1 round.

Grade	Initial Damage	Secondary Damage
App I	10d6	4d6
Adp II	12d6	5d6
Mst III	15d6	6d6

Seal of Dark Rumination

Enchantment
Order: Wrl 10
Effective Order: 20th
Spell Line: *Vivid seal*
Power: 39
Casting Time: 1 round
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature/5 levels
Duration: 1 round/level (D)

As *vivid seal*, except for those differences noted here. Each target gains bonuses of cold, disease, magic, and poison resistance (12) for the spell's duration. In addition, each receives arcane bonuses to Strength and Intelligence based upon the spell's grade, as shown below.

Grade	Strength Bonus	Intelligence Bonus
App I	+4	+3
Adp II	+4	+4
Mst III	+5	+5

See Invisibility

Divination (Darkness)
Order: Mag 4
Spell Line: *See invisibility*
Power: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: See text (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants its subject the ability to see invisible 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 obstacles. Furthermore, it does not reveal creatures or objects that are hidden as a result of normal concealment or stealth.

Invisible objects are seen only to the extent of the target's natural visual capabilities in the prevailing light conditions — in a pitch dark cave, a dwarf with *see invisible* active can see invisible objects up to the range of its darkvision, while a human with the same spell active cannot see his own hands, let alone an invisible creature 10 feet away.

The spell's duration is dependent upon its grade and the caster's level, as shown below.

Grade	Duration
App I	1 round/level
Adp II	1 minute/level
Mst III	10 minutes/level

Seism

Conjuration
Order: Sum 4
Effective Order: 9th
Spell Line: *Seism*
Power: 22
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Long (400 ft. + 40 ft./level)
Effect: 20-foot-radius spread
Duration: 3 rounds
Saving Throw: Reflex half (see text)
Spell Resistance: No

The caster calls upon elements of the earth to quake within an isolated vicinity at his command. The shock knocks creatures down, opens cracks in the ground, and affects all terrain, vegetation, and creatures in the area. The effect lasts for 3 rounds, during which time all ground-bound creatures in the area without the earth subtype are considered *off-balance*. Further, all such creatures take an amount of nonlethal damage each round (Reflex half) from being battered and tossed about; this damage is based on the spell's grade, as shown below.

A spellcaster on the ground within the *seism* must make a Channeling check (DC 17 + 1/2 spell order) or lose any spell she tries to cast.

Grade	Damage
App I	2d6
Adp II	3d6
Mst III	4d6

Additional effects of the tremor depend on the nature of the terrain in which it is cast. It cannot be cast on any area with structures upon it, nor can it be used in watery or marsh-like regions.

Open Ground: Each creature standing in the area must make a DC 17 Reflex save each round or fall *prone*. Fissures open in the earth during the first round, and every Large or smaller creature on the ground has a 20% chance that round to fall down 2d4x5 feet into a fissure if it fails its Reflex save, taking appropriate falling damage. It may climb or otherwise make its way out normally. At the end of the spell, all fissures grind shut, dealing crushing damage equal to the spell's base nonlethal damage (no save) to any creatures still trapped within.

For example, a creature caught in a fissure from an Adept version of this spell takes a total of 6d6 points of crushing damage from being squeezed by the fissure, in addition to any other damage taken from the spell.

Cliffs: *Seism* causes a cliff to crumble when it first takes effect, creating a landslide that normally travels horizontally as far as it falls vertically each round. Any creature in the rockslide's path takes crushing damage equal to the spell's base nonlethal damage (Reflex DC 17 half); if it fails the save, it is pinned beneath the rubble (see below).

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing crushing damage equal to twice the spell's base non-

lethal damage (Reflex DC 17 half) to any creature caught under the cave-in and automatically pinning that creature beneath the rubble (see below). For example, a creature caught by a cave-in resulting from a Master-grade version of this spell takes 8d6 points of crushing damage from the falling rocks, in addition to any other damage taken from the spell.

Note that a *seism* cast on the roof of a large cavern could also endanger those outside the spell's actual area but below the falling debris — and therefore casting this spell underground may well be perilous for the caster, as the ensuing collapse might start a chain reaction, caving in massive amounts of the surrounding rock.

Pinned Beneath Rubble: A creature pinned beneath rubble is treated as having been pinned while grappling (see Chapter 12 in the **EverQuest II Player's Guide**), but it also takes 1d6 points of nonlethal damage per minute. If a pinned character falls unconscious, she must make a Constitution check (DC 15, +1 per 10 minutes spent pinned) each minute thereafter until freed or dead or take 1d6 points of lethal damage.

This spell cannot be modified with the quest spell talent.

Seizing Brambles

Alteration
Order: Fur 9
Effective Order: 19th
Spell Line: *Ensnaring roots*
Power: 32
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: Plants in a 20-ft.-radius spread
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes

As *confounding brambles*, except for those differences noted here. With this spell, creatures that fail their Reflex saves are *constrained* and *entangled*. A creature that saves is not entangled but can still move at only one-third of its usual speed through the area. A creature that is entangled can break free and move one-third its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Agility check.

Further, each round on the caster's turn, the plants once again attempt to constrain and entangle all creatures in the area that have avoided or escaped their hold.

Shadowy Assassin

Conjuration (Summoning)
Order: Nec 13
Effective Order: 23rd
Spell Line: *Shadowy Stalker*
Power: 46
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned undead
Duration: Instantaneous (D)

This spell summons a shadow of the assassin profession to serve the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: The foot of a dead predator (i.e., a character of the predator class).

Shadowy Elusion

Alteration (Darkness) [Teleportation]
Order: Shd 12
Effective Order: 17th
Spell Line: *Blink*
Power: 42
Components: V, S
Casting Time: See text
Recast: 3 rounds
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/5 levels
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster instantly transports his targets to the safest place within long range (400 ft. + 40 ft./level). "Safest," in this respect, means a place where they are in the least immediate danger, either from other creatures or any imminent conditions or phenomena, at the GM's discretion.

The casting time of this spell is determined by its grade, as follows; this casting time cannot be altered by any other means, including the quicken spell talent or certain magic items.

Grade	Casting Time
App I	1 round
Adp II	1 action
Mst III	Free action

This spell can be cast only in shadowy or darkened conditions.

Shadowy Stalker

Conjuration (Summoning)
Order: Nec 6
Effective Order: 16th
Spell Line: *Shadowy stalker*
Power: 32
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned undead
Duration: Instantaneous (D)
Saving Throw: None
Spell Resistance: No

This spell summons a shadow of the assassin profession to serve the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: The foot of a dead scout.

Shard of Essence

Conjuration (Summoning)
Order: Cnj 13
Effective Order: 23rd
Spell Line: *Summon food and water*
Power: 11
Casting Time: 1 round
Recast: 10 minutes
Range: Short (25 ft. + 10 ft./2 levels)
Effect: One magical snack
Duration: 24 hours (see text)
Saving Throw: No
Spell Resistance: No

As *sliver of essence*, except for those differences noted here. The conjured morsel allows whoever eats it to convert health to power at a rate of 1:1 (i.e., for every 1 point of health the diner sacrifices, he gains 1 power point). Health converted to power by means of this spell cannot be recovered by any means, including magical healing, until the character has rested for 8 hours.

The magical food vanishes 24 hours after being summoned, if not consumed before then; once it has been eaten, the creature who consumed it must utilize its power-restoring magic within 1 round per level of the caster.

Grade	Max Health Sacrificed
App I	20
Adp II	25
Mst III	30

Shards of Ice

Evocation [Cold]
Order: Sum 5
Effective Order: 10th
Spell Line: *Shards of ice*
Power: 26
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: 30 feet
Effect: Cone-shaped burst
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

Jagged fragments of ice explode from the caster's outstretched hand in a cone-shaped burst. All creatures in the area take both piercing and cold damage based on the spell's grade, as shown below. A successful Reflex save reduces the cold damage by half, but does not affect the piercing damage; any creature that fails its save also suffers a slow (1) effect for 1d6 rounds.

Grade	Piercing Damage	Cold Damage
App I	3d6	4d6
Adp II	4d6	5d6
Mst III	4d6	6d6

Shattered Earth

Conjuration
Order: Cnj 10
Effective Order: 20th
Spell Line: *Seism*
Power: 50
Casting Time: 1 full round
Recast: 3 rounds
Range: Long (400 ft. + 40 ft./level)
Effect: 40-foot-radius spread
Duration: 4 rounds
Saving Throw: Reflex half (see text)
Spell Resistance: No

As *seism*, except for those differences noted here. The base DC of all saves required by this spell is 25 rather than 17. For instance, a spellcaster on the ground within the quake must make a Channeling check (DC 25 + 1/2 spell order) or lose any spell she tries to cast, and every creature upon a stretch of open ground must make a DC 25 Reflex save each round or fall *prone*.

The base crushing damage per round from this spell is based on its grade, as follows.

Grade	Damage
App I	3d8
Adp II	4d6
Mst III	6d4

This spell can also be cast upon areas that contain built structures or upon moderately water-filled areas, such as small lakes or shallow marshes.

Structures: Any building standing on open ground takes enough structural damage to collapse a typical wooden or a small masonry building, but not a larger masonry structure or one built from stone or of reinforced masonry. Any creature caught inside a collapsing structure takes crushing damage equal to twice the spell's base nonlethal damage (Reflex DC 25 half) and is automatically pinned beneath the rubble.

For example, a creature caught by a cave-in resulting from an Apprentice version of this spell is pinned and takes 6d6 points of crushing damage from the falling construction, in addition to any other damage taken from the spell.

Water-Filled Areas: Fissures open underneath the water, draining it away from the area and forming muddy ground. The spell area then functions as quicksand (see sidebar) for the duration, sucking down creatures and potentially structures. Each creature in the area must make a DC 25 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Environmental Danger: Quicksand

A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is at least 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2_5 feet into the quicksand.

Effects of Quicksand: A character in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. (Remember that encumbrance penalties from armor and possessions are doubled and stackable for the purpose of Swim checks.)

If the character fails a check by 5 or more, he sinks below the surface, and begins *asphyxiating* (see the **EQII Player's Guide** Glossary) once he can no longer hold his breath. He may swim back upward with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Shattered Ground

Conjuration
Order: Cnj 2
Effective Order: 12th
Spell Line: *Seism*
Power: 30
Casting Time: 1 full round
Recast: 2 rounds
Range: Long (400 ft. + 40 ft./level)
Effect: 20-foot-radius spread
Duration: 3 rounds
Saving Throw: Reflex half (see text)
Spell Resistance: No

As *seism*, except for those differences noted here. The base DC of all saves required by this spell is 19 rather than 17. For instance, a spellcaster on the ground within the quake must make a Channeling check (DC 19 + 1/2 spell order) or lose any spell she tries to cast, and every creature upon a stretch of open ground must make a DC 19 Reflex save each round or fall *prone*.

The base damage from this spell is as follows:

Grade	Damage
App I	2d8
Adp II	3d6
Mst III	4d6

Shift of Mien

Alteration (Illusion)
Order: Enc 1
Effective Order: 6th
Spell Line: *Shift of mien*
Power: 11
Components: V, S
Casting Time: 1 round
Recast: 1 round
Range: Personal
Duration: See text (D)
Saving Throw: Will disbelief (see text)
Spell Resistance: Yes

With this spell, the target can make herself, including clothing, armor, weapons, and equipment, look different. She can seem 1 foot shorter or taller, thin and frail or bulky and corpulent, and so on. She cannot change her body type — that is, a human enchanter could make herself seem an elf or even an orc (and a male one at that!), but she could not take on the look of a giant or a horse, or even of a winged humanoid. Otherwise, the extent of the apparent change can be quite extensive. She might add or obscure a minor feature, such as lengthening and coloring her hair or even adding a beard, or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile or audible properties of the caster and her equipment. That is, she might conceal her staff as a rod of office or even a pen, but the staff still feels and functions like a staff. (And her swinging her pen and cracking someone's skull with it would most certainly trigger disbelief saves from any viewers.)

A creature that interacts directly with the illusion gets a Will save to recognize it as such, possibly with a bonus on the save at the GM's discretion. For example, a creature that tried to pick up the caster's "pen" would feel a staff instead, and immediately get a Will save to penetrate the illusion — most likely with a +2 bonus on the save.

If the caster uses this spell to create or enhance a specific disguise, she gains a +10 bonus on the Disguise check.

The duration of this spell is dependent on its grade, as shown below.

Grade	Duration
App I	1 minute/level
Adp II	10 minutes/level
Mst III	1 hour/level

Shift Vision

Divination
Order: Ilu 3
Effective Order: 13th
Spell Line: *See invisibility*
Power: 29
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/3 levels
Duration: See text

As *see invisibility*, except for those differences noted here. In addition to being able to see invisible, each recipient gains a +5 bonus on all Perceive checks for the spell's duration (which is dependent on its grade, as shown below).

Grade	Duration
App I	1 round/level
Adp II	1 minute/level
Mst III	10 minutes/level

Sickening Decay

Conjuration [Disease]
Order: Shd 1
Effective Order: 6th
Spell Line: *Sickening decay*
Power: 12
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: 10 feet
Effect: Spherical burst centered on caster
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

The caster exudes a burst of magically contaminated air, which deals disease damage to all in the area. A successful Fortitude save halves this damage; if a creature the save, it is also *sickened* for 1d4+1 rounds.

Grade	Damage
App I	7d6
Adp II	8d6
Mst III	10d6

Signet of Intuition

Enchantment
Order: Enc 1
Effective Order: 6th
Spell Line: *Signet of intuition*
Power: 9
Components: V, S, F
Casting Time: 1 full round
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/2 levels
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Each target gains bonuses of magic and mental resistance (4) for the spell's duration. In addition, each receives insight bonuses to Dexterity and Intelligence based upon the spell's grade, as shown below.

Grade	Dexterity Bonus	Intelligence Bonus
App I	+2	+1
Adp II	+2	+2
Mst III	+3	+3

Focus: Casting this spell requires a special focus in the form of a signet or charm worth at least 25 gp.

Siphon Strength

Enchantment
Order: Shd 13
Effective Order: 18th
Spell Line: *Weakness*
Power: 23
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *weakness*, except for those differences noted here. The target suffers a –7 divine penalty to Strength for as long as the spell lasts, while the caster gains a +5 divine bonus to Strength for that time. The spell's duration is based upon its grade.

Grade	Duration
App I	1 round/level
Adp II	2 rounds/level
Mst III	3 rounds/level

Sliver of Essence

Conjuration (Summoning)
Order: Cnj 6
Effective Order: 16th
Spell Line: *Summon food and water*
Power: 8
Casting Time: 1 round
Recast: 10 minutes
Range: Short (25 ft. + 10 ft./2 levels)
Effect: One magical snack
Duration: 24 hours (see text)
Saving Throw: No
Spell Resistance: No

As *summon food and water*, except for those differences noted here. This spell conjures a magical morsel of food (appropriate to the tastes of the caster) equivalent to a snack. This morsel allows whoever eats it to sacrifice a certain amount of health, converting that amount into power at a rate of 2:1 (i.e., for every 2 points of health the diner sacrifices, he gains 1 power point).

It is possible for the caster to reduce his health to 0 or less in this way, with the usual consequences. Health converted to power by means of this spell cannot be recovered by any means, including magical healing, until the character has rested for 8 hours.

The magical food vanishes 24 hours after being summoned, if not consumed before then; once it has been eaten, the creature who consumed it must utilize its power-restoring magic within 1 round per level of the caster.

Grade	Max Health Sacrificed
App I	16
Adp II	22
Mst III	30

Smite

Evocation [Divine]
Order: Cru 1, Prt 1
Effective Order: 1st
Spell Line: *Smite*
Power: 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

This spell focuses the anger or displeasure of the caster's deity into a palpable yet invisible force, inflicting divine damage on one target within range. The damage dealt depends upon the spell's grade, as follows:

Grade	Damage
App I	1d8
Adp II	2d6
Mst III	4d4

Soothing Sermon

Alteration
Order: Clr 4
Effective Order: 9th
Spell Line: *Bestowal of vitae*
Power: 32
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 3 rounds

As *bestowal of vitae*, except for those differences noted here. (Each target gains the benefit of *bestowal of vitae*.)

Soul Flay

Evocation [Magic, Poison]
Order: Wrl 11
Effective Order: 21st
Spell Line: *Static pulse*
Power: 48
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 5 rounds
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *static pulse*, except for those differences noted here. This spell delivers an initial amount of magic damage, followed by poison damage each round thereafter. The target must make two Fortitude saves, one for each type of damage; if either save is successful, it halves all damage from that damage type.

The initial magic damage and the recurring poison damage are both dependent on the spell's grade, as shown below.

Grade	Initial Damage	Poison DOT
App I	11d6	3d6
Adp II	13d6	4d6
Mst III	15d6	5d6

Spectral Guard

Evocation
Order: Dfl 3
Effective Order: 13th
Spell Line: *Spectral ward*
Power: 19
Casting Time: 1 full round
Recast: 2 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: 1 round/level

As *spectral ward*, except for those differences noted here.

Grade	Temporary Health
App I	35
Adp II	40
Mst III	50

Spectral Ward

Evocation
Order: Shm 2
Effective Order: 7th
Spell Line: *Spectral ward*
Power: 7
Components: V, S
Casting Time: 1 full round
Recast: 2 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell produces a faintly visible magical shield around the target that provides her with an amount of temporary health dependent on the spell's grade, as shown below. However, this temporary health applies only against physical damage, not any kind of elemental or energy attack.

Grade	Temporary Health
App I	25
Adp II	30
Mst III	40

Spiked Rain

Conjuration
Order: Cnj 3
Effective Order: 13th
Spell Line: *Spiked rain*
Power: 30
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-foot-radius rain
Duration: 3 rounds
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

The caster conjures many hundreds of small, loose, heavy objects from the vicinity (possibly extending several miles outward) — including jagged shards of rock, and even knives, hammers, iron spikes, gauntlets, etc. — and causes a rain of this spiked debris to pour down repeatedly upon all within the area. Every creature within the rain takes both crushing and piercing damage each round, and suffers a penalty to defense for as long as it remains in the area; both of these effects are based on the spell's grade, as shown below.

A successful Reflex save halves all damage and avoids the defense penalty.

Grade	Crushing Damage	Piercing Damage	Defense Penalty
App I	2d6	2d6	–2
Adp II	2d6	3d6	–2
Mst III	3d6	3d6	–3

Once the spell's effect ends, all conjured objects return to their previous places, little the worse for wear.

Spirit Guide

Conjuration (Summoning)
Order: Shm 2
Effective Order: 7th
Spell Line: *Revive*
Power: 30
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 10 ft./2 levels)
Effect: One summoned spirit
Duration: See text
Saving Throw: None
Spell Resistance: No

The caster summons into being a tiny ceramic urn containing a *spirit guide*. If this vessel is opened within 5 feet of any shaman who has been dead for less than 1 hour, the *spirit guide* — a small, transparent, yet faintly visible entity with indistinct features — guides the fallen priest's spirit back to his body, producing an effect identical to that of the spell *revive*, and then disappears. (The *spirit guide* can take whatever form is appropriate and meaningful to the caster: humanoid, animal, or some other shape, as desired.) The *spirit guide* cannot interact with the physical world in any way, nor can it be harmed by physical or magical attacks or compelled with a shaman's spirit mastery talent. Its only purpose is to revive a fallen shaman.

The urn holding the *spirit guide* can be given to any other creature; it lasts for up to 24 hours before disappearing. Once opened, the urn disappears 1 round later.

Spirit of the Badger

Enchantment
Order: Shm 5
Effective Order: 10th
Spell Line: *Courage*
Power: 22
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 3 rounds + 1 round/level

As *courage*, except for those differences noted here. Each target receives a bonus to Constitution and damage reduction based upon the spell's grade, as shown below.

Grade	Constitution Bonus	Damage Reduction
App I	+2	1/–
Adp II	+4	1/–
Mst III	+4	2/–

Spirit of the Bull

Enchantment
Order: Shm 2
Effective Order: 7th
Spell Line: *Courage*
Power: 21
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 3 rounds + 1 round/level

As *courage*, except for those differences noted here. Each target receives a bonus to both Strength and Constitution (with all benefits, such as bonus health, that accrue from the increase) based upon the spell's grade, as shown below.

Grade	Strength Bonus	Constitution Bonus
App I	+1	+2
Adp II	+2	+3
Mst III	+3	+4

Spirit of the Elephant

Alteration
Order: Mys 12
Effective Order: 22nd
Spell Line: *Water spirit*
Power: 25
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. +5 ft./level)
Target: One creature + one creature/5 levels
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster grants her targets the power and stamina of an elephant. Each target gains a divine bonus to Strength and Constitution based upon the spell's grade, as well as a pool of temporary health that applies only against heat and poison damage.

Grade	Strength Bonus	Constitution Bonus	Temporary Health
App I	+4	+3	25
Adp II	+5	+3	30
Mst III	+6	+4	40

Spirit of the Rhino

Alteration
Order: Mys 5
Effective Order: 15th
Spell Line: *Water spirit*
Power: 15
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. +5 ft./level)
Target: One creature + one creature/4 levels
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster grants her targets the power and stamina of the rhinoceros. Each target gains a divine bonus to Strength and Constitution based upon the spell's grade, as well as a pool of temporary health that applies only against heat and poison damage.

Grade	Strength Bonus	Constitution Bonus	Temporary Health
App I	+2	+2	15
Adp II	+3	+2	20
Mst III	+3	+3	30

Spirit of the Wolf

Enchantment
Order: Dru 1, Shm 1
Effective Order: 6th
Spell Line: *Spirit of the wolf*
Power: 5
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute + 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell increases the target's base speed, as shown below.

