Warlords of the Accordlands

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Introduction

This game — this world — is older than it looks.

Odds are that this is not the first time you've come upon this setting. For some of you, it's an outgrowth of the popular Warlord: Saga of the Storm collectible card game. Some of you have even used the setting before in your role-playing games, though your own conceptions are doubtless different from what's presented in this Master Codex and its three accompanying tomes. A rare few of you are even possibly responsible for the original heroes and villains featured in pictures and plots.

Too long ago for the writers to safely quantify, John Zinser was running a campaign. Like many gamers before and since, his team had entered the stage where it was more fun to play the bad guys, the conspirators and would-be rulers of their settings. Eventually, no real challenges awaited the players' nefarious champions, and so Zinser offered them a new world to take as their own. The players eagerly accepted John's new plot... only to find that John, for all his easy-going attitude and kind words, is still that creature players fear most: a Game Master. Evil incarnate.

The players' precious characters had banded together to dominate an unprepared world, and united to form the dreaded... well, pester your GM to pick up a copy of The Campaign Adventure Book to see what they turned into. Suffice it to say that the arrival of these new villains doomed the world, and the only possible hope was for a new band of heroes to oppose them. Since these evil-doers had slaughtered the world's heroes as an opening gambit, this task fell to hopelessly outclassed first-level characters.

The players (both John's original gaming group, and uncounted RPG and CCG players since) loved the idea.

This book presents the information most player characters know without having to fight too hard for it; consequently, it contains everything that players need to start up new characters in the Accordlands, though other books flesh the world out immensely. Anyone with a passing familiarity with d20 products will recognize most of the information here, but some of the standard rules have been tweaked for the setting. Though the background of the Accordlands heavily influences the theme of this book, the hard rules transplant easily into other fantasy settings.

Chapter 1: Abilities: The core system for your character's raw capabilities. Whether strong of arm or quick of hand or mind, abilities define a character's natural tendencies.

Chapter 2: Races: In the wake of the Dragon's rampages during the First War, these peoples arose to master the Accordlands. Along with novel twists on the familiar ideas of dwarves, elves, goblins, halfbreeds, and humans, this chapter also includes two entirely new races: the sinister but honorable Deverenians, and the distant cousins of elves, the nimbics.

Chapter 3: Classes: The professions of adventurers, from the deadly assassins through the powerful wizards. Includes new takes on many popular d20 System™ classes, as well as a few entirely new ones.

Chapter 4: Skills: Despite the half-joking term of "Nothrog diplomacy," there are some problems that force of arms cannot solve. For those awkward moments when the direct approach is suicide, this chapter contains a host of skills for every occasion.

Chapter 5: Feats: Whether the hard-won lores of bleakest necromancy or the raw power of a master barbarian, characters rely on their honed training and experience to provide an edge. Feats are the personal touches to swordplay, the uncommon mastery of magic, the signs of the character's destiny... or his final undoing. This chapter includes entirely new feats, and new Quest feats!

Chapter 6: Race/Class Abilities: Each race in the Accordlands is unique,with their own histories and accepted societal rules. With so many varied cultures, why would one assume that an elven warrior would have the same abilities as a human? Or would a drum-pounding Nothrog bard have the same panache as a trained Deverenian bard? This chapter explores new abilities for every race/class combination in the game, even ones you'd never expect!

Chapter 7: Equipment: For every role, every duty, every problem, and every occasion, there is a tool to make the job easier. This chapter has everything that an adventurer needs: arms and armor, goods and services, and even the more specialized equipment that no rogue would ever admit to owning.

Chapter 8: Magic: Anyone can pick up a big stick and beat someone else with it. It takes someone special to command the forces of the cosmos to the deed for him. Whether through the primitive powers of druids, necromancers, rangers, and shamans; the faith of the clerics, paladins, and seers; or the raw will of bards, illusionists, summoners, and wizards, this chapter has all the tricks for commanding the words of power.

Chapter 9: Adventuring: Not all adventures take place in the slums of your favorite city, or an ancient city reduced to ruin by Bascaron's passing. Sometimes the quest takes the party to the frozen north, the burning deserts, plague-infested lands, or the fathomless seas. Just as often, a few clever individuals employ traps or poisons. Adventurers who don't keep track of these hazards have short careers.

Chapter 10: Prestige Classes: The right circumstances open doors for people, and with age, dedication, and skill, characters can join the ranks of the most illustrious figures in the Accordlands' histories. Whether mastering self-taught styles of fighting or the obscure and secretive rites of the world's organizations, prestige classes offer enticing options to advanced characters.

Welcome the world of Warlord. May your own saga be legend!



Chapter One: Abilities

Every character has six Ability Scores.

Strength (STR): Your character's ability to exert physical force to affect the world.

Dexterity (DEX): Your character's reflexes, motor coordination, and other forms of agility.

Constitution (CON): Your character's measure of health and endurance.

Intelligence (INT): Your character's ability to reason and process information.

Wisdom (WIS): Your character's common sense, willpower, and intuitive abilities.

Charisma (CHA): Your character's force of personality and strength of soul.

These Ability Scores range from 0 to infinity. A limit, if any, will be specified in the rules. The normal human range is 3 to 18.

STR 0 means that the character cannot move at all. He lies helpless on the ground.

DEX 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.

CON 0 means that the character is dead.

INT 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.

WIS 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.

CHA 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Ability Modifiers

Each ability has an *ability score modifier*. The modifier is one-half the ability score, minus five, rounded down.

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

Use of Ability Scores

Strength

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

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

Dexterity

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

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

Constitution

If a character's Constitution changes enough to alter his or her Constitution modifier, his or her hit points also increase or decrease accordingly at the same time.

Any living creature has at least 1 point of Constitution.

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

Intelligence

Any creature that can think, learn, or remember has at least 1 point of Intelligence.

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

Wisdom

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom.

Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score, and vice versa.

Lacking Ability Scores

It is possible for a creature to have a score of "none," sometimes written "—". A score of "none" is not the same as a score of "0". A score of "none" means that the creature does not possess the ability at all. An example of a creature without an ability score is the strength of a ghost or the dexterity of a tree. The modifier for a score of "none" is +0.

Charisma

Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma.

Initial Ability Scores

To determine your character's initial ability scores, roll 4d6 and discard the lowest single die. Total the remaining three dice and note the number. Repeat the process five more times and assign the scores to your six abilities as you see fit. You'll receive a total between 3 and 18 for your abilities, with the average around 12.

To help you decide how to arrange your scores, it might be helpful to peek ahead to chapters 2 (Races) and 3 (Classes) briefly to get a sense of the sort of character you can make in *Warlords of the Accordlands*™.

Changing Ability Scores

Ability scores can increase with no limit.

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

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

As a character ages, some ability scores go up and others go down.

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

Influencing Other Characters: Charisma In Use

It is possible to alter another's attitude with a Charisma check (1d20 + Charisma modifier). Roll the check and consult the appropriate initial attitude line on Table 1–1: Influencing Attitude to see what the result of the roll is.

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

TABLE 1–1: INFLUENCING ATTITUDE

Initial Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20

Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score, and vice versa.



Chapter Two: Races

Each character is a member of a race, a kind of being. Though dozens walk the Accordlands, seven major races are presented here as playable characters.

Choosing a race does not prohibit you from choosing any specific class (*see Chapter 3 for more information on classes*), though racial ability score adjustments emphasize strengths and weaknesses.

Deverenians

Deverenians wander the Accordlands seeking conquests and personal glory. Though their nation claims all the world as its sovereign territory, most are at home only in Deverenia proper. Dark knights, destructive wizards, pious inquisitors, and watchful bards — Deverenians produce all these and more, with their natural arrogance the only constant.

Personality: Deverenians are haughty even to close relations and friends. While they know love and camaraderie, they much prefer respect, a powerful force in Deverenian culture. They are greatly offended at any transgression against their strictly regimented rules of protocol or personal honor. All Deverenians at least feign devotion to the Storm, lest they face the wrath of the Deverenian church and its terrifying Inquisition.

Deverenians prefer the "higher" arts; not simply the bardic song-stories of the courts or sculpture and painting, but also more practical arts. Smithing is among the most honored artforms in Deverenia, and a forge-master who combines graceful lines with keen edges will never want for patrons. Many Deverenians view their combat abilities as art, and it is not uncommon for Deverenians to forgo duels to the death in favor of ritual displays of magical or military training.

Physical Description: Deverenians are almost identical to their human cousins, with only slight physical differences betraying their blood. Most stand between five-foot-six and just over six feet tall, and weigh between 130 and 260 pounds. They are invariably pale and usually handsome, commonly sporting black or brown hair tied back in well-combed tails. Deverenian men rarely wear mustaches or sideburns, but wizards favor trimmed or braided beards. The easiest distinction between Deverenians and their lesser cousins is in eye color: commonly red, violet, or yellow.

Most Deverenians care little for adornment, seeing jewelry and tattoos as signs of unwarranted vanity. The exceptions to these standards are members of the Church of the Storm, who wear jewelry during ceremonies; royalty who are not members of the knightly Orders, and not subject to their rules; wizards, who occasionally wear circlets; and bards, who tend to care little for others' opinions. Deverenians are especially scornful of scars, which they view as shameful marks betraying a lack of skill.

TABLE 2–1: RACIAL ABILITY ADJUSTMENTS

Race	Ability Adjustments	Favored Class
Deverenian	+2 Constitution, –2 Dexterity	Fighter or wizard (player's choice)
Dwarf	+2 Constitution, –2 Charisma	Cleric or fighter (player's choice)
Elf	+2 Dexterity, –2 Constitution	Scout or necromancer (player's choice)
Half-breed	Special, see description	Special, see description
Human	None	Any (player's choice)
Nimbic	+2 Dexterity, +2 Charisma, –2 Strength, –2 Constitution	Rogue
Nothrog	+2 Strength, –2 Dexterity	Fighter or barbarian (player's choice)
Nothrog (albino)	+2 Intelligence, –2 Constitution	Shaman or cleric (player's choice)

Deverenians have extraordinarily long lifespans, nearly twice that of normal humans. Many live 120 years or more, reaching maturity in their late twenties and middle age in their early seventies.

Relations: Deverenians are typically aloof, offering neither offense or aid until given reason. While Deverenians are not free of bigotry and jealousy, most bury their feelings in time of need. Indeed, dire enemies frequently work together in Deverenia, where true knights must put aside petty grievances in the service of honor and duty. So long as a Deverenian respects another and feels respected in return, and the need is great, he will work with anyone, even his nemesis. The Deverenians look down on everyone impartially, and with a keen eye for a potential ally.

Alignment: Deverenians believe in law, honor, and strength, and harshly punish those who transgress the labyrinthine system of Deverenian law. Almost all Deverenians are lawful evil, though a handful of lawful good holdouts exist. Among wizards, chaotic evil is fairly common, though even these wizards take care to avoid public breaches of conduct.

Deverenian Lands: Deverenians maintain that all the Accordlands are theirs by right of history, but Deverenia proper lies between two mountain ranges, with the Nothrog to the south and the Shattered Lands to the east. The climate is cold year-round, and the blighted soil produces little food. Deverenians frequently attempt conquests of neighboring nations, with western Denska the present favorite. Deverenian settlements are commonly grand cities or glorified hamlets, and always well-fortified.

Many Deverenian wizards make their homes in the Lands of the Kabal, where they may practice their arts in secrecy. So long as they obey the laws of their homelands, these wizards are still true Deverenian citizens.

Religion: The official religion of Deverenia is the worship of the Storm, as led by the Church of the Storm. The Storm represents true strength, even beyond mortal understanding of creation and death, and many faithful take pilgrimages into it, though few survive. Heretical Storm cults exist, following preachings different from the true Church. Other cults worship the gods of Old Deverenia, from the time before Signon, many of whom are now saints of the official religion. Deverenians openly scorn both kinds of aberrant cult, and endlessly seek their destruction.

Language: Deverenians speak Deverenian, the high language of the courts of the First Empire. The Deverenian alphabet differs only slightly from the common alphabet, lacking the letters J, K, W, and Z, and the written language substitutes the letter "V" for any instances of "U" (those who spend time outside the empire proper grudgingly accept "common" variants of their names). Deverenian literature consists primarily of epic poems: the foremost is the *Annales Devereniorum*, an accounting of the Deverenian hero Signon and his service to the Storm. Alone among the surface dwellers, some Deverenians have learned Dwarven.

Names: Deverenians are named by the Church of the Storm, in accordance with ancient tradition. Most have only a given name, though a few royal families exist such as d'Ilchant, Arcadis, and Lenore. Upon entering a knightly Order, a Deverenian may take the Order's name as his surname (such as Master Isil Loth or Lord Gahid Rellion). Wizards who have passed their trials but who are not members of an Order take a title chosen by their former masters, usually in keeping with how they passed the trials (such as Slayer the Unkind, or Sir Euain the Devil).

Male Names: Adolphus, Al'drich, Corwin, Cristopher, Damien, Darius, Kane, Koenraad, Iohan, Lionel, Marcos, Modred, Uther.

Female Names: Aenne, Beatrix, Cassandra, Cohnstance, Elaneor, Elsa, Ersane, Flavia, Justine, Natassia, Ygraine.

Order Names: Aedroud, Genecourt, Ghenis, Loth, Myerdeth, Rellion, Tremayne. Order names are earned, and not given to starting characters. Characters may not be members of multiple orders.

Royalty Names: Arcadis (Aedroud), Boralis (Ghenis), d'Ilchant (Rellion), Drac (Imperial line), Lenore (Myerdeth). Members of these families often join the associated Order (excepting the Drac line, which may join any Order upon completing the entrance quest). This is not a requirement or guarantee, but members of these families who do not join the associated Order tend to become outcasts of the family.

The Drac line, despite its closeness to the Imperial bloodline, is no more politically powerful than any other family. In many cases, the Emperor chooses which Order they may attempt to join, and they face severe consequences for failure. Drac family members in rival Orders are expected to uphold their Order's ideals and expectations.

Adventures: Deverenian adventurers may be trying to enter an order, training for wizard trials, on diplomatic or scouting missions, or simply seeking their own glory. While those within an Order are expected to follow the Order's dictates, almost all Deverenians above serfdom are technically adventurers of one type or another. Many even go so far as to join mercenary companies for a time.

Deverenian Racial Traits

- +2 Constitution, –2 Dexterity. Deverenians are slightly hardier than, but not as quick as, their human cousins.
- Medium: As Medium creatures, Deverenians have no size bonuses or penalties.
- Deverenian base speed is 30 feet.
- Low-light Vision: Deverenians can see twice as far as normal humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus to all saves against mind-affecting magic.
- Class Skills: All Deverenians may choose two of the following Knowledges as class skills: heraldry, history, lineages, the Storm.
- +2 skill points during creation, and gain an additional point every other level thereafter (3rd, 5th, 7th, etc.). Deverenians retain some of the benefits of their human cousins, including the ability to quickly learn and adapt.
- Automatic languages: Common and Deverenian. Bonus Languages: Draconic, Dwarven, Elven, and Nothrog. Deverenians primarily deal with one another and other humans, but have diplomats, scouts, and spies throughout the Accordlands.
- Favored class: Fighter or wizard (player's choice).
- Starting Gold: 3d4 × 10.

Dwarves

A thousand years ago, the dwarves left the surface world to protect it from those deadly creatures that fed off the Great Dragon's remains, the Abyssals. As the millennia wore on, they kept their oaths while others forgot their very existence. Recently, the dwarves have reeled under ever more successful strikes from the Abyssals, and some have returned to the surface. Lost warriors, bewildered clerics, and exiles of all stripes, the dwarves must find allies among those who look upon them with fear or hatred.

Personality: Duty is not the primary force in a dwarf's life: it is the only force. Each dwarf knows his place, his responsibilities, his failures, and his strengths. They enjoy the company of others, and work exceedingly well in groups. While often too dour to truly be pleasant company, dwarves are fanatically devoted to their companions; the thought that others may not share their loyalty rarely occurs to them.

Dwarves are methodical in everything they do. Dwarven clerics systematically heal the most important person first, then leaders, other clerics, soldiers, and finally other specialists. Dwarven fighters carefully gauge whether a specific foe is deadlier than the



sheer weight of numbers around him, then attack with abandon. While this serves individual dwarves well, both the Abyssals and Deverenians have taken advantage of predictable dwarven tactics, which has led to an unprecedented rise of rogues and barbarians as battlefield leaders.

Physical Description: Dwarves are just over half the height of humans (from three to four feet tall), but weigh the same. They have a slightly ruddy complexion. Their eyes range in color from blue to the more common brown, and their hair may be any of black, brown, white, gray, red, or blond, though almost all dwarves cut their hair short. Male dwarves take great pride in their beards, and some fighters let their beards grow long as a dare for someone else to tug on it. Some male dwarves shave if they feel they are incapable of truly supporting the other dwarves, since the lost hair is one less means to grab a falling comrade.

Dwarves of sufficient rank prefer to wear ironcloth robes, dyed in their caste colors, but do not refuse other armor if suits of ironcloth are unavailable.

Few dwarves live long enough to die of natural causes, but records exist of dwarves living to 150 years or more. Dwarves mature at the age of 40, but are usually experienced combatants long before then.

Relations: Dwarves have only just emerged from their caves, and few have dared to look beyond their first impressions of the upworlders. Accustomed to a simple fight against an obvious foe, the dwarves now contend with the honorable but cruel Deverenians, the militant but unrelenting Nothrog, the worthy but unreliable humans, the murderous but close-knit elves, and the courageous but manic nimbics.

Alignment: Due to their own natural abilities and the raw need for discipline, lawful good dwarves make up the great majority of the race. As needy as they are, however, they only turn away traitors, and chaotic and evil dwarves are welcome so long as they remain loyal to the cause.

Dwarf Lands: The Dwarf Empire's never-ending series of tunnels (collectively known as "the World Below," at least until the Dwarves earn a name for their nation) extend beneath the surface of the known world, but few openings to the World Above exist. Dwarven cities are autonomous, able to go months or even years without outside aid, and the guards of the tunnels between the cities know how to collapse the passages at a moment's notice. While this leads to short-term security, in the long run many dwarven cities have disappeared or quietly hidden themselves away, making it difficult to coordinate attacks and offensives. Still, each city is powerful in its own right, with the individual castes working together in war or rebuilding.

Surface dwarves are another matter entirely. With the exception of the dwarves of New Goldenaxe (who follow Gnorrow Yaw, and who only recently lost contact with the World Below), almost all dwarves on the surface are exiles, outcasts for the betrayal of their own society. While the exiles are not necessarily evil, the transition from a tightly-knit community to the solitude of their expulsion has driven many mad with grief. New Goldenaxe is the only known Dwarven settlement on the surface.

Religion: Almost to the last, dwarves worship the god Kor, who is less a god of war than one of guardianship. Even those dwarves who are not clerics often feel a closeness with him.

Some dwarves, primarily exiles, have sold their souls to Abyssals. A few even lead Abyssal cults, but the rest of the dwarves (even the exiles) so loathe these traitors that few survive for long.

Language: Dwarves speak and write Dwarven, a language equal parts forgotten tongues and elemental mysteries. The language, a stuttering mix of growls and shouts, is practically incomprehensible to outsiders, though the dwarves have had little difficulty learning new tongues. Some dwarves, particularly those of Rockhome or Blackstone Raiders, have learned Abyssal to better understand their enemies.

Names: Few Dwarves have earned their true names, referring to themselves instead by an ideal, an action, a tool, or a distinguishing feature. While close to their race, dwarves realize that few of them will live long enough to earn any distinction, and spare themselves the anguish of using friends' true names. A common practice is for a dwarf to take the name of a fallen companion to carry on the legacy, like the hundreds of dwarves named Hammer.

Rarely, a dwarf distinguishes himself through great heroism, earning a true name. The Seers consult with Kor to find this name, and honor the hero with it. True names are recorded in dwarven histories, and always bear some hint of the hero's true destiny, though this has occasionally undone otherwise noble souls (Patience, a great fighter, was stunned and outcast when his true name was revealed to be Duncan Kinslayer, despite the fact that he has never harmed any dwarf).

Adventurers: The few adventurous dwarves are exiles, diplomats, or wanderers who found themselves separated from the World Below. Survivors to the last, they attempt to either return to their race or become an example of "proper" dwarven behavior, to better educate the upworlders. A few have joined mercenary parties or Free Kingdom bands, but many uplanders still consider the dwarves to be mere rumor.

Dwarven Racial Traits

- +2 Constitution, –2 Charisma. Dwarves make fine combatants and clerics. While dwarves are not stupid, their regimented castes and fierce racial specialization makes them slow to adapt to new situations.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarven base speed is 20 feet, even when wearing medium or heavy armor or carrying medium or heavy loads.
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Magical senses: Dwarves are magically attuned, and intuitively feel underlying effects of the world around them. Dwarves may *detect evil* or *detect magic*, as per the spells of the same names, each a number of times per day equal to their Wisdom modifier (if positive; a minimum of once per day applies). Additionally, dwarves suffer no ill effects for sensing overwhelming evil. This is a spell-like ability with a caster level equal to the dwarf's character level.
- Resistance to toxins: Over the course of several generations below ground, dwarves developed an ability to resist airborne toxins. Dwarves have a +6 racial bonus to resist initial damage from any poison gas, though secondary damage (if any) has the normal effects.
- Automatic languages: Dwarves speak Dwarven. Additionally, Dwarves may choose one of the following languages to be an automatic language, with the other languages being bonus languages: Abyssal, Deverenian, or Terran. Bonus Language: Common. Dwarves have grown quite distant from the other lands, and have yet to learn many other languages.
- Favored class: Fighter or cleric (player's choice). Dwarves choose a class as a life path and rarely multiclass.
- Starting Gold: 3d4 × 10.

Elves

While Nothrog are more brutal and Deverenians more militant, perhaps no race in the Accord is so feared as the elves. Due to their truncated lifespans, elves risk anything short of each other to extend their years. Some take on the names of more permanent structures or creatures, so that their legend combines with their

namesake. Others drive themselves to acts of heroism or villainy so bards will sing their tales for another millennium. Most simply embrace their recently-returned mastery of necromancy.

Personality: Most elves possess a strong sense of immediacy, and rarely have enough patience to work through any but the simplest plans. As such, they have a manic energy once they decide on a course, and cannot be turned from their chosen path. They feel everything absolutely, whether it be hatred, love, fear, or mercy, and bored elves willfully seek out something — anything — to do. The only people spared an elf's capriciousness are other elves, as the greatest crime of their people is to kill another. While they do not necessarily care much for each other, even the basest elven life is worth more than anyone else's.

A rare attitude, fostered by the terms of the geas, is found among the good-aligned elves. These elves understand that they of all creatures should know the value of a life, and that the murder of any creature is an abomination. While few such elves openly profess such views after the exile of House Rowan, they have proven numerous enough that some Free Kingdoms have considered peace with the elves an attainable goal after all.

Physical Description: Elves are almost equal in height to humans, being anywhere from just under five feet to nearly six feet tall, but weigh as little 80 to 120 pounds. Elves usually have red or black eyes and hair from dark brown to bright gold. Anyone getting even a glance at an elf realizes that the tale of elves with pointed ears is a myth inspired by the elven horns. Some elven spies have filed down their horns to hide among humans, but it is a painful experience. The most surprising feature of an elf is only visible up close and in proper lighting. Elven skin is actually fine white scales, giving the elf an almost ghostly pallor.

Even the most compassionate elf still wears the traditional bone mail armors of their people. While they can understand that this disturbs others, elves view it as a practicality, since the dead no longer have need of the material.

Unaided, elves live for an average of 30 years, maturing at the age of seven.

Relations: While many elves hate the humans for the geas against necromancy that the humans imposed on them a hundred years ago, slamming shut the only doorway into elven immortality, others understand that the humans were simply fighting for their survival. Indeed, some humans have inadvertently saved elven lives, and found the elves dedicated to returning the favor. Such happenings are not uncommon, particularly among the younger elves, whose horns have yet to grow to prominence.

Of the other races, elves are less sure. Deverenians are almost indistinguishable from humans, after all, but the Nothrog have never had any large quarrel with elves in any scale. Though elves have rarely seen a dwarf, they have mistakenly assumed the race to be offshoots of the nimbics, whom the elves still almost envy.

Alignment: Though they follow the dictates of their leaders, elves naturally gravitate toward the chaotic evil alignment. The few who tolerate patience and long-term planning (primarily the immortals, but also many in House Dythanus) may instead be lawful evil. Few good-aligned elves exist, and those few strive to avoid Queen Tepheroth's terrible minions.

Elven Lands: Elves mostly inhabit the forests of Myreth and Taraniel, though the latter has fallen under Deverenian domination since the native House Rowan abandoned it and the other Elves turned their attentions westward. The Elves live in sparse settlements within these woods, with only the rarest being home to more than fifty at a time. Each such township sports a mixture of houses, though one is always prominent. These settlements vary widely in appearance, from sprawling arboreal platforms to massive mausoleums.

Religion: Due to a terrible incident long ago, Elves can no longer worship a god directly (see the World Atlas, page 7). Instead, each elf chooses an aspect of himself to embrace, most commonly blood, bone, flesh, or spirit. The elf attempts to strengthen that part of himself, both symbolically and physically, and such piety occasionally brings about its own unique form of immortality.

Language: Elven language is short and clipped. Each word has many meanings, and clarity emerges from context. Their alphabet is a condensed version of Common, with no overlapping sounds. Elven linguists frequently serve as diplomats and attachés to House leaders to free those leaders from such chores as communication with non-elves.



Names: Many elves name themselves after locations, legends, or similarly immortal subjects, hoping to tie their legend to their namesakes. Others follow a more traditional path, creating a new name and giving meaning to it. These new names usually have little pattern or meaning, save aesthetic appeal. A common trend among male elves is a name that ends in an "l". Popular among elven women is the ending "th."

Adventurers: Young elves frequently become adventurers out of a sense of duty to their people, avoidance of boredom, or in a quest for ever-elusive immortality. Elves in mixed parties are subject to relatively little prejudice, as many simply assume that such an elf clearly needs no further proof of freedom from bias.

Elven Racial Traits

- +2 Dexterity, –2 Constitution. Though elves are agile, their bodies are frail.
- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Low-light Vision: Elves can see twice as far as normal humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Bonemail Proficiency: Elves are automatically proficient with all forms of bonemail armor.
- +2 racial bonus on Listen, Search, and Spot checks. Elves have heightened senses when compared to other races.
- Automatic Languages: Common and Elven. Bonus Languages: Deverenian and Nothrog. Elves rarely have dealings with outsiders, but several make the effort to know their allies and enemies better.
- Favored class: Necromancer or scout (player's choice).
- Starting Gold: 2d4 × 10.

Halfbreeds

Halfbreeds are terribly rare in the Accordlands, as few races tolerate interbreeding. Fewer than one in a hundred halfbreed infants survive to maturity. Those who do frequently wish they had not, as the best they can hope for is a grudging respect from the Nothrog, or exile to Toris Kelt.

Personality: Halfbreeds can be found with any personality type, and as many exist who are indifferent toward or even proud of their mixed blood as there are those who resent it. Many halfbreeds choose to disguise themselves as a fullblooded member of whichever race they can pass for; there are fewer questions that way.

Physical Description: Halfbreeds are a slightly subdued mixture of both parents' features. A child born of a Nothrog mother and an elven father may have green skin and only three fingers (and a thumb) on each hand like his mother, but sport horns and scales like his father, and might be able to pass himself off as a "normal" Nothrog with effort (since horns, though rare, are not totally unknown to Nothrog). All parings between these listed races (and many monstrous races as well, such as trolls) are possible, with the mixed effects. The only exceptions are that a child of human and Deverenian parents is always a human; a union between a Nothrog and an albino Nothrog produces a normal Nothrog; and a nimbic/elven pairing always produces an elf. All of a halfbreed's offspring will also be halfbreeds, though their physical features and aging process will vary wildly even between identical twins. Halfbreeds cannot interbreed with other halfbreeds of different racial groups than their parents' stock; such unions are always fruitless.

Halfbreeds may choose to practice or shun any of the customs of their parent races, including clothing and naming. If the parent races are at war, the halfbreed child may follow the traditions of the parent he has grown up with, in support of the cause, or those of the other parent, in rebellion.

Halfbreeds are between their parent races in terms of height and weight. In contrast, their ages of maturity and age maxima are wildly unpredictable. While a Deverenian/elf halfbreed such as Johan Halfblood might come of age at twenty, like a Deverenian, he could die of old age at 30, at 120, or anywhere in between.

Relations: Halfbreeds are rarely on good relations with anyone other than their immediate family (and often not even them). Elves and Deverenians consider halfbreeds abominable corruptions of their bloodlines, while humans and dwarves find them distasteful at best. Of all the major races of the Accord, only the Nothrog show any tolerance to halfbreeds of their race, but even a Nothrog halfbreed must display uncommon ability to receive even minor commendations. Mercenary bands may be more tolerant; the cults of Yscar and Bascaron are always eager for new blood.

Alignment: Halfbreeds may be of any alignment, but tend to either match or oppose that of the parent or parents that raised them. Halfbreed rangers may choose either or both parental races as favored enemies, so long as the ranger's alignment is evil or in opposition to the parent race's dominant good/evil alignment.

Halfbreed Lands: Halfbreeds have no true lands of their own, but many have emigrated to Toris Kelt, a former Deverenian colony that after rebelling came to embrace such "refuse" as halfbreeds, political exiles, and heretical religions.

Religion: Halfbreeds may choose any religion, but often prefer the tolerant Isharan or Neus faiths. Others have chosen to serve or found heretical cults of the Storm, while a frighteningly large number have joined cults of Yscar or Bascaron.

Language: Halfbreeds have no languages of their own, speaking the tongues of their parent races. Many halfbreeds make themselves useful to their parent races as translators and diplomats.