Grade	Speed Bonus
App I	+10 ft.
Adp II	+15 ft.
Mst III	+20 ft.

Spiritist's Salve

Alteration (Healing)
Order: Mys 2
Effective Order: 12th
Spell Line: *Minor healing*
Power: 25
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature + one creature/3 levels

As *minor healing*, except for those differences noted here. Roll the amount of healing separately for each target.

Grade	Health Restored
App I	3d8 + 1/2 caster level
Adp II	4d8 + 1/2 caster level
Mst III	6d8 + 1/2 caster level

Spiritual Seal

Enchantment
Order: Shm 2
Effective Order: 7th
Spell Line: *Spiritual seal*
Power: 17
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Each target receives a divine bonus to health based upon the spell's grade, as shown below, and also gains bonuses of disease resistance (10) and divine resistance (5).

Grade	Bonus Health
App I	1d8
Adp II	2d6
Mst III	3d6

Static Coil

Evocation [Magic]
Order: Wiz 11
Effective Order: 21st
Spell Line: *Static pulse*
Power: 44
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 6 rounds
Saving Throw: Reflex half
Spell Resistance: Yes

As *static pulse*, except for those differences noted here. If the target fails its save, it also suffers a penalty of magic resistance (–15) when applying its magic resistance (if any) against this spell's damage. (A harm resistance penalty can never reduce a creature's harm resistance to less than 0.)

Grade	Damage
App I	4d6
Adp II	5d6
Mst III	6d6

Static Pulse

Evocation [Magic]
Order: Mag 1
Spell Line: *Static pulse*
Power: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 2 rounds
Saving Throw: Reflex half (see below)
Spell Resistance: Yes

A bolt of magical energy strikes the target, dealing magic damage when it first strikes and then a similar amount each subsequent round, based on the spell's grade. (The spell deals its damage three times: Once when it hits, and again at the start of the caster's turn during each of the next 2 rounds.) A successful Reflex save indicates that the bolt did not strike squarely, halving all damage.

If the target fails its save, it also suffers a penalty of magic resistance (–2) when applying its magic resistance (if any) against this spell's damage. (A harm resistance penalty can never reduce a creature's harm resistance to less than 0.)

Grade	Damage
App I	1d4
Adp II	1d6
Mst III	2d6

Static Wave

Evocation [Magic]
Order: Sor 3
Effective Order: 8th
Spell Line: *Static pulse*
Power: 17
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: 10-foot-wide line
Duration: 4 rounds
Saving Throw: Reflex half
Spell Resistance: Yes

As *static pulse*, except for those differences noted here. A surge of magical energy strikes all creatures within the spell's path, dealing magic damage when it first strikes and then a similar amount to each of those creature on the caster's turn each subsequent round. (The spell deals its damage to all affected creatures five times: Once when it hits, and again at the start of the caster's turn during each of the next 4 rounds.) A successful Reflex save halves all damage.

If any creature fails its save, it also suffers a penalty of magic resistance (–5) when applying its magic resistance (if any) against this spell's damage. (A harm resistance penalty can never reduce a creature's harm resistance to less than 0.)

Grade	Damage
App I	2d4
Adp II	2d6
Mst III	2d8

Steward of the Forest

Alteration
Order: Wrd 14
Effective Order: 24th
Spell Line: *Protector of the forest*
Power: 30
Casting Time: 1 action
Recast: 1 hour
Range: Personal
Duration: 1 minute/level (D)

As *protector of the forest*, except for those differences noted here. The caster transforms into a great, silvery wolf (see sidebar). She gains the Strength, Dexterity, and Constitution scores (along with increased health if her Constitution increases) of a wolf, but retains her own Intelligence, Wisdom, and Charisma scores, as well as receiving a +6 bonus to Wisdom. The duration of this spell is dependent on the spell's grade, as follows.

Grade	Duration
App I	1 minute/level
Adp II	10 minutes/level
Mst III	1 hour/level

Wolf Form: Steward of the Forest

Much of the information found under the *protector of the forest* spell applies here. For brevity's sake, only those statistics that differ are repeated here.

Steward of the Forest: Large animal (shapechanger); Spd 60 ft.; Def varies (+5 natural); DR 3/–; Full-Atk bite [BAB +6] melee (2d6+9); Atk bite [BAB +6] melee (2d6+9); Space/Reach 10 ft./5 ft.; Str 23, Dex 17, Con 25, Wis as character +6.

Skills: As character, plus Jump 3 ranks, Perceive 10 ranks, Sneak 6 ranks, Survival* 9 ranks. (If the character has any of these skills already, use the better total of ranks — they do not stack.) *Wolves receive a +4 racial bonus on Survival checks when tracking by scent.

Feats: As character, plus Track and Weapon Focus (bite).

Talents: As character, plus alertness, burst of speed, cool nerves (Perceive, Sneak, Survival), instinctive reaction, sneak attack, uncanny dodge.

Stinging Swarm

Conjuration (Summoning)
Order: Dru 4
Effective Order: 9th
Spell Line: *Stinging swarm*
Power: 12
Components: V, S
Casting Time: 1 full round
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: One summoned swarm
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons a swarm of flying, stinging insects, which attacks all other creatures within its area. (The caster may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

The swarms summoned by spells in this line do not count as pets, so a druid can summon any number of them at one time. Note that, since this spell has a duration other than Instantaneous, the summoned swarm is subject to being dispelled.

See Appendix One for details regarding summoned swarms.

Stoneskin

Alteration
Order: Cnj 11
Effective Order: 21st
Spell Line: *Stoneskin*
Power: 48
Components: V, S
Casting Time: 1 round
Recast: 3 rounds
Range: Personal
Duration: See text (D)
Saving Throw: No
Spell Resistance: No

The caster draws on the protective aspects of the elements to ward himself from harm; his flesh grows grey and stony, and he is enveloped in an aura of multi-elemental might. For the duration of the spell, as shown below, he gains damage reduction 15/crushing and brellium, as well as harm resistance (25) to all harm types.

Grade	Duration
App I	1 round/3 levels
Adp II	1 round/2 levels
Mst III	1 round/level

Storm of Lightning

Evocation [Electricity]
Order: Mag 4
Spell Line: *Lightning burst*
Power: 8
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-foot-radius burst
Duration: Instantaneous
Saving Throw: Fortitude half (see below)
Spell Resistance: Yes

As *lightning burst*, except for those differences noted here. Roll damage separately for each creature in the area. If any creature fails its Fortitude save, it is *off balance* for 1 round.

Grade	Damage
App I	2d6
Adp II	2d8
Mst III	3d6

Strike of Thunder

Evocation [Electricity]
Order: Fur 2
Effective Order: 12th
Spell Line: *Smite*
Power: 15
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 *smite*, except for those differences noted here. The target takes an amount of electricity damage based on the spell's grade, as follows. If the target fails its Fortitude save, it is also *interrupted*.

Grade	Damage
App I	8d8
Adp II	10d8
Mst III	12d8

Stunning Array

Conjuration (Light, Mind-Influencing)
Order: Ilu 12
Effective Order: 22nd
Spell Line: *Entrance*
Power: 54
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-foot-radius spread
Duration: See text (D)
Saving Throw: Will partial
Spell Resistance: No

As *entrance*, except for those differences noted here. Scintillating lights fill the spell's area, causing all creatures within it, or those who enter it, to make a Will save or be *stunned* (see the Glossary in the **EverQuest II Player's Guide** for a description of that condition) for as long as the lights remain in place. Creatures that make their save are still considered *disoriented* for as long as they remain in the area.

Unlike *entrance*, this spell can be *interrupted* during its casting, just as any other spell. Blind creatures or those that perceive using senses other than vision are immune to this spell.

The duration of the lights is a function of the spell's grade, as shown below.

Grade	Duration
App I	1 round/3 caster levels
Adp II	1 round/2 caster levels
Mst III	1 round/caster level

Stupefy

Enchantment (Curse)
Order: Sor 5
Effective Order: 10th
Spell Line: *Daunting gaze*
Power: 14
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: Yes

As *daunting gaze*, except for those differences noted here. The target does not lose any power as a result of this spell, but must make a Will save or be *dazed* for a length of time based on the spell's grade, as shown below.

Grade	Stun Duration
App I	1d3 rounds
Adp II	1d3+1 rounds
Mst III	1d4+1 rounds

Subterfuge

Alteration
Order: Dru 2
Effective Order: 7th
Spell Line: *Subterfuge*
Power: 7
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Duration: 1 minute/level
Saving Throw: No
Spell Resistance: Yes

This spell renders the caster indistinct and hard to perceive to those who would harm her: All enemies (including any creatures that would see the caster as prey) suffer a penalty on all Perceive checks made to notice the caster, the amount of the penalty being dependent on the spell's grade.

Grade	Perceive Penalty
App I	–2
Adp II	–4
Mst III	–6

Further, the caster may make Sneak checks as if she had cover each round to avoid notice from any hostile observers, even if she is standing in the open. This benefit applies only while the caster is outdoors; if she is indoors or in a subterranean setting, she cannot hide without cover in this way.

Allies of the caster can perceive her normally.

Suffocating Breath

Enchantment (Curse)
Order: Wrl 2
Effective Order: 12th
Spell Line: *Daunting gaze*
Power: 25
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text (D)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *tongue twist*, except for those differences noted here. The target must make a Will save each round on the caster's turn (not on its own turn) or be *interrupted*. In addition, if the creature fails three consecutive Will saves, it begins to asphyxiate (see the **EQ II Player's Guide** Glossary) as if it had just failed a Constitution check when holding its breath. Once asphyxiation has begun, it can be stopped only by a successful application of some spell from the *absolve curse* line.

This spell's duration is based on its grade, as shown below.

Grade	Duration
App I	1 round/3 levels
Adp II	1 round/2 levels
Mst III	1 round/level

Suffocating Cloud

Conjuration [Disease]
Order: Wrl 3
Effective Order: 13th
Spell Line: *Suffocating cloud*
Power: 34
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-foot-radius spread
Duration: 6 rounds
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

A cloud of rank, diseased air fills the area. All creatures therein take disease damage on the caster's turn each round; creatures must make a new Fortitude save (for half damage) in every round during which they are exposed to the cloud. In addition, any creature in the area that fails its Fortitude save is *sickened* for 1 minute, even if it moves out of the area of effect. (Multiple sickened durations overlap.)

The spell's damage is based on its grade, as shown below.

Grade	Damage
App I	2d6
Adp II	2d8
Mst III	3d6

Summon Food and Water

Conjuration (Creation)
Order: Prt 1, Sum 1
Effective Order: 1st (Prt), 6th (Sum)
Spell Line: *Summon food and water*
Power: 1
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: One meal
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

This spell creates food and water, one single meal, on the ground or on some other flat surface within range. The food consists of plain bread, meat, and/or vegetables on a plain wooden platter, and the water appears in a simple wooden cup. There is nothing special about the food and water, but they are fresh and nourishing. The cup and platter disappear 1 minute after the food and drink are consumed or after 1 hour, whichever comes first.

For some reason, many priests prefer to call this spell by the eldritch-sounding name of "/pizza."

Summon Shadows

Conjuration (Darkness)
Order: Sor 4
Effective Order: 9th
Spell Line: *Arcane bindings*
Power: 11
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Reflex partial
Spell Resistance: Yes

As *arcane bindings*, except for those differences noted here. This spell conjures up semi-material shadow beings that hold the target, which is thus *constrained* and *entangled* (see the Glossary in the **EverQuest II Player's Guide**). If the target makes it saving throw, it is entangled but not constrained.

The spell's duration is a number of rounds based on its grade, as shown below.

Grade	Duration
App I	2d4
Adp II	3d4
Mst III	3d6

Any attempt to escape from this spell via an Agility check has a DC of 15 + the spell's save DC, due to the semi-animate nature of the shadow bindings. Each such attempt requires a full-round action.

This spell can affect incorporeal targets.

Superior Invisibility

Alteration (Darkness, Light)
Order: Ilu 10
Effective Order: 20th
Spell Line: *Invisibility*
Power: 26
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: See text (D)

As *invisibility*, except for those differences noted here. With *superior invisibility*, the subject of the spell does not become visible when she engages in combat or casts a spell; as well, this spell extends into the spectrum of energies visible to the undead, allowing the recipient to remain unseen even by such creatures.

Further, this spell can fool the sight even of creatures normally able to see invisible beings: The caster of a *see invisibility* spell or similar effect must make a caster level check (1d20 + caster level) against a DC of 11 + the *superior invisibility* caster's level; a creature with the "see invisible" special quality must make a level check (1d20 + HD) instead. In either case, if the check fails, the recipient of this spell remains invisible to that creature.

An *enhanced perception* spell penetrates *superior invisibility* automatically.

Grade	Duration
App I	1d4 minutes
Adp II	3d4 minutes
Mst III	5d4 minutes

Sustained Illusion

Conjuration (Illusion)
Order: Ilu 6
Effective Order: 16th
Spell Line: *Vestigial figment*
Power: 32
Casting Time: 1 full round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: See text (S)
Duration: Up to 1 minute/level (D)
Saving Throw: Will disbelief (see text)
Spell Resistance: No

As *phantasmagoria*, except for those differences noted here. This illusion follows a loose "script" determined by the caster, without her having to concentrate on it. For example, she could have the illusion show a number of guards lounging about, playing knucklebones and engaging in idle conversation; after a few minutes, one of the guardsmen could spot a goblin sneaking behind a nearby crate, and the whole room erupts into combat.

The illusion's maximum size is as follows, based on the spell's grade.

Grade	Maximum Size
App I	5 cubes, each 10 feet per side
Adp II	8 cubes, each 10 feet per side
Mst III	12 cubes, each 10 feet per side

Swarm of Rats

Conjuration (Summoning)
Order: Nec 2
Effective Order: 12th
Spell Line: *Swarm of rats*
Power: 18
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One swarm of rats
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons a swarm of large, ravenous rats to serve the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Note that, since this spell has a duration other than Instantaneous, the summoned swarm is subject to being dispelled.

Material Components: A rat's skull and a bit of refuse.

Swarming Spirits

Conjuration (Death) [Disease]
Order: Shd 8
Effective Order: 13th
Spell Line: *Consume vitae*
Power: 40
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Effect: 10-foot-radius burst
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *consume vitae*, except for those differences noted here. Every living creature in the spell's effect takes an amount of disease damage, while the caster gains an amount of health *for each creature affected*, both amounts being determined by the spell's grade, as shown below.

If any creature in the area makes its successful Fortitude save, it takes only half the disease damage and the caster gains only half the listed amount of health from it. Health gained by the caster via this spell can never cause his current health pool to exceed its normal maximum — any additional health is lost.

Grade	Disease Damage	Health Siphoned
App I	14d6	3d6
Adp II	16d6	3d6
Mst III	18d6	4d6

Sylvan Embrace

Enchantment
Order: Wrd 14
Effective Order: 24th
Spell Line: *Vigor*
Power: 36
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature + one creature/6 levels
Duration: 1 round/level

As *vigor*, except for those differences noted here. In addition to bonus power, each recipient gains power recovery for the spell's duration. (Power recovery is the ability to recover spent power points on a round-by-round basis; thus, "power recovery 1" allows a creature to recover 1 power point per round.)

Grade	Fast Healing	Power Recovery
App I	5	5
Adp II	6	6
Mst III	7	7

Sylvan Touch

Alteration
Order: Dru 3
Effective Order: 8th
Spell Line: *Regrowth*
Power: 7
Casting Time: Free action
Recast: 1 hour
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 2 rounds/level

As *regrowth*, except for those differences noted here.

Grade	Fast Healing Rate
App I	2
Adp II	3
Mst III	4

Sylvan Wind

Alteration (Healing)
Order: Dru 5
Effective Order: 10th
Spell Line: *Minor healing*
Power: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/3 levels

As *minor healing*, except for those differences noted here. Roll the amount of healing separately for each target.

Grade	Health Restored
App I	2d6 + 1/2 caster level
Adp II	2d8 + 1/2 caster level
Mst III	3d8 + 1/2 caster level

Symbol of Pinzarn

Enchantment
Order: Tmp 11
Effective Order: 21st
Spell Line: *Symbol of Transal*
Power: 40
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/4 levels
Duration: 1 minute/level

As *symbol of Transal*, except for those differences noted here. In addition to a divine bonus to health, each recipient gains a divine bonus to defense, as shown below.

Grade	Bonus Health	Defense Bonus
App I	3d8	+4
Adp II	4d6	+5
Mst III	5d6	+6

The bonus health from this line stacks with any gained from the *redoubt* spell line.

Symbol of Ryltan

Enchantment
Order: Tmp 4
Effective Order: 14th
Spell Line: *Symbol of Transal*
Power: 30
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 1 minute/level

As *symbol of Transal*, except for those differences noted here. In addition to a divine bonus to health, each recipient gains a divine bonus to defense, as shown below.

Grade	Bonus Health	Defense Bonus
App I	2d6	+2
Adp II	2d8	+2
Mst III	3d6	+3

The bonus health from this line stacks with any gained from the *redoubt* spell line.

Symbol of Transal

Enchantment
Order: Clr 4
Effective Order: 9th
Spell Line: *Symbol of Transal*
Power: 15
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes (harmless)

The caster infuses his targets with divine energy, granting each divine bonuses to defense and to health based upon the spell's grade, as shown below.

Grade	Bonus Health	Defense Bonus
App I	1d6	+1
Adp II	2d4	+2
Mst III	3d4	+3

These divine bonuses stack with any gained from the *redoubt* spell line.

Tainted Caress

Conjuration (Darkness, Fear)
Order: Shd 2
Effective Order: 7th
Spell Line: *Tainted caress*
Power: 11
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: See text
Spell Resistance: Yes

This spell conjures up clinging shadows that hold the target, who is thus *constrained* and *shaken* (see the **EQ II Player's Guide** Glossary). As a result, the target must make both a Reflex save and a Will save: If she makes her Reflex save, she is not constrained; if she makes the Will save, she is not shaken.

A creature that is immune to fear effects can ignore the shaken condition, but must still make a Reflex save against the constraint effect.

Grade	Duration
App I	1 round/2 levels
Adp II	1 round/level
Mst III	2 rounds/level

Any attempt to escape from this spell via an Agility check has a DC of 15 + the spell's save DC, due to the clinging property of the shadows. Each such attempt requires a full-round action.

This spell can affect incorporeal targets.

Teachings of the Dead

Enchantment
Order: Nec 11
Effective Order: 21st
Spell Line: *Earthly brand*
Power: 63
Casting Time: 1 round
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/4 levels
Duration: 1 minute/level (D)

As *earthly brand*, except for those differences noted here. Each target gains bonuses of disease, cold, divine, and magic resistance (15) for the spell's duration. In addition, each receives arcane bonuses to Strength and Intelligence based upon the spell's grade, as shown below.

Grade	Constitution Bonus	Intelligence Bonus
App I	+3	+4
Adp II	+4	+4
Mst III	+5	+5

Tellurian Recruit

Conjuration (Summoning)
Order: Sum 1
Effective Order: 6th
Spell Line: *Tellurian recruit*
Power: 15
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned elemental
Duration: Instantaneous (D)
Saving Throw: None
Spell Resistance: No

This spell summons an earth elemental of the fighter profession to serve and protect the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: A piece of malachite worth at least 1 gp.

Tellurian Soldier

Conjuration (Summoning)
Order: Cnj 2
Effective Order: 12th
Spell Line: *Tellurian recruit*
Power: 30
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned elemental
Duration: Instantaneous (D)

This spell summons an earth elemental warrior to serve and protect the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: A piece of hematite worth at least 3 gp.

Tellurian Veteran

Conjuration (Summoning)
Order: Cnj 9
Effective Order: 19th
Spell Line: *Tellurian recruit*
Power: 47
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned elemental
Duration: Instantaneous (D)

This spell summons an earth elemental guardian to serve and protect the caster. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: An emerald worth at least 150 gp.

Tempest of Lightning

Evocation [Electricity]
Order: Mag 8
Spell Line: *Lightning burst*
Power: 22
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 15-foot-radius burst
Duration: Instantaneous
Saving Throw: Fortitude half (see below)
Spell Resistance: Yes

As *lightning burst*, except for those differences noted here. If any creature fails its Fortitude save, it is *off balance* for 1 round.

Grade	Damage
App I	4d6
Adp II	5d6
Mst III	7d6

Tendrils of Fear

Enchantment (Fear, Mind-Influencing)
Order: Dfl 6
Effective Order: 16th
Spell Line: *Phantasm*
Power: 14
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/4 levels
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: Yes

Whenever one of the targets of this spell is attacked in melee (including reach weapons), the attacker must make a Will saving throw against this spell's DC or be slowed for 1d4+1 rounds and *shaken* until the spell expires; those who save are immune to that casting of this spell. The degree of the slow effect is dependent upon the spell's grade, as follows.

Grade	Slow Effect
App I	Slow (1)
Adp II	Slow (2)
Mst III	Slow (3)

Terrible Awe

Enchantment (Mind-Influencing)
Order: Coe 2
Effective Order: 12th
Spell Line: *Fascinate*
Power: 22
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-foot-radius spread
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: Yes

As *fascinate*, except for those differences noted here. All creatures in the area must make a Will save or be *fascinated* for a length of time as shown below.

Grade	Duration
App I	1 round/3 caster levels
Adp II	1 round/2 caster levels
Mst III	1 round/caster level

Tether

Conjuration (Force)
Order: Wiz 7
Effective Order: 17th
Spell Line: *Arcane bindings*
Power: 31
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Reflex negates
Spell Resistance: Yes

As *arcane bindings*, except for those differences noted here. The target of this spell is *constrained* (see the Glossary in the **EverQuest II Player's Guide**) and suffers a slow (3) effect. If it manages to escape the bonds, it is no longer constrained or slowed, but is still considered *entangled* for the remainder of the spell's duration.

The spell's duration is based on its grade, as shown below.

Grade	Duration
App I	1 round/3 levels
Adp II	1 round/2 levels
Mst III	1 round/level

On its turn, a creature successfully constrained by any spell in the *arcane bindings* line may make an Agility check (DC 10 + the spell's save DC) to escape. Each such attempt requires a full-round action.

Tongue Twist

Alteration (Curse)
Order: Sor 3
Effective Order: 8th
Spell Line: *Daunting gaze*
Power: 13
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text (D)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

The target must make a Will save each round on the caster's turn (not on its own turn) or be *interrupted*. This spell's duration is based on its grade, as shown below.

Grade	Duration
App I	1 round/3 levels
Adp II	1 round/2 levels
Mst III	1 round/level

Tormentous Shadows

Evocation [Magic, Poison]
Order: Wrl 13
Effective Order: 23rd
Spell Line: *Static pulse*
Power: 66
Casting Time: 1 action
Recast: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Effect: 20-foot-radius spread
Duration: 5 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

As *noxious bolt*, except for those differences noted here. Surges of dark magical energy wash over the area, dealing magic damage when the spell first takes effect, followed by an amount of poison damage each subsequent round, all based on the spell's grade. Each creature in the area must make two Fortitude saves, one for each type of damage; if either save is successful, it halves all damage from that damage type.

The initial magic damage and the recurring poison damage are both dependent on the spell's grade, as shown below.

Grade	Initial Damage	Poison DOT
App I	15d6	3d6
Adp II	17d6	4d6
Mst III	20d6	4d8

Totemic Aid

Alteration (Healing)
Order: Shm 3
Effective Order: 8th
Spell Line: *Minor healing*
Power: 11
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature

As *minor healing*, except for those differences noted here.

Grade	Health Restored
App I	5d6 + 1/2 caster level
Adp II	6d6 + 1/2 caster level
Mst III	8d6 + 1/2 caster level

Touch of the Grey

Evocation [Cold]
Order: Mys 6
Effective Order: 16th
Spell Line: *Wailing haze*
Power: 16
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

The target is pummeled by a sudden, howling wind that deals an amount of cold damage based upon the spell's grade, as shown below. A successful Fortitude save halves the damage. Further, if the target fails his save, his speed is reduced by one-half and he suffers a –10 penalty to Perceive checks; these effects last for 1 round per level of the caster.

Grade	Damage
App I	9d8
Adp II	10d8
Mst III	12d8

Truss

Conjuration (Force)
Order: Wiz 13
Effective Order: 23rd
Spell Line: *Arcane bindings*
Power: 40
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: See text (D)
Saving Throw: Reflex negates
Spell Resistance: Yes

As *arcane bindings*, except for those differences noted here. The target of this spell is *constrained* (see the Glossary in the **EverQuest II Player's Guide**) and suffers a slow (4) effect. If it manages to escape the bonds, it is no longer constrained or slowed, but is still considered *entangled* for the remainder of the spell's duration.

The spell's duration is based on its grade, as shown below.

Grade	Duration
App I	1 round/3 levels
Adp II	1 round/2 levels
Mst III	1 round/level

On its turn, a creature successfully constrained by any spell in the *arcane bindings* line may make an Agility check (DC 10 + the spell's save DC) to escape. Each such attempt requires a full-round action.

Undergrowth

Alteration
Order: Wrd 13
Effective Order: 23rd
Spell Line: *Ensnaring roots*
Power: 30
Casting Time: 1 round
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: Plants in a 20-ft.-radius spread
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes

As *grasping roots*, except for those differences noted here. With this spell, creatures that fail their Reflex saves are *constrained* and *entangled*. A creature that saves is not entangled but can still move at only one-third of its usual speed through the area. A creature that is entangled can break free and move one-third its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Agility check.

Further, each round on the caster's turn, the plants once again attempt to constrain and entangle all creatures in the area that have avoided or escaped their hold.

Undying Adherent

Conjuration (Summoning)
Order: Nec 2
Effective Order: 12th
Spell Line: *Undying adherent*
Power: 24
Components: V, S, M
Casting Time: 1 full round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned undead
Duration: Instantaneous (D)
Saving Throw: None
Spell Resistance: No

This spell summons an animated corpse of the brawler profession to serve the caster as both bodyguard and menial. See Appendix One: Creatures for more details regarding summoned creatures.

Material Component: A deceased fighter's brain.

Unholy Aura

Enchantment
Order: Shd 9
Effective Order: 14th
Spell Line: *Weakness*
Power: 30
Casting Time: 1 round
Recast: Instant
Range: 10 feet
Effect: Spherical emanation centered on caster
Duration: See text
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *draw strength*, except for those differences noted here. Every creature coming within 10 feet of the caster must make a Fortitude save on the caster's turn each round or suffer a –4 divine penalty to Strength, while the caster gains a +1 bonus to Strength for each creature that fails its save. This bonus lasts until the spell ends.

Any Strength gained by the caster as a result of this spell is considered a divine bonus for the purpose of its stacking with other spells and effects. Note that, since the penalty imposed on victims of this spell has a type, it does not stack — thus, a creature can only ever suffer a –4 penalty from this spell.

The spell's duration is based upon its grade.

Grade	Duration
App I	1 round/level
Adp II	2 rounds/level
Mst III	3 rounds/level

Unholy Order

Enchantment
Order: Shd 2
Effective Order: 7th
Spell Line: *Demonstration of faith*
Power: 13
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: One creature
Duration: 3 rounds + 1 round/level

As *demonstration of faith*, except for those differences noted here. The target gains damage reduction and a morale bonus to attacks, each based on the spell's grade.

Grade	Damage Reduction	Attack Bonus
App I	2/–	+2
Adp II	2/–	+3
Mst III	3/–	+3

Unholy Strength

Alteration
Order: Shd 14
Effective Order: 19th
Spell Line: *Vigor of trust*
Power: 51
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 30 minutes/level (D)

As *vigor of trust*, except for those differences noted here. The target gains divine bonuses to Strength, Dexterity, and Constitution.

Grade	Strength Bonus	Dexterity Bonus	Constitution Bonus
App I	+6	+4	+5
Adp II	+7	+5	+6
Mst III	+8	+6	+6

Unholy Weapon

Evocation
Order: Shd 10
Effective Order: 15th
Spell Line: *Blessed weapon*
Power: 28
Casting Time: 1 action
Recast: 1 round
Range: Touch
Target: One manufactured weapon
Duration: See text

As *ancient weapon*, except for those differences noted here. The weapon gains a +5 enhancement bonus to both attacks and damage, and deals an additional 3d6 points of divine damage against opponents having the good subtype.

The weapon's 10-foot-radius ward has three major effects, the first two of which are identical to those granted by *ancient weapon*; the third ward is also similar, although it applies to creatures with the good subtype, as opposed to evil.

The spell's duration depends on its grade, as shown below.

Grade	Duration
App I	1 round/level
Adp II	5 rounds/level
Mst III	1 minute/level

Unyielding Conviction

Evocation [Divine]
Order: Pal 4
Effective Order: 9th
Spell Line: *Smite*
Power: 16
Casting Time: 1 action
Recast: Instant
Range: 10 feet
Effect: Spherical burst centered on caster
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *cry of conviction*, except for those differences noted here. Each creature in the area takes divine damage (Reflex half) based on the spell's grade, as follows.

Grade	Damage
App I	10d6
Adp II	12d6
Mst III	15d6

This spell is very easy to cast, granting the caster a +15 bonus on any associated Channeling check involved in its casting.

Ursine Elder

Alteration
Order: Mys 1
Effective Order: 11th
Spell Line: *Ursine elder*
Power: 22
Components: V, S
Casting Time: 1 action
Recast: 1 hour
Range: Personal
Duration: See text (D)
Saving Throw: None
Spell Resistance: No

This spell transforms the caster into the form of a bear (see sidebar). While in this form she retains her own mind and personality, but gains the physical attributes of a bear, including the bear's attacks. She gains the Strength, Dexterity, and Constitution scores (along with increased health if her Constitution increases) of a bear, but retains her own Intelligence, Wisdom, and Charisma scores.

While in this form, the caster cannot cast spells with verbal or somatic components unless she has prepared them with the silent spell and still spell talents, respectively. The duration of this spell is dependent on the spell's grade, as follows.

Grade	Duration
App I	1 round/level
Adp II	1 minute/level
Mst III	10 minutes/level

If slain while in bear form, the caster reverts to her original form (though she remains dead).

Bear Forms

Ursine Elder

Ursine Elder: Medium animal (shapechanger); HD as character; health as character; dying/dead varies by Constitution; Init varies; Spd 40 ft.; BDB as character; Def varies (+1 natural); DR 1/–; BAB as character; Grap varies; Full-Atk 2 claws [BAB +5 each] melee (1d4+5) and bite [BAB] melee (1d6+2); Atk claw [BAB +5] melee (1d4+5); Space/Reach 5 ft./5 ft.; SQ minor scent, nightvision; SV Fort use character's base, Ref use character's base, Will use character's base; Str 21, Dex 13, Con 17, Int as character, Wis as character, Cha as character.

Skills: As character, plus Climb 5 ranks, Perceive 7 ranks, Swim 6 ranks, Survival 5 ranks. (If the character has any of these skills already, use the better total of ranks — they do not stack.)

Feats: As character, plus Endurance and Power Attack.

Talents: As character, plus alertness, burst of speed, instinctive reaction.

Vengeance

Alteration
Order: Inq 10
Effective Order: 20th
Spell Line: *Mark of pawns*
Power: 42
Casting Time: 1 action
Recast: 1 round
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 10 rounds
Saving Throw: Will negates
Spell Resistance: Yes

As *devotee's retribution*, except for those differences noted here. This spell creates a special damage shield around the target creature that causes it to take divine damage every time it hits with a physical attack.

Grade	Damage Shield
App I	110%
Adp II	125%
Mst III	150%

Verdant Passage

Alteration [Teleportation]
Order: Fur 1, Wrd 1
Effective Order: 11th
Spell Line: *Verdant passage*
Power: 12
Components: V, S
Casting Time: 3 full rounds
Recast: Instant
Range: Personal
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The caster may enter a living tree having a girth at least equal to her own and step out of a similar tree some distance away, in a direction and distance chosen by the caster. If there is no suitable tree in that location, the spell automatically shunts the caster to the next nearest living tree of the appropriate size within range. The caster can bring along objects or possessions as long as their weight doesn't exceed her maximum load. The transport itself is considered part of the spellcasting action (i.e., it take no time once the spell is cast).

The maximum distance between the two trees is a function of spell grade, as shown below.

Grade	Maximum Distance
App I	1,000 feet
Adp II	2,000 feet
Mst III	4,000 feet

Note: This spell can be used only outdoors. It cannot be used to pass through plant creatures such as treants.

Verdant Transport

Alteration [Teleportation]
Order: Wrd 4
Effective Order: 14th
Spell Line: *Verdant passage*
Power: 34
Casting Time: 3 rounds
Recast: 1 minute
Range: Touch
Target: One willing creature/3 levels
Duration: See text
Saving Throw: None
Spell Resistance: No

As *verdant passage* (including transport distance), except for those differences noted here. In addition to herself, the caster can allow the passage of up to one other willing creature per 3 caster levels; once the spell is cast, each creature's passage (including her own if the caster includes herself as a target) takes place on the caster's turn and takes 1 full round. No creature can pass through a tree smaller than its own girth.

Verdure

Enchantment
Order: Dru 5
Effective Order: 10th
Spell Line: *Courage*
Power: 27
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 3 rounds + 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes (harmless)

The caster infuses her targets with great hardiness and protects them from some types of harm. Each target gains a +4 divine bonus to Constitution and also an amount of cold, electricity, and heat resistance dependent upon the spell's grade, as shown below.

Grade	Harm Resistance
App I	3
Adp II	5
Mst III	7

Verdurous Journey

Alteration [Teleportation]
Order: Wrd 8
Effective Order: 18th
Spell Line: *Verdurous journey*
Power: 36
Components: V, S
Casting Time: 3 rounds
Recast: 1 minute
Range: Touch
Target: One willing creature/3 levels
Duration: Instantaneous (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *verdant transport*, except for those differences noted here. The maximum distance between the two trees is a function of spell grade, as shown below.

Grade	Maximum Distance
App I	1 mile/4 levels
Adp II	1 mile/level
Mst III	3 miles/level

Vestigial Figment

Conjuration (Illusion)
Order: Mag 1
Spell Line: *Vestigial figment*
Power: 1
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: See text (S)
Duration: Concentration
Saving Throw: Will disbelief
Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by the caster. The illusion does not create sound, smell, texture, or temperature. The caster can move and manipulate the image within the limits of the maximum size of the effect, which is determined based on the spell's grade, as follows.

Grade	Maximum Size
App I	Cube, 10 feet per side
Adp II	5 cubes, each 10 feet per side
Mst III	10 cubes, each 10 feet per side

See "Illusions" in Chapter 6 for more information on using and adjudicating illusions.

Vigor

Enchantment
Order: Dru 4
Effective Order: 9th
Spell Line: *Vigor*
Power: 10
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster infuses her target with constructive magical energy, granting him an increase to his maximum power pool (but not his current pool) and a divine bonus to magic resistance. The amounts of these benefits are based upon the spell's grade, as shown below.

Grade	Power Pool Increase	Magic Resistance
App I	6	4
Adp II	9	5
Mst III	12	6

Vigor of Trust

Enchantment
Order: Cru 4
Effective Order: 4th
Spell Line: *Vigor of trust*
Power: 6
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants the target divine bonuses to both Strength and Constitution, based upon the spell's grade, as shown below.

Grade	Strength Bonus	Constitution Bonus
App I	+2	+2
Adp II	+3	+3
Mst III	+4	+3

Virtuous Touch

Alteration (Healing)
Order: Pal 8
Effective Order: 13th
Spell Line: *Blessed aid*
Power: 13
Components: V
Casting Time: Free action
Recast: 1 hour
Range: Touch

As *blessed aid*, except for those differences noted here. The amount of health restored is as follows.

Grade	Health Restored
App I	9d6 + caster level
Adp II	10d6 + caster level
Mst III	11d6 + caster level

Vivication

Alteration
Order: Dfl 15
Effective Order: 25th
Spell Line: *Revive*
Power: 50
Casting Time: 1 full round
Recast: 3 hours
Range: Touch
Target: One willing dead creature
Duration: Instantaneous

As *revive*, except for those differences noted here. The creature awakens with 40% of his maximum health and 25% of his power. In addition, the character is merely *sickened* (rather than *nauseated*), though still *exhausted*. The sickened condition fades after 1 minute.

Finally, the target gains a bonus of damage reduction that lasts for 1 round per level of the caster.

Grade	XP Debt Negated	Maximum Time Dead	Damage Reduction
App I	50%	1 week/level	10/epic
Adp II	75%	1 year/level	12/epic
Mst III	100%	10 years/level	15/epic

Vivid Seal

Enchantment
Order: Sor 1
Effective Order: 6th
Spell Line: *Vivid seal*
Power: 12
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature/3 levels
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Each target gains bonuses of electricity, heat, and magic resistance (4) for the spell's duration. In addition, each receives arcane bonuses to Strength and Intelligence based upon the spell's grade, as shown below.

Grade	Strength Bonus	Intelligence Bonus
App I	+1	+2
Adp II	+2	+2
Mst III	+2	+3

Incipience

Alteration
Order: Cnj 6
Effective Order: 16th
Spell Line: *Gift of the magi*
Power: 42
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/5 levels
Duration: 30 minutes/level (D)

As *pullulation*, except for those differences noted here. Each target gains an increase to maximum power pool; bonuses to cold, heat, and magic resistance; and a +4 bonus on all taunt rolls (i.e., from talents of the taunt line). In addition, any pet benefiting from this spell also gains the taunting stance talent, using half its total HD in place of brawler levels when making taunt checks with that ability.

Grade	Power Pool	Harm Resistance
App I	+15	12
Adp II	+20	16
Mst III	+26	20

Wailing Haze

Conjuration (Summoning)
Order: Shm 1
Effective Order: 6th
Spell Line: *Wailing haze*
Power: 6
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

A strange, noisome haze, moaning constantly as if some wretched soul were trapped within it, surrounds the target. While the spell remains in effect, the target's speed is reduced by one-quarter and he suffers a –5 penalty to Perceive checks. The spell's duration is based upon its grade.

Grade	Duration
App I	2 rounds/level
Adp II	3 rounds/level
Mst III	4 rounds/level

Wards of Shadow

Evocation
Order: Mys 3
Effective Order: 13th
Spell Line: *Spectral ward*
Power: 28
Casting Time: 1 full round
Recast: 2 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/3 levels
Duration: 1 round/level

As *spectral ward*, except for those differences noted here. In addition to applying against physical damage, this spell also protects each target against disease and poison damage.

Grade	Temporary Health
App I	20
Adp II	25
Mst III	30

Wards of Spirit

Evocation
Order: Shm 2
Effective Order: 7th
Spell Line: *Spectral ward*
Power: 19
Casting Time: 1 full round
Recast: 2 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: 1 round/level

As *spectral ward*, except for those differences noted here. Each target gains an amount of temporary health as shown below.

Grade	Temporary Health
App I	8
Adp II	12
Mst III	16

Wards of the Eidolon

Alteration
Order: Mys 14
Effective Order: 24th
Spell Line: *Ursine elder*
Power: 66
Casting Time: 1 full round
Recast: 1 hour
Range: Close (10 ft. + 5 ft./5 levels)
Target: One willing creature/5 levels
Duration: See text (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

As *ursine elder*, except for those differences noted here. A number of willing targets are transformed into bears (as in the *ursine elder* sidebar on page XX). Each gains the Strength, Dexterity, and Constitution scores (along with increased health if Constitution increases) of the bear, but retains her own Intelligence, Wisdom, and Charisma scores. The duration of this spell is dependent on the spell's grade, as follows.

Grade	Duration
App I	1 round/level
Adp II	1 minute/level
Mst III	10 minutes/level

Weakness

Enchantment
Order: Cru 3, Prt 4
Effective Order: 3rd (Cru), 4th (Prt)
Spell Line: *Weakness*
Power: 4
Components: V, S
Casting Time: 1 round
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: Fortitude negates
Spell Resistance: Yes

The target of this spell suffers a –3 divine penalty to Strength. The spell's duration is based upon its grade.

Grade	Duration
App I	1 round/level
Adp II	3 rounds/level
Mst III	1 minute/level

Whirlwind

Conjuration
Order: Fur 7
Effective Order: 17th
Spell Line: *Cyclone*
Power: 25
Casting Time: 1 full round
Recast: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: 40-ft-diameter by 80-ft-high cylinder
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: No

As *cyclone*, except for those differences noted here. Any Gargantuan or smaller creature that comes in contact with the whirlwind must succeed on a Reflex save or take crushing damage based on the spell's grade, as shown below. In addition, if a creature is Huge or smaller and fails its save, it must then succeed on a second Reflex save or be *constrained* and *entangled* for as long as it remains within the whirlwind, taking damage each round (no save).

Any flying creature of Medium or smaller size that comes within 20 feet of the whirlwind must make a Reflex save against the spell's DC or be *blown away*. (See the Glossary in the **EverQuest II Player's Guide** for descriptions of the *blown away*, *constrained*, and *entangled* conditions.)

As with *cyclone*, the caster may direct the whirlwind to eject any carried creatures safely whenever he causes it to move, depositing them behind the whirlwind's path.

Creatures with the earth subtype take +50% damage from the whirlwind.

Grade	Damage
App I	3d6
Adp II	4d6
Mst III	6d6

Wild Bloodflow

Alteration
Order: Fur 8
Effective Order: 18th
Spell Line: *Regrowth*
Power: 28
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level

As *regrowth*, except for those differences noted here. In addition to gaining the ability to restore itself, the recipient's flesh becomes considerably tougher, granting a natural armor bonus to defense as shown below.

Grade	Fast Healing Rate	Defense Bonus
App I	5	+3
Adp II	6	+3
Mst III	7	+4

Wild Spirit

Enchantment
Order: Dru 4
Effective Order: 9th
Spell Line: *Courage*
Power: 15
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature + one creature/3 levels
Duration: 3 rounds + 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster infuses her targets with supernal grace and protects them from some types of harm. Each target gains a +2 divine bonus to Dexterity and also an amount of both divine resistance and magic resistance dependent upon the spell's grade, as shown below.

Grade	Harm Resistance
App I	3
Adp II	5
Mst III	7

Willowskin

Alteration
Order: Dru 2
Effective Order: 7th
Spell Line: *Willowskin*
Power: 16
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature + one creature/2 levels
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster covers the targets' flesh with a strong, yet supple layer of bark, granting each a natural armor bonus to defense based on the spell's grade, as shown below. In addition, each target is blessed with a +2 bonus to Wisdom for the spell's duration.

Grade	Defense Bonus
App I	+1
Adp II	+2
Mst III	+3

Winds of Frost

Evocation [Cold]
Order: Wrd 5
Effective Order: 15th
Spell Line: *Chill*
Power: 32
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-foot-radius burst
Duration: Instantaneous (see text)
Saving Throw: Fortitude half
Spell Resistance: Yes

As *chill*, except for those differences noted here. If any creature in the area fails its saving throw, it also suffers a slow effect for 1 round per level of the caster, based on the spell's grade.