Names: Halfbreeds take on the naming practices of either parent, or choose their own standard. Many halfbreeds prefer to follow the naming practices of the local community, in an effort to fit in. Just as many choose to flaunt their mixed blood, taking the names in the style of their foreigner parent. Halfbreeds of Toris Kelt tend to follow human naming patterns.

Adventurers: Halfbreeds are almost always adventurers in some fashion, forced to rely entirely on their own abilities for survival. Most become rogues or fighters out of necessity.

Halfbreed Racial Traits

- Halfbreeds receive no ability bonuses or penalties.
- Halfbreeds are of the same size category as the smaller of their parents, and receive bonuses or penalties as such. They have the same base speed as this parent.
- Automatic and bonus languages: As per both parents.
- Disguise: Halfbreeds have a +4 racial bonus to bluff and disguise checks to pass themselves off as an unusual member of either of their parents' races.
- Vision Qualities: Halfbreeds have low-light vision, save those fortunate few whose parents both possessed darkvision. Those individuals have darkvision as well, with the same range as the parent with the shorter range.
- Deverenian Blood: Halfbreeds with a Deverenian parent have +2 racial bonus to all saves against mind-affecting magic.
- Dwarven Blood: Halfbreeds with a dwarven parent inherit the dwarven resistance to toxins. Dwarven halfbreeds have a +6 racial bonus to resist initial damage from any poison gas, though secondary damage (if any) has the normal effects.
- Elven Blood: Halfbreeds with a elven parent have +2 racial bonus on all Listen, Search and Spot checks.
- Human Blood: Like their parent race, "half-men" are quite resourceful, though out of necessity rather than desire. Halfbreeds with a human parent gain +2 skill points during creation, and gain an additional point every other level thereafter (3rd, 5th, 7th, etc.).
- Nimbic Blood: Possessed of lifespans even more erratic than their parents', nimbic halfbreeds fully embrace their mortality. They gain a +4 racial bonus when resisting fear effects (including uses of the Intimidate skill).
- Standard Nothrog Blood: Ordinary Nothrog halfbreeds may not be flanked in combat unless there are more than twice as many opponents as allied Nothrog with this ability within each others' threatened area.
- Albino Nothrog Blood: Albino Nothrog halfbreeds may cast one spell per day without the need for any reagents other than experience. If a spell has a material component with a listed gold cost, the Nothrog loses twice the gold cost in experience instead. The spell takes a full round to cast.
- Halfblooded: Halfbreed characters are considered to be members of both parent races for all special abilities and effects. E.g.: Eduard, an albino Nothrog/human mix, is subject to the effects of Darian Windson's favored enemy (Nothrog) ability. Rangers may choose halfbreeds as a favored enemy. Halfbreeds may take full effect of all feats and special spell lists of their parents' races.
- Favored class: As one of the parents' races.
- Starting Gold: 1d4 × 10.

Humans

Human kingdoms predominate in the western and southern regions of the Accordlands, stretching from the northern Lands of the Kabal and Denska south to Markappal and Narawat, and east to Misear and Baraxton. At one point, all these Free Kingdoms made up the former Deverenian province of Khalenar. Though they have since crumbled into their own territories, the whole of the race shares the same basic characteristics... and perhaps the same fate.

Personality: Humans have the widest variation in geography and philosophy of the common races, and as such the greatest range of personalities. Even the same locale produces many dispositions — the paranoid head of the Thieves' Guild Black Tom and the cruel but bold warrior Sir Wallence both hail from Corinth.

Physical Description: Humans usually stand between five and six feet tall, weighing between 125 and 240 pounds. Due to their wide migration patterns early in the history of the Accordlands, these are almost all of the common features of the race. Denskan humans, for instance, look almost exactly like Deverenians, with a slight tendency for blonde hair being the greatest variation. The Lands of the Kabal, in contrast, produce natives of slightly darker skin tones, some of whom have almond-shaped eyes. The Narawat of the south have rich brown skins and eyes. While racism between human backgrounds is not unheard-of, most humans swallow their pride and looked beyond such differences. Pragmatism has forced humans to recognize that the other races are much greater problems.

Humans come of age around 15, and most die at the age of 60.

Relations: Humans tend toward insular societies, trusting not even each other. This attitude has cost them dearly with the combined losses of the elven, Nothrog, and Deverenian attacks. Ironically, the sense of solidarity developed by the human nations has resulted in a surprising number of humans befriending nonhumans.

Alignment: Befitting their wide variation in location, religion, and background, humans may be of any alignment, with good alignments slightly more common than evil.

Human Lands: The Free Kingdoms have greatly varying geography. From the blighted wasteland of Kabal to the Markappal swamps to the desert of Narawat, humans can and do thrive nearly anywhere.

Religion: Humans often follow Neus, but this is a slight overall preference rather than a racial tendency. Isharans are common along the coastal lands, especially Lion's Jaw Bay, and Denska has loosely followed the Storm for centuries. While human worship of Nothrog totems or the strange elven spirits is practically unheard of, humans have been known to worship almost everything else. Few would be surprised to hear of converts to Kor in and around Merrick.

Language: Humans speak Common, though some learn the languages of others. Humans of the Kabal lands do not automatically know that land's language, which is something of a code devised by the local wizards.

Names: Humans have widely varied naming practices, though they usually have two names (given and surname, though Kabal surnames come first). With the wars of the present, some humans have abandoned their surnames out of embarrassment or a refusal to let their histories interfere with the greater need to unite the Free Kingdoms.

Adventurers: Human adventurers are rarely so by choice, tending to be either survivors of human settlements or deserters from Free Kingdoms armies. Others have joined mercenary bands, and a handful are now informal members of Nothrog legions. Most who choose the adventuring life are consciously attempting to become heroes, living examples of what humanity may achieve, should they dare hope beyond survival.

Human Racial Traits

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base speed is 30 feet.
- 1 extra feat at first level, because humans are forced to master specialized tasks in these dark times.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level. Humans have widely varied experiences in their formative lives, in contrast to the rigid teachings of other races.
- Automatic language: Common. Bonus Languages: Any (other than secret languages). Even before the present wars, many humans traveled widely, learning new languages.
- Favored Class: Any (player's choice). When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.
- Starting Gold: 3d4 × 10.

Nimbics

Nimbics are the half-forgotten children of elves. Like the elves of House Netheryn (see the *World Atlas*), nimbics trace their ancestry to the experiments of the fallen House Wyrian. Unlike their true elven cousins, however, the experiments that produced the nimbics failed utterly. Nimbics are certainly faster and more cunning than most races, but pay a terrible price: they live so quickly that they die of old age before other races even reach maturity.

Personality: Nimbics forsake the desperation of the elves, throwing themselves instead into every task with abandon. They are quite fond of quests, romances, and combat, especially if the odds are terrible. While not truly reckless, nimbics have no patience for deliberation. Fear has no place in a nimbic's heart, save when others are threatened. While no more likely to be good or evil than any race, nimbics are terrified of the thought of losing those close to them. Many a nimbic has leapt to his or her own death within moments of a dear friend or lover dying, hoping to avenge the death rather than waste time mourning.

Physical Description: Short and wiry, nimbics stand from two and a half feet to three and a half feet tall, weighing between 50 and 80 pounds. They are almost always stunningly attractive, with strange eye and hair colors such as violet, fire red, or pure silver. A pair of short horns protruding from their foreheads and the dim glow that encircles them at all times hint at their ancestry. They prefer comfortable clothing, and usually choose to wear only light armor.

Nimbics do not need to sleep, though many choose to do so if bored or physically exhausted. They eat almost constantly, though they need consume no more in a day than would a normal human. Most strangely, they age noticeably only twice in their short lifespans: during their first year of life, when they mature to adults; and in the last months of their life, when they grow into middle and late ages before dying. Though the oldest nimbic known died at the age of ten, few of the race have the temperament to survive so long.

Relations: Nimbics form their opinions of other races solely through personal experience, though this trial and error method usually produces the same results. Deverenian companions are rare and unlikeable but trustworthy, while dwarves share some of the nimbics' wild-eyed wonder for the world. Nimbics tend to enjoy the company of Nothrog and humans, too, as those races tend to appreciate their abilities. The patronizing attitude of many elves grates on nimbics, as no self-respecting nimbic

would let another protect him without need. Netheryn elves are almost cousins, hated and loved in equal measure.

Strangely, celestials of all types view nimbics with hostility, and not even the nimbics themselves understand this malice.

Alignment: Nimbics show strong affection for personal freedom, and are hardly ever lawful. Beyond that, almost nothing is constant: all good, evil, neutral, and chaotic alignments are common, with chaotic neutral only slightly predominant.

Nimbic Lands: Nimbics rarely remain with each other for long, choosing their own paths for their own reasons. This, combined with the comparative rarity of the race itself (fewer than a thousand are believed to exist, though the Netheryn may be lying), means that nimbic groupings are matters of circumstance rather than design, and there are no true nimbic lands.

Religion: Nimbics rarely have time for worship, and hardly any nimbic clerics, druids, or paladins exist. This non-religious tendency stems from the nimbics' lifestyles rather than any deep feeling about deities, and religions that capture a nimbic's heart find a devout believer.

Language: Nimbics speak in the startling, speedy elven tongue, and write in the same language. They have an astounding ability to learn new languages, and frequently pepper their speech with terms from other tongues.

Names: Nimbics follow the same naming patterns as elves, though they prefer to reverse the order in some principles — making themselves famous with some great feat of scholarship or heroism, so that things may be named after them rather than the reverse.

Adventurers: Adventuring is the highest calling a nimbic can aspire to, as it provides them with the widest variation in the experiences of life. Virtually all nimbics are adventurers.

Nimbic Racial Traits

- +2 Dexterity, +2 Charisma, –2 Strength, –2 Constitution. Nimbics are as quick with their hands and wit as they are with their lives, though they are frail.
- Small: As Small creatures, nimbics gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters those of Medium characters.
- Nimbic base speed is 20 feet.
- Low-light vision: Nimbics can see twice as far as normal humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Nimbics have immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- Stout-Hearted: Nimbics are immune to fear-based effects, as well as any Intimidate check made directly against them. They are not immune to threats against those they care for.
- Short life span: Nimbics live no longer than a decade, which is not enough time to gather the wisdom typically associate with age. Nimbics do not gain ability score points as they age, nor do they accrue penalties until they reach the age of nine years and nine months, at which time they age rapidly and suffer the full effects of their advanced age.



- Extra Attacks: Nimbics calculate their additional attacks at +5 instead of the standard +6 of other races. The following chart illustrates their progression

TABLE 2–2: NIMBIC BASE ATTACK BONUS BY LEVEL

Level	Base Attack Bonus
1st	+1
2nd	+2
3rd	+3
4th	+4
5th	+5/+1
6th	+6/+2
7th	+7/+3
8th	+8/+4
9th	+9/+5/+1
10th	+10/+6/+2
11th	+11/+7/+3
12th	+12/+8/+4
13th	+13/+9/+5/+1
14th	+14/+10/+6/+2
15th	+15/+11/+7/+3
16th	+16/+12/+8/+4
17th	+17/+13/+9/+5/+1
18th	+18/+14/+10/+6/+2
19th	+19/+15/+11/+7/+3
20th	+20/+16/+12/+8/+4

- Nimbic Glimmer: Nimbics glow faintly, usually noticeable only in close (3 feet or less) proximity, and do not usually emit enough light to see by. In times of need, a nimbic can burn his own life force to brighten his aura. As a supernatural ability, a nimbic may radiate light as per the spell *daylight* at will. There is a terrible price for the use of this ability, as the nimbic burns away one point of maximum hit points for every ten full minutes he uses this ability. This ability need not be used in consecutive rounds, but it must be used for a minimum of a full round.

- Nimbic Fury: A deadly extension of *nimbic glimmer, nimbic fury* burns away the character's power at a vastly greater rate, but also with greater returns. A nimbic may, at will and as an extraordinary ability, enter rage as a barbarian of class level equal to the nimbic's character level. Each time this ability is used, it burns away two hit points from the character's maximum. The nimbic may end the rage at any time, but still suffers the negative effects from the end of a rage. The hit points are lost at the end of the rage.

- Automatic Languages: Celestial, Common and Elven. Bonus Languages: Deverenian, Draconic, Kabal, and Nothrog. Nimbics have an astounding ability to learn languages.

- Favored class: Rogue.

- Starting Gold: 2d4 × 10.



Nothrog

Nothrog used to be a wide field of races, from goblins to bugbears and orcs. Centuries ago, they discovered the benefits of eugenics, and while the original races have not entirely disappeared, the Nothrog have interbred to the point that they are now distinct from their ancestors, and have even specially bred a relatively new sub-race of albino spellcasters. They now lead massive armies in conquest of the other races under the name of the greatest Nothrog commander of all time, Nassiral Hate.

Personality: With rare exceptions, Nothrog attempt to embody the ideal soldier: disciplined, loyal, cunning, and precise. Though they love war and power, they tend to be relatively gentle to conquered peoples. The Nothrog prejudices toward other races are not as harsh as most, and they do not find fault with others simply for not being Nothrog. What the Nothrog lack in true malice, however, they more than make up for in ambition, which has become a cornerstone of Nothrog life.

Physical Description: Nothrog are usually man-sized, but can stand as short as 4 feet and as tall as 7 feet, weighing from 100 to 400 pounds. Albino Nothrog are usually thinner, due to their health problems, but otherwise no different. Green skin (chalk-white among albinos) is common, though mottled gray is possible. Nothrog have solid red eyes and four digits (three fingers and an opposable thumb) per hand. Other variations, such as warts, scales, horns, slight claws, or pointed ears are possible as well.

Nothrog come of age at 12, and some have lived as long as 70 years before dying of old age, though few survive to middle age due to their warlike lifestyle.

Relations: Nothrog, much like Deverenians, believe in personal merit over generalizations in a group's abilities, and few things embarrass a Nothrog more than being proven wrong in his assumptions about another. This, combined with the Nothrog desire to better their breed, has led the race to be unusually accepting of others, even halfbreeds. The only type of people Nothrog cannot stand — cowards — are found among all races.

Alignment: As befits a militant society, lawful evil alignment is vastly preferred, with only barbarians not frowned upon for chaotic alignment (though they rarely advance in rank). Good-aligned Nothrog are usually placed in non-combat positions, such as messengers, or ordered about as guards.

Nothrog Lands: With the exception of Misearis and Nothrog-held Baraxton, the Nothrog lands are a wide basin between three mountain ranges south of Deverenia. Though not infertile, these lands have suffered under the wars of their people. Some areas have seen so many battles that the magical chaos and alchemist's fire have permanently

scarred the land, which produces only foul-tasting or stunted crops. Jotunheim, the lands closed to the southern mountains, has fared little better, and the giants rely on Nothrog trade for food.

Some albino Nothrog have joined Deverenian or Kabal schools of wizardry, though they are never fully trusted. Still, these Nothrog return home with detailed notes on the methods and weaknesses of their techniques.

Religion: Every Nothrog legion effectively has its own religion based upon its totem animal and the chief shaman or druid that summons it. These totems vary in strength with their legion, and in personality with their summoner, but are always animals (e.g. Taoth's totem is Scarab, Sceth Hellbringer's is Mammoth, Krun's is Fenris the Red Wolf, etc.) which embody the ideals of the legion. When a legion's totem falls to another, the victorious legion absorbs the other, and the old totem is destroyed. Only Hate has violated this tenet, allowing subservient legions to hold their own totems, though such spirits are permanently weakened by their servitude.

Language: Nothrog language places extraordinary emphasis on precision, such that a commander can shout out two words and his followers immediately understand not only the order, but the theory behind it and the maneuvers they must prepare to take. The written language is a series of ancient pictographs, many of which represent the albino words, sigils, and symbols of power. Nothrog place great emphasis on learning other languages, the better to rule other races.

Names: Nothrog do not differentiate between male and female in terms of naming, instead basing the name of a child solely on the dominant parent's, with the parent lending the first letter of his or her name to the child's, regardless of gender (i.e. Krun is father of Kenia). Thus, parents mark their children as their own, while simultaneously granting those children the chance to make their own name in the world.

Nassiral Hate has instituted several new trends in naming practices. While he alone has two names, those who join his elite guard replace the first syllable or consonant of their name with the prefix "Rr-" as a sign of their loyalty to him over any legion. Great heroes break their names with an apostrophe, symbolizing the fear those names inspire. Hate has not bestowed this honor on any commander of a legion, but the rebel warlord Sav'rukk has assumed the honorific.

Adventurers: Almost all Nothrog are career military, and adventurers are slightly frowned upon. On rare occasions, a Nothrog leaves his legion to learn esoteric combat or magic, or to prove his mettle against some legendary beast. Few return successfully, but those who do are welcomed home as heroes. Hate has chosen to send former adventurers as diplomats to other nations, assuming the adventuring life grants a better chance of individual survival.

Standard Nothrog Racial Traits

Note: The following assumes a character of bred Nothrog heritage. Characters of purer bloodlines (bugbears, goblins, hobgoblins, orcs, etc.) should use the racial features listed under the monster entries.

- +2 Strength, –2 Dexterity. Nothrog are exceptionally hardy, but tend to become muscle-bound.
- Darkvision: Nothrog can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Nothrog can function capably without any light at all.
- Combat Prowess: A Nothrog may not be flanked in combat unless there are at least twice as many enemies as allies in his threatened area. Rogues at least four class levels higher than the Nothrog's character level ignore this ability.
- Automatic Languages: Common and Nothrog. Bonus Languages: Deverenian, Elven, and Giant.
- Favored class: Fighter or barbarian (player's choice).
- Starting Gold: 2d4 × 10.

Albino Nothrog Racial Traits

- +2 Intelligence, –2 Constitution. Though powerful spellcasters, albino Nothrog are frailer than their brethren.
- Low-light Vision: Albino Nothrog can see twice as far as normal humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions. Albino Nothrog do not have darkvision.
- Magical Prowess: Albino Nothrog may cast one spell per day without the need for any components other than experience. If a spell has a material component with a listed gold cost, the Nothrog loses half the gold cost in experience instead. The spell takes a full round to cast.
- Automatic Languages: Common and Nothrog. Bonus Languages: Deverenian, Draconic, Elven, Giant, Kabal.
- Favored class: Shaman or cleric (player's choice)
- Starting Gold: 2d4 × 10.

TABLE 2–3: STARTING AGES

Race	Adulthood	Barbarian, Rogue, Scout	Assassin, Bard, Fighter, Paladin, Ranger	Cleric, Druid, Illusionist, Monk, Necromancer, Seer, Shaman, Summoner, Wizard
Deverenian	20 years	+2d4	+2d6	+3d6
Dwarf	35 years	+3d6	+5d6	+7d6
Elf	6 years	+1d4	+2d4	+2d6
Human	13 years	+1d6	+1d8	+1d10
Nimbic	1 year	+1d2	+1d3	+1d4
Nothrog	12 years	+1d4	+1d6	+1d10

Halfbreeds randomly choose the starting age of one of their two parent races. Albino Nothrog roll as though they were normal Nothrog.

TABLE 2–4: AGING EFFECTS

Race	Middle Age*	Old**	Venerable***	Maximum Age
Deverenian	70 years	90 years	110 years	+2d20 years
Dwarf	90 years	115 years	140 years	+3d10 years
Elf	23 years	27 years	29 years	+1d8 years
Human	40 years	50 years	60 years	+2d10 years
Nimbic	9 years	9 years, 6 months	9 years, 9 months	+1d12 months
Nothrog	50 years	60 years	70 years	+1d10 years

GMs should choose a halfbreed's aging effects as one of their two parent races. Halfbreeds may begin play in middle, old, or venerable ages if the player and GM agree to it. GMs should not tell their players the maximum ages of the characters, particularly for nimbic characters.

Albino Nothrog have –5 years from each stage, due to their thinner blood.

* –1 to Str, Con, and Dex; +1 to Int, Wis, and Cha

** –2 to Str, Con, and Dex; +2 to Int, Wis, and Cha

*** –3 to Str, Con, and Dex; +3 to Int, Wis, and Cha

TABLE 2–5: RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Deverenian, female	5 ft. 2 in.	+2d10	100 lbs	× (2d6) lb.
Deverenian, male	5 ft. 4 in.	+2d10	130 lbs.	× (2d6) lb.
Dwarf, female	3 ft. 9 in.	+2d4	130 lbs.	× (2d6) lb.
Dwarf, male	3 ft. 7 in.	+2d4	100 lbs.	× (2d6) lb.
Elf, female	4 ft. 5 in.	+2d6	80 lbs.	× (1d6) lb.
Elf, male	4 ft. 5 in.	+2d6	85 lbs.	× (1d6) lb.
Human, female	4 ft. 5	+2d10	85 lbs.	× (2d4) lb.
Human, male	4 ft. 10 in.	+2d10	120 lbs.	× (2d4) lb.
Nimbic, female	3 ft.	+2d4	40 lbs.	× 1lb.
Nimbic, male	3 ft. 3 in.	+2d4	45 lbs.	× 1lb.
Nothrog, female	5 ft.	+2d10	100 lbs.	× (2d6) lb.
Nothrog, male	5 ft. 5 in.	+2d10	130 lbs.	× (2d6) lb.

Halfbreeds choose the shorter of their parent races for base height and weight, but the modifiers for the taller parent race. Albino Nothrog lose a full foot off their height modifier; if this is a negative result, the weight modifier represents how underweight the albino is.



Chapter Three: Classes

Class Description

Alignment: A few classes restrict a character's possible alignments. An entry of "Any" means that characters of this class are not restricted in alignment.

Hit Die: The type of Hit Die used by characters of the class determines the number of hit points gained per level.

Starting Gold: This is the amount of starting gold that is added to the character's starting gold from his or her racial selection.

Requirements: The character must meet these requirements prior to adding this class.

Class Table: This table details how a character improves as he gains experience levels. Class tables typically include the following:

Level: The character's level in that class.

Base Attack Bonus: The character's base attack bonus and number of attacks.

Fort Save: The base save bonus on Fortitude saving throws. The character's Constitution modifier also applies.

Ref Save: The base save bonus on Reflex saving throws. The character's Dexterity modifier also applies.

Will Save: The base save bonus on Will saving throws. The character's Wisdom modifier also applies.

Special: Level-dependent class abilities, each explained in the "Class Features" sections that follow.

Class Skills: The number of skill points the character starts with at 1st level, the number of skill points gained each level thereafter, and the list of class skills.

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

Weapon and Armor Proficiency: Which weapons and armor types the character is proficient with.

Other Features: Each class has certain unique capabilities.

Ex-Members: If, for some reason, a character is forced to give up this class, these are the rules for what happens.

Spells per Day: How many spells of each spell level the character can cast each day. If the entry is "—" for a given level of spells, the character may not cast any spells of that level. If the entry is "0," the character may only cast spells of that level if he has bonus spells. If the entry is a number, the character may cast that many spells plus any bonus spells. The ability score used to determine bonus spells is listed in each class's description, assuming the class in question is a spellcasting class. A character can always choose to memorize a lower-level spell to fill a higher-level slot.

Levels

Character advancement is measured in levels, and each level provides the character with more and more abilities. As a character's level increases, so do his base attack bonus, saving throws, maximum skill ranks, and even number of feats and ability scores.

To gain a level, a character must gain enough experience points equal to 1,000 × his current level. To reach level 2, a first level character must acquire 1,000 experience points. To reach level 9, an eighth level character must acquire 8,000 more experience points. These counts must be begun anew each level, though experience points are not lost. Thus, to attain fourth level, a character needs 6,000 experience: 1,000 to get from first to second level, plus 2,000 to get to third level, plus 3,000 to get to fourth level. See Table 3–1: Experience per Level for a complete list.

At first level, and every third character level (3, 6, 9, 12, 15, 18), the character gains a new feat. See Chapter 5 for more on feats.

At every fourth level (4, 8, 12, 16, 20), the character may increase one of his ability scores by one, permanently. This is not considered a bonus, and thus stacks with everything just like a natural ability score.

Alignment

A character's or creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, and chaotic evil.

Good vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions about killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships. A neutral person may sacrifice himself to protect his family or even his homeland, but he would not do so for strangers who are not related to him.

Animals and other creatures incapable of moral action are neutral rather than good or evil.

Law and Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include closed-mindedness, reactionary adherence to tradition, and a lack of adaptability.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility.

People who are neutral with respect to law and chaos have a normal respect for authority and feel neither a compulsion to obey nor to rebel. They are honest, but can be tempted into lying or deceiving others.

Animals and other creatures incapable of moral action are neutral.

Multiclass characters

When a character gains a level, he may choose to gain a level in either a class he has levels in or he may choose to begin training in a new class. Characters with more than one class are called "multiclass characters." Even if a character begins a new class, his character level still goes up by one; his character level is the sum of all his class levels. Note that Table 3–1 uses character level and not class level.

Beginning a new class provides base attack bonuses, save bonuses, class skills, weapon and armor proficiency, and any class abilities of the new class. The character also receives a hit die of the class level gained (for instance, a wizard gaining a level as a fighter would receive a d10 hit die).

If any two of a character's classes are ever more than one level apart, the character begins to suffer an experience penalty as his focus is constantly pulled between the widely varying skill levels of his classes. For each class not within one level of his most experienced class, the multiclass character suffers a –20% experience penalty. If the equilibrium between the levels is restored, the penalty goes away.

Table 3–1: Experience per Level

Character level	Total XP required	Other benefits
1	0	Starting feat
2	1,000	
3	3,000	New feat
4	6,000	Ability score increase
5	10,000	
6	15,000	New feat
7	21,000	
8	28,000	Ability score increase
9	36,000	New feat
10	45,000	
11	55,000	
12	66,000	New feat; ability score increase
13	78,000	
14	91,000	
15	105,000	New feat
16	120,000	Ability score increase
17	136,000	
18	153,000	New feat
19	171,000	
20	190,000	Ability score increase

Assassin

Death comes to all eventually, but sometimes "eventually" isn't soon enough. In the Accordlands, such thinking is an infamous way of life for more people than anyone cares to admit. Whether murderous limbs of the establishment, callous servants of the Thieves Guild, or ruthless vigilantes, assassins ply their deadly trade seemingly at will.

Adventures: Though they may have to hide their true calling from allies, assassins readily take up the call to adventure. Though others may see the situation differently, assassins usually ignore the difference between their chosen career and common adventuring. If anything, the assassin argues, his path leads to fewer deaths in the long run. Many become assassins as part of complicated ploys for revenge, and rare indeed is the despot who has not inspired his share.

Characteristics: Despite many a guard's creative stories to the contrary, assassins are killers, not fighters. Though a touch more capable in combat than rogues, this is due to the assassins' poisons and expanded abilities in ambush, not any inherent

fighting prowess. Still, should an assassin get the drop on a single foe of comparable capability, he has better odds of victory than even fighters or barbarians. Cunning assassins learn a small set of spells, the better to perform their duties and escape.

Alignment: Assassins, even those working for their government, are never lawful. All governments openly decry murder, even if this is nothing more than a polite fiction. Assassins must therefore violate the laws of the land regularly and willfully, and many are wanted criminals. Some nevertheless live by their own warped codes of honor, such as always fulfilling a hit... even if their employer has changed their mind. The rare good-aligned assassins are least reliable and often rationalize their actions as divine mandate, a sure sign of madness.

Background: Assassins tend to be city folk, which eases the minds of the peasantry. In the country, there is less need of subtlety — a man and his enemies are known qualities, and a killer is unlikely to go free for long. Not so in the cities, where random crime turns randomly violent.

Still, it takes a certain breed to produce assassins. Killing out of defense is one thing, but squeezing a man's life out of his throat is quite another. Others, be they commoners or fellow adventurers, must meet certain criteria before deciding to kill. For assassins, murder is often the first impulse when facing adversity. Though some high-minded nobles claim this is the result of a life of endless want or sheer survival, in truth anyone who no longer values others' lives has what it takes to be an assassin. That most people with such attitudes become fighters, barbarians, or necromancers is less a matter of inclination than opportunity.

Assassination, even among the bloodthirstiest of souls, is not a light undertaking. Even moderately competent assassins have trained for years at their craft, honing their skill to an edge as fine as their dagger. Where other classes can learn through trial and error, any mistake an assassin makes is potentially fatal. The Thieves' Guild is commonly responsible for the apprenticeships of many assassins, one of the rare points of contention within the group.

Races: Death is the constant companion and enemy of the elves and nimbics, whose lives flash by so quickly that one generation comes of age just as the previous one dies out. Rather than surrender to grief, many elves and nimbics wall off their emotions, knowingly becoming cold and callous. Eager to even the score, particularly after a century under Syneri's Geas, these bitter individuals take up the assassin's dagger.

Ironically, the other race that produces a great number of assassins isn't the Deverenians or Nothrog, the other traditionally evil races, but the dwarves. Though King Xod rules with the consent of his people and the blessing of his god and church, there is no room for dissent in an eternal war. Hated and feared by their own kind, Xod's assassins do not burden their king with knowledge of their crimes.

Other Classes: Assassins favor the company of others who do not shy away from death, such as barbarians, fighters, necromancers, rangers, and some clerics. Some quietly envy the more relaxed lives of illusionists or bards, but assassins and paladins rarely if ever get along. Assassins admire the monks' efficiency, but the monks rarely return such affection.



Game Rule Information

Assassins have the following game statistics.

Abilities: As the assassin relies heavily on stealth to go about his grim business, Dexterity is his most important statistic. Since the assassin must rely on only light armor for protection, a high Dexterity also provides a much-needed bonus to armor class. The assassin has an extensive list of class skills, so high Intelligence is quite useful.

Alignment: Any nonlawful.

Hit Die: d6.

Starting Gold: +5d4 × 10.

Class Skills

The assassin's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Poison (Int, exclusive skill), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

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

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

Class Features

All of the following are class features of the assassin.

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

Sneak Attack: Any time the assassin's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the assassin's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every two levels (+2d6 at 3rd level, +3d6 at 5th level, and so on). Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the assassin can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

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

The maximum sneak attack dice any character can have is equal to half his level, rounded up.