Grade	Damage	Slow Effect
App I	8d6	2
Adp II	9d6	3
Mst III	11d6	3

Winds of Renewal

Alteration
Order: Dru 3
Effective Order: 8th
Spell Line: *Regrowth*
Power: 18
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature + one creature/3 levels
Duration: 1 round/level

As *regrowth* (including spell grades), except for those differences noted here.

Winter's Bite

Evocation [Cold]
Order: Wrd 12
Effective Order: 22nd
Spell Line: *Chill*
Power: 46
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous (see text)
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

As *chill*, except for those differences noted here. If the target fails its saving throw, it also suffers a slow effect for 1 round per level of the caster, its severity based on the spell's grade.

Grade	Damage	Slow Effect
App I	15d6	Slow (4)
Adp II	17d6	Slow (5)
Mst III	19d6	Slow (6)

Wisp

Alteration
Order: Wrd 3
Effective Order: 13th
Spell Line: *Subterfuge*
Power: 30
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Duration: 1 round/level (D)
Saving Throw: No
Spell Resistance: No

The caster's body takes on a misty, transparent "wisp" state throughout the spell's duration. As a result, the caster gains a circumstance bonus on all Sneak checks based on the spell's grade. Further, all physical attacks against the caster have a miss chance (as shown on the chart below); the Blind-Fight feat doesn't help opponents since the caster is actually in semi-mist form.

Grade	Sneak Bonus	Miss Chance
App I	+5	40%
Adp II	+8	50%
Mst III	+10	60%

If an attack, whether weapon or spell, against the wisp form is capable of striking incorporeal creatures, the miss chance is halved. If the attacker can see invisible creatures, the miss chance is likewise halved. An attacker who can both see invisible and strike insubstantial creatures may ignore the miss chance imposed by this spell. Similarly, any spell that specifically targets the caster has a miss chance (as below) unless the attacker can target invisible, incorporeal creatures.

The caster's wisp-form has several other effects and qualities, as follows:

- The caster takes only half damage from area attacks (but normal damage from those that can harm incorporeal creatures, such as force effects).
- The caster takes only half damage from falling.
- The caster's own physical attacks suffer a 20% miss chance, due to her semi-incorporeal nature. The caster's spells do not suffer a miss chance.
- While the wisp form is impervious to harm from natural winds, the caster may, at the GM's discretion, take double damage from magical wind effects (such as those from the *cyclone* spell line).

Wither Hope

Conjuration (Darkness, Fear) [Mental]
Order: Ilu 11
Effective Order: 21st
Spell Line: *Psychic assailant*
Power: 54
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One creature/4 levels, no two more than 20 ft. apart
Duration: 1 round/3 levels
Saving Throw: Will partial (see text)
Spell Resistance: Yes

As *psychic assailant*, except for those differences noted here. If any target fails his Will save, he takes an initial amount of mental damage, as shown below, and is then *panicked* for the spell's duration. If the save is successful, the target is merely *shaken* and takes only half damage.

Grade	Damage
App I	12d6
Adp II	14d6
Mst III	16d6

Word of Restoration

Alteration (Healing)
Order: Tmp 9
Effective Order: 19th
Spell Line: *Minor healing*
Power: 40
Casting Time: 1 action
Recast: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature + one creature/4 levels

As *minor healing*, except for those differences noted here. Roll the amount of healing separately for each target.

Grade	Health Restored
App I	6d8 + caster level
Adp II	8d8 + caster level
Mst III	10d8 + caster level

Chapter Seven:

Bard Songs

The bards of Norrath possess the oldest magic, or so they would have the rest of the world believe. There may be some truth to this claim, however. Some scholars, even among the most long-lived races, believe Veeshan's brood handed bardic magic to the mortal races, and these same scholars aver that bardic magic goes farther back than recorded history — which is more than can be said for most other forms of magic, except perhaps shamanism.

Bard songs are perhaps not as powerful as arcane or divine spells, when compared directly, but bardic magic possesses many strengths that compensate for this. For example, while spellcasters can be interrupted as they weave their spells, bards cannot "miscast" their songs or lyrics or have them counterspelled. Indeed, bards can leap into the fray while they perform, heedlessly lending both sword and song to a battle. Bards also do not have to worry about hoarding their power resources, for their performances do not use power.

Finally, bonuses gained from bardic performances are generally untyped, unlike those of most spells, so bards and their abilities tend to complement nearly any spellcaster in a given group (see Combining Magical Effects in Chapter 5).

Throughout this chapter, the term "bard" stands also for characters of the dirge and troubadour advanced classes.

Bard Song Basics

To perform a "bard song," a bard need merely choose a piece from among his repertoire and make a Perform check against the Perform DC of that song. If the check fails, no harm is done; the bard simply fails to initiate the magic of the song that round, but he may try again the following round.

Whatever the bard's favored method of performance — voice, a musical instrument, oratory, or some other form — it suffices for calling up the power of the song. Even if a bard's favored performance type is acting or buffoonery, he can incorporate musical elements into a combined performance (always using his best Perform bonus) that enables him to generate the magical effects of any bard song.

A character can start performing one bard song each round as a free action, regardless of the type of performance. The downside of using an instrument is that it requires both of the bard's hands, whereas singing, oratory, or some other form of performance can be done even while the bard is fighting with sword and shield. However, certain songs offer a slightly greater benefit if the bard uses an instrument to perform them.

Outside of combat or other stressful situations, bards can always take 10 or take 20 on Perform checks made to use their bard songs.

All bard songs are supernatural abilities (see Special Abilities at the end of Chapter 5).

Learning Songs

Learning bard songs is handled in much the same way as learning spells (see Chapter 5: Using Magic), but the bard must make Knowledge (art and literature) checks in place of a spellcaster's Spellcraft check.

Bard songs can be recorded as written material, but it is far more common for bards to pick up songs from other bards during their travels, learning them directly.

Repertoire

A bard need not prepare songs or record them in a spellbook — he simply has a song as part of his repertoire (if he has learned it successfully) or he does not. Using songs is as simple as deciding which one to perform in a given round and making the appropriate Perform check to see if it is successful.

Song Elements

Many elements of bard songs are the same as those for spells, and explanations of these elements can be found in Chapter 5: Using Magic.

Unlike divine and arcane casters, bards do not have schools of magic into which they categorize their songs. All bard songs are performed using the same fundamental techniques.

Song Order is similar to Spell Order: It determines which songs a bard of a particular class level can use. It also helps determine the save DC of bard song effects, just as it does with spells — a song's save DC is *10 + 1/2 the song's order + the bard's Charisma modifier*.

Song Line is similar to Spell Line in that it determines which songs' benefits do and do not stack: As with spells, the benefits of any two songs from the same line overlap rather than stacking their effects. The entries for songs' Range, Target/Effect, and Saving Throw also function identically with those of spells.

Because bard songs are supernatural abilities, they have no Spell Resistance entry (since they are unhampered by spell resistance).

Since songs are not technically "cast" as spells are cast, they have a "Recover" entry rather than a Recast entry. Performing bard songs can strain the bard's voice and body, so some songs require a time for the bard to recover his poise before he can attempt that song again. As with spells and recasting, if a song fails to take effect (such as when the bard fails his Perform check), the Recover entry does not apply — recovery time is only an issue if the song works.

Like spells, bard songs also carry descriptors to denote certain game mechanics that relate to the song's use or effect. For example, *Lanet's excruciating scream* carries the mental descriptor — if the target has mental resistance, that resistance offsets some of the damage dealt by the song.

All variables based on level use the character's bard level. For example, a Brd 5/Trb 4 singing a *reproaching discant* has a range of 25 ft. + 5 ft./2 levels, or 45 feet.

Duration of Songs

Most bard songs have a duration of either "Instantaneous" or "Performance." Instantaneous songs are just like Instantaneous spells — they take place the instant they are performed, and the effects are effectively permanent (or at least long-lasting).

Songs with a Performance duration last as long as the bard continues to perform the song. If something prevents him from performing (say, if he's knocked out or *stunned*), or if he

stops performing the song by choice or fails a Performance check while twisting, the song and its effects end immediately, 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 that target. Should the target re-enter the song's range during the same performance of the song, it immediately falls back under the song's effects automatically.

Actions While Performing

Bards can start one song each round as a free action. If the bard uses an instrument with a song to gain an augmented effect, the song is still begun as a free action, but playing the instrument to maintain the effect requires a standard (attack) action each subsequent round.

Instruments

In some cases, to realize the full power of their ancient magical heritage, bards must play a musical instrument to augment their songs. (Any instrument will suffice for any applicable song, whether brass, percussion, string, or wind.) The bard must use a Perform skill for a musical instrument when making this Perform check. The Instrument entry in a song's description gives the Perform (brass, percussion, string, or wind) DC required to gain the augmented effect, if any, for that spell. If a dash appears in place of a numerical value, that spell cannot be augmented by an instrument.

If the bard's Perform check is successful, his song is augmented as described under the song's description. If the check fails, no harm is done — he merely fails to start the magic of the song that round.

Playing an instrument requires the bard to have both hands free to hold and play the instrument. (Note that dropping an item is a free action, while getting or stowing an item is typically a move action.) After the song is begun, maintaining it while using an instrument requires an attack action each round.

Unlike spellcasters, who must make Channeling checks to cast or maintain their spells when they take damage, bards do not have to channel or concentrate through damage, even while playing their instruments — they just have to stay conscious through the punishment!

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. Highly skilled bards might maintain the effects of a couple or perhaps even three simple songs simultaneously while twisting, while a truly remarkable troubadour or dirge might attempt five complex strains at once. To be twisted, songs must have a duration of "Performance" — an instantaneous song is over as quickly as it begins, leaving nothing to twist.

Songs from the same song line cannot be twisted together. Although a bard can theoretically twist any number of songs at once, only one of those songs can be augmented by playing

an instrument; if one of the songs *is* augmented in this way, the bard must use the appropriate Perform (instrument) check while twisting (as opposed to his best Perform bonus).

To begin twisting songs, the bard must start each song normally, at the standard rate of one new song each round. In Round 1, a bard starts his first song, and it takes effect normally that round. Then, in Round 2, when he tries to start a second song without stopping the first, he actually begins to twist the two songs. Assuming he succeeds, he can attempt to add on a third song to the twist in Round 3, and so on, but it becomes progressively more difficult to twist songs as one adds more to the mix. Each round, a bard can elect to stop singing as many songs in the currently maintained twist as he likes, but he can begin only one new song per round.

To successfully twist songs, the bard uses the highest Perform DC from among all of the songs he is attempting to twist, plus the appropriate twisting modifier, which is based on the number of songs the bard is attempting to twist.

However, while twisting, the bard must make a Perform check *each round* at this DC while maintaining the twist, and not merely in the first round, as when performing a single song.

In any round during which the bard adds another song to an existing twist, he only needs to make the highest Perform check (he doesn't have to make a check to maintain the existing twist, and then another check to start the more difficult twist).

Table 7-1: Song Twisting Modifiers

Songs To Be Twisted	DC Modifier
2	+8
3	+16
4	+32
5	+48

On a successful check, the bard gains the benefits or effects for all of the songs performed that round. On a failed Perform check, all of the bard's songs fail immediately (unless a song's effect 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.

For example, the troubadour Beniva (Perform [singing] +18, Perform [wind instruments] +16) is currently performing a *rousing tune* and decides to twist it with *merciless melody*. *Rousing tune* has a DC of 14 while *merciless melody*'s is a 17, so the twisting DC is 17 + 8 = 25. Beniva rolls an 11 and adds her bonus of +18 for a total of 29 — easily enough to twist the two songs.

The next round, Beniva decides to add *arcane chorus* to the mix. She also chooses to use a wind instrument to gain the augmented effect for *arcane chorus*, so she must use its higher Instrument DC of 20 as the base for her twisting check; further, because she is twisting with a wind instrument, she must use that Perform skill rather than her superior singing skill when making the check. The twisting DC is 20 + 16 = 36, so Beniva needs to roll a natural 20 (plus her bonus of +16) to succeed! She rolls a 17, so she falters and all three songs fail immediately.

If Beniva had dropped one of the first two songs from the mix (a free action) before attempting to add arcane chorus, the DC would have been only 20 + 8 = 28, and she would have succeeded.

Sound

All bard songs rely on sound. They cannot be whispered, played silently, or otherwise made inaudible while retaining their effectiveness. (*Valim's dark song* and *Mala's silent hymn* are the two exceptions to this rule.) As a result, a bard often finds himself the target of intelligent opponents who recognize that bardic performances can tilt the battle away from their favor. In dungeons, echoing canyons, castle corridors, 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 that granted by the priest spell *enduring breath*.

Bards who are muted, such as a bard trapped in a zone of magical silence, cannot perform their song magic.

Bard Archetype Songs

1st-Order Songs

Performer's Talent. Grants target harm resistance.

Piercing Shriek. Deals sonic damage to one opponent.

Rousing Tune. Grants bonuses to allies within 10 feet.

2nd-Order Songs

Bria's Stirring Ballad. Allies within 30 feet gain flowing thoughts 1.

3rd-Order Songs

Alin's Keening Lamentation. Deals sonic damage in 10-foot-radius burst.

Merciless Melody. Allies within 10 feet gain haste (1).

4th-Order Songs

Songster's Luck. Grants bonuses to allies within 10 feet.

5th-Order Songs

Reproaching Discant. Targets suffer penalties to attack and damage rolls.

Dirge Songs

1st-Order Songs

Lanet's Excruciating Scream. Target is weakened, takes sonic damage.

Noxious Chorus. Allies within range gain harm resistance.

Tarven's Crippling Crescendo. Target suffers defense penalty, takes sonic DOT.

2nd-Order Songs

Clara's Chaotic Cacophony. Enemies within 15 feet suffer DR penalties.

Song of Discord. Target attacks its allies.

3rd-Order Songs

Bria's Thrilling Ballad. Allies within 30 feet gain flowing thoughts 3.

Garson's Funeral March. Target is briefly *frightened*.

4th-Order Songs

Riana's Relentless Tune. Allies within 10 feet gain haste (3) and Strength bonus.

5th-Order Songs

Daro's Doleful Dirge. Enemies within range are slowed.

Dissonant Rhythm. Enemies within 15 feet suffer mental DOT.

6th-Order Songs

Valim's Dark Song. Allies within range gain bonuses to Stealth and base speed.

7th-Order Songs

Discouraging Discant. Targets suffer penalties to attack and damage rolls.

Noxious Symphony. Grants target harm resistance.

8th-Order Songs

Tarven's Bedeviled Undersong. Target suffers defense penalty, takes sonic DOT.

Strain of Discord. Enemies within area attack their allies.

9th-Order Songs

Clara's Crazed Cacophony. Enemies within 15 feet suffer DR penalties.

Garson's Burial March. Target is *panicked*.

10th-Order Songs

Bria's Exalting Ballad. Allies within 30 feet gain power recovery 1.

Luda's Fiendish Howl. Target is *stunned*, takes sonic damage.

11th-Order Songs

Riana's Spiteful Sustain. Allies within 20 feet gain haste (5) and Strength bonus.

12th-Order Songs

Daro's Sorrowful Dirge. Enemies within range are slowed.

Jarol's Melancholy Requiem. Enemies within 15 feet suffer mental DOT.

13th-Order Songs

Noxious Concerto. Grants target harm resistance.

14th-Order Songs

Oppressive Discant. Targets suffer penalties to attack and damage rolls.

15th-Order Songs

Tarven's Cantankerous Verse. Target suffers defense penalty, takes sonic DOT.

Troubadour Songs

1st-Order Songs

Arcane Chorus. Allies within range gain harm resistance.

Bria's Entrancing Sonnet. Target creature follows the bard willingly.

Sybil's Shuddering Sonnet. Enemies within range move slowly, lose power.

2nd-Order Songs

Raxxyl's Energizing Harmony. Grants bonuses to allies within range.

3rd-Order Songs

Bria's Thrilling Ballad. Allies within 30 feet gain flowing thoughts 3.

Eli's Thunderous Hymn. Target takes sonic damage.

4th-Order Songs

Gerard's Resonant Sonata. Allies within range gain haste (4) and Dexterity bonus.

5th-Order Songs

Mala's Silent Hymn. Allies within range gain bonuses to Stealth and base speed.

Quiron's Joyous Celebration. Allies within 10 feet gain fast recovery.

6th-Order Songs

Minstrel's Fortune. Grants bonuses to allies within range.

7th-Order Songs

Arcane Symphony. Allies within range gain harm resistance.

Discouraging Discant. Targets suffer penalties to attack and damage rolls.

8th-Order Songs

Lore's Lurching Limerick. Target suffers defense penalty, loses power, *interrupted*.

9th-Order Songs

Alin's Calming Serenade. Enemies within range are *fascinated*.

10th-Order Songs

Breathtaking Bellow. Target is *interrupted*, takes sonic damage.

Bria's Exalting Ballad. Allies within 30 feet gain power recovery 1.

11th-Order Songs

Invigorating Opus. Allies within range gain haste, attack, and Dexterity bonus.

12th-Order Songs

Alin's Coruscating Concord. Enemies in area are slowed, take sonic damage.

Elemental Chorus. Allies within range gain harm resistance.

13th-Order Songs

Mala's Voiceless Discant. Allies within range gain bonuses to Stealth and base speed.

Quiron's Ecstatic Celebration. Allies within 10 feet gain fast recovery.

14th-Order Songs

Arcane Concerto. Allies within range gain harm resistance.

Swan Song. Grants bonuses to allies within range.

15th-Order Songs

Lore's Magniloquent Roust. Target suffers defense penalty, loses power, dazed.

Lullaby. Target is *mesmerized*.

Bard Song Descriptions

Alin's Calming Serenade

Bard Song (Mind-Influencing)
Order: Trb 9
Effective Order: 14th
Song Line: *Bria's entrancing sonnet*
Perform DC: 27
Instrument: —
Recover: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: Will negates

As long as the bard performs this song, all enemies within range immediately cease any hostilities or other actions and stand *fascinated* for as long as she performs.

Alin's Coruscating Concord

Bard Song
Order: Trb 12
Effective Order: 17th
Song Line: *Sybil's shuddering sonnet*
Perform DC: 29
Instrument: DC 32
Recover: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Effect: 10-foot-radius spread
Duration: Instantaneous
Saving Throw: Fortitude partial (see text)

All creatures in the area suffer a slow (3) effect for a number of rounds equal to the character's troubadour level, and each also takes 7d6 points of sonic damage. A creature that makes its Fortitude save suffers only a slow (1) effect and takes half damage.

Instrument: All creatures in the area suffer a slow (4) effect and take 9d6 points of sonic damage. A creature that saves suffers only a slow (2) effect and takes half damage.

Alin's Keening Lamentation

Bard Song [Sonic]
Order: Brd 3
Song Line: *Piercing shriek*
Perform DC: 19
Instrument: —
Recover: 1 round
Range: Close (10 ft. + 5 ft./5 levels)
Effect: 10-foot-radius spread
Duration: Instantaneous
Saving Throw: Fortitude half

This awful shriek deals 3d6 points of sonic damage to all creatures in the area.

Arcane Chorus

Bard Song
Order: Trb 1
Effective Order: 6th
Song Line: *Performer's talent*
Perform DC: 17
Instrument: DC 20
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance

As *performer's talent*, but allies within range gain bonuses of arcane, divine, and sonic resistance (6).

Instrument: The benefit increases to harm resistance (9).

Arcane Concerto

Bard Song
Order: Trb 14
Effective Order: 19th
Song Line: *Performer's talent*
Perform DC: 30
Instrument: DC 33
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance

As *performer's talent*, but allies within range gain bonuses of arcane, divine, and sonic resistance (15).

Instrument: The benefit increases to harm resistance (25).

Arcane Symphony

Bard Song
Order: Trb 7
Effective Order: 12th
Song Line: *Performer's talent*
Perform DC: 23
Instrument: DC 26
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance

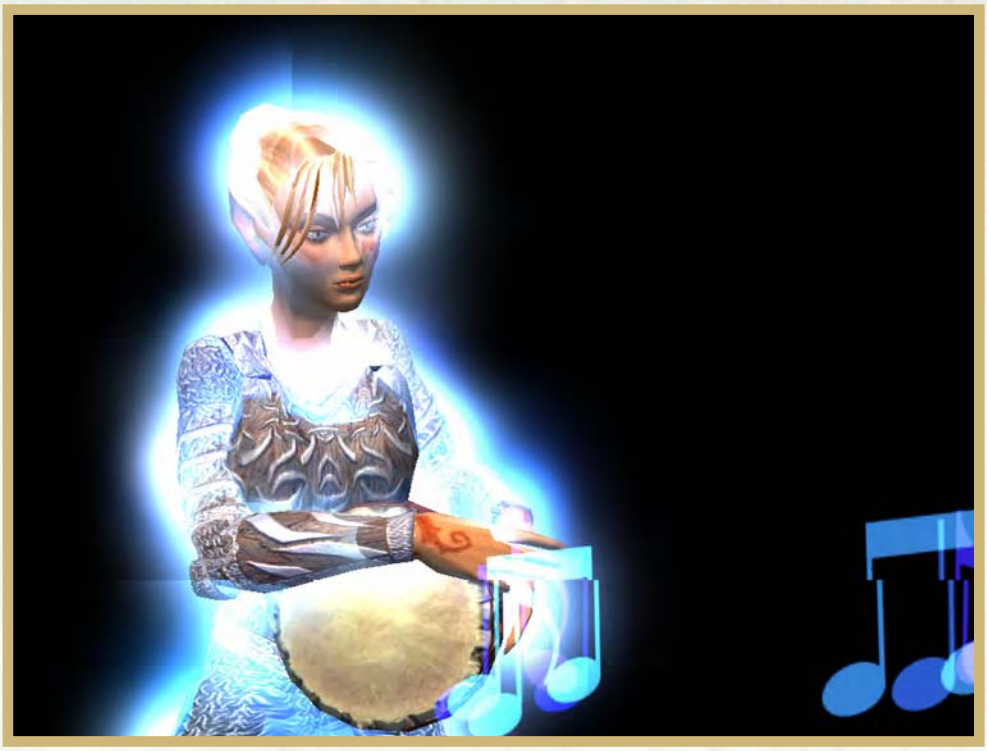
As *performer's talent*, but allies within range gain bonuses of arcane, divine, and sonic resistance (10).

Instrument: The benefit increases to harm resistance (15).

Breathtaking Bellow

Bard Song [Sonic]
Order: Trb 10
Effective Order: 15th
Song Line: *Eli's thunderous hymn*
Perform DC: 26
Instrument: —
Recover: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Instantaneous
Saving Throw: Fortitude half

The target is *interrupted* and takes 6d6 points of sonic damage. A successful save halves the damage and negates the interrupted effect.



Bria's Entrancing Sonnet

Bard Song (Mind-Influencing)
Order: Trb 1
Effective Order: 6th
Song Line: *Bria's entrancing sonnet*
Perform DC: 20
Instrument: DC 21
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Performance
Saving Throw: Will negates

As long as the bard performs this song, the target ceases any hostilities or other actions and follows the performer willingly, regardless of its own duties, missions, goals, or desires. The target does not undertake any actions on the behalf of the bard, simply following her thoughtlessly. If threatened or harmed, the creature immediately breaks free of this song.

Instrument: If she speaks the same language as the target, the bard may tell it where within the song's range she wants it to go, as long as it cannot perceive any danger or discomfort in doing so. It will not perform any other actions for her.

Bria's Exalting Ballad

Bard Song
Order: Drg 10, Trb 10
Effective Order: 15th
Song Line: *Bria's stirring ballad*
Perform DC: 28
Instrument: DC 31
Recover: Instant
Range: 30 feet
Effect: Spherical emanation centered on bard
Duration: Performance

As *Bria's stirring ballad*, but all allies within 30 feet gain the benefit of power recovery 1. (Power recovery is the ability to recover spent power points on a round-by-round basis; thus, "power recovery 1" allows a creature to recover 1 power point per round.)

Instrument: The benefit increases to power recovery 2.

Bria's Stirring Ballad

Bard Song
Order: Brd 2
Song Line: *Bria's stirring ballad*
Perform DC: 15
Instrument: DC 19
Recover: Instant
Range: 30 feet
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: None

As long as the bard performs this song, all allies within 30 feet gain the benefit of flowing thoughts 1. (Flowing thoughts is the ability to recover spent power in 10-minute increments; thus, "flowing thoughts 1" allows a creature to recover 1 power point every 10 minutes.)

Instrument: The benefit increases to flowing thoughts 2.

Bria's Thrilling Ballad

Bard Song
Order: Drg 3, Trb 3
Effective Order: 8th
Song Line: *Bria's stirring ballad*
Perform DC: 20
Instrument: DC 23
Recover: Instant
Range: 30 feet
Effect: Spherical emanation centered on bard
Duration: Performance

As *Bria's stirring ballad*, but all allies within 30 feet gain the benefit of flowing thoughts 3.

Instrument: The benefit increases to flowing thoughts 5.

Clara's Chaotic Cacophony

Bard Song
Order: Drg 2
Effective Order: 7th
Song Line: *Clara's chaotic cacophony*
Perform DC: 20
Instrument: DC 21
Recover: Instant

Range: 15 feet
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: None

As long as the bard performs this song, all enemies within 15 feet of the bard suffer a reduction of 2 points from their damage reduction (if any). This cannot reduce a creature's DR to less than 0.

Instrument: The song's range increases to 20 feet.

Clara's Crazed Cacophony

Bard Song
Order: Drg 9
Effective Order: 14th
Song Line: *Clara's chaotic cacophony*
Perform DC: 28
Instrument: DC 30
Recover: Instant
Range: 15 feet
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: None

As *Clara's chaotic cacophony*, but all enemies within 15 feet suffer a reduction of 4 points from their damage reduction (if any).

Instrument: The song's range increases to 25 feet.

Daro's Doleful Dirge

Bard Song
Order: Drg 5
Effective Order: 10th
Song Line: *Daro's doleful dirge*
Perform DC: 21
Instrument: —
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: Will partial

As long as the bard performs this song, all enemies within the song's range suffer a slow (4) effect and move at only half speed. A successful Will save reduces this to a slow (1) effect and a reduction to two-thirds speed.

Daro's Sorrowful Dirge

Bard Song
Order: Drg 12
Effective Order: 17th
Song Line: *Daro's doleful dirge*
Perform DC: 29
Instrument: —
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: Will partial

As *Daro's doleful dirge*, but all enemies within range suffer a slow (5) effect and move at only one-third speed. A successful Will save reduces this to a slow (2) effect and half speed.

Discouraging Discant

Bard Song
Order: Drg 7, Trb 7
Effective Order: 12th
Song Line: *Reproaching discant*
Perform DC: 19
Instrument: —
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/3 levels
Duration: Performance
Saving Throw: Will partial

As *reproaching discant*, but this song's targets each receive a –4 penalty to both attack and damage rolls, or a –2 penalty with a successful save.

Dissonant Rhythm

Bard Song [Mental]
Order: Drg 5
Effective Order: 10th
Song Line: *Dissonant rhythm*
Perform DC: 22
Instrument: DC 26
Recover: 1 round
Range: 15 feet
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: Fortitude half

As long as the bard performs this song, all enemies within 15 feet of him take 1d6 points of mental damage each round. A successful Fortitude save made on the bard's turn each round reduces the damage by half. In addition, each creature in the song's area suffers a penalty of mental resistance (–10) against this song's damage. (This penalty is applied before any damage is rolled; a harm resistance penalty can never reduce a creature's harm resistance to less than 0.)

Instrument: The song's range increases to 20 feet, and its damage increases to 2d10 per round.

Arcane Symphony

Bard Song
Order: Trb 12
Effective Order: 17th
Song Line: *Performer's talent*
Perform DC: 28
Instrument: DC 30
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance

As long as the bard performs this song, all allies within range gain bonuses of cold, electricity, and heat resistance (8).

(These bonuses stack with any other bonuses except those from other songs of this line.)

Instrument: The benefit increases to harm resistance (12).

Eli's Thunderous Hymn

Bard Song [Sonic]
Order: Trb 3
Effective Order: 8th
Song Line: *Eli's thunderous hymn*
Perform DC: 20
Instrument: —
Recover: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Instantaneous
Saving Throw: Fortitude half

The target takes 3d6 points of sonic damage.

Garson's Burial March

Bard Song (Fear)
Order: Drg 9
Effective Order: 14th
Song Line: *Garson's funeral march*
Perform DC: 27
Instrument: DC 29
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Instantaneous
Saving Throw: Will negates (see text)

The target of this spell becomes *panicked* for 2d4+1 rounds.

Instrument: The target becomes *panicked* for 1d4 minutes. If the target succeeds on its saving throw, it is instead *shaken* for 3d4 rounds.

Garson's Funeral March

Bard Song (Fear)
Order: Drg 3
Effective Order: 8th
Song Line: *Garson's funeral march*
Perform DC: 21
Instrument: DC 23
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Instantaneous
Saving Throw: Will negates (see text)

The target of this spell becomes *frightened* for 1d4 rounds.

Instrument: The target becomes *panicked* for 1d4 rounds rather than frightened. If the target succeeds on its saving throw, it is instead *shaken* for 1d4 rounds.

Gerard's Resonant Sonata

Bard Song
Order: Trb 4
Effective Order: 9th
Song Line: *Merciless melody*
Perform DC: 20
Instrument: DC 24
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance

As *merciless melody*, but all allies within range gain a +2 bonus to Dexterity and the benefit of a haste (4) effect.

Instrument: The haste benefit increases to haste (6).

Invigorating Opus

Bard Song
Order: Trb 11
Effective Order: 16th
Song Line: *Merciless melody*
Perform DC: 27
Instrument: DC 30
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance

As *merciless melody*, but all allies within range gain a +1 bonus to attacks, a +3 bonus to Dexterity, and the benefit of a haste (5) effect.

Instrument: The haste benefit increases to haste (7), and also allows affected creatures to reach haste (9) when stacking with other haste effects.

Jarol's Melancholy Requiem

Bard Song [Mental]
Order: Drg 12
Effective Order: 17th
Song Line: *Dissonant rhythm*
Perform DC: 30
Instrument: DC 34
Recover: 3 rounds
Range: 15 feet
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: Fortitude half

As *dissonant rhythm*, but all enemies within 15 feet take 3d6 points of mental damage each round (Fortitude half). In addition, each creature in the song's area suffers a penalty of mental resistance (–20) against this song's damage. (This penalty is applied before any damage is rolled; a harm resistance penalty can never reduce a creature's harm resistance to less than 0.)

Instrument: The song's range increases to 20 feet, and its damage increases to 4d10 per round.

Lanet's Excruciating Scream

Bard Song [Sonic]
Order: Drg 1
Effective Order: 6th
Song Line: *Lanet's excruciating scream*
Perform DC: 18
Instrument: —

Recover: 1 round
Range: Close (10 ft. + 5 ft./5 levels)
Effect: One creature
Duration: Performance
Saving Throw: Will negates

As long as the bard performs this song, the target suffers a penalty to its Strength equal to one-third the bard's level. When this song ends (whether the bard releases the song intentionally or it fails for some other reason), the target suffers 2d6 points of sonic damage.

Lore's Lurching Limerick

Bard Song
Order: Trb 8
Effective Order: 13th
Song Line: *Sybil's shuddering sonnet*
Perform DC: 25
Instrument: —
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Instantaneous
Saving Throw: Will partial (see text)

If the target fails its Will save, it suffers a –3 penalty to defense that lasts for a number of rounds equal to the amount by which it failed its save (minimum 1 round). In addition, when the song takes effect, it loses 3d6 power points from its current pool and is *interrupted*.

If the creature succeeds on its saving throw, it merely loses 2d6 power points.

Lore's Magniloquent Roust

Bard Song
Order: Trb 15
Effective Order: 20th
Song Line: *Sybil's shuddering sonnet*
Perform DC: 36
Instrument: —
Recover: 1 round
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Instantaneous
Saving Throw: Will partial (see text)

If the target fails its Will save, it suffers a –5 penalty to defense that lasts for a number of rounds equal to the amount by which it failed its save (minimum 1 round). In addition, when the song takes effect, it loses 5d6 power points from its current pool and is *dazed* for 1d2 rounds.

If the creature succeeds on its saving throw, it is *interrupted* and loses 3d6 power points.

Luda's Fiendish Howl

Bard Song [Sonic]
Order: Drg 10
Effective Order: 15th
Song Line: *Lanet's excruciating scream*
Perform DC: 29
Instrument: —
Recover: 2 rounds
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Instantaneous
Saving Throw: Will partial (see text)

As *Lanet's excruciating scream*, but this spell takes place instantaneously rather than over time. The target takes 6d10 points of sonic damage (Will half), and, if it fails its Will save, is *stunned* for 1d3 rounds. If the creature succeeds on its save, it is instead *off-balanced* for 1d2 rounds.

Lullaby

Bard Song (Mind-Influencing)
Order: Trb 15
Effective Order: 20th
Song Line: *Bria's entrancing sonnet*
Perform DC: 34
Instrument: —
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Performance
Saving Throw: Will negates

As *Bria's entrancing sonnet*, but the target is mesmerized for as long as the bard performs.

Mala's Silent Hymn

Bard Song
Order: Trb 5
Effective Order: 10th
Song Line: *Mala's silent hymn*
Perform DC: 21
Instrument: —
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: Will negates (harmless)

As long as the bard performs this song, all allies within range gain a bonus of +10 ft. to speed and a +5 bonus on Sneak checks. This song has a unique property: Although the bard is performing, no audible sound is made while it is performed.

Mala's Voiceless Discant

Bard Song
Order: Trb 13
Effective Order: 18th
Song Line: *Mala's silent hymn*
Perform DC: 29
Instrument: —
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance

As *Mala's silent hymn*, but all allies within range gain a bonus of +20 ft. to speed and a +10 bonus on Sneak checks.

Merciless Melody

Bard Song
Order: Brd 3
Song Line: *Merciless melody*
Perform DC: 17
Instrument: DC 20
Recover: Instant
Range: 10 feet
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: Will negates (harmless)

As long as the bard performs this song, all allies within 10 feet of him gain the benefit of a haste (1) effect. (This benefit stacks with any other haste effect, except those from other songs of this line.)

Instrument: The benefit increases to a haste (3) effect.

Minstrel's Fortune

Bard Song
Order: Trb 6
Effective Order: 11th
Song Line: *Rousing tune*
Perform DC: 23
Instrument: DC 25
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance

As *songster's luck*, but all allies within range gain a +3 bonus to attack and defense rolls.

Instrument: The song's range increases to "short" (25 ft. + 5 ft./level).

Noxious Chorus

Bard Song
Order: Drg 1
Effective Order: 6th
Song Line: *Performer's talent*
Perform DC: 17
Instrument: —
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: Will negates (harmless)

As long as the bard performs this song, all allies within range gain bonuses of disease and poison resistance (6). (These bonuses stack with any other bonuses except those from other songs of this line.)

Noxious Concerto

Bard Song
Order: Drg 13
Effective Order: 18th
Song Line: *Performer's talent*
Perform DC: 29
Instrument: —
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance

As *noxious chorus*, but all allies within range gain bonuses of disease and poison resistance (15).

Noxious Symphony

Bard Song
Order: Drg 7
Effective Order: 12th

Song Line: *Performer's talent*
Perform DC: 23
Instrument: —
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance

As *noxious chorus*, but all allies within range gain bonuses of disease and poison resistance (10).

Oppressive Discant

Bard Song
Order: Drg 14
Effective Order: 19th
Song Line: *Reproaching discant*
Perform DC: 28
Instrument: —
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/4 levels
Duration: Performance
Saving Throw: Will partial

As *reproaching discant*, but this song's targets each receive a –6 penalty to both attack and damage rolls, or a –3 penalty with a successful save.

Performer's Talent

Bard Song
Order: Brd 1
Song Line: *Performer's talent*
Perform DC: 13
Instrument: DC 16
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: Performance
Saving Throw: Will negates (harmless)

As long as the bard performs this song, the target gains bonuses of arcane, divine, and sonic resistance (5). (These bonuses stack with any other bonuses except those from other songs of this line.)

Instrument: The benefit increases to harm resistance (8).

Piercing Shriek

Bard Song [Sonic]
Order: Brd 1
Song Line: *Piercing shriek*
Perform DC: 15
Instrument: —
Recover: 1 round
Range: Close (10 ft. + 5 ft./5 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half

This song (more of a strident shout, really) deals 2d4 points of sonic damage to the target.

Quiron's Ecstatic Celebration

Bard Song (Healing)
Order: Trb 13
Effective Order: 18th
Song Line: *Quiron's joyous celebration*
Perform DC: 31
Instrument: 34
Recover: Instant
Range: 10 feet
Effect: One creature
Duration: Performance
Saving Throw: None

As *Quiron's joyous celebration*, but allies in range recover 3 points of health per minute. If an ally within range already has the fast recovery ability (such as an iksar or a troll; see the **EverQuest II Player's Guide**, page 72), that ally instead gains fast healing 3 while the bard performs. (Fast healing is the ability to recover health on a round-by-round basis — "fast healing 1" means that the creature heals 1 point of damage per round.)

Instrument: The benefit increases to fast healing 3, or to fast healing 10 for creatures already having fast recovery.

Special: Performing this song for more than 1 hour in any 24-hour period causes the bard to become *fatigued*. Performing it for more than 2 hours per day causes her to be *exhausted*.

Quiron's Joyous Celebration

Bard Song (Healing)
Order: Trb 5
Effective Order: 10th
Song Line: *Quiron's joyous celebration*
Perform DC: 22
Instrument: 25
Recover: Instant
Range: 10 feet
Effect: One creature
Duration: Performance
Saving Throw: None

As long as the bard performs this song, all allies within range (including the performer herself) recover 1 point of health per minute. If an ally within range already has the fast recovery ability (such as an iksar or a troll; see the **EverQuest II Player's Guide**, page 72), that ally instead gains fast healing 1 while the bard performs. (Fast healing is the ability to recover health on a round-by-round basis — "fast healing 1" means that the creature heals 1 point of damage per round.)

Instrument: The benefit increases to fast healing 1, or to fast healing 5 for creatures already having fast recovery.

Special: Performing this song for more than 2 hours in any 24-hour period causes the bard to become *fatigued*. Performing it for more than 4 hours per day causes her to be *exhausted*.

Raxxyl's Energizing Harmony

Bard Song
Order: Trb 2
Effective Order: 7th
Song Line: *Rousing tune*

Perform DC: 19
Instrument: DC 22
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance

As *songster's luck*, but all allies within range gain a +2 bonus to attacks, defense, and damage rolls. The bonus to damage applies even to spells cast by allied spellcasters.

Instrument: The defense and damage bonuses increase to +2.

Reproaching Discant

Bard Song
Order: Brd 5
Song Line: *Reproaching discant*
Perform DC: 19
Instrument: —
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will partial

As long as the bard performs this song, its targets receive a –2 penalty to both attack and damage rolls. Each target is allowed a Will save, with a successful save reducing the associated penalties to –1 while the song lasts.

Riana's Relentless Tune

Bard Song
Order: Drg 4
Effective Order: 9th
Song Line: *Merciless melody*
Perform DC: 21
Instrument: DC 24
Recover: Instant
Range: 10 feet
Effect: Spherical emanation centered on bard
Duration: Performance

As *merciless melody*, but all allies within 10 feet of the bard gain a +2 bonus to Strength and the benefit of a haste (3) effect.

Instrument: Allies within 10 feet gain a +3 bonus to Strength and a haste (4) effect.

Riana's Spiteful Sustain

Bard Song
Order: Drg 11
Effective Order: 16th
Song Line: *Merciless melody*
Perform DC: 28
Instrument: DC 32
Recover: Instant
Range: 20 feet
Effect: Spherical emanation centered on bard
Duration: Performance

As *merciless melody*, but all allies within 20 feet of the bard gain a +3 bonus to Strength and the benefit of a haste (5) effect.

Instrument: Allies within 20 feet gain a +4 bonus to Strength and a haste (6) effect.

Rousing Tune

Bard Song
Order: Brd 1
Song Line: *Rousing tune*
Perform DC: 14
Instrument: DC 17
Recover: Instant
Range: 10 feet (see text)
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: Will negates (harmless)

As long as the bard performs this song, all allies within 10 feet of him gain a +1 bonus to attacks and defense, and +3 points of bonus health. (These bonuses stack with any other bonuses except those from other songs of this line.)

Instrument: The range of this song extends to 30 feet.

Song of Discord

Bard Song (Language-Dependent, Mind-Influencing)
Order: Drg 2
Effective Order: 7th
Song Line: *Song of discord*
Perform DC: —
Instrument: 20
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Performance
Saving Throw: Will negates

This song must be played with an instrument. As long as the bard performs, he can direct the target to attack any other creature within range. The target uses the most efficacious means of attack at its disposal — thus, a warrior is liable to charge the opponent, a ranger is likely to turn and fire her bow, and a mage is most likely to cast a spell.

If the bard cannot communicate with the target (because it does not speak the same language), the target instead becomes *confused*.

Songster's Luck

Bard Song
Order: Brd 4
Song Line: *Rousing tune*
Perform DC: 16
Instrument: DC 18
Recover: Instant
Range: 10 feet
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: Will negates (harmless)

As long as the bard performs this song, all allies within 10 feet of him gain a +1 bonus to attacks, defense, and damage rolls. The bonus to damage applies even to spells cast by allied spellcasters.

Instrument: The defense and damage bonuses increase to +2.

Strain of Discord

Bard Song (Language-Dependent, Mind-Influencing)
Order: Drg 8
Effective Order: 13th
Song Line: *Song of discord*
Perform DC: —
Instrument: 28
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: 10-foot-radius spread
Duration: Performance
Saving Throw: Will negates

As *song of discord*, but the bard can direct all enemies within the area of the song to attack any other creature within range. If the bard cannot communicate with any affected creature, that creature instead becomes *confused*.

Swan Song

Bard Song
Order: Trb 14
Effective Order: 19th
Song Line: *Rousing tune*
Perform DC: 31
Instrument: DC 33
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance

As *songster's luck*, but all allies within range gain a +3 bonus to attack and damage rolls as well as a +5 bonus to damage rolls. The bonus to damage applies even to spells cast by allied spellcasters.

Instrument: The song's range increases to "short" (25 ft. + 5 ft./level).

Sybil's Shuddering Sonnet

Bard Song
Order: Trb 1
Effective Order: 6th
Song Line: *Sybil's shuddering sonnet*
Perform DC: 19
Instrument: DC 21
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: Will partial (see text)

As long as the bard performs this song, all enemies within range move at only two-thirds speed (Will negates). In addition, each affected creature must make a Will save on the bard's turn each round or lose 1d4 power points; on a successful save, the creature loses only 1d2 power that round.

Instrument: The power drain increases to 2d4 points per round (or 1d4 on a successful save).