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

Skilled Brewer: Assassins are trained to brew poison, and always have a +2 competence bonus to Poison skill checks.

Spells: Beginning at 1st level, an assassin gains the ability to cast a small number of arcane spells. To cast a spell, the assassin must have an Intelligence score of at least 10 + the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells. Assassin bonus spells are based on Intelligence, and saves against these spells have a DC of 10 + spell level + the assassin's Intelligence modifier (if any). When the assassin gets 0 spells of a given level, such as 0 1st-level spells at 4th level, the assassin gets only bonus spells. An assassin with 0 spells at a level who has no bonus spell for that level cannot yet cast a spell of that level. The assassin's spell list appears in Chapter 9, Magic. An assassin prepares and casts spells just as a wizard does.

Through 3rd level, an assassin has no caster level. Starting at 4th level, an assassin's caster level is one-half his class level.

Poison Immunity and Resistance: Assassins train with poisons of all types and slowly grow more resistant to their effects. This is reflected by a save bonus to all poisons, gained at 2nd level and increasing by +1 for every two levels the assassin gains (+1 at 2nd level, +2 at 4th level, +3 at 6th level, and so on). Each time this bonus increases, the assassin may select one type of poison against which he is immune. Thereafter, the assassin automatically succeeds on any save against that type of poison.

Crippling Strike: Beginning at 4th level, the assassin can deliver incapacitating attacks in melee combat. When the assassin scores a critical hit in melee combat, rather than inflicting damage, he may inflict normal damage, plus his Intelligence modifier in temporary damage to the victim's Strength, Dexterity, or Constitution. At 8th level, this rises to 1d2 + the assassin's Intelligence modifier in temporary damage. When the assassin reaches 12th level, he gains improved crippling strike, which allows him to inflict his normal damage in addition to 1d4 + Intelligence modifier temporary ability damage (though the hit point damage is *not* doubled as usual for a critical hit). At 16th level the ability damage rises to 1d6 + Intelligence modifier, and at 20th level to 1d8 + Intelligence modifier.

Ruthless: Beginning at 7th level, the assassin's coup de grace attacks become quick and efficient. Rather than requiring a full round action, the assassin may make a coup de grace attack as a normal attack action (requiring only one of his melee strikes) once per round. At 11th level, the assassin may make one additional coup de grace attack per round, either as one of his melee strikes or as a move-equivalent action.

TABLE 3–2: THE ASSASSIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Poison use, skilled brewer, sneak attack +1d6
2	+1	+0	+3	+0	Poison immunity and resistance +1
3	+2	+1	+3	+1	Sneak attack +2d6
4	+3	+1	+4	+1	Crippling strike
5	+3	+1	+4	+1	Sneak attack +3d6
6	+4	+2	+5	+2	Poison immunity and resistance +2
7	+5	+2	+5	+2	Ruthless (attack action), sneak attack +4d6
8	+6/+1	+2	+6	+2	Crippling strike (+1d2)
9	+6/+1	+3	+6	+3	Sneak attack +5d6
10	+7/+2	+3	+7	+3	Poison immunity and resistance +3
11	+8/+3	+3	+7	+3	Ruthless (move-equivalent), sneak attack +6d6
12	+9/+4	+4	+8	+4	Improved crippling strike (+1d4)
13	+9/+4	+4	+8	+4	Sneak attack +7d6
14	+10/+5	+4	+9	+4	Poison immunity and resistance +4
15	+11/+6/+1	+5	+9	+5	Sneak attack +8d6
16	+12/+7/+2	+5	+10	+5	Improved crippling strike (+1d6)
17	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18	+13/+8/+3	+6	+11	+6	Poison immunity and resistance +5
19	+14/+9/+4	+6	+11	+6	Sneak attack +10d6
20	+15/+10/+5	+6	+12	+6	Improved crippling strike (+1d8), killing blow

TABLE 3–3: ASSASSIN SPELLS PER DAY

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

Killing Blow: At 20th level, the assassin can strike at his target's vital organs even when surrounded by the whirl of combat. Once per day, on a critical threat, the assassin may declare a killing blow. If the critical roll is successful, the victim must make a Fortitude save (DC 10 + the damage rolled) or be immediately reduced to –10 hit points. If this save is successful, the assassin still deals damage as normal.

Barbarian

Outside the cities and beyond the farmlands lie the untamed wilds, where beasts roam unfettered by civilization. Sometimes people who become lost in these fierce lands claim to see beasts that walk upright, speak, and occasionally even reason. The barbarian tribes do not deny such claims. They would rather be savage than civilized.

Adventures: Barbarians sometimes insist that they alone are true adventurers, always willing to learn something unfamiliar. When their quests end, they do not retreat behind the safety of walls. Hiding from nature is hiding from life, and no barbarian worth his skins would ever die with such a shame upon his soul. Barbarians expect to have to fight for anything they want out of life, and are seldom disappointed.

Characteristics: Barbarians are creatures of the wild, untamed lands of the world. Like their cousins the druids they are spiritual warriors, drawing their power from totemic animal spirits. Where the druids guide the spirits, however, barbarians surrender themselves to their totems, launching into bestial frenzies virtually at will. Already fierce brutes, raging barbarians are virtually unstoppable forces of nature... which is exactly how they see themselves.

Alignment: The only law the barbarian follows is that of survival. Impudent men may delude themselves into thinking that they can impose their will upon nature, but they cannot legislate the seasons, nor can they tax life or death. It is foolish to follow any dictate other than what must be done, and the barbarians have no time for it. Bowing to mortal law defies natural law, and severs a barbarian's vital link to his totem. Barbarians cannot be of lawful alignment.

Background: Barbarians are usually nomadic tribesmen, wanderers of the lands that the nations have yet to conquer. They grow up learning of the hunt, the joys and terrors of the raw world, and their part in it all. Their role in the tribe is that of protector, soldier, and often chieftain. Separate from but aware of cities, nations, and entangling politics, most barbarians prefer to live in the deep wilds, their natural paradises. Others are raiders, savage brigands that sack whole cities. Though other tribes may not care for such cruelty, they understand that the city folk have willingly chosen the life of the sheep, and that no one should be surprised when wolves attack. Some nations, such as Deverenia and Misear, have taken to returning the favor, enslaving barbarians for amusing bloodsports. While few barbarians shy away from dealing death, surrendering freedom is unbearable, and barbarian tradition holds that even dire enemies deserve to be delivered from such a dreary fate.

Other times, barbarians are nominally civilized men who straddle the boundaries between the city and the frontier, pounding the wild into submission even as it changes them. They understand the rules of polite society, but have no time for them. This wilderness may even be the underside of cities, many of whom have gangs led by brutal street warriors. Sometimes the men and women living on the border between hostile states become barbarians out of desperation, with no time to learn more disciplined means of living.

Strangely, a number of the barbarian tribes have leaders not of their race. Many tales involve a tribe adopting a small child found half-dead in the wilderness, schooling him in their lore. Decades later, when the boy becomes a man, he returns to claim his heritage from a scheming enemy that thought him dead. Deverenians despise these tales, since they cannot stand the thought of an uncouth rightful heir.

Races: The southern basin of the Nothrog lands is a series of barren hills and valleys, where life chokes if it stays still. While their northern kin have adopted the ways of the regimented soldier and the tactical general, the southern Nothrog follow the practices of their ancestors. This is not out of ignorance of other ways, or in defiance of the north, but rather a personal choice blessed by the militant warlords. The flatlander Nothrog learn formations and siege mechanics, while the highlanders learn to become shock troops and skirmishers.

Most dwarves in and around Rockhome appreciate the ways of the barbarian, who does not tolerate the advancing Abyssals. Life there revolves around the endless carnage, and tactics are a waste of time when the enemy never runs out of fighters.

Only the Deverenian lands hold no major barbarian tribes. There is no room for chaos in imperial lands, and the Knightly Orders stamp out any tribe that dares say otherwise. Tribes have moved from Deverenian lands to the nations of Denska and Laurel, and even the Sarakian Plains and Shattered Lands.

Other Classes: Barbarians usually grow up alongside druids, rangers, scouts, and shamans, the other classes that predominate in their nomadic lives. They have few qualms about working alongside bards and fighters, provided that neither decides to taunt or tame the wild men. Seers evoke mixed terror and awe, as barbarians are unsure whether mortals should know their fates. Non-dwarf barbarians typically distrust clerics and monks,

remembering that many religions attempt to force themselves on non-believers. Rogues are untrustworthy, but sometimes tolerated — scavengers after others' kills. Arcane spellcasters, particularly assassins, necromancers, and summoners, are fools meddling with the invisible world, and barbarians always half-expect the spirits to smite these blasphemers whenever the spellcaster speaks.



Game Rule Information

Barbarians have the following game statistics.

Abilities: Obviously, Strength is important to a barbarian's combat prowess, but it is also the key ability for several of his class skills, as is Wisdom. Constitution both grants additional hit points and allows a longer rage. Dexterity increases Armor Class, which is useful considering the barbarian is proficient only with light and medium armor, not heavy.

Alignment: Any nonlawful.

Hit Die: d12.

Starting Gold: +2d4 × 10.

Class Skills

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

Skill Points at 1st Level: (2 + Int modifier) × 4.

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

Class Features

All of the following are class features of the barbarian.

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

Non-Magical Bonus: Though barbarians harbor an innate distrust of magic — even enchanted equipment — they make up for it with raw combat ability. This bonus is applied to the barbarian's attack and damage rolls when he is not using a magical weapon, and his Armor Class when he is not wearing magical armor or carrying an enchanted shield. Attacks made by the barbarian ignore damage reduction as if his weapon were enchanted with an enhancement bonus of the same amount.

Barbarian Rage: When necessary, a barbarian may fly into a screaming blood frenzy, temporarily gaining phenomenal strength and endurance at the expense of reasoning ability and self-defense. During a rage, the barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a –2 penalty to AC.

The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. While raging, a barbarian cannot use skills or abilities that require patience and concentration. (The only class skills he can't use while raging are Craft, Handle Animal, and Survival.) He can use any feat he might have except for Combat Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

A fit of rage lasts for a number of rounds equal to 3 + the barbarian's (newly improved) Constitution modifier. The barbarian may prematurely end the rage voluntarily. At the end of the rage, the barbarian is fatigued (–2 to Strength, –2 to Dexterity, can't charge or run) for the duration of that encounter (unless the barbarian is 20th level, when this limitation no longer applies). The barbarian can only fly into

a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the barbarian can only do it during his action.

Starting at 15th level, the barbarian's rage bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus to Will saves. The AC penalty remains at –2.

Totem Animal: At 1st level, the barbarian must select a totem animal. The effects of a totem animal are described in Chapter 9.

Fast Movement: Starting at 2nd level, the barbarian has a speed faster than the norm for his race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load).

Resist Magic: Barbarians often hail from relatively primitive cultures, which generally breed a distrust in magic. They are slow to succumb to enchantments, and wary of spellcasters in general. At 3rd level, the barbarian gains a +1 morale bonus to all saves against effects generated by spells, spell-like abilities and magic items. At 7th level, this bonus increases to +2, and the barbarian's sheer force of will can diminish the consequences of a spell affecting the barbarian. Any time one or more of the barbarian's allies within 10 feet is affected by the same spell or effect as the barbarian, each of them gains a +2 morale bonus to his own save. The barbarian's morale bonus increases to +3 at 11th level and +4 at 15th level, though the ally bonus he grants to his companions remains at +2. Further, for the barbarian only, this bonus reduces additional damage inflicted against him by enhancement bonuses by the same amount.

Undying Fury: At 6th level, the barbarian may prolong his rages. At any time when a rage would normally end, the barbarian may lose 1d12 hit points to extend the rage for an additional round. This ability may be used multiple times per rage, provided the barbarian spends the requisite hit points for each use of this ability. At 16th level, the hit point cost is reduced to 1d8.

Uncanny Dodge (Ex): At 10th level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Mighty Blow: Once the barbarian reaches 13th level, any time he scores a critical hit while he is raging, he may knock his opponent briefly senseless. The victim must make a Fortitude save (DC 10 + the damage inflicted) or be stunned for the next round. Mounted foes who have the Mounted Combat feat may make a Ride skill check rather than a Fortitude save to avoid this effect.
Furious Charge: At 14th level, the barbarian may make multiple attacks during a charge action. At 14th level, he may make two attacks during a charge, and at 19th, three attacks. This ability may only be used while the barbarian is raging.

Wild Shape: At 17th level, a barbarian gains the spell-like ability to *polymorph* (as the spell *polymorph*) into a Small, Medium, or Large animal (but not a dire animal) and back again. Unlike the standard use of the spell, the barbarian may adopt only one form. As stated in the spell description, the barbarian regains hit points as if he has rested for a day. The barbarian does not risk the standard penalty for being disoriented while in the wild shape. See Chapter 8 for more details about the wild shapes barbarian characters may assume.

The barbarian can use this ability a number of times per day equal to his Wisdom modifier (if greater than zero), a minimum of once per day.

War Cry: At 20th level, once per day as a standard action, the barbarian may issue a blood-curdling battle cry that freezes his opponents. This ferocious yell can be heard for a number of miles equal to the barbarian's Con modifier, though it only directly affects opponents within 100 ft. All such opponents must make a Will save (DC 25) or be stunned for a number of rounds equal to half the barbarian's Con modifier, rounded up. This ability may only be used while the barbarian is raging.

TABLE 3–4: THE BARBARIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Non-magical Bonus	Special
1	+1	+2	+0	+0	+0	Non-magical bonus, Rage 1/day, totem animal
2	+2	+3	+0	+0	+0	Fast movement
3	+3	+3	+1	+1	+0	Resist magic +1
4	+4	+4	+1	+1	+1	Rage 2/day
5	+5	+4	+1	+1	+1	
6	+6/+1	+5	+2	+2	+1	Undying fury (1d12 hp/round)
7	+7/+2	+5	+2	+2	+2	Resist magic +2 (allies)
8	+8/+3	+6	+2	+2	+2	Rage 3/day
9	+9/+4	+6	+3	+3	+2	
10	+10/+5	+7	+3	+3	+3	Uncanny dodge
11	+11/+6/+1	+7	+3	+3	+3	Resist magic +3
12	+12/+7/+2	+8	+4	+4	+3	Rage 4/day
13	+13/+8/+3	+8	+4	+4	+4	Mighty blow
14	+14/+9/+4	+9	+4	+4	+4	Furious charge/ 2 attacks
15	+15/+10/+5	+9	+5	+5	+4	Greater rage, resist magic +4
16	+16/+11/+6/+1	+10	+5	+5	+5	Rage 5/day, undying fury (1d8 hp/round)
17	+17/+12/+7/+2	+10	+5	+5	+5	Wild Shape
18	+18/+13/+8/+3	+11	+6	+6	+5	
19	+19/+14/+9/+4	+11	+6	+6	+6	Furious charge/ 3attacks
20	+20/+15/+10/+5	+12	+6	+6	+6	Rage6/day, war cry

Illiteracy: Barbarians are the only characters that do not automatically know how to read and write. A barbarian must spend 2 skill points to gain the ability to read and write any language the barbarian is able to speak.

Ex-Barbarians: A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. The ex-barbarian retains all the other benefits of the class.

Bard

Bards deny that they are anything as mundane as performers. The way of the bard is not to stumble along at someone else's direction, but to learn the forgotten or forbidden, wringing new myth from the firmament. They are not careless playboys or wanderers, incapable of focusing their will, but celebrants, divine madmen seeking all that life has to offer.

Adventures: Most people seek out adventure. It tends to come to bards whether they want it or not. Perennial fools, heedless of their own fates, bards are perfectly capable of conceiving plans and following them through, but they rarely consider long-term consequences. This is their world, and their lives, and they do not hide from either.

Characteristics: Bardic magic, whether literal spells or their wondrous bardic songs, is always soulful, distinctly personal. It relies on the bard's sense of self and his strength of personality, and even the benevolent bard exploits his talents mercilessly. Though not necessarily uncaring of others, the bard has little sympathy for those who fixate on what cannot change, when so much can.

Of necessity, bardic skills overlap with rogue skills. Stuffy guards and judges are notorious for not forgiving simple misunderstandings, and any bard worth his tongue has a back-up plan if he gets caught. Occasionally, a bard settles down briefly, sometimes offering his services as a scholar; bardic lore outshines even the tomes of fabled Athanaes, with only slight embellishment.

Alignment: It is common sense to believe that bards pay no attention to warnings, and as with much folk wisdom it is incorrect. Bards make mental notes every time someone tells them what not to do, just to see if it is still worthwhile to do it. If they get caught, so much the better — just imagine how great their escape story will be! While bards do not necessarily break laws just for the thrill of breaking them, they do not let dry legalities stand between them and the unknown. Bards cannot be of lawful alignment.

Background: Many believe that bards have no discipline, but even a cursory understanding of the bard's life reveals the truth. Traveling constantly, memorizing whole passages after a single reading, gauging the worth of men by sight and brief conversation: all of these are skills rivaling those of the most studious monks and wizards. Bards have great respect for discipline, but simply believe that there is a time and place for it. A bard mocked for foppishness challenges his opponent with a withering comeback; a bard interrupted mid-tale displays a fury to give a barbarian pause.

In some nations, notably Andover and Deverenia, official bardic schools exist. This is partially to affix some blame if a bard gets out of hand, but mostly out of respect for the craft. Forgotten lore is unexploited lore, and the histories of both nations suffer in their endless wars. Bards are nearly part of the establishment in both countries, and rare indeed is the leader without a personal bard in his employ.

Races: Though all races produce bards, none do so with more fervor than the Deverenians. Though hardly the equals of the knights, wizards, or Storm-priests, bards hold positions which any knowledgeable Deverenian cherishes. To the outside world, the stuffy, dour Deverenians should have no room for the bard. Deverenian life is all about war, and strength, and service, and conquest. To the Deverenians, though, the bard's place is self-evident: bards travel with little interference or notice, receive welcomes in normally hostile lands, gain access to secrets wizards would envy, and memorize and repeat their discoveries after the briefest of studies. Those whom other peoples call bards Deverenians intuitively understand to be natural spies.

Other Classes: All experiences are welcome to a bard, though some he would rather hear about secondhand. Bards readily work with almost anyone, though the depredations of necromancers and assassins give even evil bards pause. Wise bards avoid asking too much of seers, since they want to enjoy that last caper even if it kills them.

Game Rule Information

Bards have the following games statistics.

Abilities: Charisma is important to the bard, as it determines how many spells and of what levels the bard can cast per day, as well as how difficult his spells are to resist. Bonus spells are determined by the same statistic. As the bard has many skills to choose from, Intelligence can give him additional points to spread around. Finally, a good Dexterity supports the bard's swashbuckling combat style, as well as some of his less "legitimate" skills.

Alignment: Any nonlawful.

Hit Die: d6.

Starting Gold: +2d4 × 10.

Class Skills

The bard's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill).

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the bard.

Weapon and Armor Proficiency: A bard is proficient with all simple weapons, as well as the long sword and rapier. Additionally, the bard is proficient with one of the following weapons: longbow, composite longbow, sap, short composite bow, short sword, shortbow, or whip. Bards are proficient with light armor, medium armor, and shields.

Spells: A bard casts arcane spells. The bard casts these spells without needing to memorize them beforehand or keep a spellbook. Bards receive bonus spells for high Charisma, and to cast a spell a bard must have a Charisma score at least equal to

10 + the level of the spell. The DC for a save against a bard's spell is 10 + the spell's level + the bard's Charisma modifier.

Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

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

Bardic Music: Once per day per level, a bard can use song or poetry to produce magical effects on those around him. While these abilities fall under the category of bardic music, they can include reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with a spoken performance. As with casting a spell with a verbal component, a deaf bard suffers a 20% chance to fail with bardic music. If the bard fails, the attempt still counts against the daily limit. Bardic music is an extraordinary sonic ability.

Bards begin play knowing three of the following songs, and may learn further songs as feats. The bardic music song effects are:

Inspire Courage: A bard with 3 or more ranks in Perform can inspire courage in his allies. To be affected, an ally must hear the bard sing for a full round. Affected allies receive a +2 morale bonus to saves against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the bard can fight, though he does not benefit from any feats he may have. Further, he cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands).

Countersong: A bard with 3 or more ranks in Perform can counter magical effects that depend on sound (but not spells that simply have verbal components). While the bard is using countersong, he is limited in exactly the same fashion as while he uses inspire courage. Each round of the countersong, the bard makes a Perform check. Any creature within 30 feet of the bard (including the bard) who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his save if, after rolling the save, the Perform check result proves to be better. The bard may keep up the countersong for 10 rounds. Countersong is a supernatural ability.

Fascinate: A bard with 3 or more ranks in Perform can cause a single creature to become fascinated with him. The creature to be fascinated must be able to see and hear the bard and must be within 90 feet. The bard must also see the creature. The creature must be able to pay attention to the bard; the distraction of a nearby combat or other danger prevents the ability from working. The bard makes a Perform check, and the target creature can negate the effect with a Will save equal to or greater than the bard's check result. If the save succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If the save fails, the creature sits quietly and listens to the song for up to 1 round per level of the bard. While fascinated, the target's Spot and Listen checks suffer a –4 penalty. Any potential threat (such as an ally of the bard moving behind the fascinated creature) allows the fascinated creature a second save against a new Perform check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming a ranged weapon, automatically breaks the effect.

While fascinating (or attempting to fascinate) a creature, the bard must concentrate, as if casting or maintaining a spell. Fascinate is a spell-like, mind-affecting charm ability.

Inspire Competence: A bard with 6 or more ranks in Perform can help an ally succeed at a task. The ally must be able to see and hear the bard and must be within 30 feet. The bard must also see the acting character. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he continues to hear the bard's music. The GM may rule that certain uses of this ability are infeasible. The bard can maintain the effect for 2 minutes (long enough for the ally to take 20). Inspire competence is a supernatural mind-affecting ability.

Rhythm of Defense: A bard with 6 or more ranks in perform may compel a foe to attack him by playing a mocking tune or reciting an insulting limerick. The victim must be able to see, hear, and understand the bard, and must be within 30 feet. The bard must also see the target. At the end of the first full round of the song, the target must make a Will save (DC 13 + the bard's Charisma modifier), or focus on attacking the bard for the duration of the song. The bard may perform other activities under the same restrictions as Inspire Courage.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his class level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The GM determines the Difficulty Class of the check by referring to the table on the following page.

TABLE 3–5: BARDIC KNOWLEDGE

DC	Type of Knowledge
10	Common, known by at least a substantial minority 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 forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Advanced Bardic Music: At sixth level the bard's library of songs increases. Provided that the bard has enough ranks in his Perform skill, he may perform one of these additional songs, chosen when he reaches sixth level. Further songs from the Advanced Bardic Music list may be learned as feats beginning at sixth level.

Suggestion: A bard with 9 or more ranks in Perform can make a *suggestion* (as the spell) to a creature that he has already fascinated (*see above*). The suggestion doesn't count against the bard's daily limit on bardic music performances (one per day per level), but the fascination does. A Will save (DC 13 + the bard's Charisma modifier) negates the suggestion. Suggestion is a spell-like, mind-affecting charm ability.

Song of Safeguarding: A bard with 9 or more ranks in Perform can provoke a creature he has fascinated to protect him. The provocation doesn't count against the bard's daily limit on bardic music (one per day per level), but the fascination does. The victim does not receive a Will save immediately. Instead, once the bard has played this song for a full round, the next time he is attacked while continuing this song, the target must use its next initiative turn to attack the bard's assailant to the best of its ability. Regardless of the success of these attacks, the creature affected by the song receives a Will save at the end of that turn (DC 13+ the bard's Charisma modifier) to break the effects of the song.

Song of Bravado: A bard with 12 or more ranks in Perform can inspire great bravery and courage in his friends and allies. This inspiration counts against the bard's daily limit on bardic music (one per day per level). The bard's friends and allies who can hear the song gain a +3 morale bonus on all their saves and skill checks (skill checks that could be aided by courage or bravery) for as long as the bard continues the song, beginning at the end of the first full round of singing. Further, those affected will consider taking daring actions that they would normally never perform. If an affected character wants to avoid performing a risky act, he must succeed at a Will save (DC 13 + the bard's Charisma bonus) or undertake the action.

Inspire Greatness: A bard with 12 or more ranks in Perform can inspire greatness in another creature. For every three levels the bard attains beyond 9th, the bard can inspire greatness in one additional creature. To inspire greatness, the bard must sing and the creature must hear the bard sing for a full round, as with inspire courage. The creature must be within 30 feet. A creature inspired with greatness gains the following bonuses as long as he hears the bard continue to sing and for 5 rounds thereafter. The target gains the following bonuses:

- +2 Hit Dice (d10s that grant temporary hit points).
- +2 competence bonus on attacks.
- +1 competence bonus on Fortitude saves.

Apply the target's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining effects such as the *sleep* spell. Inspire greatness is a supernatural, mind-affecting enchantment ability.

TABLE 3–5: THE BARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Bardic music, bardic knowledge
2	+1	+0	+3	+3	
3	+2	+1	+3	+3	
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	
6	+4	+2	+5	+5	Advanced bardic music
7	+5	+2	+5	+5	
8	+6/+1	+2	+6	+6	Lingering melody
9	+6/+1	+3	+6	+6	
10	+7/+2	+3	+7	+7	
11	+8/+3	+3	+7	+7	
12	+9/+4	+4	+8	+8	Greater bardic music
13	+9/+4	+4	+8	+8	
14	+10/+5	+4	+9	+9	
15	+11/+6/+1	+5	+9	+9	
16	+12/+7/+2	+5	+10	+10	
17	+12/+7/+2	+5	+10	+10	
18	+13/+8/+3	+6	+11	+11	
19	+14/+9/+4	+6	+11	+11	
20	+15/+10/+5	+6	+12	+12	Accompaniment

Instill Fear: A bard with 12 or more ranks in Perform can instill fear in his opponents by singing epic tales of his and his allies' heroic deeds. A bard with 12 ranks in Perform may instill fear in one target, plus one additional target for every three levels the bard attains beyond 9th. To instill fear the bard must sing and the target must hear the bard for a full round, as with inspire courage. The target must be within 30 feet. A creature suffering the effects of this song is panicked: he has a –2 morale penalty on saves, has a 50% chance to drop what he is holding, and flees randomly (though he always attempts to escape immediate danger). If cornered, a panicked creature cowers in fear (*see pages 307 & 309 in Chapter 9 for more information on the panicked and cowering conditions*). Instill fear is a supernatural, mind-affecting enchantment ability.

Lingering Melody: At 8th level, the bard becomes adept enough at weaving his magic melodies that the effect lasts even after he has ceased to sing. Whenever the bard uses one of his bardic music abilities, he may choose to have the melody linger in the air. If he does, the effect lasts not only while the bard sings, but for an equal number of rounds afterward up to half the bard's class level. This counts as an additional use of bardic music. If the bard uses another song during while the effect of a previous song is still active, the previous song's effect is negated.

Greater Bardic Music: At twelfth level the bard's library of songs increases once again. Provided that the bard has enough ranks in his Perform skill, the bard may perform one of these additional songs, chosen when the bard reaches twelfth level. Further songs from the Greater Bardic Music list may be learned as feats beginning at twelfth level.

Cacophony: A bard with 15 or more ranks in Perform may cause his instrument to issue a discordant wail painful to all who hear it. After a full round of song, all creatures within 30 feet who can hear the song must make a Will save (DC 15 + the bard's Charisma modifier). Those who fail the save have their Intelligence and Wisdom temporarily reduced by 2d4 while the song is being played. Even those who make this save must make a Spellcraft check at the same DC any time they attempt to cast a spell, or the spell fails.

Spirit Singing: A bard with 15 or more ranks in Perform may play beautiful songs of heroic sensibility to invigorate his companions. Beginning after a full round of song, all of the bard's allies within 30 feet ignore all temporary ability score penalties (including temporary ability score damage). Once the bard's song is over, all temporary ability score penalties return.

Tales of Blood and Fire: A bard with 18 or more ranks in Perform may spin tales of great battles and epic warfare, inspiring fellow soldiers. While using this song, the bard's voice rides upon the winds of war, making it audible to everyone within two feet per level of the bard. These tales have two separate effects. Those who hear the music and are allied to or friendly with the bard find themselves aided by the spirits of ancient warriors, gaining a morale bonus to attack rolls and armor class equal to one-fifth the bard's class level. Enemies who hear these tales feel their spirits crushed by the bitter dregs of defeat, and receive a morale penalty to their AC and attack rolls equal to one-fifth the bard's class level.

Inspire Greater Competence: A bard with 18 or more ranks in Perform may use his music to help his allies succeed at their tasks. Those to be affected must be within 60 feet of the bard and must be able to see and hear him, and he must be able to hear them. The bard can affect a number of creatures equal to his class level. Affected creatures receive a competence bonus to all checks of a single skill, chosen when the song begins, equal to the bard's class level. The bard can maintain this effect for 20 rounds.

TABLE 3–6: BARD SPELLS PER DAY

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

TABLE 3–7: BARD SPELLS KNOWN

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

*Provided the bard has sufficient Charisma to have a bonus spell of this level.

Death Dirge: A bard with 19 or more ranks in Perform can use his music to affect the outcome of great battles. The bard can only use this ability when his side is losing the battle or is outnumbered by at least 2 to 1. While using this music, the bard's voice resonates and rides upon the winds of war, making it be heard by everyone within 20 feet per level of the bard. Those who hear the music (and are allied with the bard) find that they are unafraid of death and are willing to fight with more ferocity. All affected creatures may fight and act normally until they reach –20 hit points, at which point they instantly die. If the battle ends or the bard ceases performing this Dirge, the effect ends, and all previously affected creatures suffer the normal effects assoc ated with their current hit point total.

Howl of the Wolves: A bard with 19 or more ranks in Perform can use his music to heal his friends. By singing while he casts a *cure* spell, he can apply the effects of the Empower Spell feat to the spell without raising the spell's level or having the Empower Spell feat. All the spells so empowered must be cast in consecutive rounds, or else the song's power is broken.

Song of Travel: A bard with 19 or more ranks in Perform can use his music to aid in travel. When traveling overland (for long distances) the bard can use this ability by singing and performing for at least 4 hours per day. The bard and all of his traveling companions are affected. While benefiting from the bard's music, the overland travel speed is doubled. This ability must be used when the trip first begins and each day of the travel. If the bard fails to perform for the entire 4 hours on a day, the benefit is lost and cannot be regained that trip.

Accompaniment: At 20th level, the bard's mastery of his song is so great that he can use two bardic music effects simultaneously. He must activate both effects at the same time, and sustain them for the same duration. Using this ability counts as two uses of bardic music (one use for each individual song effect).

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

Cleric

From the invisible world of the ethereal realm, home to spirits of life and death, to the twisted Elements of the Elves, through the gods and Bascaron to the Dragon Storm itself, the Accordlands are home to more mystery than any mortal mind can comprehend. A few faithful souls choose to serve these unfathomable powers. In the Accordlands, clerics are the dedicated servants, the scheming theocrats, the high priests and dread cultists. They are the intermediaries between hard reality and depthless dreams.

Adventures: Whether humble supplicant or proud leader, the cleric must serve his religion and his god. Though this can sometimes be a general mandate, particularly among "gods" with little or no intelligence like the elven Elements or Bascaron, some religions have definite goals and organized plans. A cleric's quests and moral duties increase in direct relation to his ability as he attracts his god's close attention.

Clerics also commonly quest for no reason greater than to quest, and even evil clerics act the hero on occasion. A saved populace is ripe for conversion, and refusing the aid of a cleric is begging for a divine punishment.



Characteristics: Though a relatively sturdy man of arms, the cleric's primary devotion is to religion and divine magic. Through blights or blessings, he intercedes for the divine, pouring out wrath or favor. Though he must not violate his religion's tenets lest he lose his divine gifts, the cleric has the benefit of a direct link to a deity. There is no question of right or wrong for a cleric — he simply knows.

Clerics also deal with the undead, whether as the front line of defense or the primary supporters of the scourge. While clerics who deal repeatedly with the undead gain fearsome reputations, constant exposure can test the faith of even elven clerics, who must face exactly what fate awaits them.

Alignment: As in the worlds beyond, so is it in the Accordlands. The gods reflect an array of ethics and morality, flawless and completely beyond the capacity of mortals. Their imperfect servitors in the mortal realms pattern their own beliefs after their gods' dictates. Most clerics have the same alignment as their deities, though a few flirt with heresy by being an alignment step away.

Background: Most clerics are former church apprentices, orphans, or abandoned children raised by the priesthood. Like wizardly apprentices, these novices perform menial tasks while learning the basics of their future profession. Indoctrinated from childhood, some of these clerics are so fanatical that they cannot conceive of a sane idea opposed to their own.

TABLE 3–8: THE CLERIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Spontaneous casting, Turn or rebuke undead
2	+1	+3	+0	+3	
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	
8	+6/+1	+6	+2	+6	
9	+6/+1	+6	+3	+6	
10	+7/+2	+7	+3	+7	
11	+8/+3	+7	+3	+7	
12	+9/+4	+8	+4	+8	
13	+9/+4	+8	+4	+8	
14	+10/+5	+9	+4	+9	
15	+11/+6/+1	+9	+5	+9	
16	+12/+7/+2	+10	+5	+10	
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	
19	+14/+9/+4	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	

TABLE 3–9: CLERIC SPELLS PER DAY

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

In addition to the stated number of spells per day for 1st-through 9th-level spells, a cleric gets a domain spell for each spell level, starting at 1st. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom.

Rarely, solitary figures receive divine revelation, effectively converting to clerics (and possibly even to new religions) on the spot. While potentially capable of equaling any other cleric in terms of personal power, these solitary clerics are unlikely to achieve comparable political authority in their lifetimes. With effort, these clerics' secret cults can become full-fledged new religions, equal or superior to any of the present ones.

Races: All races produce clerics, as the need for moral and spiritual support is universal. Adventuring clerics comprise but the tiniest portion of each religion. Elves and nimbics produce many adventuresome clerics, as few expect to survive long enough to make constant devotion worthwhile. Deverenians come next, though a significant portion of adventuring clerics are actually heretics, servants of the Vědoszentek cults of the old gods. Facing their present difficulties, many human clerics have become adventurers, desperately seeking some sign from their gods in these harsh times.

Other Classes: As adventurers, clerics are the primary healers, and perhaps the single most important member of the party after combat's end. Though some clerics are stodgy dogmatists, others are not evangelical, and mercifully do not chide the rest of the party. Still, clerics often clash with druids and especially shamans, throwbacks to old religions that barely heed the gods whose powers they usurp. In most instances, clerics prefer to avoid judging others, even if only because heathens occasionally prove useful.

Game Rule Information

Clerics have the following game statistics.

Abilities: Wisdom determines the level of spell a cleric can cast, how many he can cast per day, and how difficult they are to resist. In order to cast a spell, the cleric must have a Wisdom of at least 10 + the spell's level. Further, the cleric receives bonus spells for a high Wisdom score. A high Charisma is a secondary concern, as it improves his ability to turn or rebuke undead.

Alignment: Any. If the cleric serves a specific deity his alignment must be within one step of his deity's, and it may not be neutral unless the deity's alignment is neutral. Choosing to serve a specific deity is optional.

Hit Die: d8.

Starting Gold: +3d4 × 10.

Class Skills

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

Domains and Class Skills: A cleric who chooses Animal or Plant as one of his domains also has Knowledge (nature) (Int) as a class skill. A cleric who chooses Knowledge as one of his domains also has all Knowledge (Int) skills as class skills. A cleric who chooses Travel as one of his domains also has Survival (Wis) as a class skill. A cleric who chooses Trickery as one of his domains also has Bluff (Cha), Disguise (Cha), and Hide (Dex) as class skills. See Deity, Domains, and Domain Spells, below, for more information.

Skill Points at 1st Level: (2 + Int modifier) × 4.

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

Class Features

All of the following are class features of the cleric.

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

Some deities have favored weapons, and clerics consider it a point of pride to wield them. A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon and the Weapon Focus feat related to that weapon for free.

Spells: A cleric casts divine spells. A cleric may prepare and cast any spell on the cleric or common divine spell lists, provided he can cast spells of that level. The DC for a save against a cleric's spell is 10 + the spell's level + the cleric's Wisdom modifier.

Each cleric must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells.

In addition to his standard spells, a cleric gets one domain spell of each spell level, starting at 1st. When a cleric prepares a domain spell, it must come from one of his two domains (*see below*).

Deity, Domains, and Domain Spells: When your character becomes a cleric, you may choose to have him serve a specific deity. The cleric's deity influences his alignment, what magic he can perform, his values, and how others see him.

Choose two from among the deity's domains for your cleric's domains. You can only select an alignment domain (such as Good) for your cleric if his alignment matches that domain.

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

Each domain gives your cleric access to a domain spell at each spell level, from 1st on up, as well as a granted power. Your cleric gets the granted powers of all the domains selected. With access to two domain spells at a given spell level, a cleric prepares one or the other each day. If a domain spell is not on the Cleric Spells list, a cleric can only prepare it in his domain slot.

Spontaneous Casting: Good clerics (and neutral clerics of good deities) can channel stored spell energy into healing spells that they haven't prepared ahead of time. The cleric can "lose" a prepared spell in order to cast any *cure* spell of the same level or lower. (A *cure* spell is any spell with "cure" in its name.)

Deities by Class/Nationality/Race

Table 3-7: Deities by Class/Nationality/Race

Deities	Class/Nationality/Race	Domains	Favored Weapon
Albrecht	The Free Kingdoms (particularly Denska and paladins)	Law, Protection, War	Great sword
Bascaron	Any (particularly the Shattered Lands; heretical)	Chaos, Healing, Travel, Trickery	Whip
Blood Element	Elves (all; heretical elsewhere)	Evil, Magic, Water	Kris Dagger
Bone Element	Elves (all; heretical elsewhere)	Destruction, Earth, Strength	Heavy Mace
Flesh Element	Elves (all; heretical elsewhere)	Animal, Fire, Healing	Flail
Spirit Element	Elves (all; heretical elsewhere)	Air, Knowledge, Trickery	Whip
Fineltour	The Free Kingdoms (especially Baraxton and Misearis, and assassins and rogues; heretical)	Luck, Travel, Trickery	Dagger
Ishara	The Free Kingdoms (especially coastal nations)	Healing, Strength, Water	Net
Kavara	The Free Kingdoms and Kabal Lands (especially wizards)	Destruction, Fire, Magic	Quarterstaff
Kor	The World Below (dwarves)	Earth, Healing, Protection, War	Warhammer
Neus	The Free Kingdoms (all)	See World Atlas	See World Atlas
Totems	Nothrog (all; heretical elsewhere)	Various	Various
The Storm	Deverenia (all; heretical elsewhere)	Air, Evil, Law, Strength, War	Heavy Mace
Yscar	Any (heretical)	Animal, Knowledge, Law, Trickery	Natural Weapons

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to *inflict* spells. (An *inflict* spell is one with "inflict" in the title.)

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells either to *cure* spells or to *inflict* spells (player's choice), depending on whether the cleric is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral cleric turns or commands undead (*see below*).

A cleric can't use spontaneous casting to convert domain spells into *cure* or *inflict* spells. These spells arise from the particular powers of the cleric's deity, not divine energy in general.

Chaotic, Evil, Good, and Lawful Spells: A cleric can't cast spells of an alignment opposed to his own or to his deity's.

Turn or Rebuke Undead: A good cleric (or a neutral cleric who worships a good deity) has the supernatural ability to turn undead. Evil clerics (and neutral clerics who worship evil deities) can rebuke such creatures. Neutral clerics of neutral deities can do one or the other (player's choice), depending on whether the cleric is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral cleric can cast spontaneous cure or inflict spells (*see above*). See Appendix A, for rules on turning and rebuking undead.

A cleric may attempt to turn or rebuke undead a number of times per day equal to three plus his Charisma modifier.

Extra Turning: A cleric may take the Extra Turning feat. This feat allows the cleric to turn undead four more times per day than normal. A cleric can take this feat multiple times, gaining four extra daily turning attempts each time.

Ex-Clerics: A cleric who grossly violates the code of conduct expected by his god (generally acting in ways opposed to the god's alignment or purposes) loses all spells and class features and cannot gain levels as a cleric of that god until he atones.



Druid

For many in the Accordlands, the gods are a distant, alien force. Though it is not given to mortals to understand the gods, many do not want to even try. Others feel that the gods are too important to listen to any but the most worthy requests. Though druids believe in and fear the gods, they do not worship deities. Instead, they commune with the spirits of nature, totems, ancestors, and a host of lesser folk of the invisible world. The spirits may not be as powerful as the gods, but druids argue that they have a better understanding of the mortal world.

Adventures: Druids are a strange and superstitious lot. They observe taboos that make no sense even to their own followers. They sometimes enter seclusion, living out vision quests as they slowly starve their bodies. In most instances they are content with a mundane life, neither aspiring to great heights nor ashamed of performing lowly tasks. Should they feel the urge, they do not hesitate to answer the call to adventure — after all, better that they participate in a great quest than let a bunch of high-minded buffoons try to save the world on their own.

Many druids, particularly those that live near or in cities, cultivate an eccentric personality. Pretending to be raving madmen, they build up a reputation just fearsome enough that the locals avoid them, but not so frightening that they inspire mobs. Though feigning insanity risks reprisal from the ignorant, druids find it easier to remain apart from others of their race, the better to commune with nature.

Characteristics: Like clerics, druids cast divine spells, but rely on totem spirits rather than gods to provide these benefits. Most of their magic involves the symbolic abilities granted by druidic totems, but all druids can request aid from the invisible world. To balance the aid granted by the spirits, druids take on minor taboos or quirks, and even becoming a druid requires forswearing worked metal. While druids can carry such trinkets, particularly coins, actually wearing metal armor or wielding metal weapons is an affront to the spirits. Another taboo is that of balance, as the druids must behave naturally to call upon nature's boons.

Alignment: All druids are at least partially neutral as part of their taboos. They are as capable of passion as any, but extremism is not the way of nature. Even the infamous chaotic neutral druids view themselves as a balance to the endless forces of civilization. The true neutral druids are not the most common, but the most stereotypical of their breed, mercurial servitors of mysteries only they can understand.

The strangest druids tend to be the lawful neutral contingent, many of whom view the trappings of civilization as extensions of nature. These druidic denizens of the cities remind their cousins that extinction, too, is natural, and that many animals have

adapted to the unnatural nature of the townships. Even the true neutral druids find such thoughts disconcerting, perhaps too close to the truth for comfort.

Background: Druids come from the same environs that produce barbarians and shamans, the frontier between man's world and the wilderness. Where barbarians see themselves as servants of nature, druids are its partners and interpreters. The druid's role is to interfere on nature's behalf. They neither fault nor forgive others for ignorance. There is nothing wrong with not understanding nature. Even destroying nature wantonly isn't necessarily evil, though it is foolish.

Druids receive their training directly from their totem spirits, learning the secret ways of the worlds both known and invisible. They learn that however real morals and ethics are, they are not part of the natural world, and attempting to define the world so narrowly is as shortsighted as calling a predator evil. They also learn to act and think in concordance with their totems, though openly professing their beliefs may cause others to believe them mad.

Races: Though the great preponderance of druids come from the Nothrog, who have elevated their tribal totems nearly to true godhood status, the elves also have a number of druids. The elven Elements are incredibly terrifying, even to their own worshippers, and many would rather avoid them altogether.

Other Classes: Druids are usually willing to work with anyone, provided that potential companions pay at least a little respect to the spirit world. Druids do not believe that the world owes them any special allowances on friendships, though traitors had better carefully consider the consequences of betraying a friend of the spirits. Still, druids sometimes feel uncomfortable around wizards and especially shamans, believing that both classes exploit the invisible world without regard for consequences.

Game Rule Information

Druids have the following game statistics.

Abilities: Wisdom determines the level of spell a druid can cast, how many he can cast per day, and how difficult they are to resist. In order to cast a spell, the druid must have a Wisdom of at least 10 + the spell's level. Further, the druid receives bonus spells for a high Wisdom score. All other ability scores are lesser importance.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Hit Die: d8.

Starting Gold: +1d4 × 10.

Class Skills

The druid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (Wis), Spellcraft (Int), Swim (Str), and Survival (Wis).

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

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

Class Features

All of the following are class features of the druid.

Weapon and Armor Proficiency: Druids are proficient with the following weapons: club, dagger, dart, halfspear, longspear, quarterstaff, scimitar, sickle, shortspear, and sling. Their spiritual oaths prohibit them from using any other weapons. They are proficient with light and medium armors but are prohibited from wearing metal armor (thus, they may wear only padded, leather, or hide armor). They are skilled with shields but must use only wooden ones.

Table 3–10: The Druid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	+2	+0	+2	Nature sense, totem animal
2	+1	+3	+0	+3	Woodland stride
3	+2	+3	+1	+3	Trackless step, animal speech
4	+3	+4	+1	+4	Sense totem
5	+3	+4	+1	+4	Wild shape (1/day)
6	+4	+5	+2	+5	Wild shape (2/day)
7	+5	+5	+2	+5	Animal speech (silent)
8	+6/+1	+6	+2	+6	Totem's Vision
9	+6/+1	+6	+3	+6	Venom immunity, Wild shape (3/day)
10	+7/+2	+7	+3	+7	Wild shape (+/–1 size class)
11	+8/+3	+7	+3	+7	Animal speech (range)
12	+9/+4	+8	+4	+8	Wild shape (dire, 4/day)
13	+9/+4	+8	+4	+8	
14	+10/+5	+9	+4	+9	Wild shape (partial)
15	+11/+6/+1	+9	+5	+9	Wild shape (5/day)
16	+12/+7/+2	+10	+5	+10	Trackless step (group)
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	Wild shape (+/–2 size class)
19	+14/+9/+4	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	Wilderness Bond

A druid who wears prohibited armor or wields a prohibited weapon is unable to use any of his magical powers while doing so and for 24 hours thereafter. (A druid can use wooden items that have been altered by the *ironwood* spell so that they function as though they were steel.)

Spells: A druid casts divine spells. A druid may prepare and cast any spell on the druid spell list provided he can cast spells of that level. He prepares and casts spells the way a cleric does (though he cannot lose a prepared spell to cast a cure spell in its place). To prepare or cast a spell, a druid must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a save against a druid's spell is 10 + the spell's level + the druid's Wisdom modifier. Bonus spells for druids are based on Wisdom.

Chaotic, Evil, Good, and Lawful Spells: A druid can't cast spells of an alignment opposed to his own.

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

Totem Animal: A 1st-level druid may begin play with an animal companion. The animal selected determines the druid's totem animal. The effects of a totem animal are described in Chapter 8.

Woodland Stride: Starting at 2nd level, a druid may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without suffering damage or other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the druid.

Trackless Step: Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. At 16th level, this ability applies to the druid's traveling companions as well, provided there are no more than ten individuals (including the druid himself). Each of these ten characters is allowed one animal companion, such as a familiar or a mount, without disrupting the effect. If there are more mounts or familiars than characters (e.g. the characters have remounts or pack animals), the druid may designate extra animals as individuals for the purposes of this ability, as long as the limit of ten individuals is not exceeded.

TABLE 3–11: DRUID SPELLS PER DAY

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

Animal Speech: At 3rd level, the druid may communicate freely with his totem animals, regardless of whether the animal in question is actually his animal companion. This speech takes an appropriate form: barks, growls, bird song, etc. At 7th level, the druid needs not make a sound to use this ability, as his link with his totem animal is so strong that they can communicate telepathically. At 11th level, the druid may communicate telepathically with any creature within his class level in miles, provided the creature is the same animal as his totem.

Sense Totem: At 4th level, the druid may sense the location of all animals of his totem within a radius of his location equal to (the druid's Wisdom modifier + 1) times 100 feet.

Wild Shape: At 5th level, a druid gains the spell-like ability to *polymorph self* into a Small or Medium animal (but not a dire animal) and back again once per day. Unlike the standard use of the spell, the druid may only adopt one form. As stated in the spell description, the druid regains hit points as if he has rested for a day. The druid does not risk the standard penalty for being disoriented while in the wild shape. See Chapter 9 for more details about the wild shapes druid characters may assume.

The druid can use this ability a number of times per day based on his level: once at 5th level, twice at 6th, three times at 9th, four times at 12th level, and finally five times per day at 15th level. At 12th level, the druid gains the ability to take the shape of a dire animal.

At 14th level, the druid may choose to adopt limited characteristics of his animal totem, as described in the totem description. At 10th level, the druid may cause his wild shape to be one size category larger or smaller than normal. At 18th level, the druid may adjust his wild shape by two size categories.

Totem's Vision: At 8th level, the druid may make a Knowledge (nature) check (DC 20) to, as a full round action, shift his consciousness into any totem animal within range of his sense totem ability. The druid gains no control over the creature's actions, though he has full use of the animal's senses: the druid sees through the animal's eyes, hears through its ears, etc. While using this ability, the druid himself is considered helpless, though he is vaguely aware of his own body's condition; he may stop using this ability at any time as a free action.

At 13th level, the druid gains full control over the creature's actions while using this ability.

If, while the druid is using this ability, the host totem is killed, the druid must make a Will save (DC 10 + the animal's hit dice) or die himself.

Venom Immunity: At 9th level, a druid gains immunity to all organic poisons, including monster poisons but not mineral poisons, poison gas, or magical poisons.

Wilderness Bond: At 20th level, the druid is so attuned to nature that he can insinuate his consciousness into the surrounding wilderness. This ability may only be used in the climate and terrain native to his totem animal, and requires a full round to activate. While using wilderness bond, the druid's body is unconscious. He is immediately aware of everything occurring throughout the region, which is defined by the borders of the climate and terrain type he is in. He can communicate telepathically with any creature

in the area. Further, he can make life difficult on those who are unwelcome: any Balance, Climb, Concentration, Handle Animal, Hide, Listen, Move Silently, Ride, Search, Spot, Swim, or Survival checks attempted in the area have their DCs increased by the twice the druid's Wisdom modifier, at the druid's discretion.

Ex-Druids: A druid who ceases to revere nature or who changes to a prohibited alignment loses all spells and druidic abilities and cannot gain levels as a druid until he atones.

Fighter



Since the Breaking of the Accord, no generation has known peace. War is never far from home, and the Deverenian and Nothrog nations run on wartime economies. Brigands stalk the roads, forcing honest merchants and travelers to hire guardsmen. Whether honorable knights, brutal enforcers, honest workers, or glorified thugs, fighters are inarguably the most common of the classes in the Accordlands.

Adventures: Fighters often do not consider themselves adventurers. They are natural choices for guards, and sometimes are little more than well-trained soldiers tagging along to protect others. While they may enjoy their journeys, and certainly expect a share of the profits, their primary concern is others' well-being.

For others, of course, violence is not an unfortunate circumstance but a way of life. Others simply wander the world to prove their unequaled skill.

Characteristics: Though other classes may edge out fighters in specific aspects of combat, the talents of the fighter start with overall competence, and work toward more personal styles of martial prowess. Their vast proficiencies with armors and weapons allow fighters to prepare quickly for a particular enemy simply by changing equipment.

Alignment: Fighters may be of any alignment. Good-aligned fighters generally do not care for slaughter, while evil ones revel in it. Lawful fighters are often soldiers, either retired or enlisted, while chaotic ones are self-trained, often desiring to prove their styles superior.

Background: The Accordlands has known few experiences as thoroughly or as frequently as war, and fighters are more common than any other class. Whether a trained soldier, a conscripted peasant, a disciplined expert, or an overgrown thug, a fighter can learn almost anywhere. Formal martial academies exist in Deverenia, Andover, Miseris, Baraxton, and Narawat.

For some, the role of the fighter is not chosen but forced. Borders are notoriously dangerous, prone to skirmishes even among allied states. With the escalating wars, some victors have taken to enslaving their prisoners and forcing them into gladiatorial combats. Even those normally opposed to bloodshed frequently learn at least the basics of the fighter's arts, if only for self-defense.

Races: All races produce fighters, but three races are dedicated to them: the Deverenians, dwarves, and Nothrog. In these races, fighters are the heroes, the triumphant warlords and generals and foot soldiers that lead their people on to greatness, even if they do so over an endless series of graves. Among these races, fighters break down into a host of orders, schools, and philosophies, each with a proud and noble history. Among elves and humans, in contrast, fighters are less glamorous than those of other professions. Indeed, fighters of otherwise comparable experience find favor depending upon race and schooling, though ultimately only combat and cunning prove superiority.

Other Classes: Fighters are a natural boon to any party, but cannot survive extended conflicts on their own. Lacking the healing abilities of the cleric or druid, the varied talents of the rogue or bard, and the raw power of a wizard or shaman, fighters excel only briefly before faltering. Even antisocial fighters understand the need for other specialists, though they may not care for them. Some fighters frown upon the techniques common among assassins, rangers, rogues, and scouts as cowardly, but just as many view exploiting an enemy's weakness as a valid tactic.

Game Rule Information

Fighters have the following game statistics.

Abilities: For most fighters, Strength is the most important statistic, as it improves melee attack and damage rolls. For fighters who want to be skilled archers or seek access to certain Dexterity-related feats, a high Dexterity is equally important, and provides the additional benefit of an improved Armor Class. However, this advantage may be mitigated by the inherent limits of the heavy armor common to fighters. A good Constitution score is vital, as it increases the fighter's hit points.

Alignment: Any.

Hit Die: d10.

Starting Gold: +4d4 × 10.

Class Skills

The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) × 4.

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

Class Features

All of the following are class features of the fighter.

Weapon and Armor Proficiency: The fighter is proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Favored Weapon: At 1st level, the fighter may select a favored weapon with which he is particularly proficient. The fighter gains a +1 competence bonus to attack and damage rolls while using this weapon. At 5th, 10th, 15th, and 20th levels, the fighter may select an additional favored weapon.

Bonus Feats: At 2nd level, the fighter gets a bonus feat. The fighter gains an additional bonus feat at 4th, 6th, 10th, 14th, and 18th levels. These bonus feats must be Fighter feats; see Chapter 5 for the feat descriptions. A fighter must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Some of the bonus feats available to a fighter cannot be acquired until the fighter has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A fighter can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A fighter must meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Improved Damage: At 5th level the fighter's base damage is increased by +2 (+3 total) when wielding his favored weapon. At 10th level, this bonus applies to the fighter's second favored weapon; at 15th, his third; and at 20th, his fourth.

Improved Critical Threat: At 10th level the fighter's critical threat range is increased by +2 (e.g. a 20 becomes an 18–20, or an 18–20 becomes a 16–20) when wielding his first favored weapon. At 15th level this bonus extends to his second favored weapon and at 20th level this bonus extends to his third favored weapon. This ability is unaffected by other similar abilities. (The Improved Critical feat doubles the weapon's base critical threat range, and then the +2 is added to the multiplied range.)

Improved Critical Multiplier: At 15th level the fighter's critical multiplier is increased by 1 (a ×3 becomes a ×4) when wielding his first favored weapon. At 20th level this bonus extends to his second favored weapon.

Improved Critical Roll: At 20th level when the fighter scores a critical threat, he adds +10 to his subsequent critical roll. If the fighter rolls a natural 20 on an attack roll, the attack is automatically a critical hit.

Illusionist

Though ridiculed by "proper" wizards, necromancers, and summoners, illusionists understand the thin walls between perception and truth, and passionately exploit their weaknesses. Originally thought of as Deverenian parlor tricksters, a few skilled and crafty illusionists elevated their amusements to masterful manipulations. Though rarely given the respect they are due, illusionists tend not to mind — after all, perception is their province, even perceptions of themselves.

Adventures: Illusionists are rare, due in no small part to others' insistence that they are unfit for adventuring. Envious of the successes of other spellcasters and desiring to earn respect, illusionists adventure almost compulsively. Failure is nothing to them, as others have already insisted that they are failures. Success, though, proves their case, if only for a little while.

Illusionists are inherently curious, though not to the near-spiritual level of bards. It is a rare illusionist indeed who does not consider himself something of an artist, and experiencing new wonders translates into new frontiers of illusion. Some few illusionists hire themselves out as spies and aides, providing detailed maps, schematics, and accounts from memory, though all subject to the illusionist's own trustworthiness.

TABLE 3–12: THE FIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Favored Weapon
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	2nd favored weapon, improved damage
6	+6/+1	+5	+2	+2	Bonus feat
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	3rd favored weapon, improved critical threat, bonus feat
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Bonus feat
15	+15/+10/+5	+9	+5	+5	4th favored weapon, improved critical multiplier
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	5th favored weapon, improved critical roll

TABLE 3–13: THE ILLUSIONIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Persistence of vision, Spontaneous casting, Scribe scroll
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	Iron will
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Dreamslayer
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	Iron will (+4)
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Duplicate

Characteristics: Though they despise the term, "flamboyant" perfectly describes illusionists. They live in their own heads, dreaming up new sights and sounds to visit upon others. Even when not actively adventuring, they indulge in melodramas and braggadocio. Still, for all their preening, illusionists know their craft well, and their tricks can bring down foes that more direct spells cannot. Tricksters at heart, their attacks are an unpredictable melange of the real and the imagined.

Alignment: Illusionists may be of any alignment. As many illusionists are chaotic as are lawful, evil as good, despite common thought to the contrary. Good illusionists are often exotic entertainers or renegade magicians practicing theoretical spells. Evil illusionists, in contrast, are pragmatic saboteurs the equal of any rogue or assassin. Lawful illusionists prank no less than their chaotic kin, though they prefer to be more selective in their victims.

Strangely, many illusionists disdain killing their foes, viewing even self-defense as a weak excuse for murder. Some evil illusionists also hold to this credo, whether out of pride or genuine distaste for the practice.

Background: Perhaps unique among the "civilized" spellcasters, illusionists draw their numbers equally from the ranks of both common performers and schooled practitioners. Though master illusionists can teach the craft, it is more inclination than study that shapes new illusionists. Though some (particularly Deverenians) view illusionists as hedonists, too interested in their pretty glamours to devote themselves to true magic, in fact few illusionists fall prey to their own spectacles.

The more famous illusionists tend to be those who discover their abilities naturally. Often allies and aides of bards, these illusionists similarly learn their trade by pure concentration on their craft. Dismissed as charlatans by their more traditional colleagues, these self-taught illusionists often display extraordinary imagination and flexibility.

TABLE 3–14: ILLUSIONIST SPELLS PER DAY

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

Recently, some of the more staid illusionists have founded formal academies to train apprentices. Markedly like wizard schools, these institutions focus on fine details and forcing terrible alterations on others' senses. Though still gaudy in the eyes of true wizards, these schools produce students every bit as capable as their more mainstream cousins. Presently, the major academies are in the Kabal lands, Arak Spire, and Deverenia.

Races: The elves and Nothrog care little for illusion, preferring the arts of the necromancer and the shaman, respectively. Few dwarves are capable of casting arcane magic at all. Nimbics have

a small but dedicated core of illusionists, as many prefer mastery of one aspect of magic to being weak at a wide variety. Still, humans and especially Deverenians have by far the greatest number of illusionists, with most of Order Myerdeth's hierarchs having at least passing familiarity with the craft.

Other Classes: Illusionists enjoy the company of most other classes, especially those who share their vivacious lust for life such as bards and rogues. Illusionists tend to keep close to the warrior classes, particularly fighters, often to these classes' chagrin. Ultimately, however, illusionists normally find fault with only two other classes: the necromancers (whom illusionists consider shortsighted opportunists, much as the necromancers see them), and especially wizards. Many illusionists even openly challenge wizards to duels of spellcraft, in the hopes of proving themselves against their "superiors."