Tarven's Bedeviled Undersong

Bard Song [Sonic]
Order: Drg 8
Effective Order: 13th
Song Line: *Tarven's crippling crescendo*
Perform DC: 27
Instrument: DC 29
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Performance
Saving Throw: Will partial (see text)

As *Tarven's crippling crescendo*, but the target suffers a –5 penalty to defense (Will negates). In addition, it takes 2d6 points of sonic damage each round on the bard's turn (Will half).

Instrument: The damage increases to 3d8 points per round.

Tarven's Cantankerous Verse

Bard Song [Sonic]
Order: Drg 15
Effective Order: 20th
Song Line: *Tarven's crippling crescendo*
Perform DC: 34
Instrument: DC 35
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Performance
Saving Throw: Will partial (see text)

As *Tarven's crippling crescendo*, but the target suffers a –8 penalty to defense; if it succeeds on its Will save, it suffers only a –4 penalty to defense. In addition, the target takes 3d6 points of sonic damage each round on the bard's turn (Will half).

Instrument: The damage increases to 5d8 points per round.

Tarven's Crippling Crescendo

Bard Song [Sonic]
Order: Drg 1
Effective Order: 6th
Song Line: *Tarven's crippling crescendo*
Perform DC: 20
Instrument: DC 22
Recover: Instant
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One creature
Duration: Performance
Saving Throw: Will partial (see text)

As long as the bard performs this song, the target suffers a –2 penalty to defense (Will negates). In addition, it takes 1d4 points of sonic damage each round on the bard's turn (Will half).

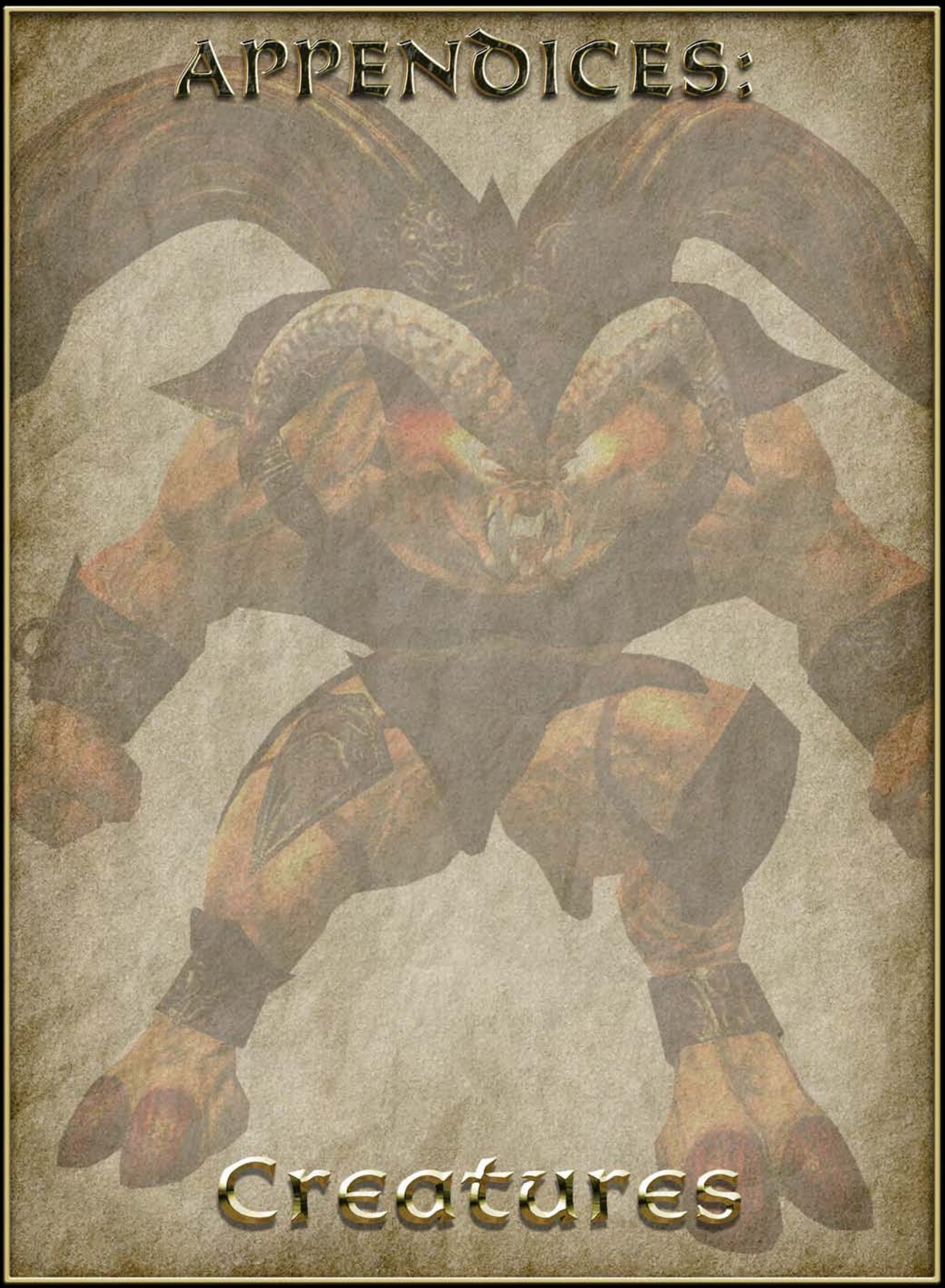
Instrument: The damage increases to 1d6 points per round.

Valim's Dark Song

Bard Song
Order: Drg 6
Effective Order: 11th
Song Line: *Valim's dark song*
Perform DC: 21
Instrument: —
Recover: Instant
Range: Close (10 ft. + 5 ft./5 levels)
Effect: Spherical emanation centered on bard
Duration: Performance
Saving Throw: Will negates (harmless)

As long as the bard performs this song, all allies within range gain a bonus of +10 ft. to speed and a +5 bonus on Sneak checks. This song has a unique property: Although the bard is performing, no audible sound is made when this song is performed (so it does not negate its own benefits).

Appendices:



Creatures

The spellcasters of Norrath can summon a number of creatures to serve and protect them. Although not usually terribly intelligent, these creatures guard their summoners loyally.

All of the creatures that may be summoned by a spell found in this book are listed in this appendix. The entries appear by class and type, sorted by order of the spell used to summon the creature.

Note that monsters do not necessarily need to meet the same requirements as player character races to enter certain classes and advanced classes. More rules regarding monsters will appear in forthcoming *EverQuest II Role-Playing Game* books.

Mounts

The following stat blocks are provided for crusaders' mounts or the *call mount* spell.

Heavy Warhorse

Heavy Warhorse: Large animal; HD 4d8+12; health 30; dying/dead –3/–17; Init +2; Spd 40 ft.; BDB +6; Def +6 (–1 size, +1 Dex); BAB +3; Grap +10; Full-Atk 2 hooves +5/+5 melee (1d6+3) and bite +0 melee (1d4+1); Atk hoof +5 melee (1d6+3); SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills: Jump +5, Perceive +6, Sense Motive +3.

Feats: Run.

Talents: Burst of speed, instinctive reaction, load-bearer.

Carrying Capacity: Due to the load-bearer talent, a light load for a heavy warhorse is up to 400 pounds; a medium load, 401–800 pounds; and a heavy load, 601–900 pounds. A heavy warhorse can drag 4,500 pounds.

Riding Horse

Riding Horse: Large animal; HD 3d8+6; health 19; dying/dead –2/–15; Init +1; Spd 60 ft.; BDB +5; Def +5 (–1 size, +1 Dex); BAB +2; Grap +8; Full-Atk 2 hooves +3/+3 melee (1d4+2); Atk hoof +3 melee (1d4+2); SV Fort +4, Ref +3, Will +2; Str 14, Dex 13, Con 15, Int 2, Wis 13, Cha 6.

Skills: Jump +5, Perceive +5, Sense Motive +3.

Feats: Run.

Talents: Burst of speed, load-bearer.

Carrying Capacity: Due to the load-bearer talent, a light load for a riding horse is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds. A riding horse can drag 3,000 pounds.

Warpony

Warpony: Medium animal; HD 3d8+6; health 19; dying/dead –2/–15; Init +2; Spd 40 ft.; BDB +5; Def +6 (+1 Dex); BAB +2; Grap +4; Full-Atk 2 hooves +4/+4 melee (1d3+2); Atk hoof +4 melee (1d3+2); SV Fort +4, Ref +3, Will +2; Str 14, Dex 13, Con 15, Int 2, Wis 13, Cha 5.

Skills: Perceive +6, Sense Motive +3.

Feats: Endurance.

Talents: Instinctive reaction, load-bearer.

Carrying Capacity: Due to the load-bearer talent, a light load for a warpony is up to 75 pounds; a medium load, 76–150 pounds; and a heavy load, 151–225 pounds. A warpony can drag 1,125 pounds.

Riding Pony

Riding Pony: Medium animal; HD 2d8+4; health 13; dying/dead –2/–14; Init +2; Spd 40 ft.; BDB +4; Def +5 (+1 Dex); BAB +1; Grap +2; Full-Atk 2 hooves –3/–3 melee* (1d3); Atk hoof –3 melee (1d3); SV Fort +4, Ref +3, Will +1; Str 13, Dex 13, Con 14, Int 2, Wis 13, Cha 5.

Skills: Perceive +5, Sense Motive +3.

Feats: Endurance.

Talents: Instinctive reaction, load-bearer.

* A pony normally does not fight, but flees with its hooves. Its hoof attack is considered a secondary attack and thus suffers a –5 penalty and adds only half the pony's Strength bonus.

Carrying Capacity: Due to the load-bearer talent, a light load for a pony is up to 65 pounds; a medium load, 66–130 pounds; and a heavy load, 131–200 pounds. A pony can drag 1,000 pounds.

Druid Swarms

The vermin swarms summoned by druids and furies share the following qualities and abilities:

Vermin: Vermin generally do not have Intelligence scores; as such, they are immune to all mind-influencing effects. All vermin have ultravision. Vermin have bonuses of harm resistance equal to their HD against cold, disease, electricity, heat, poison, and sonic; they take only half damage from mental attacks.

Swarm Subtype: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single defense bonus, a single pool of Hit Dice and health, a single initiative modifier, and a single speed. It makes saving throws as a single creature.

A swarm normally occupies a square (if it is made up of non-flying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like that of its component creatures. This area is completely shapeable, though the swarm usually remains in contiguous squares.

In order to attack, a swarm simply moves into an opponent's space; it can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment; it can move as a whole through cracks or holes large enough for its component creatures.

Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking, and it is immune to nonlethal damage. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. Swarms composed of Fine or Diminutive creatures are immune to all weapon damage (including natural weapons). Reducing a swarm to 0 health or lower causes it to break up immediately. Swarms are never reduced to a *dying* state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including multiple-target spells such as *tendrils of fear*), with the exception of mind-influencing effects if the swarm has an Intelligence score and the hive mind trait. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a *cyclone* or *dust blast* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's stat block has "swarm" in the Attack and Full Attack entries, with no attack bonus given.

The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are nonmagical unless the swarm's description states otherwise. As with any other form of attack, damage reduction can never reduce damage to less than 1; however, being incorporeal and certain other special abilities might give a creature immunity (or at least resistance) to damage from a swarm.

Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage. All swarms distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is *off balance* for 1 round; a Fortitude save (DC 10 + 1/2 swarm's HD + swarm's Con modifier) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Channeling check (DC 20 + 1/2 the spell order).

Stinging Swarm

Stinging Swarm: Fine vermin (swarm); HD 5d8; health 22; dying/dead —; Init +4; Spd 5 ft., fly 40 ft. (good); BDB +4; Def +16 (+8 size, +4 Dex); Atk swarm (1d6 plus poison); Space/Reach 10 ft./0 ft.; SA distraction, poison; SQ immunity to weapon damage, swarm traits, vermin traits, ultravision; Res Cold 5, Dis 5, Elec 5, Heat 5, Pois 5, Son 5; SV Fort +5, Ref +5, Will +1; Str 1, Dex 19, Con 10, Int —, Wis 10, Cha 2.

Skills: Perceive +5.

Distraction (Ex): Fortitude DC 12 negates, *off balance* 1 round. Channeling DC 20 + 1/2 the spell order.

Poison (Ex): Injury, Fortitude DC 12 half, 1d6 poison.

Deadly Swarm

Deadly Swarm: Diminutive vermin (swarm); HD 11d8+22; health 71; dying/dead —; Init +3; Spd 10 ft., fly 40 ft. (average); BDB +9; Def +16 (+4 size, +3 Dex); Atk swarm (3d6 plus poison); Space/Reach 10 ft./0 ft.; SA distraction, poison; SQ half damage from slashing and piercing, swarm traits, vermin traits, ultravision; Res Cold 11, Dis 11, Elec 11, Heat 11, Pois 11, Son 11; SV Fort +11, Ref +6, Will +4; Str 3, Dex 17, Con 14, Int —, Wis 12, Cha 2.

Skills: Perceive +6.

Distraction (Ex): Fortitude DC 17 negates, *off balance* 1 round. Channeling DC 20 + 1/2 the spell order.

Poison (Ex): Injury, Fortitude DC 17 half, 3d6 poison.

Dooming Swarm

Dooming Swarm: Diminutive vermin (swarm); HD 16d8+48; health 120; dying/dead —; Init +3; Spd 10 ft., fly 40 ft. (average); BDB +12; Def +19 (+4 size, +3 Dex); Atk swarm (4d6 plus poison); Space/Reach 10 ft./0 ft.; SA distraction, poison; SQ half damage from slashing and piercing, swarm traits, vermin traits, ultravision; Res Cold 16, Dis 16, Elec 16, Heat 16, Pois 16, Son 16; SV Fort +17, Ref +8, Will +6; Str 3, Dex 17, Con 16, Int —, Wis 12, Cha 2.

Skills: Perceive +6.

Distraction (Ex): Fortitude DC 21 negates, *off balance* 1 round. Channeling DC 20 + 1/2 the spell order.

Poison (Ex): Injury, Fortitude DC 21 half, 3d6 poison.

Irritating Swarm

Irritating Swarm: Diminutive vermin (swarm); HD 16d8+64; health 136; dying/dead —; Init +3; Spd 10 ft., fly 40 ft. (average); BDB +12; Def +19 (+4 size, +3 Dex); Atk swarm (4d6 nonlethal); Space/Reach 10 ft./0 ft.; SA improved distraction; SQ half damage from slashing and piercing, swarm traits, vermin traits, ultravision; Res Cold 16, Dis 16, Elec 16, Heat 16, Pois 16, Son 16; SV Fort +18, Ref +8, Will +6; Str 3, Dex 17, Con 18, Int —, Wis 12, Cha 2.

Skills: Perceive +6.

Improved Distraction (Ex): Fortitude DC 24 negates, *interrupted* 1 round. Channeling DC 20 + 1/2 the spell order. The DC includes a +2 racial bonus.

Pets

A conjurer's summoned elemental, a necromancer's undead servant, a wizard's protoflame, and a warlock's mighty netheros, all are referred to as "pets" in the slang of *EverQuest*. Many summoned pets possess only glimmers of intelligence, understanding and obeying only simple spoken commands from their master. Regardless of their intelligence, though, all pets can be trusted to attack a particular target, to stand still, to follow, or to stand guard effectively. Otherwise, the capabilities of a pet are best left to the GM to decide based on the being's nature, its Intelligence, Wisdom, and Charisma scores, and the advantages and limitations of its form.

A character can only ever have one pet in existence at a time. Even multitype characters, such as a character with both conjurer and necromancer levels, cannot have more than one pet at a time. If the summoner casts another pet-summoning spell, any existing pet disappears as soon as the summoner releases his mental hold over the previous pet in order to begin the new casting. Whether the new summoning is successfully cast or not, the old pet vanishes.

Since all pet-summoning spells are dismissible, a pet disappears immediately if its summoner falls unconscious or is killed.

Summoner and Conjurer Pets

The elementals summoned by summoners and conjurers share the following qualities and abilities:

Elemental Type: An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

Traits: An elemental possesses the following traits (unless otherwise noted in a creature's entry).

- d8 HD. An elemental of a profession that normally has HD smaller than d8's has its HD-size increased to d8.
- Darkvision out to 60 feet.
- Fast recovery.
- Immunity to poison, sleep effects, paralysis, and stunning.
- Not subject to critical hits or flanking.
- An elemental is destroyed upon reaching 0 health.
- An elemental does not have a soul. Spells that restore souls to bodies, such as *revive*, don't work on an elemental.
- Elementals do not wield weapons; they rely solely on their elemental forms and abilities to damage opponents in melee. Likewise, they do not wear armor or use shields.
- Elementals do not eat, sleep, or breathe. They are immune to fatigue and exhaustion.
- *Magic Attack (Ex):* The natural weapons of elementals are considered magic for the purpose of penetrating damage reduction.

Air Elemental

Air elementals are the essence of wind: unpredictable and powerful. They resemble bluish-white-skinned humanoids from the waist up and trail away into a swirling cloud below the waist.

An air elemental does not have much staying power in combat, but it provides valuable aid to its summoner with its speed, stealth, and stunning blasts. The air elemental's ability to become invisible has led some would-be assassins to rue their choice to assault a mage who did not seem to have an elemental guardian around.

Combat

Air elementals are very fast; they often engage an enemy before the enemy can close with the elemental's summoner. Air elementals normally become invisible unless their summoner commands them otherwise.

Air Blast (Su): Air elementals are capable of battering their foes from a distance with blasts of air. Treat this as an archery attack with a standard delay of 5 and a range increment of 60 feet. The blast deals crushing damage as noted in each individual elemental's description. An air blast can be used to extinguish torches or other small, unprotected flames if it hits such a target.

Dizzying Blow (Su): Once every 1d4 rounds, as a free action, an air elemental can cause an opponent it strikes in melee to be knocked *off balance* for 1 round. The target is allowed a Fortitude save (DC 10 + 1/2 the elemental's HD + the elemental's Constitution modifier) to avoid the effect.

Invisibility (Su): Air elementals can become invisible, at will, as an attack action. This ability is otherwise identical to the *invisibility* spell, and the air elemental becomes visible if it attacks.

Quick (Ex): Air elementals' natural slam attacks are treated as quick weapons (delay 4).

Resistances (Ex): Air elementals have bonuses of harm resistance equal to their HD against acid and disease; they take only half damage from sonic attacks, and are immune to cold and electricity.

Vulnerabilities (Ex): Air elementals take an additional +50% damage from all heat attacks.

Skills: All air elementals receive a +4 racial bonus on Sneak checks.

Aery Outrider

Aery Outrider, Air Elemental Sct 5/Prd 5/Rng 1: Medium elemental (air, extraplanar); HD 5d8+15 plus 5d8+15 plus 1d8+3; health 82; dying/dead —; Init +12; Spd fly 100 ft. (perfect); BDB +10; Def +20 (+8 Dex, +2 natural); DR 1/– and 5/magic; BAB +9; Grap +12; Full-Atk air blast +17/+13/+9 ranged (1d8), or slam +12/+8/+4 melee (1d8+4); Atk air

blast +17 ranged (1d8), or slam +12 melee (1d8+4); Space/Reach 5 ft./5 ft.; SA dizzying blow; SQ air elemental traits; Res Acid 11, Dis 11; SV Fort +8, Ref +13, Will +2; Str 16, Dex 27, Con 16, Int 5, Wis 11, Cha 10.

Skills: Agility +13, Perceive +10, Search +7, Sneak +22, Survival +5 (+7 tracking).

Feats: Improved Initiative, Point Blank Shot, Track.

Talents: Avoidance, camouflage, hunter's grace, improved sneak attack, natural archer, quick fire, rapid fire, sharp-shooter, sneak attack.

Dizzying Blow (Su): Every 1d4 rounds (free action); Reflex DC 18 negates, *off balance* 1 round.

Aery Stalker

Aery Stalker, Air Elemental Sct 5/Prd 5/Rng 9: Large elemental (air, extraplanar); HD 5d8+20 plus 5d8+20 plus 9d8+36; health 161; dying/dead —; Init +13; Spd fly 100 ft. (perfect); BDB +16; Def +26 (–1 size, +9 Dex, +2 natural); DR 2/– and 10/magic; BAB +17; Grap +26; Full-Atk air blast +26/+23/+20/+17/+14 ranged (2d6), or slam +21/+17/+13/+9/+5 melee (2d6+7); Atk air blast +26 ranged (2d6) or slam +21 melee (2d6+7); Space/Reach 10 ft./10 ft.; SA dizzying blow; SQ air elemental traits; Res Acid 11, Dis 11; SV Fort +14, Ref +20, Will +6; Str 20, Dex 29, Con 18, Int 7, Wis 12, Cha 12.

Skills: Agility +14, Perceive +15, Search +8, Sneak +27, Survival +14 (+16 tracking).

Feats: Improved Initiative, Point Blank Shot, Track, Weapon Focus (air blast).

Talents: Avoidance, backstab, camouflage, disarming shot, hidden fire, hunter's grace, improved sneak attack, natural archer, quick fire, rapid fire, sharp-shooter, sneak attack, true shot.

Dizzying Blow (Su): Every 1d4 rounds (free action); Reflex DC 23 negates, *off balance* 1 round.

Earth Elemental

Earth elementals personify the patience and might of geological forces. They take the form of hulking, vaguely humanoid beings made of rock and studded with crystals and metallic spikes. Earth elementals are the physically slowest of the elementals, but are unsurpassed in sheer tenacity. They aid the summoner with powerful blows and durability in combat.

Combat

Earth elementals are exceedingly tough and strong, but they are also quite slow. If one manages to get its opponent rooted, however, it can then hammer away with its powerful fists of stone.