Game Rule Information

Illusionists have the following game statistics.

Abilities: While Intelligence governs the illusionist's raw spellcasting ability, he must also consider his Charisma. The Illusionist's Charisma dictates the persistence and strength of his illusions, as well as their ability to affect reality in a lasting fashion. More mundane illusions (including several of the illusionist's skills) mean the illusionist should attach some importance to a good Dexterity, as well.

Alignment: Any.

Hit Die: d4.

Starting Gold: +1d4 × 10.

Class Skills

The illusionist's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Knowledge (all skills, taken individually) (Int), Move Silently (Dex), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int).

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

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

Class Features

All of the following are class features of the illusionist.

Weapon and Armor Proficiency: Illusionists are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Illusionists are not proficient with any type of armor, nor with shields.

Spells: An illusionist casts arcane spells. He is limited to a certain number of spells of each spell level per day, according to his class level. An illusionist must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the illusionist decides which spells to prepare. To learn, prepare, or cast a spell, an illusionist must have an Intelligence score of at least 10 + the spell's level. An illusionist's bonus spells are based on Intelligence. The Difficulty Class for saves against an illusionist's spells is 10 + the spell's level + the illusionist's Intelligence modifier. The illusionist's spell list consists of both the Illusionist spell list and the Common Arcane spell list in Chapter 9.

Spontaneous Casting: An illusionist is intimately familiar with the senses, and casts illusion spells with great skill. The illusionist may lose one of his memorized spells to cast any illusion spell of lower level than the expended spell. The illusionist must have at least one copy of the spell he wishes to cast memorized.

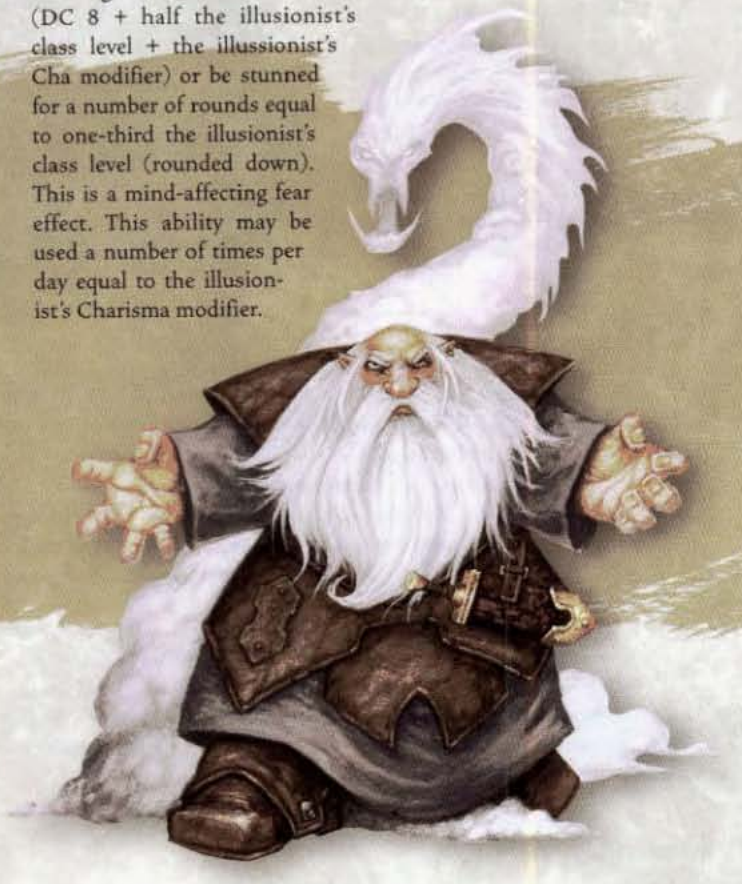
Scribe Scroll: An illusionist has the bonus item creation feat Scribe Scroll, enabling him to create magic scrolls.

Spellbooks: Illusionists must study their spellbooks each day to prepare their spells. A illusionist cannot prepare any spell not recorded in his spellbook (except for *read magic*, which all illusionists can prepare from memory). A illusionist begins play with a spellbook containing all 0-level illusionist spells plus three 1st-level spells of the player's choice. For each point of Intelligence bonus the illusionist has, the spellbook contains one additional 1st level spell. Each time the illusionist gains a level, he gains two new spells, selected from any level the illusionist can now cast.

Persistence of Vision: Illusionists are particularly capable of manipulating reality — or at least appearing to do so. Any illusion spells cast by the illusionist have their disbelief save DCs increased by the illusionist's Charisma modifier in addition to other modifiers.

Iron Will: At 6th level the illusionist has trained his mind to resist the illusions of others. He receives the Iron Will feat for free. At 14th level, the illusionist gains a further +2 bonus to all Will saves (for a total of +4).

Dreamslayer: At 10th level, the illusionist may create terrifying images that only a single person can see. The illusionist must make a successful touch attack, whereupon the target must make a Will save (DC 8 + half the illusionist's class level + the illussionist's Cha modifier) or be stunned for a number of rounds equal to one-third the illusionist's class level (rounded down). This is a mind-affecting fear effect. This ability may be used a number of times per day equal to the illusionist's Charisma modifier.



Duplicate: At 20th level, the illusionist is so adept that he may create an illusory copy of himself. Unlike the spell *mirror image*, this second self need not act identically to the illusionist, nor remain within a certain distance. It acts completely independently of the illusionist, and it is impossible to determine which of the two is real. The copy may take any action allowed the illusionist himself, is considered to have already used any abilities the illusionist himself has already used, and has the same selection of spells memorized at the moment of his creation, which it may cast normally. Similarly, any penalties applied to the illusionist when he creates the copy are applied to the copy as well (including previously lost hit points, for example).

The duplicate fades into nothing when reduced to 0 or fewer hit points, or after a number of minutes equal to the illusionist's Charisma modifier, whichever comes first. If a duplicate is slain before it dissipates, the illusionist immediately receives two negative levels (DC 20 each to remove). Creating a duplicate is a full round action, though the illusionist may choose to dispel it as a free action. The illusionist may use this ability once per day. Both the duplicate and the original use the same spell pool and share abilities with a use restriction, so any spells cast and abilities used by the duplicate are subsequently unavailable to the original, and vice versa.



Monk

Whether they hail from the shores of Lion's Jaw Bay, the blasted plains of Deverenia, or the flaming deserts of Narawat and beyond, monks represent the pinnacle of the warrior's ideal, living weapons in mind and body. Though bound by oaths to their monasteries and philosophies, monks surprise the occasional bandit who confuses piety with weakness.

Adventures: Though most monks normally live out their lives in relatively peaceful monasteries, the recent series of wars — the worst since Signon's expansions of Deverenia — have led many monks to take to the streets. Whether fighting to protect others, for personal glory, or for the greater wisdom of their leaders, monks have become a common sight in many melees.

Characteristics: Where other classes learn armed combat, monks master unarmed fighting styles. Though not inept at ranged combat, monks prefer the direct attacks of their body, and learn to anticipate danger from any direction. Eventually, the most skilled monks harness their willpower to perform superhuman effects, such as killing with a touch or perfectly balancing body and soul.

Alignment: All monks are lawful, requiring rigorous discipline to master and practice their class features. In many cases, chaotic actions are more abhorrent than evil ones to even a good-aligned monk, as chaos disrupts the natural flow of the universe.

Background: Though nominally members of religious orders like paladins and clerics, monk orders are usually so alien to these other classes as to be totally incomprehensible. Monks practice their devotions constantly, disguising training as mundane chores. That a child can paint his entire room with a tiny brush over months comes as a shock; that this is a task of discipline, focus, and even potential combat capability is lost on almost all outside the monk's lifestyle.

Most monks are members of their monastery from infancy, as monasteries are often orphanages. While most novices remain within the monastery, a handful each generation seek the mysteries beyond their cell walls. Though their masters usually discourage such wanderlust, this is simply to test the will of the would-be adventurer. In truth, even if the superiors did not approve of the occasional quest, any monk with his head outside the walls is a monk without his heart in his duties.

Some become monks later in life, usually after a shameful (if not necessarily illegal) life outside the cloister's walls. Though far less likely to become adventurers, these formerly-worldly monks work as diplomats and couriers between the monastery and outsiders.

In recent centuries, a new "order" of monks has sprung up — itinerant monks, or friars. Though they bow to the doctrines of their religion or philosophy, these monks rarely see the inside of a monastery. Instead, they act much like traditional clerics, wandering the world on behalf of their order. Though no less disciplined than their traditional cousins, these wandering monks indulge in normally prohibited actions and careers, such as politics and personal gain. The worldly monk's path is dangerous, as they are more likely to slip into the chaotic paths than if they had the support of a cloister.

Races: Monks are rare among all races due to the superhuman focus required for even the most basic tasks. Though most lawful religions have monk adherents, only a few exist compared to the

numbers of laymen and clerics. The only exception to this is in the lands of Narawat, where monks are the equals of clerics. In Deverenia, monks are usually spies for the Inquisition, with many multiclassing into the assassin class. The Kun monks of the Free Kingdoms have trained many non-humans, but the order has only recently taken up arms after centuries of peace.

Other Classes: Unsurprisingly, monks prefer the company of clerics and paladins of their religion, but most can tolerate any class. Monks understand that everyone has a path in life, but those who cross the monk's path had best demonstrate respect. Though monks often violently dislike monks of other religions, they generally reserve their hatred only for the chaotic, and even then only when the chaos overwhelms the monk's view of the natural order.

Game Rule Information

Monks have the following game statistics.

Abilities: Wisdom is essential to the monk's unique offensive and defensive capabilities, though Strength (for the unarmed attack) and Dexterity (to improve the monk's Armor Class) are almost as important, if not more so. This is particularly true considering the monk gains little benefit from arms and armor.

Alignment: Any lawful.

Hit Die: d8.

Starting Gold: +1d4 × 10.

Class Skills

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

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

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

Class Features

All of the following are class features of the monk.

Weapon and Armor Proficiency: Monks are proficient with basic peasant weapons and special weapons whose use is part of monk training. The full list includes club, crossbow (light or heavy), dagger, handaxe, javelin, quarterstaff, and sling.

A monk adds his Wisdom bonus (if any) to AC, in addition to his normal Dexterity modifier, and his AC improves as he gains levels. (Only add this extra AC bonus if the total of the monk's Wisdom modifier and the number in the "AC Bonus" column is a positive number.) The Wisdom bonus and the AC bonus represent a preternatural awareness of danger, and a monk does not lose either even in situations when he loses his Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Monks do lose these AC bonuses when immobilized.)

When wearing armor, a monk loses his AC bonus for Wisdom, AC bonus for class and level, favorable multiple unarmed attacks per round, and heightened movement. Furthermore, his special abilities all face the arcane spell failure chance that the armor type normally imposes.

Flurry of Blows (Ex): When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table 3–16: Other Monk Abilities. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before his next action. When a monk reaches 5th level, the penalty lessens to –1, and at 9th level it disappears. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with a quarterstaff. When using a staff as part of a flurry of blows, a monk applies his Strength bonus (not Str bonus x $1^1/_2$ or $\times^1/_2$) to his damage rolls for all successful attacks. The monk can't use any weapon other than a quarterstaff as part of a flurry of blows.

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

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

Unarmed Strike: A monk fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents that he attacks.

A monk fighting with a one-handed weapon can make an unarmed strike as an off-hand attack, but he suffers the standard penalties for two-weapon fighting. Likewise, a monk with a weapon (other than a special monk weapon) in his off hand gets an extra attack with that weapon but suffers the usual penalties for two-weapon fighting.

Energy Sense: The monk is attuned to the flow of energy in his immediate surroundings, and the disruptions a hostile presence causes to that flow. The monk gains a circumstance bonus to his Spot and Listen checks to avoid being surprised equal to his class level. At 7th level, the monk may never be flanked, unless the attacker is at least four levels (or hit dice) greater than the monk. At 11th level, the monk may ignore circumstance penalties to his attack rolls equal to his Wisdom modifier, due to his nearly preternatural ability to sense the intentions of his opponents.

Strength Choice: At first level, the monk chooses one of his saves to be "good." By default, this is the Fortitude save. If the monk chooses, he can substitute that saving throw's bonus progression for either of his Reflex or Will saves. Treat this as if 3–15: The Monk were printed differently, exchanging the "good" saving throw's column with the Fortitude column. This choice is permanent and may only be made upon attaining the first level of monk. For example, Kun Hyzdu is a newly-trained first level monk, and he chooses to have a good Reflex save in lieu of a good Fortitude save. At first level, Hyzdu gains a +0 bonus to his Fortitude and Will saves from the monk class, and a +2 bonus to his Reflex saves. At second level, Hyzdu gains an additional bonus to his Reflex save, but his Fortitude and Will saves remain +0.

TABLE 3–15: THE MONK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Strength choice, flurry of blows, unarmed strike
2	+2	+3	+0	+0	Wind punch
3	+3	+3	+1	+1	Energy sense
4	+4	+4	+1	+1	Reflexive blow
5	+5	+4	+1	+1	Fasting
6	+6/+1	+5	+2	+2	Energy strike (+1)
7	+7/+2	+5	+2	+2	Energy sense (flanking)
8	+8/+3	+6	+2	+2	Healing hands
9	+9/+4	+6	+3	+3	Shield of the soul
10	+10/+5	+7	+3	+3	Strength of the earth, Energy strike (+2)
11	+11/+6/+1	+7	+3	+3	Energy sense (circumstance), greater flurry
12	+12/+7/+2	+8	+4	+4	Disrupting strike
13	+13/+8/+3	+8	+4	+4	Diamond soul
14	+14/+9/+4	+9	+4	+4	Energy strike (+3)
15	+15/+10/+5	+9	+5	+5	Death touch
16	+16/+11/+6/+1	+10	+5	+5	Energy strike (+4)
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Breath of the dragon, Energy strike (+5)
19	+19/+14/+9/+4	+11	+6	+6	Energy magnet
20	+20/+15/+10/+5	+12	+6	+6	Perfect self

TABLE 3–16: OTHER MONK ABILITIES

Level	Flurry of Blows Attack Bonus	Unarmed Damage	AC Bonus	Speed**
1	–1/–1	1d6	+0	30 ft.
2	+0/+0	1d6	+0	30 ft.
3	+1/+1	1d6	+0	40 ft.
4	+2/+2	1d8	+0	40 ft.
5	+4/+4	1d8	+1	40 ft.
6	+5/+5/+0	1d8	+1	50 ft.
7	+6/+6/+1	1d8	+1	50 ft.
8	+7/+7/+2	1d10	+1	50 ft.
9	+9/+9/+4	1d10	+1	60 ft.
10	+10/+10/+5	1d10	+2	60 ft.
11	+11/+11/+11/+6/+1	1d10	+2	60 ft.
12	+12/+12/+12/+7/+2	1d12	+2	70 ft.
13	+13/+13/+13/+8/+3	1d12	+2	70 ft.
14	+14/+14/+14/+9/+4	1d12	+2	70 ft.
15	+15/+15/+15/+10/+5	1d12	+3	80 ft.
16	+16/+16/+16/+11/+6/+1	1d20	+3	80 ft.
17	+17/+17/+17/+12/+7/+2	1d20	+3	80 ft.
18	+18/+18/+18/+13/+8/+3	1d20	+3	90 ft.
19	+19/+19/+19/+14/+9/+4	1d20	+3	90 ft.
20	+20/+20/+20/+15/+10/+5	1d20	+4	90 ft.

*Small monks deal less damage.
**Small and dwarven monks are slower.

TABLE 3–17: SMALL MONK UNARMED DAMAGE AND SMALL MONK & DWARF MONK SPEED

Level	Damage	Speed
1–2	1d4	20ft.
3	1d4	25ft.
4–5	1d6	25ft.
6–7	1d6	35ft.
8	1d8	35ft.
9-11	1d8	40ft.
12-14	1d10	45ft.
15	1d10	55ft.
16-17	2d6	55ft.
18-20	2d6	60ft.

Wind Punch: At 2nd level, the monk may treat his unarmed attacks as if they had the reach quality. Therefore, the monk's unarmed attacks may target opponents up to 10 feet away (though he may still normally attack those within 5 feet by electing not to use this ability). The monk still only threatens opponents within 5 feet of himself.

Reflexive Blow: At 4th level, the monk reacts instinctively to danger. Once per day per point of Wisdom modifier, the monk may make an attack of opportunity against any opponent who attacks him successfully in melee combat. The attack of opportunity occurs after the opponent's attack. This does not increase the monk's attacks of opportunity allowed per round.

Fasting: At 5th level, the monk may go without food and water for a number of days equal to his class level without incurring any penalty. When this period is up, the monk begins to suffer from deprivation as if he had last consumed food and drink at the moment this benefit elapsed.

Energy Strike: At 6th level, a monk's unarmed attack channels spirit energy. His unarmed strike damage can deal damage to a creature with damage reduction as if the blow were made with a weapon with a +1 enhancement bonus. At tenth level, this increases to +2, and again to +3 at 14th level, +4 at 16th level, and +5 at 18th level. Energy strike is a supernatural ability.

Healing Hands: At 8th level, the monk may manipulate spiritual energy to heal damage. The monk may use this ability as a full round action, during which he must lay hands on the target's body (unless it is the monk himself, in which case he must simply concentrate for the round). The monk may heal a number of hit points equal to his class level times his Wisdom bonus every day, though he need not do this all at once. The monk may heal as little as one hit point or up to his full allowance in a single use of this ability, and he may use it a number of times per day equal to his Wisdom modifier.

Shield of the Soul: At 9th level, once per day, the monk may intervene to save another character from the effects of a failed Reflex save. The monk must be adjacent to the character who failed his Reflex save. The monk moves into the target's square, moving the beneficiary of this ability one 5-foot step in a direction of the monk's choosing. The monk must immediately make a Reflex save at the same DC as the initial target of the attack, and suffers its effects as if he himself were the target. The monk may add his Wisdom modifier to this saving throw, in addition to his Dexterity modifier. This ability is ineffective against attacks that affect an area.

Strength of the Earth: At 10th level, the monk may channel his spirit energy through his legs and into the ground, anchoring him to the spot. Any time the monk is forced to move, either through a feat or spell effect, he adds twice his Wisdom modifier to all relevant checks and/or saves. If no check or save is usually allowed to prevent the movement, the monk is allowed a Fortitude save DC 20 to resist the movement. In this case, he receives only his normal Wisdom modifier, instead of twice his Wisdom modifier, to the Fortitude save. Further, by channeling the force of incoming blows into the earth, the monk gains damage resistance equal to his Wisdom modifier.

Diamond Soul: At 13th level, the monk gains spell resistance equal to his class level + 10.

Disrupting Strike: At 14th level, the monk may strike his opponents and disrupt their natural energy flow. In addition to dealing his normal damage, the monk chooses a number of feats equal to his Wisdom modifier possessed by the victim of this attack. These feats are disabled for a number of rounds equal to the monk's class level, unless the target makes a Fortitude save (DC 10 + the monk's class level). The victim gains no benefit for the feat during this period, though other feats (including those that require the disabled feat as a prerequisite) are unaffected.

Death Touch: At 15th level, the monk may strike with such precision that his attack may well spell instant death. Once per week, when the monk successfully strikes a living target with an unarmed attack, the victim must make a Fortitude save (DC 10 + half the monk's level + the monk's Wisdom modifier) or die. Alternately, the monk may elect to reduce his opponent to 0 hit points with this attack rather than kill him (the same save also negates this effect). In either case, the monk must declare the use of this ability before he rolls his attack. Creatures immune to critical hits are unaffected by this ability. If the target makes his save, he instead suffers Constitution damage equal to half the monk's class level.

Breath of the Dragon: Starting at 18th level, a monk gains near complete control of his body and respiration. As such, he is no longer required to breathe unless he chooses and is immune to the effects of drowning and suffocation. In addition, any poison that is inhaled does not affect the monk and he can lie perfectly still for hours on end, without showing a single sign of life. In order to use this power, the monk must meditate for one half hour each morning, drawing the energy to himself required to master this art. This meditation must be in an area with readily available air and cannot be interrupted.

Energy Magnet: At 19th level, the monk may make himself the focus of all positive energies in the area. Every character within 30 ft. loses any penalties to ability checks, skill checks, and saving throws. The monk may choose to exempt specific characters from this effect, but this must be declared at the ability's activation. This effect requires a full round action to use, and lasts a number of rounds equal to the monk's level + Wisdom modifier.

Perfect Self: At 20th level, a monk is forevermore treated as an outsider rather than as a humanoid. Additionally, the monk gains damage reduction 20/magic.

Ex-Monks: A monk who becomes nonlawful cannot gain new levels as a monk but retain all monk abilities.

Necromancer

Widely considered a corruption of shamanism and wizardry, necromancy is a cruel and terrible system of magic. Pioneered by House Dythanus of the Elves, necromancy allowed that race to extend their brief lifespans at the cost of scores or even hundreds of lives. This practice was so commonplace a century ago that, had the archmage Syneri not interfered, the elves may well have exterminated humanity. Now that the wizard's geas has expired, many elves have once more taken up the black arts, while dark cults in all lands still perform its blasphemous rites.

Adventures: Though stigmatized for their powers, necromancers nonetheless continually adventure, and are among the bloodthirstiest of the common classes. Like wizards, many necromancers travel the map seeking forgotten wisdoms or ancient relics, but just as often simply yearn to practice their foul magic. Immortality is the goal of most necromancers, and the greater their power and more varied their experiences, the sooner they can achieve it. They must take care, however, not to call undue attention to themselves, lest the ignorant masses kill them.

Characteristics: Relying upon the manipulation of negative energy to channel the powers of life and death, necromancers are preternaturally wily, and attuned to powers few understand. They are capable of imitating wizards and, more crudely, clerics, and many do so to avoid persecution. Necromancers frequently feign their deaths as well, the better to hide after exposure.

Alignment: All necromancers are evil. The sacrifices a necromancer must make, both of his own soul and of others' lives, quickly corrupt him. Though not necessarily sadistic or aggressive, the necromancer intuitively understands that others are merely raw materials, an expanded list of components for his spells.

Background: Fear unites all necromancers. Fear of death, fear of old age, and fear of capture — but most of all, the desire to overcome these fears. Whether lowly apprentice or master lich, necromancers all understand, love, and fear the death they wield so well.

In the Elven lands and the lands of the Kabal and of Deverenian Order Loth, necromancy is accepted practice. Formal schools of the black arts exist alongside wizards' academies, with many of the same teachers and pupils. Indeed, the only great difference between their apprentices is that failing at the necromantic school often guarantees serving it forever.

Necromancy is far rarer outside these lands, with masters taking on students only rarely, and even then in the darkest privacy. Necromancers must be scrupulously careful in hostile lands, and prey upon society's fringes for both raw materials and new recruits. For all their secrecy, however, these anonymous necromancers sometimes rival in power the more-accepted ones in other lands.



Races: Though all races can and do produce death magicians, most numerous by far are elven necromancers. Elevated to near-heroic status in the elven homelands, necromancy is their foundation for both economic and political power. With the lapsing of Syneri's Geas, the dark art spreads once more, and many in the Free Kingdoms fear that elven necromancers are now even more numerous than they were before Syneri's dictate.

After elves, Deverenians produce the largest number of necromancers, but even these are far rarer than among elves. Almost entirely unique to Order Loth and its associates and hopefuls, necromancy has only recently become tolerated in Deverenia. Where before wizards regarded the black arts as the unclean talents of the elves, Master Isil Loth has persuaded the Emperor otherwise. Loth's chirurgeons now attend the ailing monarch at all hours, and openly opposing Loth risks political suicide.

Other Classes: Necromancers generally do not care about others, including their companions, though they need to work with and through others. They prefer assassins as company, who tend to care little about the dark arts. In most instances, necromancers disguise their true nature, but nevertheless avoid paladins.

Game Rule Information

Necromancers have the following game statistics.

Abilities: While Intelligence governs the necromancer's use of spells, his ability to control undead derives from his Charisma. Both are important.

Alignment: Any evil.

Hit Die: d4.

Starting Gold: +1d4 × 10.

Class Skills

The necromancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) × 4.

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

Class Features

All of the following are class features of the necromancer.

Weapon and Armor Proficiency: Necromancers are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Necromancers are not proficient with any type of armor, nor with shields.

Spells: A necromancer casts arcane spells. He is limited to a certain number of spells of each spell level per day, according to his class level. A necromancer must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the necromancer decides which spells to prepare. To learn, prepare, or cast a spell, a necromancer must have an Intelligence score of at least 10 + the spell's level. A necromancer's bonus spells are based on Intelligence. The Difficulty Class for saving throws against necromancer spells is 10 + the spell's level + the necromancer's Intelligence modifier. The necromancer's spell list consists of both the Necromancer spell list and the Common Arcane spell list in Chapter 9.

Spontaneous Casting: A necromancer is intimately familiar with death magic, and casts necromancy spells with great skill. The necromancer may expend one of his memorized spells to cast any necromancy spell of equal or lower level than the expended spell.

Scribe Scroll: A necromancer has the bonus item creation feat Scribe Scroll, enabling him to create magic scrolls.

Spellbooks: Necromancers must study their spellbooks each day to prepare their spells. A necromancer cannot prepare any spell not recorded in his spellbook (except for *read magic*, which all necromancers can prepare from memory). A necromancer begins play with a spellbook containing all 0-level necromancer spells plus three 1st-level spells of the player's choice. For each point of Intelligence bonus the necromancer has, the spellbook contains one additional 1st level spell. Each time the necromancer gains a level, he gains two new spells, selected from any level the necromancer can now cast.

Rebuke Undead: At 2nd level, the necromancer gains the supernatural ability to rebuke undead. The necromancer may attempt to rebuke undead a number of times per day equal to 3 plus his Charisma modifier. His effective turning level is two-thirds of his class level, rounded down.

TABLE 3–18: THE NECROMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Scribe scroll
2	+1	+0	+0	+3	Rebuke undead
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	Steal life (1d2 + Cha)
5	+2	+1	+1	+4	Cheat death
6	+3	+2	+2	+5	Death's threshold (paralysis, sleep ,stun)
7	+3	+2	+2	+5	Steal life (1d4 + Cha)
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	Death's threshold (disease ,poison)
10	+5	+3	+3	+7	Steal life (1d6 + Cha)
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	Death's threshold (mind-influencing effects)
13	+6/+1	+4	+4	+8	Steal life (1d8 + Cha)
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	Steal life (1d10 + Cha)
17	+8/+3	+5	+5	+10	Cheat death (no level loss)
18	+9/+4	+6	+6	+11	Death's threshold (damage)
19	+9/+4	+6	+6	+11	Steal life (1d12 + Cha)
20	+10/+5	+6	+6	+12	Beyond the flesh

TABLE 3–19: NECROMANCER SPELLS PER DAY

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

Extra Rebuking: A necromancer may take the Extra Rebuking feat. This feat allows the necromancer to rebuke undead four more times per day than normal. A necromancer can take this feat multiple times, gaining four extra daily rebuking attempts each time.

Steal Life: At 4th level, the necromancer may drain another's life with his very touch, replenishing his own dark energies in the process. The necromancer's unarmed attacks do (1d2 + Charisma modifier) normal damage, rather than subdual. Further, when the necromancer successfully damages a living target, he adds the total damage dealt to his own hit point total. This may bring the necromancer's total hit points above his normal maximum, though excess hit points are lost at a rate of one per round until the necromancer reaches his normal maximum. The necromancer's unarmed damage (and therefore the hp he gains on a successful attack) increases to 1d4 + Charisma modifier at 7th level, 1d6 + Charisma modifier at 10th level, 1d8 + Charisma modifier at 13th level, 1d10 + Charisma modifier at 16th level, and 1d12 + Charisma modifier at 19th level. Using this ability still counts as an unarmed attack, and as such, provokes an attack of opportunity unless the necromancer also has the Improved Unarmed Strike feat. This damage does not stack with the monk class's unarmed damage.

Cheat Death: At 5th level, the necromancer may begin to prepare for his own death, guaranteeing his own return from the other side. The necromancer must complete a ritual involving the heart of a victim and a pint of his own blood. This ritual ties the victim's life forces to the necromancer's life forces, requiring 5,000 gp worth of blackiron and ivory dust and 24 hours to prepare. It is completed through the death of a living being. Within the next 24 hours, the necromancer must perform a coup de grace attack against a character at least half his level (rounded down) and make a Concentration check (DC 10 + the necromancer's character level). If the skill check is successful, the coup de grace requires three full round actions to complete, during which the necromancer must concentrate as if casting a spell (treat as a fifth level spell for the purposes of the Concentration skill). If the skill check is failed, the coup de grace has its normal effect, but the necromancer gains no benefit. Once this ability has been activated, for a number of weeks equal to the necromancer's Charisma modifier, the necromancer may make a Will save (DC 20) upon his own death. If successful, he returns to life exactly thirteen hours later, at the exact location where the coup de grace attack took place. This ability may only revive the necromancer once per use. When the necromancer returns to life, he either suffers one

point of Constitution drain or loses one level (necromancer's choice.) When the necromancer reaches 17th level, the penalty becomes a single negative level (DC 20 to remove). This is a spell-like ability.

Death's Threshold: At 6th level, the necromancer begins to cross the threshold of death itself. He no longer needs to sleep (and is immune to sleep-inducing magic), and is immune to stunning and paralysis. He must still have 2 hours of uninterrupted rest (quiet meditation) in order to prepare his spells for the day. At 9th level, he becomes similarly immune to poison and disease. At 12th level, he is inured against mind-influencing effects, both magical and otherwise. At 18th level, he is not subject to ability damage, critical hits, energy drain, subdual damage, or death from massive damage.

Beyond the Flesh: At 20th level, the necromancer is so powerful that his dark sorceries render him incorporeal. The necromancer may only be harmed by other incorporeal creatures, +1 or better weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. The necromancer may pass through solid objects at will, and his attacks ignore any bonus to his target's Armor Class granted by non-magical armor. He is considered to automatically succeed at any Move Silently check. The necromancer may regain his substance at will, which requires a full round action and a Concentration check (DC 20). While tangible, the necromancer loses any benefits granted by this ability, though he may become incorporeal once more as a full round action (no check required).

Paladin

If clerics give voice to the gods' will, then paladins provide their ultimate judgments. Noble, pious, and just, paladins are the militant branches of churches, providing both protection and righteous fury. The path of the paladin is rigorous, and few possess the raw will necessary to serve the gods at all times, in all ways. After the Assassins' Strike, the few remaining orders of paladins dwindled to two — the Aroch Paladins (comprising only Terak Justicebringer and his squire, Lucian), and the original order itself, the Paladins of the Black Sun (which suffered no losses at all).

Adventures: Fighters make war, wizards cast spells, and paladins quest for the gods. Rare indeed is the paladin that lives for anything else. When not actively pursuing divine dictates, paladins roam the world enforcing their heartfelt beliefs.

Characteristics: Like the more common clerics, paladins channel divine favor for tangible benefits, such as supernatural protections, spells, and the ability to turn undead. Paladins are nevertheless holy knights first and foremost. So great is their devotion that their very blades become instruments of unearthly justice. While all of this falters if the paladins ever fall from their faith, a paladin certain of purpose can move even the heavens to fear.

Alignment: All paladins are of lawful alignment. Fanatically devoted to their gods' will and the laws of their churches, paladins follow strict codes of honor. It falls to them to judge blasphemers, the unrighteous, and the dishonorable, so they must themselves be the epitome of faith.

In the wake of the Assassins' Strike, evil paladins are by far the most common. Only one known good-aligned paladin, Terak, still lives, with the others either murdered or fallen from their faiths. The Paladins of the Black Sun seek to finish the task, and then subsume all other religions into the Storm. The rare lawful neutral paladins perform their duties quietly and unobtrusively.

Background: Few people are truly capable of meeting the demands of the paladin's tasks, the endless servitude and fear of failure. Most that do join the ranks of the priest-knights believe that their deity has chosen them for the task. Very few become paladins after adulthood, as both the demands of the profession and the divine grace involved typically require training during youth.

Would-be paladins train as squires to current paladins, learning to serve without question and observing a trusted knight in his duties. Squires know that their masters watch them as well, but only the canniest realize that the knights seek out their squires' weaknesses and strengths. Though a squire to a paladin usually has training little different from other squires, including only additional religious training, the paladin attempts to reinforce the proper behavior and honor associated with the class. Many squires fail, but a handful do so dramatically, rejecting all their masters' ideals and becoming paladins opposed to their masters' goals. Though the Aroch Paladins began this way, they eventually lost more squires to the Black Sun than vice versa.

Rarely, a person serves a deity with such perfect devotion as to attract the god's favor directly. Serving purely out of a sense of duty, and without the formal training of an order, such a paladin is also a champion of his god. Unlike the traditional orders, this paladin has no inherent allies of his own to call upon, and may not even have the support of his church. Though a natural and devoted servant of the heavens, he must adhere to his code of conduct without outside help. Despite his leadership skills, he is unlikely to train squires on his own, lacking the hard-earned knowledge of the formal paladin orders. Some of these solitary paladins are nevertheless among the greatest heroes of their people.

Races: With the fall of the Aroch, paladins are now almost exclusively Deverenians, servants of the Black Sun and the Storm. A people utterly faithful both to the Storm and the tenets of law and honor, paladins are almost common in Deverenia.

Most other races have produced a handful of paladins. The elves have their legendary death knights, and the Nothrog's Elite Hate Guard is led by the paladin Rraag'nar. The only exception to this is a surprising one, the dwarves, who have never produced a paladin, and indeed first heard of the concept only recently. When Gnorrow Yaw seized the surface city of Phrygai, he heard tales of these gloried knights, and has decided to find a dwarf to embody the paladin ideals. Unfortunately the dwarf he has considered, Zeal, has already heard another offer.

Other Classes: Paladins usually get along best with other paladins and clerics of their religion. While they usually lead fighters into battle, fighters usually find paladins to be overbearing and patronizing. Monks and paladins do not properly understand one another, even if they follow the same gods, as monks choose their lives, while paladins believe they have no choice. A few paladins, usually of the Black Sun, have taken it upon themselves to eradicate the "heathen" religions, and therefore have few friends among barbarians, druids, and shamans. Paladins tend to look down on rogues as dishonorable.

Game Rule Information

Paladins have the following game statistics.

Abilities: While high Strength improves a paladin's combat prowess, Charisma is also important, as it governs his ability to draw on his faith for spiritual might. A Wisdom score of 14 or greater is necessary to access the most powerful spells a Paladin can cast, though a Wisdom of 11 allows him to cast lesser magic.

Alignment: Any lawful.

Hit Die: d8.

Starting Gold: +5d4 × 10.

Class Skills

The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points at 1st Level: (2 + Int modifier) × 4.

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

Class Features

All of the following are class features of the paladin.

"Opposite alignment": Any paladin ability which refers to the "opposite alignment" means the following: Lawful good paladin: any evil. Lawful neutral paladin: any chaotic. Lawful evil paladin: any good.

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

Code of Conduct: Paladins live by a strict code of conduct, and may not act in a fashion contrary to their alignment, or they risk losing the benefits of their class. Though a paladin may be good, neutral, or evil, he must always be lawful, and his code must always be upheld. He must grant the respect due to lawful authorities, behave in an honorable fashion (though evil paladins frequently honor the letter of their word rather than the spirit), and punish those whose behavior offends his god.

Associates: A paladin may adventure with characters of any alignment, provided none of his companions offend his moral code. A paladin will not continue an association with someone who consistently acts in a contrary fashion to the paladin's own oaths. A paladin may only hire henchmen or accept followers of his own alignment.

Blessed Armament: One weapon purchased by the paladin at character creation has been invested with the might of his deity. The paladin may choose the weapon so enchanted, but it must be a weapon with which he is proficient, and it must be a masterwork weapon. At second level, the armament is blessed, which allows it to ignore damage reduction of outsiders of the opposite alignment and hit incorporeal creatures of the opposite alignment as if they were not incorporeal. At 4th level, the weapon automatically becomes a +1 magical weapon. This bonus increases to +2 at 7th level, +3 at 9th, +4 at 11th, and +5 at 14th. At 6th level, the paladin may use the weapon to cast *dispel magic* once per day at a caster level equal to his class level.

The weapon may be consecrated against the opposite alignment once the paladin reaches 8th level in a ritual that takes 8 hours and 5,000 gp of materials. Weapons so consecrated deal +1d6 damage against creatures of the opposite alignment and are considered *axiomatic*, *holy*, or *unholy*, depending on the paladin's alignment.

The weapon may be re-consecrated (with the same ritual) at 12th level to deal +1d6 damage to chaotic creatures. Lawful neutral paladins may choose to consecrate their weapon against good or evil. The weapon takes on the new appropriate trait along with the damage bonus.

If a paladin's blessed armament is abandoned, surrendered, or otherwise separated from him, the paladin is denied all of the blessed armament abilities until the weapon is replaced. The paladin must bless another weapon (using the spell *bless arms*), or have another cleric or paladin of the same deity bless a new weapon for him to regain the benefits of blessed armament.



TABLE 3–20: THE PALADIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Detect alignment, Lay on hands, Divine health
2	+2	+3	+0	+0	Blessed armament (bless), Aura of courage
3	+3	+3	+1	+1	Turn or rebuke undead
4	+4	+4	+1	+1	Blessed armament (+1)
5	+5	+4	+1	+1	Zeal
6	+6/+1	+5	+2	+2	Blessed armament (dispel)
7	+7/+2	+5	+2	+2	Blessed armament (+2)
8	+8/+3	+6	+2	+2	Blessed armament (consecration)
9	+9/+4	+6	+3	+3	Blessed armament (+3)
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	Blessed armament (+4)
12	+12/+7/+2	+8	+4	+4	Blessed armament (consecration)
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Blessed armament (+5)
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Last stand

TABLE 3–21: PALADIN SPELLS PER DAY

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

Detect Alignment: At will, the paladin can detect the presence of the opposite alignment as a spell-like ability. If the paladin is good, this ability functions identically to the *detect evil* spell, while evil paladins instead *detect good*. Lawful neutral paladins *detect chaos*. In each case, this is a spell-like ability.

Lay on Hands: Each day a paladin can cure a total number of hit points equal to the paladin's Charisma bonus (if any) times his class level. A paladin may cure himself. The paladin may choose to divide this healing among multiple recipients, and he doesn't have to use it all at once. This ability may only be used on characters who share at least one alignment element with the paladin. E.g.: A lawful good paladin may lay hands on a lawful neutral or chaotic good character, though not a neutral evil character. Lay on hands is a spell-like ability whose use is a standard action.

Alternately, the paladin can use any or all of these points to deal damage to undead creatures. Treat this attack like a touch spell. The paladin decides how many cure points to use as damage after successfully touching the undead creature.

Divine Health: A paladin is immune to all diseases, including magical diseases.

Aura of Courage: Beginning at 2nd level, a paladin is immune to fear (magical or otherwise). Allies within 10 feet of the paladin gain a +4 morale bonus on saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

Turn or Rebuke Undead: Starting at 3rd level, the paladin may use this ability a number of times per day equal to three plus the paladin's Charisma modifier. The paladin turns or rebukes undead as a cleric of two levels lower would. Good and neutral paladins turn undead, while evil paladins rebuke such creatures.

Spells: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells. To cast a spell, the paladin must have a Wisdom score of at least 10 + the spell's level. Paladin bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the paladin gets 0 spells of a given level, such as 0 1st-level spells at 4th level, he receives only bonus spells. A paladin has access to any spell on the paladin spell list and can freely choose which to prepare, just as a cleric can.

A paladin prepares and casts spells just as a cleric does (though the paladin cannot use spontaneous casting to substitute a *cure* spell in place of a prepared spell).

Through 3rd level, a paladin has no caster level. Starting at 4th level, a paladin's caster level is one-half his class level.

Zeal: At 6th level, the paladin finds additional strength in his faith. When the paladin is reduced to 0 or fewer hp, he may make a Fortitude save (DC 10 + the number of hit points he is below zero) to continue fighting as if he were at one hit point. Each time he suffers damage in this state, he must make an additional Fortitude save (DC calculated in the same fashion) to continue fighting. When the paladin is reduced to –10 hit points, he dies as normal.

Extra Turning or Rebuking: A good or neutral paladin may take the Extra Turning feat. This feat allows the paladin to turn undead four more times per day than normal. A paladin can take this feat multiple times, gaining four extra daily turning attempts each time. Similarly, an evil paladin may take Extra Rebuking, which grants the same benefit to the character's ability to rebuke undead.

Last Stand: At 20th level, the paladin may fight well beyond his normal limits, even unto death. If the paladin is reduced from consciousness to –10 hp in one blow, he may make a Fortitude save (DC 18) to continue fighting as if he were at 1 hit point. Each time the paladin is struck, he must make an additional save with a cumulative +1 modifier to the DC or be killed. At the end of combat, the paladin dies immediately.

Ex-Paladins: A paladin who ceases to be lawful or grossly violates the code of conduct loses all special abilities and spells. He also may not progress in levels as a paladin. He regains his abilities if he atones for his violations, as appropriate. Alternately, a paladin who remains lawful but otherwise changes alignment may seek a new deity to champion who more closely suits the paladin's own behavior. This process is always difficult, as a paladin who has betrayed one divine trust will likely betray another. Swearing oneself to a new cause is at least as difficult as atoning for one's actions, and is a slow process. In addition to proving himself to his new patron (which is treated as if the paladin were atoning for a breach in alignment when already in that god's service), the paladin suffers a –10% experience penalty for a number of levels equal to his class level when his alignment changed.



Ranger

Though Deverenia once claimed the whole of the Accordlands, most of it has not known civilization since before the Dragon's fall at the end of the First War. Monsters rule these lands, and instinctively oppose any attempt at settling them. Even the barbarian tribes have great difficulty surviving in such hostile terrain, but specialized hunters — the rangers — scour the wilderness and destroy any threats. Indeed, most rangers consider themselves defenders of their societies.

Adventures: Rangers are specialized hunters, preferring more powerful game than normal animals. Though nominally civilized men and women, rangers spend little time in cities or even rural areas, instead roaming the wilds for their favored prey, including enemy races. Rangers often accompany adventuring companies to distant and dangerous locales, as few know more of survival. Some have even elected to work in the urban wilderness of large cities, the underworlds where men prey upon each other.

Characteristics: Like the more common fighter, the ranger's primary task is combat, but the ranger uses the environment to his advantage. Even the most callow ranger is familiar with certain types of terrain, and while on them he is significantly stronger. Enemies on his favored terrain face incredible danger, as the ranger can track them wherever they go, set cunning traps, and study them at his leisure before attacking. Augmented by a small circle of spells and some talent with herbalism, the ranger is as at home in the wilds as any druid.

Alignment: Rangers may be of any alignment. Though most have an independent streak, this only slightly favors chaotic rangers, as others feel a strong duty toward their protectorate. Good-aligned rangers keep their hunts to a minimum lest they disrupt the local wildlife, while evil rangers frequently hunt animals to extinction when they are not hunting men.

Background: Rangers typically grow up on the frontier, where civilization gives way to the wilds. Unlike the barbarian (who surrenders to it), rangers seek mastery over nature, bending it to their will. Though they respect the natural world, they fully intend to force nature to return that honor in kind.

Formal ranger schools do not exist. Instead, rangers learn their profession through experience. While rangers do band together, this is usually a survival tactic rather than an innate desire for companionship, and any training elder rangers give to others is usually just occasional advice.

Rangers come proportionately from all levels of society, with the rugged peasant ranger only slightly more common than the proud royal hunter. Unfortunately, different origins often lead to conflict between rangers, with royals viewing peasant rangers as brigands-in-training and peasants remembering old tales of noblemen hunting commoners for sport. To help balance this, many nations (most notably Deverenia and Baraxton) have severe laws restricting hunting, lest "accidents" occur. Hunting lodges and informal rangers' societies also uphold this tradition, and even dire enemies have taken to contests of skill rather than lethal combat.

Races: Anywhere beasts rule, you'll find rangers. Though the elves of House Glyn have many rangers, there are almost as many in each of the Free Kingdoms and Nothrog lands. Even Deverenia has a handful who primarily hunt the strange monsters of the Shattered Lands to the east. Dwarves have extraordinarily few rangers, as few mundane traps help against Abyssals.

TABLE 3–22: THE RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Track, 1st favored terrain, bonus feat
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	2nd favored terrain, improved track
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Bonus feat
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	3rd favored terrain, uncanny track
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Bonus feat
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	4th favored terrain, boundless track
16	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	5th favored terrain, tyrannical track, bonus feat

TABLE 3–23: RANGER SPELLS PER DAY

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

Other Classes: Even in a crowd, rangers tend to remain distant from others. They neither care for nor ignore the other classes, preferring to keep to themselves. Though not antisocial (drinking contests are a favored pastime), they instinctively allow others to do what they feel is necessary, and expect the same consideration in return. Unfortunately, this attitude leads to conflict with many of the more group-minded classes, such as paladins, fighters, clerics, and wizards, but rangers usually only press their independence if they feel that others have taken their skills for granted.

Game Rule Information

Rangers have the following game statistics.

Abilities: Since the ranger is limited in his choice of armor, a high Dexterity can go a long way toward improving his Armor Class, particularly when coupled with his class abilities. Wisdom is the key ability for many of the ranger's skills, and also makes him a more effective spellcaster at higher levels.

Alignment: Any.

Hit Die: d8.

Starting Gold: +4d4 × 10.

CLASS SKILLS

The ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Survival (Wis).

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the ranger.

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

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells. To cast a spell, the ranger must have a Wisdom score of at least 10 + the spell's level. Ranger bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the ranger gets 0 spells of a given level, such

as 0 1st-level spells at 4th level, the ranger gets only bonus spells. A ranger without a bonus spell for that level cannot yet cast a spell of that level. A ranger has access to any spell on the ranger spell list and can freely choose which to prepare. A ranger prepares and casts spells just as a cleric does (though the ranger cannot use spontaneous casting to lose a spell and cast a *cure* or *inflict* spell in its place).

Through 3rd level, a ranger has no caster level. Starting at 4th level, a ranger's caster level is one-half his class level.

Bonus Feats: At 1st level the ranger receives a bonus feat. The ranger gains additional bonus feats at 4th, 8th, 12th, 16th and 20th level. These bonus feats must be chosen from the following list: Alertness, Two-Weapon Fighting, Analyze Foe, Combat Reflexes, Cutting Reminder, Exotic Weapon Proficiency*, Favored Primary Weapon, Favored Secondary Weapon, I Have Your Back, Improved Initiative, Mounted Combat (Mounted Archery, Mounted Charge, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Power Shot, Improved Sunder, Great Cleave), Sixth Sense, Tree Talk, Twin Weapon Fighting, Two- Weapon Fighting (Improved Two-Weapon Fighting), Versatile, Weapon Finesse*, Weapon Focus*.

The ranger may select feats with a "*" more than once, each time for a new weapon. Some of the bonus feats available to the ranger cannot be acquired until he has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat.

Track: The ranger gains Track as a bonus feat.

Favored Terrain: At 1st level, a ranger may select one type of territory as a favored terrain from the list below. Due to his extensive knowledge of this ground the ranger gains a +3 circumstance bonus to Climb, Hide, Listen, Knowledge (nature), Move Silently, Ride, Search, Spot, Swim, Use Rope and Survival checks made within his favored terrain. Further, the ranger's knowledge of his surroundings provides him a +2 circumstance bonus to all attack rolls in his favored terrain. The ranger may not use this ability if he is wearing medium or heavy armor. At 5th, 10th, 15th, and 20th level, the ranger may select a new favored terrain.

SAMPLE RANGER FAVORED TERRAIN TYPES

Type	Example
Aquatic	Coral reef
Desert	Sand dunes
Forest	Woodlands, jungles
Hill	Foothills
Marsh	Swamp, bog
Mountains	Alpine reaches
Plains/Farmland	Grasslands
Underground	Caverns, dungeons
Urban	Cities, alleyways

Other terrain types may be available at the GM's discretion.

Improved Track: The ranger gains this feat for free at 5th level.

Uncanny Track: At 10th level, the ranger may, with a successful tracking attempt (as defined by the Track feat), learn additional information about his quarry. He learns the following: creature's type and species (or a description of the species, if the ranger is not familiar with it already), their numbers, and where they have traveled during the past week. Further, as long as the ranger continues to track the same subjects, he need not make any further tracking rolls, regardless of changes in his tracking modifier.

Boundless Track: At 15th level, with a successful Track check on a single creature, the ranger burns his target's image into his mind. Until the ranger releases the target from this ability, the ranger always knows which direction the creature is, relative to the ranger's current position. Only one creature may be the target of his Boundless Track ability at a time. Effects that prevent tracking are not effective against this ability. This is a supernatural ability.

Tyrannical Track: At 20th level the ranger may scry on his target of boundless track. The ranger may use, as a spell-like ability, the spell *greater scrying* a number of times per day equal to his Wisdom modifier. The ranger's caster level is 20 for this spell.

Rogue

Wherever there are fools, there are rogues to prey upon them. Though not necessarily lazy or even criminally minded, rogues are opportunists to the hilt. At once resourceful, deceitful, daring, and underhanded, rogues are the bottom-feeders, spies, politicos, and vagabonds that run from the world... or run it.

Adventures: Rogues live and die by adventure. Though the common myth is that each is on the look for that last, big trick before retiring, in truth most rogues have little enough in common with each other, much less some hoary legend. Some seek adventure, and some claim to flee it, but all are part of it.

Characteristics: Whether a burglar, a shyster, a pickpocket, or a killer, rogues rely almost solely on their skills to survive. While some resent that the very skills they employ in serving the noblest causes are the skills others condemn them for, others never miss the opportunity to remind their more stoic companions of the need for unseemly skills. Still, even debased and corrupt rogues tend to draw a line between their sneak-thievery and the cold-blooded murders of the assassins, and prefer to spy or trap rather than kill.

Alignment: Rogues may be of any alignment. Rogues tend toward chaotic alignments, but many industrious ones have begun working with the establishment. Indeed, the practice is almost common enough to justify the claim that all politicians are thieves. Good rogues enjoy a sense of moral retribution whenever plying their trade, while evil rogues simply take what they can, when they can, from whomever they can.

Background: Rogues come from any background; the deciding factor in their lives is less a matter of circumstance than of choice. Of course, hardships of all sorts breed survivors of all kinds, and for every noble paladin or crafty wizard, there are perhaps a dozen rogues. Trained either through trial-and-error or the more common "apprenticeships" to elders of similar outlook and inclination, budding rogues cut their teeth on a near-endless succession of schemes. That some rogues arise in polite society while others come from the gutter is nearly irrelevant.

Surprisingly, rogues have also produced one of the most egalitarian societies in the Accordlands — the Thieves' Guild. The Guild includes rich and poor, urbanite and villager, and members of all races. Advancement is purely by merit, though this includes politicking and assassinations as well as actual services. Only the

recent Assassins' Strike perpetrated by the guild has caused any serious friction, and the Guild's reputation has deteriorated even further.

Races: All races produce rogues, though their reasons vary. Deverenian rogues are politically minded men and women that keep dangerous company and eschew the very concept of honor. Human rogues run the gamut, from petty thief to criminal mastermind. In contrast, Nothrog, elf, and dwarf rogues are plainly part of the establishment, working alongside their more respectable brethren.

Other Classes: Rogues tend toward two extremes in choosing companions: other party members are either useful tools, or rare and trusted friends, often depending entirely upon how they treat the rogue. Unsurprisingly, bards and illusionists work with rogues on a frequent basis, while paladins find themselves predictably (and perhaps justly) betrayed.

Game Rule Information

Rogues have the following game statistics.

Abilities: Dexterity is of paramount importance for the rogue. Not only does his usual disdain of armor make a high Armor Class modifier important, but many of his class skills are keyed to Dexterity. A high Intelligence is also vital, as the rogue has many skills to choose from, and the additional skill points granted by a positive Intelligence modifier is a tremendous boon.

Alignment: Any.

Hit Die: d6.

Starting Gold: +3d4 × 10.

Class Skills

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

Skill Points at 1st Level: (8 + Int modifier) × 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the rogue.

Weapon and Armor Proficiency: A rogue's weapon training focuses on weapons suitable for stealth and sneak attacks. Thus, all rogues are proficient with the crossbow (hand or light), dagger (any type), dart, light mace, sap, shortbow (normal and composite), and short sword. Medium rogues are also proficient with certain weapons that are too big for Small rogues to use and conceal easily: club, heavy crossbow, heavy mace, morningstar, quarterstaff, and rapier. Rogues are proficient with light armor but not with shields.

Hide in Plain Sight: The rogue is second to none in matters of stealth. Each time he makes a Hide check, he may reduce the total penalty (if any) to his skill check by his class level, to a minimum of zero.

Sneak Attack: Any time the rogue's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every three levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The rogue can't strike with deadly accuracy from beyond that range.

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

A rogue can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.



TABLE 3–24: THE ROGUE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Hide in plain sight, sneak attack +1d6, traps
2	+1	+0	+3	+0	Evasion
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	Improved nightsight, sneak attack +2d6
5	+3	+1	+4	+1	
6	+4	+2	+5	+2	Catfall
7	+5	+2	+5	+2	Sneak attack +3d6
8	+6/+1	+2	+6	+2	Whisperstep
9	+6/+1	+3	+6	+3	Special ability
10	+7/+2	+3	+7	+3	Sneak attack +4d6
11	+8/+3	+3	+7	+3	Jack of all trades
12	+9/+4	+4	+8	+4	Special ability
13	+9/+4	+4	+8	+4	Sneak attack +5d6
14	+10/+5	+4	+9	+4	"This way..."
15	+11/+6/+1	+5	+9	+5	Special ability
16	+12/+7/+2	+5	+10	+5	Sneak attack +6d6
17	+12/+7/+2	+5	+10	+5	
18	+13/+8/+3	+6	+11	+6	Special ability
19	+14/+9/+4	+6	+11	+6	Sneak attack +7d6
20	+15/+10/+5	+6	+12	+6	Master of all trades

The maximum sneak attack dice any character can have is equal to half his level, rounded up.

Traps: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

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

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

Evasion: At 2nd level, a rogue gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the rogue takes no damage with a successful saving throw. Evasion can only be used if the rogue is wearing light armor or no armor. This is an extraordinary ability.

Improved Nightsight: At 4th level, the rogue is so accustomed to darkness that his eyes adjust exceptionally well to minimal light conditions. The rogue can see half again as far as normal in conditions of low light, cumulative with low-light vision.

Catfall: At 6th level, the rogue has learned to control his falls such that he suffers minimal damage on impact. This is achieved primarily through increasing his wind resistance while falling, and landing in the proper fashion. If the fall would cause the rogue damage, he may make a Reflex save (DC 10 + 1 for every 10 feet fallen) to suffer half damage.

Whisperstep: At 7th level, the rogue may move his full speed while attempting a Move Silently check, with no penalty. If the rogue is running, he may reduce the penalty imposed on his Move Silently check by half (to –10).

Special Abilities: On achieving 9th level and every three levels thereafter (12th, 15th, and 18th), a rogue chooses a special ability from among the following:

Danger Sense: The rogue is always on edge and ready for action. He may never be surprised.

Defensive Roll: Once per day, when the rogue would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. The rogue must be aware of the attack and able to react to it in order to execute the defensive roll — if the Dexterity bonus to AC is denied, the rogue can't roll. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion: The rogue takes only half damage on a failed save.

Improved Sneak Attack: The rogue gains +1d6 to his sneak attack damage. This ability may be taken multiple times, each time adding an additional +1d6 to the rogue's sneak attack damage total.

Opportunist: Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round, though he may select the opportunist ability more than once in order to allow this.

Quick Change: Once per day, when making a disguise check, the rogue may apply his disguise in only 1d3 minutes, rather than 1d3x10. This ability may be selected multiple times, and each selection allows the rogue to use this ability an additional time per day.

Reflexive Strike: Once per combat, the rogue may make a sneak attack on an attack of opportunity, regardless of whether his opponent is flat-footed or not. All other rules for sneak attacks must be observed normally.

Skill Mastery: The rogue selects a number of skills equal to 3 + Intelligence modifier. When making a skill check with one of these skills, the rogue may take 10 even if stress and distractions would normally prevent him from doing so. The rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind: If a rogue with a slippery mind is affected by an enchantment and fails the saving throw, 1 round later the rogue can attempt the saving throw again. The rogue gets only this one extra chance to succeed. This is an extraordinary ability.

Versatile: The rogue may choose to take the Versatile feat as a bonus feat in lieu of a special ability.

Jack of All Trades: At 11th level, the rogue is considered to have one rank in every skill, save Knowledge, Craft, and Profession skills, that he doesn't possess. The rogue may choose any two Knowledge, Craft, and Profession skills to gain 1 rank in as well that he does not already possess. Also, when he reaches 11th level, the rogue gains one rank in every skill he already possesses, subject to regular skill rank maximums.

"This Way...": At 14th level the rogue is not only adept at nearly silent movement, but he can guide his allies such that they produce little noise themselves. Whenever the rogue makes a Move Silently check, a number of allies up to half the rogue's class level may, rather than making a Move Silently check of their own, use half the rogue's skill check result, rounded down. The allies must be within 10 feet of the rogue to benefit from this ability.

Master of All Trades: At 20th level, the rogue is considered to have a number of ranks in every skill (even exclusive skills not normally available to him) equal to the least number of ranks he has in any rogue class skill.

Scout

The Accordlands is a never-ending series of political and military lines. Crossing these lines, intentionally or otherwise, invites terrible consequences. To the minds of many, these lines are to be respected only so long as they claim nothing too noteworthy. Scouts regularly patrol their nations' borders, eyes keen for both neighbors' secrets and other scouts.

Adventures: Scouts are advance troops, spies and saboteurs dispatched to keep a potential enemy in check, careers naturally fraught with death. No small number of scouts decide to earn a less respectable living as adventurers, using the same skills toward more profitable ends. In any case, scouts tend to remain aloof from the rest of the party, often operating on their own for days or weeks at a time.

Characteristics: Scouts' primary aims are survival and sabotage, so they learn to move unnoticed and to kill from afar. Scouts' skill with the bow rivals that of the rangers, and others often confuse the two groups. Scouts can survive indefinitely in the wilds, spying from afar or attacking and fading away.

Alignment: Scouts may be of any alignment. Lawful scouts are almost invariably military, present or former. Chaotic scouts appear and disappear without warning, loyal to their ideals but caring not a bit for rules of conduct. The greatest division between scouts is between their good and evil numbers, with the former being concerned but distant observers, and the latter cruel and efficient killers.

Background: Scouts usually train as members of a military group, prowling enemy lands and searching for dangerous information. These scouts almost invariably retire from military life after a few years of service, preferring private adventures. Such scouts have a more varied training regimen, and are frequently multiclassed as fighters or rangers.