Brutal Slam (Ex): Earth elementals with the dual wield talent get 1.5x their Strength bonus to damage with their primary slam (as if they were using a two-handed weapon), although they get only half the Strength bonus with their off-hand attacks, as usual.

Earthen Pace (Su): Earth elementals can pass their bodies through solid earth at their normal speed. They do not actually burrow tunnels that other creatures might utilize, but this ability allows a summoner to command earth elementals to hide or travel in the ground or cave walls.

Root (Su): Once every 1d4 rounds, as a free action, an earth elemental can cause an opponent it strikes in melee to be rooted to the ground by earthen bonds, *constrained* for 1d4 rounds. The target is allowed a Reflex save (DC 10 + 1/2 the elemental's HD + the elemental's Constitution modifier) to avoid the effect. A target must be touching the ground for this attack to be effective.

Resistances (Ex): Earth elementals have bonuses of harm resistance equal to their HD against acid and heat; they take only half damage from electricity and mental attacks, and are immune to disease.

Sluggish (Ex): All earth elementals are lumbering creatures. Their natural attacks are treated as slow weapons (delay 6).

Vulnerabilities (Ex): Earth elementals take an additional +20% damage from all sonic attacks.

Skills: Earth elementals receive a +4 racial bonus to Climb checks.

Tellurian Recruit

Tellurian Recruit, Earth Elemental Ftr 4: Medium elemental (earth, extraplanar); HD 4d10+16; health 38; dying/dead —; Init –1; Spd 20 ft.; BDB +4; Def +5 (–1 Dex, +2 natural); DR 5/–; BAB +6; Grap +10; Full-Atk slam +10 melee (1d8+7) and off-hand slam +5 melee (1d8+3); Atk slam +10 melee (1d8+7) and off-hand slam +5 melee (1d8+3); Space/Reach 5 ft./5 ft.; SA root; SQ earth elemental traits; Res Acid 4, Heat 4; SV Fort +9, Ref +0, Will +1; Str 19, Dex 8, Con 19, Int 4, Wis 11, Cha 5.

Skills: Climb +10, Perceive +4, Sense Motive +4.

Feats: Cleave, Power Attack.

Talents: Damage reduction, intervene, smash.

Root (Su): Every 1d4 rounds (free action); Reflex DC 16 negates, *constrained* 1d4 rounds.

Tellurian Soldier

Tellurian Soldier, Earth Elemental Ftr 5/War 4: Medium elemental (earth, extraplanar); HD 5d10+30 plus 4d12+24; health 107; dying/dead —; Init –1; Spd 20 ft.; BDB +7; Def +10 (–1 Dex, +4 natural); DR 7/–; BAB +11; Grap +18; Full-Atk slam +18/+12 melee (2d6+12) and off-hand slam +13 melee (2d6+5); Atk slam +18 melee (2d6+12) and off-hand slam +13 melee (2d6+5); Space/Reach 5 ft./5 ft.; SA root; SQ earth elemental traits; Res Acid 9, Heat 9; SV Fort +13, Ref +2, Will +2; Str 25, Dex 8, Con 23, Int 4, Wis 11, Cha 5.

Skills: Climb +13, Perceive +7, Sense Motive +6.

Feats: Cleave, Power Attack, Improved Bull Rush.

Talents: Damage reduction, grand effort, improved damage reduction, improved smash, intervene, smash, taunt.

Root (Su): Every 1d4 rounds (free action); Reflex DC 20 negates, *constrained* 1d4 rounds.

Tellurian Veteran

Tellurian Veteran, Earth Elemental Ftr 5/War 5/Grd 4: Large elemental (earth, extraplanar); HD 5d10+35 plus 5d12+35 plus 4d12+28; health 184; dying/dead —; Init –1; Spd 20 ft.; BDB +10; Def +15 (–1 Dex, +6 natural); DR 9/–; BAB +16; Grap +29; Full-Atk slam +24/+18/+12 melee (2d8+16) and off-hand slam +19 melee (2d8+7); Atk slam +24 melee (2d8+16) and off-hand slam +19 melee (2d8+7); Space/Reach 10 ft./10 ft.; SA root; SQ earth elemental traits; Res Acid 14, Heat 14; SV Fort +17, Ref +3, Will +3; Str 29, Dex 8, Con 25, Int 4, Wis 11, Cha 5.

Skills: Climb +15, Perceive +10, Sense Motive +8.

Feats: Cleave, Power Attack, Improved Bull Rush.

Talents: Damage reduction, grand effort, greater damage reduction, greater smash, improved damage reduction, improved smash, intervene, smash, taunt, tenacity.

Root (Su): Every 1d4 rounds (free action); Reflex DC 24 negates, *constrained* 1d4 rounds.

Fire Elemental

Fire elementals are flickering spirits that embody fire's destructiveness and transience. They look like dancing flames and have a vaguely childlike appearance. A fire elemental aids its summoner with its flaming attacks and spells. These are the least enduring of all elementals, but their fiery powers make them fearsome opponents nonetheless.

Combat

Fire elementals are quite quick, though not as fast as their air kin. A summoned fire elemental typically uses its spells to great effect, enjoying destruction of every kind. Its fire aura makes it a less than appealing target to melee opponents, while its spells and even its slam attacks can scorch its master's enemies.

Burn (Ex): Fire elementals do not deal a great amount of crushing damage with their slam attack, but their touch is scalding. A fire elemental deals +1d6 points of heat damage for every 4 HD with each slam attack, or per round while grappling.

Fire Aura (Su): Fire elementals are continually surrounded by a fierce heat that serves as a damage shield [heat] (*x*), where *x* is half the elemental's HD.

Inferno (Su): Once every 1d4 rounds, as an attack action, a summoned fire elemental can immolate itself, dealing 1d6 points of heat damage *per HD* in a 10-foot-radius burst centered on the elemental. Any creature in the area gets a Reflex save (DC 10 + 1/2 the elemental's HD + the elemental's Constitution modifier) to halve this damage.

Innate Power (Ex): Fire elementals use their Charisma as the key modifier for mage spells, rather than Intelligence. This affects power pool, save DCs, and all other aspects of spellcasting normally modified by Intelligence.

Resistances (Ex): Fire elementals have bonuses of harm resistance equal to their HD against acid and disease; they take only half damage from electricity and sonic attacks, and are immune to heat.

Vulnerabilities (Ex): Fire elementals take an additional +50% damage from all cold attacks.

Skills: Fire elemental magi receive a +2 racial bonus on Channeling checks and a +4 racial bonus on Spellcraft checks dealing with any spell or effect having the heat descriptor.

Igneous Apprentice

Igneous Apprentice, Fire Elemental Mag 5/Sor 4: Medium elemental (extraplanar, fire); HD 9d8+18; health 58; dying/dead —; Init +5; Spd 50 ft.; BDB +4; Def +9 (+5 Dex); DR 2/–; BAB +4; Grap +4; Full-Atk slam +9 melee (1d6 plus 2d6 heat); Atk slam +9 melee (1d6 plus 2d6 heat); Space/Reach 5 ft./5 ft.; SA inferno, spells; SQ fire aura (4), fire elemental traits, manasight; Res Acid 9, Dis 9; SV Fort +4, Ref +7, Will +7; Str 10, Dex 21, Con 14, Int 6, Wis 9, Cha 19.

Skills: Channeling +15, Spellcraft +5 (+7 evoc, +11 heat evoc).

Feats: Dodge, Weapon Finesse.

Talents: Energy synthesis (heat), school specialization (evocation), spell fury.

Inferno (Su): Every 1d4 rounds (attack action); Reflex DC 16 half, 9d6 heat, 10-foot radius.

Sorcerer Spells Prepared (casting cost; save DC [if applicable]): *Archshielding I* (7), *burning radiance I* (8), *blaze II* (9; DC 17), *conflagration I* (15; DC 17), *daunting gaze I* (10; DC 17), *incinerate I* (15; DC 18), *lightning surge I* (15; DC 17; synthesized), *static wave I* (17; DC 18). Caster level 9th.

Power Pool: 72.

Igneous Adept

Igneous Adept, Fire Elemental Mag 5/Sor 5/Wiz 3: Medium elemental (extraplanar, fire); HD 13d8+26; health 84; dying/dead —; Init +6; Spd 50 ft.; BDB +5; Def +11 (+6 Dex); DR 3/–; BAB +5; Grap +5; Full-Atk slam +11 melee (1d6 plus 3d6 heat); Atk slam +11 melee (1d6 plus 3d6 heat); Space/Reach 5 ft./5 ft.; SA inferno, spells; SQ fire aura (6), fire elemental traits, manasight; Res Acid 13, Dis 13; SV Fort +5, Ref +9, Will +9; Str 10, Dex 23, Con 14, Int 7, Wis 9, Cha 23.

Skills: Channeling +16, Spellcraft +8 (+10 evoc, +14 heat evoc).

Feats: Dodge, Weapon Finesse.

Talents: Destructive focus (heat), energy synthesis (heat), power burn, school specialization (evocation), spell fury.

Inferno (Su): Every 1d4 rounds (attack action); Reflex DC 19 half, 13d6 heat, 10-foot radius.

Wizard Spells Prepared (casting cost; save DC [if applicable]): *Archshielding I* (7), *ball of fire I* (20; DC 23), *breath of the tyrant I* (26; DC 22), *conflagration II* (15; DC 20), *incinerate II* (15; DC 21), *lightning surge I* (15; DC 20; synthesized), *static wave I* (17; DC 20), *stupefy I* (14; DC 21). Caster level 13th.

Power Pool: 156.

Igneous Magi

Igneous Magi, Fire Elemental Mag 5/Sor 5/Wiz 10: Large elemental (extraplanar, fire); HD 20d8+60; health 150; dying/dead —; Init +7; Spd 50 ft.; BDB +8; Def +14 (–1 size, +7 Dex); DR 5/–; BAB +8; Grap +14; Full-Atk slam +14/+9 melee (1d8 plus 5d6 heat); Atk slam +14 melee (1d8 plus 5d6 heat); Space/Reach 10 ft./10 ft.; SA inferno, spells; SQ fire aura (10), fire elemental traits, manasight; Res Acid 20, Dis 20; SV Fort +8, Ref +12, Will +13; Str 14, Dex 25, Con 16, Int 8, Wis 9, Cha 27.

Skills: Channeling +23, Spellcraft +11 (+13 evoc, +17 heat evoc).

Feats: Dodge, Improved Dodge, Weapon Finesse.

Talents: Destructive focus (heat), energy augmentation (heat), energy synthesis (heat), greater spell fury, mystic capacity, power burn, school specialization (evocation), spell fury.

Inferno (Su): Every 1d4 rounds (attack action); Reflex DC 24 half, 20d6 heat, 10-foot radius.

Wizard Spells Prepared (casting cost; save DC [if applicable]): *Blast of flames I* (47; DC 28), *boreal* (23; DC 24), *gout of flame II* (45; DC 27), *greater shielding I* (16), *heat stroke II* (35; DC 27), *lightning flash II* (46; DC 24; synthesized), *shackle* (21; DC 24), *static whorl I* (37; DC 25), *tongue twist II* (13; DC 22). Caster level 20th.

Power Pool: 320.

Water Elemental

Water elementals rise from the deeps with the power of endless waves and the fury of a winter storm. They resemble merfolk, but trail away into a swirl of spume below the waist.

Combat

Water elementals are quite tough and strong, next only to earth elementals in their durability and power. Water elementals are of average speed (on land, at least), but flow into combat while pounding opponents with attacks that hit with the resounding crash of waves.

Icy Touch (Su): Once every 1d4 rounds, as a free action, a water elemental can imbue its slam attack with the numbing cold of the icy depths. If it hits, the target takes 1 point of cold damage per HD of the elemental and suffers a slow (1) effect for 1d4 rounds. A target may make a Fortitude save (DC 10 + 1/2 the elemental's HD + the elemental's Constitution modifier) for half damage; a successful save also negates the cold effect.

Resistances (Ex): Water elementals have bonuses of harm resistance equal to their HD against cold and electricity; they take only half damage from heat and sonic attacks, and are immune to acid.

Soak (Ex): The touch of a water elemental automatically extinguishes torches, lanterns, and other open fires that occupy a space no larger than that of the elemental itself. It can extinguish magical flame with a touch as if using the *dispel arcane* spell (caster level = HD), but with no maximum caster level.

Vulnerabilities (Ex): Water elementals that fail their save against any cold attack suffer a slow (1) effect for 1d4 rounds. This effect stacks with any other slow effect (including any already imposed by the cold attack).

Skills: Water elementals receive a +4 racial bonus on Agility checks.

Aqueous Hunters

Aqueous Hunters, Water Elemental Swarm: Tiny elemental (extraplanar, swarm, water); HD 18d8+18; health 99; dying/dead —; Init +1; Spd 20 ft., swim 90 ft. (perfect); BDB +20; Def +23 (+2 size, +1 Dex); DR 1/– and 10/magic; Atk swarm (4d6); Space/Reach 10 ft./0 ft.; SA distraction, icy touch, soak; SQ half damage from slashing and piercing, swarm traits, water elemental traits; Res Cold 18, Elec 18; SV Fort +11, Ref +11, Will +6; Str 10, Dex 12, Con 13, Int 6, Wis 11, Cha 11.

Skills: Agility +9, Climb +2, Perceive +4, Search +4, Survival +4, Swim +8.

Feats: Improved Healing, Track.

Talents: Avoidance, safe fall.

Distraction (Ex): Fortitude DC 20 negates, *off balance* 1 round. Channeling DC 20 + 1/2 the spell order.

Icy Touch (Su): Swarm attack, every 1d4 rounds (attack action); Fortitude DC 20, 18 points cold (Fort half), slow (1) (Fort negates). All creatures in the swarm's space are affected by this ability.

Necromancer Pets

Necromancers wield the power to raise up the dead and force them into service. Unlike the common skeletons and zombies that roam the world, necromancers' companions have at least a spark of intelligence — and in some cases, they share the necromancer's dark cunning.

Undead: A summoned undead pet possesses the following traits (unless otherwise noted in a creature's entry).

- d12 HD. An undead of a profession that normally has HD smaller than d12's has its HD-size increased to d12.
- No Constitution score. (See "non-ability" in the **EverQuest II Player's Guide** Glossary.) An undead creature uses its Charisma modifier for Channeling checks.
- Unnatural Vitality. Undead use their Wisdom modifier in the same way other creatures use their Constitution modifier to determine bonus health per HD.
- Unnatural Aura: Animals, whether wild or domesticated, can sense the unnatural presence of the undead at a distance of 30 feet. They do not willingly approach nearer than that and become *panicked* if forced to do so; they remain panicked as long as they are within that range.
- Divine Vulnerability: Undead take an additional +25% damage from all spells or effects with the divine descriptor. If a divine attack deals more than one type of damage, the undead takes extra damage only from that portion noted as divine damage.
- Lifesight out to 60 feet. Lifesight functions as blindsense (see sidebar), but the target can sense only living creatures. It

is effectively blind to all other non-living creatures (such as constructs, elementals, and other undead). Undead can track living creatures by lingering traces of life energy in the same way a creature with scent can track by odor.

- Darkvision out to 60 feet.
- Fast recovery. Note that undead cannot heal damage through Heal checks, although they can be healed magically, as any other creature.
- An undead is destroyed upon reaching 0 health.
- Immunity to mind-influencing effects.
- Immunity to poison, disease, sleep effects, death effects, paralysis, and stunning; not subject to critical hits, nonlethal damage, or flanking.
- Spells of the *revive* spell line don't work on undead. The necromancer spell *revivification* can turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with any armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not eat, sleep, or breathe (although some undead are driven to consume the life forces of the living). They are immune to *fatigue* and *exhaustion*.

Spectral Servant

Necromancers can conjure dreadful spectral servants using spells of the *grim spellbinder* line. The summoned spirit resembles a translucent skeletal being cloaked in tattered rags, its fleshless face shadowed by a hood. From within the hood's depths, red malevolent eyes gleam utter hatred for all that lives.

Blindsense

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot physically see. The creature usually does not need to make Perceive checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature (see "Line of Effect" in the Glossary in the **EverQuest II Player's Guide**).

However, any opponent the creature cannot actually see still has total concealment, and the creature still suffers the normal miss chance associated with attacking such an opponent. Visibility still affects the speed of a creature with blindsense (see "Blinded" in the **EQII Player's Guide** Glossary). A creature with blindsense is still considered *flat-footed* against attacks from creatures it cannot physically see.

Combat

A summoned spectral servant is wickedly intelligent and uses its spells and abilities to great advantage in combat. It uses its metamagic talents to modify its spells according to the lay of the land in battle, taking full advantage of its flight and incorporeality. It tries to keep enemy spellcasters out of the fight with spells from the *daunting gaze* and *dispel arcane* lines, while diminishing the effectiveness of enemy fighters with *arcane bindings* and *negative absolution*-line spells.

Chill Touch (Ex): Summoned spectral servants deal 1d6 points of cold damage for every 5 HD with a successful touch attack.

Fell Aura (Ex): Summoned spectral servants receive a deflection bonus to defense equal to their Charisma modifier.

Incorporeal (Ex): See the rules for incorporeal creatures in the sidebar on page XX.

Grim Spellbinder

Grim Spellbinder, Spectral Mag 6/Sor 2: Medium undead (incorporeal, spirit); HD 8d12+16; health 68; dying/dead —; Init +6; Spd fly 40 ft. (perfect); BDB +4; Def +8 (+2 Dex, +2 deflection); BAB +4; Grap —; Atk incorporeal touch +6 melee (1d6 cold); Space/Reach 5 ft./5 ft.; SA chill touch, spells; SQ fell aura, incorporeal traits, manasight, undead traits; SV Fort +2, Ref +4, Will +9; Str —, Dex 14, Con —, Int 16, Wis 14, Cha 15.

Skills: Channeling +13, Knowledge (mysticism) +9, Knowledge (religion) +9, Perceive +8, Persuade +8, Spellcraft +14.

Feats: Dodge, Improved Initiative.

Talents: Enlarge spell, expand spell, mental clarity.

Sorcerer Spells Prepared (casting cost; save DC [if applicable]): *Arcane bindings II* (4; DC 14), *blink I* (14), *dispel arcane II* (7), *daunting gaze I* (10; DC 16), *freezing whorl I* (12; DC 16), *lightning surge I* (10; DC 16), *storm of lightning I* (8; DC 17), *vivid seal I* (12). Caster level 8th.

Power Pool: 48.

Grim Thulian

Grim Thulian, Spectral Mag 6/Sor 5/Wrl 2: Medium undead (incorporeal, spirit); HD 13d12+26; health 110; dying/dead —; Init +7; Spd fly 50 ft. (perfect); BDB +6; Def +11 (+3 Dex, +2 deflection); BAB +6; Grap —; Full-Atk incorporeal touch +9/+5 melee (2d6 cold); Atk incorporeal touch +9 melee (2d6 cold); Space/Reach 5 ft./5 ft.; SA chill touch, spells; SQ fell aura, incorporeal traits, manasight, undead traits; SV Fort +3, Ref +6, Will +12; Str —, Dex 16, Con —, Int 18, Wis 14, Cha 15.

Skills: Channeling +18, Knowledge (mysticism) +15, Knowledge (religion) +15, Perceive +13, Persuade +13, Spellcraft +20.

Feats: Dodge, Improved Dodge, Improved Initiative.

Talents: Enlarge spell, evil eye, expand spell, mental clarity, power siphon, shape spell.

Warlock Spells Prepared (casting cost; save DC [if applicable]): *Blink II* (14), *dark distortion I* (32; DC 19), *freeze II* (16; DC 18), *negative absolution I* (25; DC 19), *quelling gaze I* (20;

DC 20), *stupefy I* (14; DC 19), *summon shadows II* (11; DC 18), *vivid seal II* (12). Caster level 13th.

Power Pool: 104.

Grim Terror

Grim Terror, Spectral Mag 6/Sor 5/Wrl 8: Medium undead (incorporeal, spirit); HD 19d12+38; health 161; dying/dead —; Init +7; Spd fly 60 ft. (perfect); BDB +9; Def +15 (+3 Dex, +3 deflection); BAB +9; Grap —; Full-Atk incorporeal touch +12/+8/+4 melee (3d6 cold); Atk incorporeal touch +12 melee (3d6 cold); Space/Reach 5 ft./5 ft.; SA chill touch, spells; SQ fell aura, incorporeal traits, manasight, undead traits; SV Fort +5, Ref +8, Will +18; Str —, Dex 16, Con —, Int 23, Wis 14, Cha 17.

Skills: Channeling +25, Knowledge (mysticism) +25, Knowledge (religion) +21, Perceive +20, Persuade +20, Spellcraft +28.

Feats: Dodge, Improved Dodge, Improved Initiative.

Talents: Dark mage, destructive focus (poison), enlarge spell, evil eye, expand spell, mental clarity, power siphon, shape spell.

Warlock Spells Prepared (casting cost; save DC [if applicable]): *Benumb I* (32; DC 23), *boon of the shadowed I* (22), *boon of the void II* (33), *invite void II* (0), *negative absolution II* (25; DC 21), *nil distortion I* (43; DC 24), *noxious bolt I* (32; DC 23), *paralyzing gloom I* (25; DC 24). Caster level 19th.

Power Pool: 228.

Wakened Servitors

In addition to their spectral servants, necromancers can conjure up the wakened dead to serve them. These creatures have intelligence enough to follow orders, though they have nothing like the cunning of spectral servants. However, being corporeal creatures, they can perform services for the necromancer that a spectre's immaterial form does not permit.