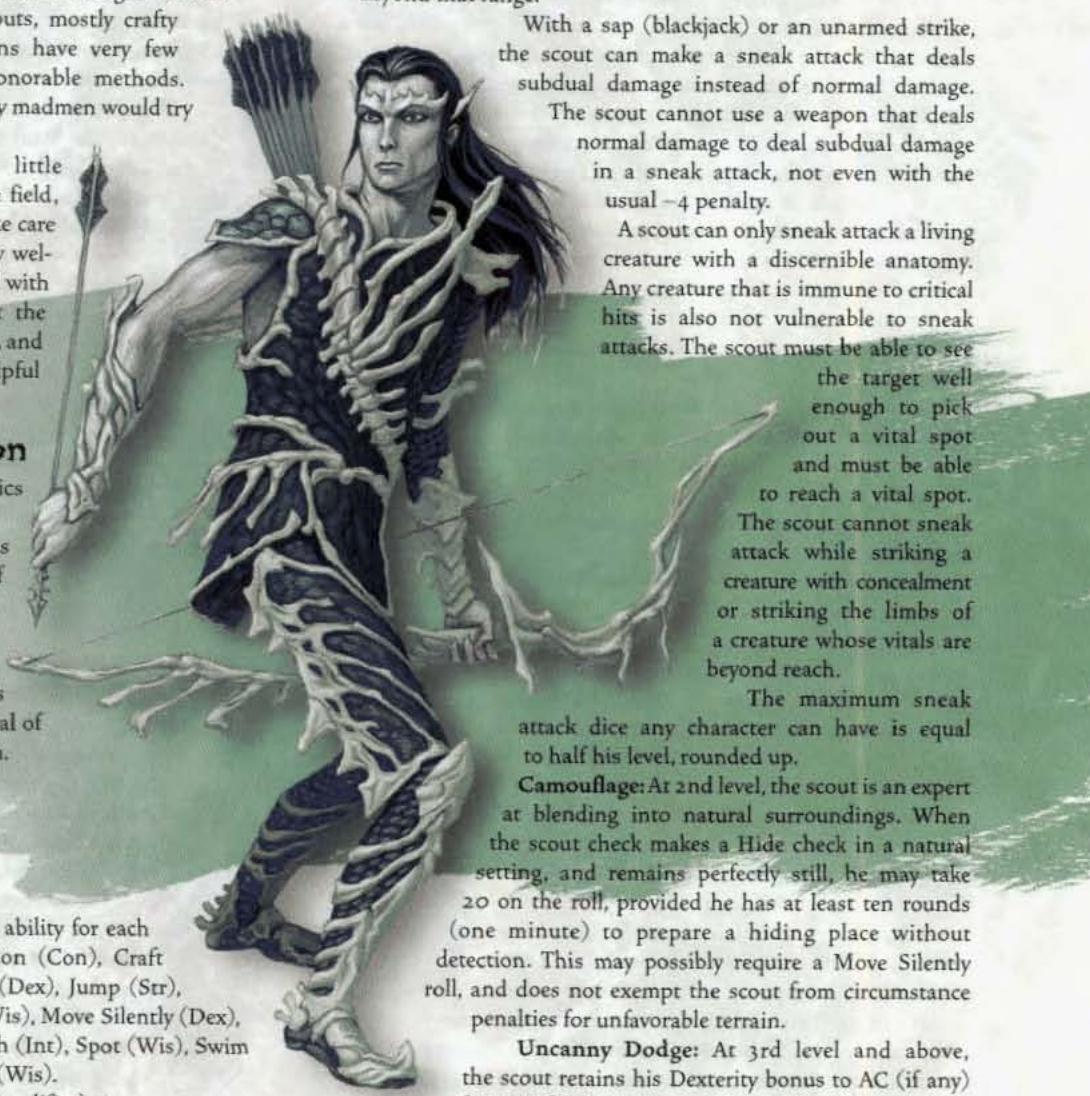
TABLE 3–25: THE SCOUT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Sneak attack +1d6
2	+1	+3	+3	+0	Camouflage
3	+2	+3	+3	+1	Uncanny dodge
4	+3	+4	+4	+1	Sniper
5	+3	+4	+4	+1	Sneak attack +2d6
6	+4	+5	+5	+2	Precision
7	+5	+5	+5	+2	Uncanny dodge (flanking)
8	+6/+1	+6	+6	+2	Uncanny aim (+1)
9	+6/+1	+6	+6	+3	Sneak attack +3d6
10	+7/+2	+7	+7	+3	Guide
11	+8/+3	+7	+7	+3	Uncanny dodge (+1 vs.traps)
12	+9/+4	+8	+8	+4	Uncanny aim (+2)
13	+9/+4	+8	+8	+4	Sneak attack +4d6
14	+10/+5	+9	+9	+4	
15	+11/+6/+1	+9	+9	+5	Uncanny dodge (+2 vs.traps)
16	+12/+7/+2	+10	+10	+5	Improved precision
17	+12/+7/+2	+10	+10	+5	Sneak attack +5d6
18	+13/+8/+3	+11	+11	+6	Uncanny aim (+3)
19	+14/+9/+4	+11	+11	+6	Uncanny dodge (+3 vs. traps)
20	+15/+10/+5	+12	+12	+6	Barrage

Other scouts come to their craft more naturally. Whether advance members of the roaming barbarian tribes or simply curious wanderers, these scouts are not beholden to others for their knowledge, and while they may lack discipline, they excel in their determination and raw capability.

Races: Any race that needs advance information relies on scouts. The humans of the Free Kingdoms are especially prolific in scouts, with units regularly patrolling their borders after centuries of Deverenian, elven, and Nothrog invasions. Nothrog and elves have many scouts, mostly crafty saboteurs and killers. Deverenians have very few scouts, largely due to their dishonorable methods. Dwarves have the fewest scouts: only madmen would try to spy upon the terrible Abyssals.

Other Classes: Scouts have little patience for coddling others in the field, and prefer companions who can take care of themselves. Rangers are especially welcome, as the scouts' skills mesh well with the rangers'. Scouts also seek out the company of clerics, druids, shamans, and wizards, each of whom weaves helpful magic.



Game Rule Information

The following are the game statistics for the scout.

Abilities: Due to the scout's focus on ranged combat, and his lack of proficiency with medium and heavy armor, a high Dexterity is very important. Since Dexterity is also the key ability for many of the scout's class skills, this is doubly true. Several of the scout's skills also rely on Wisdom.

Alignment: Any.

Hit Die: d8.

Starting Gold: +4d4 × 10.

Class Skills

The scout's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Survival (Wis).

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

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

Class Features

All of the following are class features of the scout.

Weapon and Armor Proficiency: A scout is proficient with all simple and martial weapons, and light armor. He is proficient with all ranged weapons.

Sneak Attack: Any time the scout's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the scout flanks the target, the scout's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every four levels thereafter. Should the scout score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The scout can't strike with deadly accuracy from beyond that range.

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

A scout can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The scout cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

The maximum sneak attack dice any character can have is equal to half his level, rounded up.

Camouflage: At 2nd level, the scout is an expert at blending into natural surroundings. When the scout check makes a Hide check in a natural setting, and remains perfectly still, he may take 20 on the roll, provided he has at least ten rounds (one minute) to prepare a hiding place without detection. This may possibly require a Move Silently roll, and does not exempt the scout from circumstance penalties for unfavorable terrain.

Uncanny Dodge: At 3rd level and above, the scout retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 7th level, the scout can normally no longer be flanked, although another character at least four levels higher with uncanny dodge can still flank him.

At 12th level, the scout gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 15th level, these bonuses rise to +2. At 19th, they rise once more to +3.

Sniper: Starting at 4th level, when the scout is making a sneak attack with a ranged attack the AC value of cover or concealment of his target is reduced by 2. Total cover and concealment are unaffected by this ability.

Precision: At 6th level, the scout is an expert shot with any ranged weapon. When making a ranged attack, if the target is within a number of range increments equal to half the scout's class level, the scout's threat range is increased by 1.

Uncanny Aim: The scout's ranged combat skill is unnaturally accurate. At 8th level, the scout gains a +1 enhancement bonus to the damage of his ranged attacks. Further, his ranged attacks are considered to be made with +1 weapons for the purpose of overcoming damage reduction. At 12th level, the bonus increases to +2, as does the effectiveness of the weapon against creatures with damage reduction. At 18th level, this increases to +3. This bonus stacks with the enhancement bonus of the weapon, if any, for the purposes of overcoming damage reduction.

Guide: At 10th level, the scout may aid his party in remaining undetected in natural surroundings, provided he has the opportunity to scout the terrain in advance. If the scout is at least as far ahead of another party member as the target's normal move rate, the scout may guide the party member to him as a full action. When the target of this ability moves, both the scout and the target make a Hide or Move Silently check (as appropriate), and the higher of the two totals is used.

Improved Precision: At 16th level, when the scout scores a threat on a ranged attack, he gains a +10 circumstance bonus on his critical roll.

Barrage: At 20th level, when making ranged attacks during a full attack action, the scout may make up to two ranged attacks for each attack he would ordinarily receive. In this case, each attack made incurs a cumulative −2 penalty to all attacks made that round. For example: Captain Dukat uses this ability to get three more ranged attacks. For that round, his attacks are made at +9/+9/+4/+4/−1/−1 instead of his base attack bonus of +15/+10/+5.



Seer

The shamans and wizards claim that knowledge is power, but the seers truly understand that phrase. Highly specialized priests and cultists, seers hone their natural talents to peer into the mysteries of the cosmos. The past and the future, distances near and far — none are obstacles to seers, whose greater responsibilities lie in sharing their rarefied lores.

Adventures: Seers rarely adventure, fearful of interfering with destiny, but those that do are both the greatest friends and direst enemies a party could encounter. By taking a direct hand in fate, some seers hope to alter it slightly. Though viewed as heretical by the rest of their kind, these seers bear a greater responsibility. It is by their actions that the world may live or fall.

Characteristics: Like clerics and druids, seers are divine spellcasters, wielding power bestowed directly upon them by gods or similar powers. Though their focus is far narrower than other divine spellcasters, seers are arguably the most blessed servants of the heavens, and the most accursed of men. Seers often seem mad, condemning righteous men and advising the wicked, but they know the outcome of almost any action. While prophecies allow for altering fate, and a certain lunar conjunction outright cheats it, seers alternately view themselves as destiny's pawns or its masters. Despite common belief, seers can and do lie, and with startling regularity — after all, if the chosen of the gods can only barely tolerate the world's most profound truths, what hope do other mortals have?

Strangely, the gods seem to have a sense of irony in their choices, and many of the greatest seers are blind. Though their divine visions allow them to function nearly as well as other men and women, even in combat, fine details (such as color and patterns, heraldic symbols or written texts) are lost on them.

Alignment: Seers may be of any alignment. Though they must still be loyal to their gods, the gods alone decide whom to bestow the sight upon. Consequently, seers can and do behave in a wide variety of ways. Lawful seers are tightlipped and cautious with their wisdom, bestowing it upon worthy souls only after great trials of faith. Chaotic seers shout prophecies like obscenities, either feigning madness or riding its waves. Good-aligned seers often hide their talents, proffering their sage wisdoms as hard-won knowledge. Evil seers distort their tellings, taking a sadistic glee in tricking others into fulfilling their own dooms.

Background: Though closest to clerics in terms of training and beliefs, seers are more akin to paladins in origin. A man could seek his whole life to become one of the sighted to no avail, while a child of simple mind might be designated a seer of his god. Even the seers themselves have few ideas as to why the gods chose them.

Growing up a seer is a difficult thing. The sight is a gift from the heavens, and not to be abused. Seers that use their divine favor for crass gains, such as gambling, lose the sight just as quickly as they gained it. Other times, the consequences are more mundane, and rare is the seer that does not learn when to withhold the truth from violent men who lust for good news. Even the most benign seer finds himself removed from his people, as superstitious men are unsure whether the seer simply reports the future or helps bring it about. Some of the most terrifying legends speak of seers who, unable to convince others of the truth in their words, watch helplessly as their apocalyptic visions come true. Oddly, seers are slightly infamous for decrying the gods' will without fear, where lesser men would face terrible retribution.

Between ostracism and temptation, many seers choose to leave civilization behind, becoming the famed wise men of the mountains or ladies of fate in the swamplands. Even when accepted by their people, such as in Deverenia and the dwarf lands, seers usually distance themselves from clerics, both as courtesy and in distaste. Where clerics act as they believe the gods will, seers know what must happen and what must not. While faith is everything to a cleric, a seer needs no faith; he has knowledge.

TABLE 3–26: THE SEER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Glimpse
2	+1	+0	+3	+3	
3	+2	+1	+3	+3	
4	+3	+1	+4	+4	Glimpse (+1)
5	+3	+1	+4	+4	
6	+4	+2	+5	+5	
7	+5	+2	+5	+5	
8	+6/+1	+2	+6	+6	Glimpse (+2, ally)
9	+6/+1	+3	+6	+6	
10	+7/+2	+3	+7	+7	
11	+8/+3	+3	+7	+7	Twist fate
12	+9/+4	+4	+8	+8	Glimpse (+3)
13	+9/+4	+4	+8	+8	
14	+10/+5	+4	+9	+9	
15	+11/+6/+1	+5	+9	+9	Twist fate (+1, party)
16	+12/+7/+2	+5	+10	+10	Glimpse (+4)
17	+12/+7/+2	+5	+10	+10	
18	+13/+8/+3	+6	+11	+11	
19	+14/+9/+4	+6	+11	+11	Twist fate (+2)
20	+15/+10/+5	+6	+12	+12	Glimpse (+5), seize the moment

TABLE 3–27: SEER SPELLS PER DAY

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

Races: Seers appear where and how the gods choose, and gods rarely share their motivations with mortals. All races produce seers, though the dwarves and Deverenians have higher survival rates for theirs. Humans and elves often find seers terrifying, particularly in these dark days where a man's fate is likely to be dire; seers from these races sometimes end their days tried as shamans or worse. Nothrog seers, though more accepted, have far too much use in battlefields for their patrons' enemies to afford the poor vision-bearers a long life.

Other Classes: Like mundane doctors, seers feel better around those who do not ask them to lend their talents. This has led to many strange alliances, with otherwise staid and ethical seers working closely with bards and rogues. In many instances, however, seers keep a respectful distance from assassins, barbarians, fighters, and necromancers, knowing only too well that such individuals are doomed only to bring more death to the world before dying themselves.

Game Rule Information

Seers have the following games statistics.

Abilities: Wisdom determines the level of spell a seer can cast, how many he can cast per day, and how difficult they are to resist. In order to cast a spell, the seer must have a Wisdom of at least 10 + the spell's level. Further, the seer receives bonus spells for a high Wisdom score. A high Charisma is also important. It determines the number of times per week the seer may peer into the future.

Alignment: Any.

Hit Die: d4.

Starting Gold: +3d4 × 10.

CLASS SKILLS

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

Skill Points at 1st Level: (2 + Int modifier) × 4.

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

CLASS FEATURES

All of the following are class features of the seer.

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

Spells: A seer casts divine spells. A seer may prepare and cast any spell on the seer spell list, provided he can cast spells of that level. The Difficulty Class for a saving throw against a seer's spell is 10 + the spell's level + the seer's Wisdom modifier.

Each seer must choose a time at which he must spend an hour each day in quiet contemplation to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells.

The seer's spell list consists of both the seer spell list and the Common Divine spell list in Chapter 9.

Glimpse: As a full action, the seer may gain a glimpse of the future. The seer immediately becomes flat-footed until his next action. At the beginning of his next action, the seer rolls 1d20 a number of times equal to his Charisma modifier, noting down the results individually and in order. The next number of times equal to his Charisma modifier the caster is required to roll a d20, he instead uses each successive roll he noted down. This applies to *every* roll of a d20, whether it be for an attack roll, a saving throw, or even damage (should the caster be required to roll a d20 to generate a damage total). At 4th, 8th, 12th, 16th, and 20th levels, the caster rolls and applies an additional d20 result.

At 8th level, the seer may use this ability on another character. If the target is willing, this functions exactly as if the seer had targeted himself, except his ally rolls 1d20 a number of times equal to the seer's Charisma modifier, and applies the rolls in the same fashion. If the seer uses this ability on an unwilling target, the victim may make a Will save (DC 10 + half the seer's class level + the seer's Charisma bonus) to negate the effect.

Glimpse may be used a number of times per week equal to the seer's Charisma modifier (if positive, minimum once). A target already under the effects of glimpse or twist fate (*see below*) may not be affected.

Twist Fate: At 11th level, the seer can not only see the future, he can change it to an extent. This ability functions exactly as the glimpse ability, above, except the seer may choose to rearrange the order of the results. He may use this ability a number of times per week equal to his Cha modifier (if positive, minimum once). At 15th level, the seer may affect multiple targets with this ability, though all such targets must be willing — if any character attempts a save, this ability fails. The seer may affect a number of targets equal to his class level divided by three (rounded down). Each target makes a number of d20 rolls equal to the seer's Charisma modifier, adding one roll if the seer is at least 15th level, and two if the seer is at least 19th. The seer then assigns each result to an affected character in any order he chooses; no character may be assigned more results than the seer's Charisma modifier, and all of the results must be assigned. This ability may be used only once per week, and counts as one of the seer's uses of twist fate.

Seize the Moment: At 20th level, the seer's grasp of the future is so instinctive that he automatically seizes the best opportunity for action, and can instruct his allies to do the same. A number of times per week equal to his Charisma modifier, after any d20 roll is made, the seer may alter the result to 20. This is not considered a "natural 20." If the seer uses this ability on an ally's roll, the ally must be able to hear the seer.

Shaman

Sinister cousins of druids, shamans are not servants of nature but its masters. They wield the forgotten magic of the days before the First War, when everything above the earth, on it, and below it instinctively bowed to the words of creation that begat all that is. With "civilized" spellcasters such as summoners and wizards usurping the shamans' place in the world, shamans have suffered a bitter and painful fall from power.

Adventures: For all the bad blood between the two, shamans and wizards have much in common. Like wizards, shamans seek out lost lore. Shamans abandon any pretense of magnanimity or desire to have knowledge for its own sake, however. Shamans clutch at power directly, hungering for it like a beast in a famine. It is everything to them.

Characteristics: Shamans closely resemble druids, though the differences are readily apparent to those familiar with magic. As masters of nature, they eschew the laboratories and spellbooks of the modern magician, instead using the tongues of the old gods to imprison spirits in fetishes while binding their own souls to their animal totems.

Alignment: Shamans may be of any alignment. Most are chaotic, preferring the untamed wilds to the new order of the world. Ironically, this attitude is also common among lawful shamans, though this rarer breed often seeks to forcefully return the world to its bygone ways. Good shamans seek to redress the superstitions about their art, or at the very least prove that some shamans are not evil, while evil shamans are every bit the masters of darkness of legend.

Background: Even before the rise of wizards, shamans were rare. Like druids, they have a natural rapport with the spirits of nature, but potential shamans use their connection for power rather than servitude. Indeed, some druids claim that shamans are merely corrupted druids, though shamans realize that this venom trickles from Deverenia.

A fledgling shaman rarely learns from a master, instead learning his class features through trial and error. His totem spirit and familiar sometimes act as surrogate teachers, but shamans usually disdain the idea of anyone being their master. On the rare occasions that shamans congregate, they form loose alliances.

The greatest problem most young shamans face is that of superstition. When Deverenus came to power nearly a millennium ago, one of his first commands to his followers was to erase the dishonor he felt shamanism represented to his more patterned wizardry. Though this began as a series of pogroms, it culminated in Signon's time, when agents of the Inquisition declared that shamans universally worshiped the Dragon. The slur has led to shamans warring with Deverenia's arch-wizards, but most nations have outlawed shamanic magic.

Much of this is the shamans' own fault. Even before the rise of wizards, shamans felt that only they had the right to draw upon the secret words of creation. Though this was not always simple arrogance (the control of the words takes careful concentration), the openly power-hungry shamans rarely had any goodwill to work with. For most without the necessary talent, it did not matter that some shamans sought to keep their power to themselves for noble reasons.

The exception to the ban on shamanism is with the Nothrog nation, one of the major contentions between that land and Deverenia. Shamanism is nearly as common among Nothrog albinos as is wizardry, and members of the two classes work together frequently, if not happily. Even Nothrog druids respect shamanism, if only because they view shamans as a natural part of the world's order.

Races: Nothrog have more shamans than all other races combined, though this is as much due to the persecution of shamans in other lands as much as Nothrog albinos' talents. Dwarves have no known shamans in their midst, and Deverenia prides itself for not having any in generations. Nimbics depart from their elven forbears on this issue, with nimbic shamans far outnumbering their necromancers.

Other Classes: When choosing allies, a shaman's priority is others' willingness to either ignore his nature or else bow to his authority. To this end, he finds amicable company with assassins, bards, and rogues, all of whom have little room to call others villains. There is also a deep and mutual respect between shamans and barbarians, the latter of whom feel that shamans are the only honest arcane spellcasters. Necromancers are a different story entirely; shamans often wonder how they are tolerated when they perform acts far worse than most shamans could ever conceive. Shamans prefer to keep clerics and druids at a distance, at least until the religious folk learn to separate truth from propaganda. Wizards and shamans are notoriously difficult with each other, and even the best relationships between the two groups are chilly.



Game Rule Information

Shamans have the following game statistics.

Abilities: The shaman invariably attaches primary importance to a high Intelligence, as it governs his ability to use fetishes, the cornerstone of his abilities.

Alignment: Any.

Hit Die: d4.

Starting Gold: +2d4 × 10.

Class Skills

The shaman's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at 1st Level: (2 + Int modifier) × 4.

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

Class Features

All of the following are class features of the shaman.

Weapon and Armor Proficiency: Shamans are proficient with the following weapons: club, dagger, dart, halfspear, longspear, quarterstaff, scimitar, sickle, shortspear, and sling. The nature of their magic prohibits them from using weapons other than these, lest their power wane. If a shaman ever uses a weapon not listed above, his spell level is halved during the following day when he creates fetishes. Shamans are proficient with cloth and leather armor.

Spells: A shaman casts arcane spells. He is limited to a certain number of spells of each spell level per day, according to his class level. A shaman must prepare spells ahead of time by taking time to invest his magical might into a series of fetishes. Each fetish prepared requires a number of minutes equal to the spell's level. 0-level spells require 30 seconds to prepare. To prepare a fetish, the shaman selects a spell to invest into the fetish, and he must have an Intelligence score equal to 10 + the invested spell's level. Once a fetish is prepared, any character may use it, though it must be freely given to that character by the shaman. Non-shaman characters who cast a spell from a fetish have an effective caster level of half their character level. No character may cast a spell with a spell level greater than 10 + his Intelligence modifier, even when using a fetish. A shaman's bonus spells are based on Intelligence. The Difficulty Class for saving throws against shaman spells is 10 + the spell's level + the shaman's Intelligence modifier. A fetish is destroyed after use. Fetishes last for 24 hours, after which they are useless.

Any time the shaman prepares a fetish, the spell invested in the fetish must be selected from the shaman's known spells. At the beginning of play, the shaman knows all 0-level spells, plus 3 1st-level spells and an additional 1st-level spell for each point of Intelligence modifier the shaman has. Each time the shaman gains a level, he learns two new spells, selected from any spell level the shaman may now cast (this includes spells the shaman may only cast while granted the favored terrain bonus to his caster level). The shaman's spell list consists of both the shaman spell list and the Common Arcane spell list in Chapter 9.

Metamagic Feats: When a shaman casts a spell using a fetish he created himself, he may take advantage of any metamagic feats he possesses. However, rather than casting the spell as if it were higher level, the shaman invests a small part of his own energy in the magic, and suffers one point of temporary ability score damage to his Strength per additional level the spell is cast at. This damage is suffered after the spell's duration ends. In the case of spells with an instantaneous or permanent duration, the Strength damage is incurred immediately after the spell is cast. All Strength damage incurred in this way is healed at either dawn

TABLE 3–28: THE SHAMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Familiar, favored terrain, medicine bag
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	Beast bond
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	2nd favored terrain
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	3rd favored terrain
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	4th favored terrain
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	5th favored terrain

TABLE 3–29: SHAMAN SPELLS PER DAY

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

TABLE 3–30: SHAMAN SPELLS KNOWN

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

or midnight (shaman's choice; this must be chosen when the character enters the shaman class, and the choice cannot be changed later.)

Bonus Languages: A shaman may substitute Sylvan for one of the bonus languages available to him.

Medicine Bag: Shamans create fetishes using materials drawn from a medicine bag. A shaman cannot prepare any fetishes while denied the use of this item. The medicine bag is a mundane item, and has no special protection against destruction or loss. The shaman may replace his medicine bag by making a Survival check (DC 10 + the level of the highest spell available to the shaman) in any environment other than a city, town, or village.

Familiar: All shamans begin play with a familiar. A familiar is an unusually tough and intelligent version of a small animal. Unlike the wizard's familiar, this is not a magical beast, but a particularly powerful animal. The creature serves as a companion and servant.

The shaman chooses the type of familiar he gets, which determines his totem animal. As the shaman increases in level, his familiar also increases in power.

If the familiar dies the shaman must attempt a Fortitude saving throw (DC 15). If failed, the shaman loses 200 experience points per class level. A successful save reduces the loss to half that amount. A shaman's experience total can never go below zero due to this effect. A slain familiar cannot be replaced. Slain familiars can be raised from the dead just like characters, but do not lose a level or a Constitution point when this occurs.

Favored Terrain: At 1st level, a shaman may select a type of terrain as his favored ground. While in this terrain, the shaman's spell caster level is considered one higher than normal, and the shaman need not have access to his medicine bag to prepare fetishes. The shaman may select an additional favored terrain at 5th, 10th, 15th, and 20th level. While in his favored terrain, the save DC of any spell the shaman casts is increased by 2.



SAMPLE SHAMAN FAVORED TERRAIN TYPES

Type	Example
Aquatic	Coral reef
Desert	Sand dunes
Forest	Woodlands, jungles
Hill	Foothills
Marsh	Swamp, bog
Mountains	Alpine reaches
Plains/Farmland	Grasslands
Underground	Caverns, dungeons
Urban	Cities, alleyways

Other terrain types may be available at the GM's discretion.

Beast Bond: At 3rd level, the shaman may share his consciousness with his familiar, allowing him to share his familiar's perceptions. While using this ability, the shaman is unaware of himself, and is considered helpless. He may not move, speak, or act in any way. However, he is in full control of his familiar's actions.

Summoner

Though almost all spellcasting involves invoking the ancient words that created the universe, summoners perhaps practice its intricacies best, even more than shamans. In so doing, summoners draw upon not only the spells common to arcane magicians, but call and command unfathomable creatures from the world over.

Adventures: Alone among the "respectable" spellcasters, summoners place a high priority on fame. Though not necessarily self-aggrandizing like illusionists and bards, summoners' mastery of magic sparks a desire for mundane power. Many summoners seek political rank, and for all their arrogance, they are born leaders. Summoners can and do forgo more traditional rewards when tales of their greatness may reward them better.

Characteristics: As arcane spellcasters, summoners wield spells common to many other classes, but they also rely more on force of personality than do other magicians. The more commanding the summoner's presence, the more absolute his dominion over his summoned monsters, until his mere presence subdues even the wildest minions.

Alignment: Summoners may be of any alignment. Lawful summoners decidedly the majority, as the will to control frequently comes from a desire for stability. Chaotic summoners, while not unheard of, are largely selfish men and women, often reckless with their minions. Good summoners command wide respect, and are perhaps the most common heroes of the arcane spellcasters, while evil summoners delight in sending innocent pawns to do their twisted bidding.

Background: As with illusionists, summoners deviate from the more common wizards less by a difference in training than in focus and intent. Summoners quickly distinguish themselves from wizards, and most wizards' academies acknowledge the difference, even if they don't train would-be summoners all that well.

During their training, summoners find that the creatures they call forth with summoning spells act with uncommon deference, and learn to enjoy having such fantastic and unusual servants. Many summoners are aristocrats or royalty of their race, or otherwise favored sons and daughters of their nations. While this has given summoners an insufferable reputation, they mostly don't care.

TABLE 3–31: THE SUMMONER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Summon familiar, tame, scribe scroll
2	+1	+0	+0	+3	Bond
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	Beast friend
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	Tame (x2)
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	Beast friend (2 steps)
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	Tame (x3)
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Call the horde

TABLE 3–32: SUMMONER SPELLS PER DAY

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

The other great change from most arcane spellcasting styles is that summoners are intensely familiar with the words of power inherent in all spells. In the rare instances that accomplished summoners seek the advice of other spellcasters, they almost invariably look for shamans, whose methods they find surprisingly similar.

In the Free Kingdoms, summoners have enjoyed a surge of popularity, since the ability to call upon large numbers of creatures for aid in battle has proven to be quite useful in the wars against the more numerous and disciplined Deverenians, Elves, and Nothrog.

Races: While all races can produce summoners, they are almost entirely unique to humans. Those who would otherwise be summoners among other races often instead become elven necromancers, Nothrog or nimbic shamans, or Deverenian illusionists. Dwarves, lacking the inclination for the arcane arts, have hardly any summoners.

Other Classes: So long as they receive the deference they feel entitled to, summoners genuinely try to work well with others. They enjoy professional and friendly rivalries with other arcane spellcasters, and even acknowledge the contributions of the backwater shamans.

Game Rule Information

Summoners have the following game statistics.

Abilities: While Intelligence dictates the summoner's spellcasting talents, much like any arcane spellcaster, Charisma defines his skill at controlling the creatures he summons.

Alignment: Any.

Hit Die: d4.

Starting Gold: +2d4 × 10.

CLASS SKILLS

The summoner's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) × 4.

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

CLASS FEATURES

All of the following are class features of the summoner.

Weapon and Armor Proficiency: Summoners are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Summoners are not proficient with any type of armor nor with shields.

Spells: A summoner casts arcane spells. He is limited to a certain number of spells of each spell level per day, according to his class level. A summoner must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook (though the summoner does not need his spellbook to prepare spells with "summon" in their names). While studying, the summoner decides which spells to prepare. To learn, prepare, or cast a spell, a summoner must have an Intelligence score of at least 10 + the spell's level. A summoner's bonus spells are based on Intelligence. The Difficulty Class for saving throws against summoner spells is 10 + the spell's level + the summoner's Intelligence modifier. The summoner's spell list consists of both the summoner spell list and the Common Arcane spell list in Chapter 9.