The wakened dead are far more powerful than zombies of the common variety, although the two are virtually identical to the eyes of non-necromancers. Only a glimmer of intelligence and a noticeably smoother gait separates the wakened servitor from lesser undead.

Combat

Wakened servitors act in a straightforward manner according to their master's commands. Thus, they do not attack indiscriminately, although they will move to defend their master if she is attacked. Once involved in combat, they fight in a straightforward fashion, slamming enemies with powerful blows of their fists.

Slam (Ex): Wakened servitors have a natural slam attack that deals a base 1d8 points of damage for a Medium undead.

Magic Attack (Su): The natural weapons of wakened servitors are considered magic for the purpose of penetrating damage reduction.

Undying Adherent

Undying Adherent, Wakened Dead Ftr 6/Brw 3: Medium undead; HD 9d12+18+9; health 85; dying/dead —; Init +1; Spd 30 ft.; BDB +7; Def +8 (+1 Dex); DR 5/–; BAB +11; Grap +14; Full-Atk slam +15/+10/+5 melee (1d8+6); Atk slam +15 melee (1d8+6); Space/Reach 5 ft./5 ft.; SA magic attack; SQ undead traits; SV Fort +8, Ref +4, Will +5; Str 17, Dex 13, Con —, Int 5, Wis 15, Cha 5.

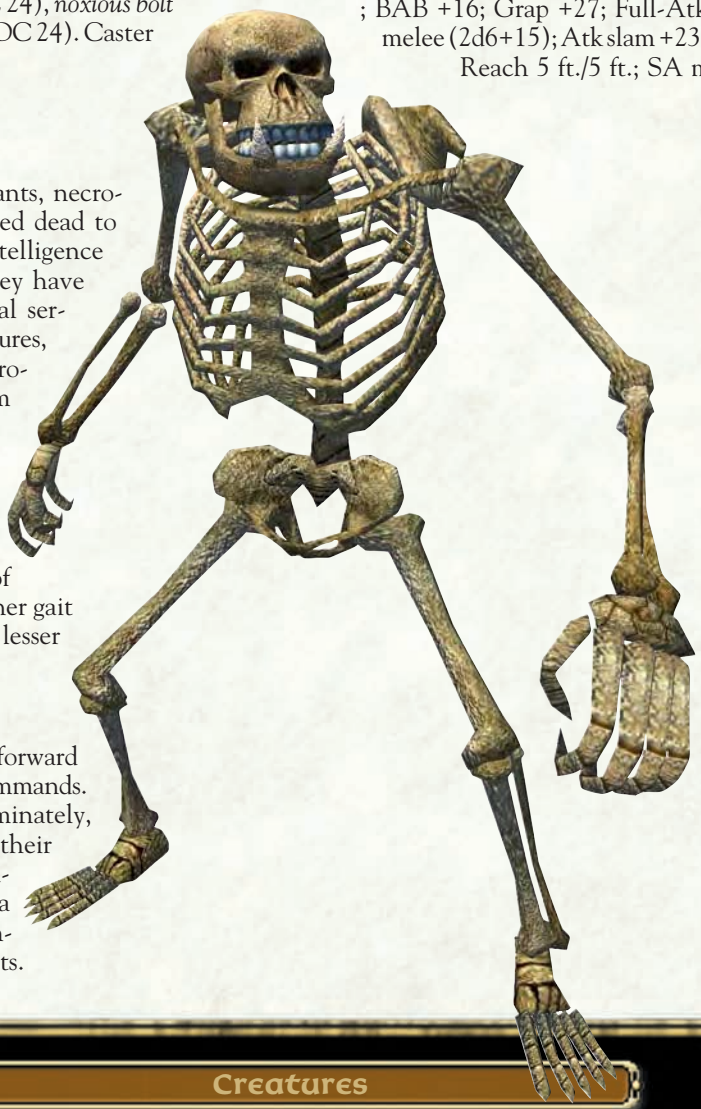
Skills: Climb +6, Jump +8, Perceive +8, Swim +6.

Feats: Toughened, Weapon Focus (slam).

Talents: Damage reduction, improved damage reduction, improved smash, load-bearer, shattering blow, smash, tenacity.

Rotted Thrall

Rotted Thrall, Wakened Dead Ftr 6/Brw 5/Bru 4: Large undead; HD 15d12+45+12; health 154; dying/dead —; Init +1; Spd 30 ft.; BDB +9; Def +9 (–1 size, +1 Dex); DR 8/–; BAB +16; Grap +27; Full-Atk slam +23/+18/+13/+8 melee (2d6+15); Atk slam +23 melee (2d6+15); Space/Reach 5 ft./5 ft.; SA magic attack; SQ



undead traits; SV Fort +11, Ref +5, Will +7; Str 25, Dex 12, Con —, Int 5, Wis 16, Cha 5.

Skills: Climb +10, Jump +13, Perceive +13, Swim +11.

Feats: Power Attack, Toughened, Weapon Focus (slam), Weapon Specialization (slam).

Talents: Damage reduction, greater damage reduction, greater smash, improved damage reduction, improved shattering blow, improved smash, load-bearer, shattering blow, smash, stunning strike, tenacity.

Shadow Servants

Powerful necromancers can conjure undead spirits of sentient shadow to serve them. These incorporeal creatures serve as scouts and assassins for the necromancer, bringing word of his enemies' activities and disposing of meddlesome do-gooders in the dead of night.

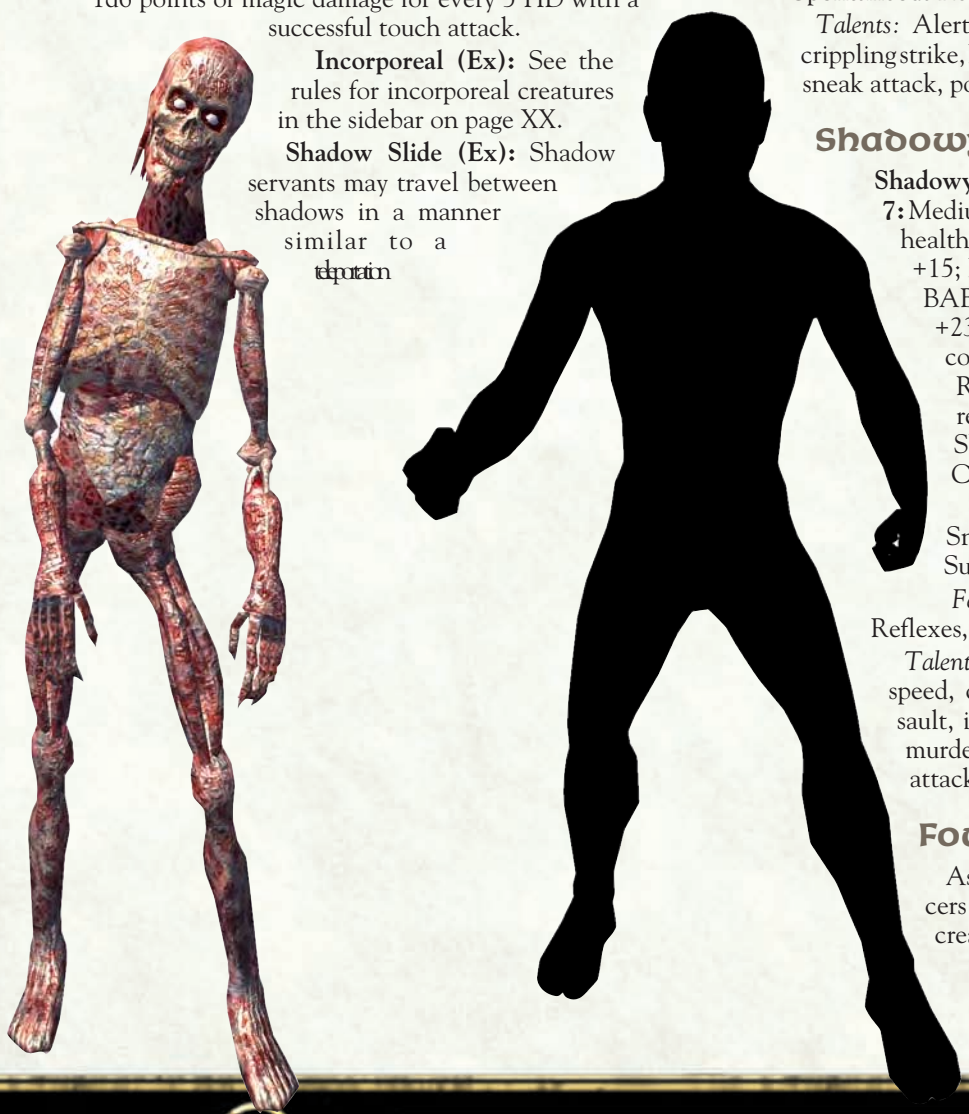
Combat

Shadow servants use darkness and stealth to great advantage. They are infinitely patient in hunting the living whom they so despise, knowing that time is on their side.

Dark Touch (Ex): Summoned shadow servants deal 1d6 points of magic damage for every 5 HD with a successful touch attack.

Incorporeal (Ex): See the rules for incorporeal creatures in the sidebar on page XX.

Shadow Slide (Ex): Shadow servants may travel between shadows in a manner similar to a teleportation effect, save that the magical transport must begin and end in a shadowy or darkened area. A shadow servant can "slide" up to a total of 50 feet per HD in this way each day. The total distance can be split among many slides, but each one, no matter how small, counts as a 10-foot increment.



Skills: Shadow servants receive a +4 racial bonus on Sneak checks. *In conditions of shadow or darkness, this bonus increases to +8. In well-lit area, this bonus decreases to +0.

Shadowy Stalker

Shadowy Stalker, Shadow Servant Sct 6/Prd 5/Asn 1: Medium undead (incorporeal); HD 12d12+12+6; health 96; dying/dead —; Init +9; Spd 40 ft.; BDB +11; Def +16 (+5 Dex); DR 5/magic and silver; BAB +10; Grap —; Full-Atk incorporeal touch +15/+10 melee (2d6 magic); Atk incorporeal touch +15 melee (2d6 magic); Space/Reach 5 ft./5 ft.; SA dark touch; SQ incorporeal traits, shadow slide 600 ft., undead traits; SV Fort +6, Ref +17, Will +4; Str —, Dex 21, Con —, Int 6, Wis 12, Cha 14.

Skills: Bluff +13, Perceive +12, Search +9, Sneak +20 (+16 in light, +24 in shadow), Survival +12 (+14 tracking).

Feats: Dodge, Improved Initiative, Lightning Reflexes, Spontaneous Reflexes.

Talents: Alertness, avoidance, backstab, burst of speed, crippling strike, hidden assault, improved backstab, improved sneak attack, pounce, sneak attack.

Shadowy Stalker

Shadowy Stalker, Shadow Servant Sct 6/Prd 5/Asn 7: Medium undead (incorporeal); HD 18d12+36+16; health 169; dying/dead —; Init +11; Spd 45 ft.; BDB +15; Def +22 (+7 Dex); DR 10/magic and silver; BAB +16; Grap —; Full-Atk incorporeal touch +23/+19/+15/+11 melee (3d6 magic); Atk incorporeal touch +23 melee (3d6 magic); Space/Reach 5 ft./5 ft.; SA dark touch; SQ incorporeal traits, shadow slide 900 ft., undead traits; SV Fort +8, Ref +24, Will +7; Str —, Dex 25, Con —, Int 7, Wis 14, Cha 14.

Skills: Bluff +13, Perceive +18, Search +13, Sneak +28 (+24 in light, +32 in shadow), Survival +15 (+18 tracking).

Feats: Dodge, Improved Initiative, Lightning Reflexes, Spontaneous Reflexes, Swift.

Talents: Alertness, avoidance, backstab, burst of speed, crippling strike, find weakness, hidden assault, improved backstab, improved sneak attack, murderous intent, pounce, shadow walker, sneak attack.

Foul Swarms

As well as conjuring up the undead, necromancers can also summon other foul swarm of living creatures.

Combat

Like other kinds of swarms, those summoned by necromancers as pets simply pour over any creatures in their square, devouring anything in their path. Unlike a druid's conjured swarm, a necromancer swarm is bound together by the caster's foul will: The necromancer may direct her swarm telepathically, as a free action each round, to attack whomever she wishes.

Swarm of Rats

Rat Swarm: Tiny animal (swarm); HD 6d8+12; health 39; dying/dead —; Init +2; Spd 15 ft., climb 15 ft.; BDB +3; Def +7 (+2 size, +2 Dex); Atk swarm (2d6 plus disease); Space/Reach 10 ft./0 ft.; SA disease, distraction; SQ half damage from slashing and piercing, minor scent, nightvision, swarm traits; Res Dis 1, Pois 1; SV Fort +3, Ref +3, Will +1; Str 3, Dex 15, Con 14, Int 2, Wis 12, Cha 4.

Skills: Agility +6, Climb +14, Jump +4, Perceive +7, Sneak +14, Survival +3, Swim +4.

Distraction (Ex): Fortitude DC 15 negates, *off balance* 1 round. Channeling DC 20 + 1/2 the spell order.

Disease (Ex): Swarm attack, Fortitude DC 12 negates; incubation 1 day, then save each hour or take 1d3 points of disease damage; three consecutive successful saves ends the effect.

Skills: Rats receive a +4 racial bonus on Agility checks and a +2 racial bonus on Perceive checks. Rats may use their Dexterity modifier in place of Strength when making Climb, Jump, and Swim checks.

Plague of Rats

Assume that these rats have advanced HD and the corrupted template (see **EQ: Monsters of Norrath**, page 152).

Corrupted Rat Swarm: Tiny animal (swarm); HD 18d10+18; health 117; dying/dead —; Init +2; Spd 15 ft., climb 15 ft.; BDB +5; Def +11 (+2 size, +2 Dex, +2 natural); Atk swarm (4d6 plus disease); Space/Reach 10 ft./0 ft.; SA disease, distraction, rage; SQ half damage from slashing and piercing, immunities, minor scent, nightvision, swarm traits; SV Fort +4, Ref +4, Will +1; Str 5, Dex 15, Con 14, Int 1, Wis 10, Cha 2.

Skills: Agility +6, Climb +14, Jump +4, Perceive +6, Sneak +14, Survival +2, Swim +4.

Disease (Ex): Swarm attack, Fortitude DC 13 negates; incubation 1 day, then save each hour or take 1d3 points of disease damage; three consecutive successful saves ends the effect.

Distraction (Ex): Fortitude DC 21 negates, *off balance* 1 round. Channeling DC 20 + 1/2 the spell order.

Rage (Ex): As soon as the swarm takes any damage, it becomes enraged, gaining a +4 bonus to both Strength and Constitution until dispersed. (This increases its health total to 153, its Fortitude save bonus to +6, and its distraction DC to 23.)

Immunities (Ex): A corrupted rat swarm is immune to disease, poison, and mind-influencing attacks.

Skills: Rats receive a +4 racial bonus on Agility checks and a +2 racial bonus on Perceive checks. Rats may use their Dexterity modifier in place of Strength when making Climb and Swim checks.

Locust Swarm

Demon Locust Swarm: Diminutive magical beast (evil, extraplanar, swarm); HD 12d8+24; health 78; dying/dead —; Init +2; Spd 10 ft., fly 50 ft. (poor); BDB +4; Def +12 (+4 size, +4 Dex); Atk swarm (3d6); Space/Reach 10 ft./0 ft.; SA disease, distraction; SQ immune to weapon damage, spell resistance 19, swarm traits; SV Fort +4, Ref +6, Will +1; Str 3, Dex 19, Con 14, Int 3, Wis 12, Cha 2.

Skills: Perceive +5.

Distraction (Ex): Fortitude DC 22 negates, *off balance* 1 round. Channeling DC 20 + 1/2 the spell order. The DC includes a +2 racial bonus.

Warlock Pet

The most powerful of warlocks can make pacts with creatures of alternate planes to assist them. Such a creature is the being known only as a netheros. The netheros resembles the classical conception of a devil, with red skin, small horns on a bestial face, and leathery wings.

Combat

The netheros does in combat what even the mightiest warlock cannot: It crushes his foes in close-quarters combat. Using its cruel fangs, terrible claws, and deadly venomous tail stinger to devastating effect, the beast of the netherworld relishes its own physical might and revels in bloodshed.

The netheros also has considerable magical powers at its disposal, though it greatly prefers melee attacks.

Netheros

Netheros, Diabolic Ftr 18: Large outsider (evil, extraplanar); HD 18d10+144; health 243; dying/dead –8/–27; Init +7; Spd 40 ft., fly 60 ft. (average); BDB +13; Def +22 (–1 size, +3 Dex, +7 natural); DR 12/– and 15/epic and silver; BAB +20; Grap +37; Full-Atk bite +32/+27/+22/+17/+12 melee (4d6+16/19–20 plus 3d6 acid) and 2 claws +30/+30 melee (2d8+9) and tail sting +30 melee (2d8+9 plus poison); Atk bite +32 melee (4d6+22/19–20 plus 3d6 acid);

Space/Reach 10 ft./10 ft.; SA fear aura, poison, spell-like abilities; SQ immunity to acid, heat, and poison, manasight, regeneration 7, see in darkness, spell resistance 32, telepathy 100 ft.; Res Cold 20, Dis 40, Elec 10, Mag 40, Ment 20; SV Fort +23, Ref +18, Will +18; Str 37, Dex 17, Con 27, Int 18, Wis 18, Cha 18.

Skills: Agility +11, Bluff +13, Channeling +29, Knowledge (mysticism) +13, Knowledge (planar lore) +21, Knowledge (religion) +13, Knowledge (warcraft) +13, Perceive +16, Persuade +22, Search +13, Spellcraft +13, Survival +13.

Feats: Cleave, Great Cleave, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack.

Talents: Crippling blow, damage reduction, greater damage reduction, greater smash, improved damage reduction, improved smash, intervene, smash, taunt, taunting blow, uncanny dodge.

Fear Aura (Su): A netheros can emit an aura of fear in a 20-foot radius at will as a free action. Any creature in the area must succeed on a DC 23 Will save or be *panicked* for 18 rounds. A creature that saves cannot be affected by that netheros's fear aura for 24 hours. Other evil outsiders and the necromancer who summoned the netheros are immune to this effect.

Poison (Ex): Tail sting, Fortitude DC 27 half (each round), 2d6 poison per round until negated or creature dies.

Regeneration (Ex): Most damage dealt to a netheros is treated as nonlethal damage; it automatically heals nonlethal damage at a rate of 7 points per round. It takes normal damage only from silvered weapons and spells or effects with the divine descriptor; a netheros that has been rendered unconscious through nonlethal damage can be killed with a coup de grace, but only by silver weapons or an attack that deals divine damage. A netheros that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Spell-Like Abilities (power cost; save DC): *Curse of shielding* (16; DC 20), *disease cloud II* (19; DC 22), *distill soul II* (10; DC 21), *draw strength II* (12; DC 21), *gout of flame* (45; DC 22), *malefic touch II* (13; DC 23), *primordial terror I* (20; DC 23), *swarming spirits I* (40; DC 23). Caster level 18th. The save DCs are based on Charisma.

Power Pool: 144.

Wizard Pet

A protoflame is a very aggressive but short-lived fire elemental, summoned to the defense of a powerful wizard. A protoflame looks like an average fire elemental; as soon as it springs into action, though, one cannot mistake it. Its flames dance in a hypnotic pattern that lures opponents in to confront the protoflame like moths drawn to a common flame.

Combat

A protoflame combines incredible speed with highly damaging fire attacks. Its hypnotic taunt ability draws opponents away from its summoner, providing a potentially life-saving distraction for the magician.

Protoflames have all of the traits listed for fire elementals earlier in this appendix, plus the following qualities:

Blazing Speed (Ex): A blaze lives fast and fights hard, attacking at incredible speed. Its natural slam attacks are treated as very quick weapons (delay 3).

Hypnotic Taunt (Ex): The fiery body of the blaze draws opponents to confront it. At will, as a move action, the protoflame may taunt all creatures within 30 feet and in line of sight. This functions just as the taunt talent, save that the protoflame uses its HD when making a hypnotic taunt check (as opposed to fighter level). Affected creatures do not get a bonus to their Sense Motive checks for not understanding the protoflame's language.

Skills: Fire elemental protoflames receive a +4 racial bonus on taunt checks.

Protoflame

Protoflame, Fire Elemental Ftr 5/War 5/Ber 10: Medium elemental (extraplanar, fire); HD 5d10+5 plus 5d12+5 plus 10d12+10; health 145; dying/dead —; Init +15; Spd 80 ft.; BDB +12; Def +23 (+11 Dex); DR 3/–; BAB +22; Grap +27; Full-Atk slam +33/+31/+29/+27/+25 melee (1d6+10 plus 5d6 heat); Atk slam +33 melee (1d6+10 plus 5d6 heat); Space/Reach 5 ft./5 ft.; SA hypnotic taunt, inferno, spells; SQ fire aura (10), fire elemental traits; Res Acid 20, Cold 10, Dis 20; SV Fort +15, Ref +17, Will +7; Str 20, Dex 33, Con 12, Int 5, Wis 11, Cha 12.

Skills: Knowledge (warcraft) +5, Perceive +9, Sense Motive +9.

Feats: Dodge, Double Attack, Improved Initiative, Power Attack, Weapon Finesse.

Talents: Berserk, harm resistance (cold), greater fury, greater smash, improved fury, improved harm resistance (cold), improved smash, improved uncanny dodge, intervene, smash, taunt, taunting blow, uncanny dodge.

Hypnotic Taunt (Su): 30-foot radius, taunt bonus +25.

Inferno (Su): Every 1d4 rounds (attack action); Reflex DC 21 half, 20d6 heat, 10-foot radius.

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