Spontaneous Casting: The summoner may lose any memorized spell to cast a different spell with "summon" in its name, provided the spell cast is equal to or lower spell level than the expended spell. Further, the summoner may cast such spells without the use of a focus or material components, even if they are normally required. The *summon* spell that the summoner wishes to spontaneously cast must be in his spellbook for this ability to function.

Bonus Languages: A summoner may substitute Kabal for one of his bonus languages.

Familiar: A summoner can summon a familiar. Doing so takes a day and uses up 100 gp of magical materials. A familiar is a magical, unusually tough, and intelligent version of a small animal. Its type is magical beast, not animal. The creature serves as a companion and servant.

The summoner chooses the type of familiar he gets. As the summoner increases in level, his familiar also increases in power. If the familiar dies, or the summoner chooses to dismiss it, the summoner must attempt a Fortitude saving throw (DC 15). If failed, the summoner loses 200 experience points per class level. A successful save reduces the loss to half that amount. A summoner's experience total can never go below zero due to this effect. A slain or dismissed familiar cannot be replaced for a year and a day. Slain familiars can be raised from the dead just like characters, but do not lose a level or a Constitution point when this occurs. When a summoner's familiar is raised, the summoner immediately regains any experience lost due to the familiars demise.

Scribe Scroll: A summoner has the bonus item creation feat Scribe Scroll, enabling him to create magic scrolls.

Tame: The summoner may exert mental control over a number of summoned creatures equal to his Charisma modifier, minimum one. Each creature so affected by this ability receives an automatic Will save to resist (DC 10 + summoner's class level). Creatures controlled by the summoner are totally subverted by his will, and have no minds of their own. Their statistics remain unchanged, but their actions are decided by the summoner. At 8th level, the summoner may control a number of summoned creatures equal to twice his Charisma modifier, and at 16th, three times his Charisma modifier. The summoner may only use this ability on creatures he summons himself. This is a spell-like mind-affecting ability.

Bond: At 2nd level, the summoner may bond a summoned creature to accomplish a specific task, which extends the duration of the summoning spell as long as is required to accomplish the goal (up to a number of hours equal to the summoner's class level). The task in question must be stated in a single simple sentence. For instance, "Guard our camp until morning," is fine, but "Guard our camp until morning, and make sure to put the fire out when we're asleep," is not, for example. The summoner may not use the tame ability on bonded creatures. A summoner may not use the bond ability to force a creature to remain in combat, though a command to "guard" may result in combat.

Beast Friend: At 6th level, the summoner may communicate freely with any living being. The summoner uses his magical energies to engage in a form of telepathy which allows him to communicate verbally in the target's own "language." The summoner may converse normally with creatures of above animal intelligence, but when speaking to creatures of animal intelligence, the summoner only receives a sense of the target's emotional state and immediate goal, rather than holding a true conversation. The summoner may only use this ability to communicate with creatures within one step of his own alignment. At 12th level, the summoner may communicate with any creature within two steps of his own alignment.

Call the Horde: At 20th level, the summoner may cast up to all of his remaining spells in a single full round action, provided every spell cast has "summon" in its name. Spontaneous castings are allowed in order to meet this requirement. This ability costs a number of XP equal to ten times the total number of spell levels cast. For example, if a summoner were to cast two *summon monster IX* and a *summon monster V*, the total cost would be (90 XP + 90 XP + 50 XP) = 230 XP.

Spellbooks: Summoners must study their spellbooks each day to prepare their spells. A summoner cannot prepare any spell not recorded in his spellbook (except for *read magic*, which all summoners can prepare from memory). A summoner begins play with a spellbook containing all 0-level summoner spells plus three 1st-level spells of the player's choice. For each point of Intelligence bonus the summoner has, the spellbook contains one additional 1st level spell. Each time the summoner gains a level, he gains two new spells, selected from any level the summoner can now cast.

Wizard

The most numerous and respected of arcane spellcasters, wizards command spells with unparalleled flexibility and creativity. Though weak of body, the greatest wizards can defeat whole armies, and the mightiest mortal of all time was indisputably the wizard Syneri.

Adventures: Curiosity drives all wizards, whether it is a desire to unearth lost arcana or to expand the boundaries of their abilities. This urge is often overpowering, and compels wizards of all ages toward constant schemes. Wizards nevertheless scoff at the term "adventurer," finding it undignified.



Characteristics: Wizards are arcane spellcasters, and the primary source of arcane magic. Wizardry is exceptionally flexible, drawing on not only raw power but also creativity, and three other styles of magic (illusionism, necromancy, and summoning) have their origins in wizardry. Though far more general a craft than these other styles, wizardry's harder regimen forges near-perfect memories.

Alignment: Wizards may be of any alignment. Due to the rigors of learning wizardry, wizards have a slight tendency toward lawful alignments. Good wizards are at the forefront of their people's heroes, often acting as advisors, while evil wizards have destroyed whole nations that dared to oppose their wills.

Background: Wizards are generally studious men and women that seek to know the inner workings of the cosmos. Whether attending mages' academies or learning through private apprenticeships, young wizards endure a rigorous training that destroys weaker minds.

Like all arcane spellcasters, wizards invoke the ancient words of creation, creating effects as varied as a simple torch light through potentially remaking the world. Through it all, they maintain their sense of self, and while this helps for working magic, it often leads to personality conflicts. Wars between wizards are the stuff of legends, and often a wizard's direst enemy is someone who was a fellow apprentice.

Races: All races can produce wizards, but Deverenians and humans have a significant edge in numbers and institutions. Nothrog and elven wizards tend to have informal training, while nimbics and dwarves generally lack the time to commit to rote memorizations.

Other Classes: As the self-styled intellectual elite of the Accordlands, wizards flatter themselves with the opinion that they understand intuitively how to work best with others, but this is often not the case. Wizards often frown upon bards as laggards and fighters as dullards, and many fall prey to the lie that shamans are the foulest of fiends. Still, so long as someone reminds a wizard of more practical matters, he provides valuable services to his party.

Game Rule Information

Wizards have the following game statistics.

Abilities: A wizard's most important ability is Intelligence. Not only does it govern his spell casting capabilities, but a high Intelligence also lends additional skill points to his small allowance.

Alignment: Any.

Hit Die: d4.

Starting Gold: +1d4 × 10.

Class Skills

The wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis) and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) × 4.

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

Class Features

All of the following are class features of the wizard.

Weapon and Armor Proficiency: Wizards are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Wizards are not proficient with any type of armor, nor with shields.

Spells: A wizard casts arcane spells. He is limited to a certain number of spells of each spell level per day, according to his class level. A wizard must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the wizard decides which spells to prepare. To learn, prepare, or cast a spell, a wizard must have an Intelligence score of at least 10 + the spell's level. A wizard's bonus spells are based on Intelligence. The Difficulty Class for saving throws against wizard spells is 10 + the spell's level + the wizard's Intelligence modifier. The wizard's spell list consists of both the wizard spell list and the Common Arcane spell list in Chapter 9.

Bonus Languages: A wizard may substitute Kabal for one of his bonus languages.

Spellbooks: Wizards must study their spellbooks each day to prepare their spells. A wizard cannot prepare any spell not recorded in his spellbook (except for *read magic*, which all wizards can prepare from memory). A wizard begins play with a spellbook containing all 0-level wizard spells plus three 1st-level spells of the player's choice. For each point of Intelligence bonus the wizard has, the spellbook

TABLE 3–33: THE WIZARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Summon familiar, scribe scroll
2	+1	+0	+0	+3	Eidetic memory
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	Eidetic memory
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	Bonus feat, eidetic memory
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	Eidetic memory
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Eidetic memory
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	Bonus feat, eidetic memory
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	Eidetic memory
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	Eidetic memory
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	Bonus feat, eidetic memory
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Eidetic memory

TABLE 3–34: WIZARD SPELLS PER DAY

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

contains one additional 1st level spell. Each time the wizard gains a level, he gains two new spells, selected from any level the wizard can now cast.

Summon Familiar: A wizard can summon a familiar. Doing so takes a day and uses up 100 gp of magical materials. A familiar is a magical, unusually tough, and intelligent version of a small animal. It is a magical beast, not an animal. The creature serves as a companion and servant.

The wizard chooses the type of familiar he gets. As the wizard increases in level, his familiar also increases in power.

If the familiar dies, or the wizard chooses to dismiss it, the wizard must attempt a Fortitude saving throw (DC 15). If failed, the wizard loses 200 experience points per class level. A successful save reduces the loss to half that amount. However, a wizard's experience total can never go below zero due to this effect. A slain or dismissed familiar cannot be replaced for a year and a day. Slain familiars can be raised from the dead just like characters, but do not lose a level or a Constitution point when this occurs. When a wizard's familiar is raised, the wizard immediately regains any experience lost due to the familiar's demise.

Scribe Scroll: A wizard has the bonus item creation feat Scribe Scroll, enabling him to create magic scrolls.

Eidetic Memory: Competent wizards usually have a small selection of spells with which they are so adept they can cast without the benefit of a spellbook or other transcription. Each even-numbered level, starting with the 2nd, the wizard may select one spell that he can spontaneously cast in place of a prepared spell of equal or higher level once per day. This loses the prepared spell to fuel the memorized spell.

Bonus Feats: Every sixth level, a wizard gains a bonus feat. This feat must be a metamagic feat or an item creation feat.

School Specialization

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

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



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

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

Spells of the prohibited school or schools are not available to the wizard, and he can't even cast such spells from scrolls or fire them from wands. He may not change either his specialization or his prohibited schools later.

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

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

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

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

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

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

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

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

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

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

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

Familiars

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

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

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

Familiar	Special
Bat	Master gains a +3 bonus on Listen checks
Cat	Master gains a +3 bonus on Move Silently checks
Hawk	Master gains a +3 bonus on Spot checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Owl	Master gains a +3 bonus on Spot checks in shadows
Rat	Master gains a +2 bonus on Fortitude saves
Raven*	Master gains a +3 bonus on Appraise checks
Snake**	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

* A raven familiar can speak one language of its master's choice as a supernatural ability.

** Tiny viper.

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, but make the following changes:

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

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

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

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

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

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

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

Int: The familiar's Intelligence score.

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

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

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar 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 familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

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

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

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

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

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

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

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

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

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

Apprentice-level Characters

In order to gain greater flexibility at the expense of depth, a character may multiclass in more classes than he has levels. The GM has final say as to whether or not this option is available. Such a character may never have more than two 0-level classes at a time. At 1st level, a character may multiclass with two apprentice-level classes. One of these must be the favored class of his race. After 1st level, a character may only acquire apprentice-level classes in classes that members of his party possess at least one full level in.

Characters with apprentice-level versions of their classes lack most of the special abilities that make each class unique. An apprentice gets some, but not all, the benefits of a 1st-level character. Once the character acquires a new level, he has two choices.

At 1st Character Level

Find the two classes that the character starts with on Table 3–35: Apprentice-Level Characters. The character gets all the benefits from both classes combined except as noted below. He also gains all the weapon and armor proficiencies of each class.

Choose one of the two classes as the primary class. Use that class's hit die to determine 1st-level hit points. Skills are purchased as if the character had 1 level in the primary class. Maximum rank is as for a 1st level character (4 for class skills, and 2 for cross-class). The primary class also determines the character's starting wealth.

Once the character has earned 1,000 XP and become 2nd level, he becomes a full 1st-level character in his primary class, and may either take a full level in his secondary class or pick up another apprentice class. If he takes on the full level, he gains hit points, skill points, and abilities as a 1st level character of that level.

TABLE 3–35: APPRENTICE-LEVEL CHARACTERS

Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells* 0	Spells* 1
Assassin	+0	+0	+1	+0	Poison use	—	—
Barbarian	+0	+1	+0	+0	Totem animal	—	—
Bard	+0	+0	+1	+1	Bardic music	1	—
Cleric	+0	+1	+0	+1	Turn undead†	2	1‡
Druid	+0	+1	+0	+1	Totem animal	2	—
Fighter	+1	+1	+0	+0	—	—	—
Illusionist	+0	+0	+0	+1	—	2	—
Monk	+0	+1	+0	+0	Unarmed strike	—	—
Necromancer	+0	+0	+0	+1	—	2	—
Paladin	+0	+1	+0	+0	Detect alignment	—	—
Ranger	+0	+1	+0	+0	1st favored terrain	—	—
Rogue	+0	+0	+1	+0	—	—	—
Scout	+0	+1	+1	+0	—	—	—
Seer	+0	+0	+1	+1	—	2	—
Shaman	+0	+0	+0	+1	—	3	1
Summoner	+0	+0	+0	+1	Tame	2	—
Wizard	+0	+0	+0	+1	—	2	—

*Apprentice-level spellcasters know as many spells as a 1st level character of their class, but cannot cast as many. They are able to cast more spells upon reaching 1st level, but they do not learn any new spells.
†This ability is level-based. Treat the apprentice-level character as level 0.
‡An apprentice cleric gains access to only one of his 1st-level domain spells.

Beyond 1st Character Level

Apprentice-level classes can continue to be taken past 1st level. At no time can a character have more than two apprentice-level classes. These two 0-level classes count as 1 level of a normal class for determining hit dice and level-based effects (such as gaining a feat every 3rd level and an ability score increase every 4th).

After 1st level, a character may pick up two apprentice-level classes in order to broaden his skill and ability selection. However, the character must be in frequent contact with someone who has at least 1 full level in both classes the character wishes to take as apprentice-level classes. This usually means that a character can only take later apprentice-level classes in classes that members of his party possess.

One of the two apprentice-level classes must always be designated as the primary class, and is the class that the character takes a full level in when he next levels up. As described above, the character gains hit points and skill points as if a member of that class.

Whenever a character gains a new level, he can decide to take two apprentice-level classes instead. If he already has apprentice-level classes, and he gains a full level in one of them, the secondary class becomes his primary class when he adds a new apprentice-level class.

Examples

Aida begins play as a 0-level fighter/0-level wizard. Wizard is her primary class. She gains all the benefits of the apprentice-level versions of each class as detailed on Table 3–35: +1 base attack bonus, +1 Fort, +1 Will, and two 0-level spells.

When she gains 1,000 XP, Aida becomes a 1st-level wizard. She can choose either to also become a 1st-level fighter, or to take on another apprentice-level class and make fighter her new primary apprentice-level class.

Aida decides to continue her apprentice levels, and trains with the rogue and fighter in her party. At 2nd level Aida is a 1st-level wizard/0-level fighter/0-level rogue. She gains the hit points and skill points of a 1st-level fighter, and the 0-level benefits of a rogue (+1 Ref).

Later in her career, Aida leaves the apprentice-levels behind. She has become a 2nd-level wizard/2nd-level fighter/2nd-level rogue. After a few new characters join her party, Aida decides to take on more classes. When she earns enough XP for 7th level, she decides to take it as two apprentice-level classes, monk and cleric. She chooses monk as her primary class, and gains the hit points and skills of a 1st-level monk, as well as the benefits of a 0-level monk and cleric as listed below (+2 Fort, +1 Will, unarmed strike, turn undead, 2 0-level cleric spells, and 1 1st-level domain spell). At 8th character level, she will have 1 level in monk and cleric, unless she decides to continue to add new classes.



Chapter Four: Skills

Skills are mundane abilities that every character is trained in. The talents that a wizard picks up in an academy or a ranger picks up while in the field are skills. Skills cover a variety of abilities from academic knowledge to physical athleticism.

Skill Points

Characters have a number of skill points based on their Intelligence modifier and their class levels. Each level a character receives a number of skill points as per Table 4–1.

Depending on a character's class, some skills are considered "class skills" and some skills are "cross-class skills." Cross-class skills require 2 skill points per rank; class skills require 1 skill point per rank. Cross-class skill ranks may be partially purchased, but these 'half-ranks' provide no benefit. The list of class skills for each class can be found in the class descriptions in Chapter 3. The maximum number of ranks a character can have in a class skill is equal to that character's level +3. The maximum number of ranks a character can have in a cross-class skill is half that number. For example, Basil Nemis is sixth level. His class skills may have up to nine skill ranks each (provided he has enough skill points), and his cross-class skills may have four ranks each.

TABLE 4–1: SKILL POINTS

Character Class	1st level Skill Points	Higher-level Skill Points
Assassin	(4 + Int Modifier) x 4	4 + Int Modifier
Barbarian	(2 + Int Modifier) x 4	2 + Int Modifier
Bard	(4 + Int Modifier) x 4	4 + Int Modifier
Cleric	(2 + Int Modifier) x 4	2 + Int Modifier
Druid	(4 + Int Modifier) x 4	4 + Int Modifier
Fighter	(2 + Int Modifier) x 4	2 + Int Modifier
Illusionist	(4 + Int Modifier) x 4	4 + Int Modifier
Monk	(2 + Int Modifier) x 4	2 + Int Modifier
Necromancer	(2 + Int Modifier) x 4	2 + Int Modifier
Paladin	(2 + Int Modifier) x 4	2 + Int Modifier
Ranger	(6 + Int Modifier) x 4	6 + Int Modifier
Rogue	(8 + Int Modifier) x 4	8 + Int Modifier
Scout	(4 + Int Modifier) x 4	4 + Int Modifier
Seer	(2 + Int Modifier) x 4	2 + Int Modifier
Shaman	(2 + Int Modifier) x 4	2 + Int Modifier
Summoner	(2 + Int Modifier) x 4	2 + Int Modifier
Wizard	(2 + Int Modifier) x 4	2 + Int Modifier

Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

Skill Checks

A skill check takes into account a character's training (skill rank), natural talent (ability modifier), and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus) or what armor he or she is wearing (armor check penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

DIFFICULTY CLASS

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

TABLE 4–2: DIFFICULTY CLASS EXAMPLES

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

OPPOSED CHECKS

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

TRYING AGAIN

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

UNTRAINED SKILL CHECKS

Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check.

Many skills can be used only by someone who is trained in them.

FAVORABLE AND UNFAVORABLE CONDITIONS

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.

2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.

3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.

4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

TIME AND SKILL CHECKS

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action.

These skill checks are not actions. Other skill checks represent part of movement.

CHECKS WITHOUT ROLLS

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10: When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety

TABLE 4–3: EXAMPLE OPPOSED CHECKS

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

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

measure —you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20:When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take. Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task. Common "take 20" skills include Escape Artist, Open Lock, and Search.

Ability Checks and Caster Level Checks

The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to caster level checks.

Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events

Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Climb check does not influence the results of other characters' Climb checks.

Aid Another

You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check, as per the rule for favorable conditions. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

Skill Synergy

It's possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question, and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check.

In some cases, an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here.

Here is the format for skill descriptions.

Skill Name

The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check. Exception: Speak Language has "None" as its key ability because the use of this skill does not require a check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Check: What a character ("you" in the skill description) can do with a successful skill check and the check's DC.

Action: The type of action using the skill requires, or the amount of time required for a check.

Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can't take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

Synergy: Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies.

Restriction: The full utility of certain skills is restricted to characters of certain classes or characters who possess certain feats. This entry indicates whether any such restrictions exist for the skill.

Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn't appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can't attempt checks with this skill (for skills that are designated as "Trained Only").

Alchemy (Int; Trained Only)

Check: You can make alchemical items. Some items you can make are found in the item descriptions (see Chapter 7). To determine how much time and material it takes to make an alchemical item, use the DCs listed below and the rules for making things found in the Craft skill description.

The DM may allow an alchemist to perform other tasks related to alchemy, such as identifying an unknown substance or a poison. Doing so takes 1 hour.

Table 4–4: Alchemist Tasks

Task	DC	Notes
Identify substance	25	Costs 1 gp per attempt (or 20 gp to take 20)
Identify potion	25	Costs 1 gp per attempt (or 20 gp to take 20)
Make acid	15	See Craft skill
Identify poison	20	
Produce healing balm	20	See below
Make alchemist's fire, smokestick, or tindertwig	20	See Craft skill
Make antitoxin, sunrod, tanglefoot bag, or thunderstone	25	See Craft skill

Produce Healing Balm: You can combine herbs, chemicals, and other substances to produce a balm that promotes healing and helps disinfect wounds. Consult the rules for using the Craft skill to determine how much time and money it takes to make a dose of healing balm. The balm normally sells for 10 gp per dose and weighs 1 pound per 10 doses.

Healing balm enhances long-term care provided by the Heal skill. When using the Heal skill to help a patient recover hit points or attribute points, applying a single dose of balm triples the rate of healing, rather than doubling it as normal.

Retry: Yes, but in the case of making items, each failure ruins the half the raw materials needed, and you have to pay half the raw material cost again. For identifying substances or potions, each failure consumes the cost per attempt.

Special: You must have alchemical equipment to make an item or identify it. The cost for identifying items represents additional supplies you must buy. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus to Alchemy checks (from the favorable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

Appraise (Int)

Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Action: Appraising an item takes 1 minute (ten consecutive full-round actions).

Try Again: No. You cannot try again on the same object, regardless of success.

Special: The master of a raven familiar gains a +3 bonus on Appraise checks.

If you have the Diligent feat, you get a +2 bonus on Appraise checks.

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

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

Balance (Dex; Armor Check Penalty)

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

Table 4–6: Balance Modifiers

Narrow Surface Modifiers	Surface DC Modifier[1]
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2

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

Table 4–5: Balance

Narrow Surface	Balance DC[1]	Difficult Surface	Balance DC[1]
7–12 inches wide	10	Uneven flagstone	10[2]
2–6 inches wide	15	Hewn stone floor	10[2]
Less than 2 inches wide	20	Sloped or angled floor	10[2]

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

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

Being Attacked while Balancing: You are considered flat-footed while balancing, since you can't move to avoid a blow, and thus you lose your Dexterity bonus to AC (if any). If you have 5 or more ranks in Balance, you aren't considered flat-footed while balancing. If you take damage while balancing, you must make another Balance check against the same DC to remain standing.
Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a −5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two Balance checks, one for each move action used.) You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.
Hustle: You can move at full speed through moderate or heavy obstructions, picking your way through difficult ground and keeping your footing. To move through a moderate obstruction, you must make a successful Balance check (DC 20). Moving through heavy obstructions is a DC 30 check. If you succeed, you may move at your full rate. If you fail, you trip at the edge of the obstruction, fall prone, and immediately end your movement. If you have not yet used all your actions, you can then stand up or take the rest of your actions as normal.
Take a Charge: A lower center of gravity helps withstand a blow from a charging warrior. Characters with 5 or more ranks in Balance gain a +2 competence bonus to their Strength check when resisting a bull rush.

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

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

If you have the Fight Across the Rooftops feat, you may take 10 on all Balance checks.

If you have the Heritage of Goblin feat, you get a +2 bonus on Balance checks.

If you have the Leopard's Grace feat, you get a +2 bonus on Balance checks.

Bluff (Cha)

Check: A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one.

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

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a suggestion spell.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.
Feinting in Combat: You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Sense Motive check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers.
If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn.

Feinting in this way against a nonhumanoid is difficult because it's harder to read a strange creature's body language; you take a −4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a −8 penalty. Against a nonintelligent creature, it's impossible.
Feinting in combat does not provoke an attack of opportunity.
Creating a Diversion to Hide: You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.
Delivering a Secret Message: You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message (see Sense Motive).
Play Dead: Characters in combat may use Bluff to pretend that a minor injury was actually a fatal blow. When you take damage in combat,



you may immediately make a Bluff check to play dead. Opponents viewing you make Spot checks against your opposed Bluff check. If they succeed, they see through the deception. If they fail, they believe that you are incapacitated, and move on to other targets. Enemies who spend an action checking your pulse or breathing automatically detect the deception. An attacker may perform a coup de grace attack on a character who is playing dead.

Action: Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn't take an action; it is part of normal communication.

Try Again: Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round.

Each retry carries the same chance of miscommunication.

Special: If you have the Favored Enemy feat, you gain a +3 morale bonus when you uses Bluff to make a feint against that enemy.

The master of a snake familiar gains a +3 bonus on Bluff checks.

If you have the Persuasive feat, you get a +2 bonus on Bluff checks.

A halfbreed has a +4 racial bonus to Bluff checks to pass himself off as an unusual member of either of his parents' races.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you're being observed and you try to act in character.

TABLE 4–7: BLUFF EXAMPLES

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

CLIMB (STR; ARMOR CHECK PENALTY)

Check: With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

A climber's kit gives you a +2 circumstance bonus on Climb checks.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

TABLE 4–8: CLIMB EXAMPLES

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

TABLE 4–9: CLIMB MODIFIERS

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

[1]These modifiers are cumulative; use any that apply.

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

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

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

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

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

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

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

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

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

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

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

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

Concentration (Con)

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

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

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

Table 4–10: Concentration Examples

Concentration DC[1]	Example Surface or Activity
10 + damage dealt	Damaged during the action.[2]
10 + half of continuous	Taking continuous damage during the damage last dealt action.[3]
Distracting spell's save DC	Distracted by nondamaging spell.[4]
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a stormtossed ship).
15	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
15	Entangled.
20	Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell, such as storm of vengeance.4

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

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

3 Such as from acid arrow.

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

Puzzle Solving: You are mentally adept and can figure out tiny details about a puzzle that could be missing or just lingering beneath the surface. On a successful Concentration check (DC determined by the DM), you uncover a missing piece of a puzzle or, on an extraordinary success, solve it outright.

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

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

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

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

If you have the Combat Casting feat, you get a +4 bonus to Concentration checks made to cast a spell while on the defensive.

CRAFT (INT)

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill.

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

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

In some cases, the *fabricate* spell can be used to achieve the results of a Craft check with no actual check involved. However, you must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship.

A successful Craft check related to woodworking in conjunction with the casting of the *ironwood* spell enables you to make wooden items that have the strength of steel.

When casting the spell minor creation, you must succeed on an appropriate Craft check to make a complex item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a –2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

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

1. Find the item's price. Put the price in silver pieces (1 gp = 10 sp).
2. Find the DC from the table below.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's work.

If the check succeeds, multiply your check result by the DC. If the result x the DC equals the price of the item in sp, then you have completed the item. (If the result x the DC equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result x the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.

If you fail a check by 4 or less, you make no progress this week.

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

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

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

Craft Shoddy Goods: You may use Craft to quickly and cheaply produce items that, upon a brief inspection, look like regular quality finished goods. In truth, they are poorly worked goods liable to break when they are used. Creating a shoddy knockoff requires only half the time and a quarter of the resources in gold pieces needed to produce an average quality item. People who inspect the shoddy work must make a Spot check opposed by the Craft check you made to produce the item. If the Spot check does not beat the Craft skill check, the buyer does not notice the poor quality.

Shoddy goods have one-quarter the actual gp value of the items they imitate. Shoddy tools cause a –2 circumstance to any skill checks made with them. Shoddy armor has a –2 AC penalty, and shoddy weapons strike at –2 to hit. A shoddy weapon breaks on an attack roll of a natural 1.

Craft (Trapmaking): You have a working knowledge of how to design and build simple traps.

Check: With an hour's worth of work and the proper materials, you can build simple traps that work on tripwires and other basic mechanical triggers. You may not build elaborate traps that require extensive engineering knowledge and work (such as stone pressure plates) with this skill. The result of this skill check is the saving throw DC necessary to avoid this trap, to detect it using the Spot or Search skills, and to disarm it using Disable Device. For traps that make an attack, such as a rigged crossbow, the trap's attack bonus is +1 for every 5 points above 10 rolled when using this skill.

On a result of less than 10, the trap fails to function when triggered. On a 5 or less, the trap springs on you while you are setting it, dealing damage as normal.

When designing a trap, a player must provide the DM with a diagram — even a rough one — showing how the trap works and a full list of the materials necessary to create it. If the DM feels the design is unworkable or that the character lacks the proper tools and materials to build it, he may either declare the attempt an automatic failure or assess a penalty to the skill check.

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

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.

TABLE 4–11: CRAFT EXAMPLES

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

1 You must be a spellcaster to craft any of these items.

2 Traps have their own rules for construction.

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

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

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

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

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

DECIPHER SCRIPT (INT; TRAINED ONLY)

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

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

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

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

Try Again: No.

Special: If you have the Diligent feat, you get a +2 bonus on Decipher Script checks.

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

DIPLOMACY (CHA)

Check: You can change the attitudes of others (nonplayer characters) with a successful Diplomacy check; see the Influencing NPC Attitudes sidebar, below, for basic DCs. In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Bargaining: You may use this skill to talk a merchant into charging less for his wares. When you buy something, you may make a Diplomacy roll opposed by either the merchant's Diplomacy or his Will save. If you succeed, you gain a 10% discount on the item. You may attempt to gain a larger discount by using the Diplomacy skill additional times. Each success increases the total discount by 10%. You cannot convince a merchant to drop a price by more than 50%. The merchant gains a +2 circumstance bonus to his Diplomacy check or Will save for each previous Diplomacy check you made to decrease the price. If you fail a check to decrease the price, you may not attempt to reduce the price again that day.

Bureaucracy: Almost as annoying as dealing with government officials is fighting through the red tape that accompanies them. You can solicit the help of clerks and paper pushers in completing paperwork, as well as being able to understand it, or even search through records for specific information. Generally, it takes 4

TABLE 4–12: INFLUENCING NPC ATTITUDES

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

TABLE 4–13: NPC ATTITUDES

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

hours to dig through a sizeable load of paperwork. This use of the skill requires a Diplomacy check, with a difficulty set by the DM, but generally DC 15 or higher. For every 5 points by which the check exceeds the given DC, the time needed to complete the paperwork/find the information/etc. is reduced by 30 minutes. If the check is 10 or more points less than the DC (or a natural 1) you have angered the clerk, and the process takes twice as long as normal with no further checks allowed.

Action: Changing others' attitudes with Diplomacy generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed Diplomacy check can be made as a full-round action, but you take a –10 penalty on the check.

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

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

If you have the Membership feat, you get a +3 bonus on all Diplomacy checks with other members of your order.

Synergy: If you have 5 or more ranks in Bluff, Knowledge (nobility and royalty), or Sense Motive, you get a +2 bonus on Diplomacy checks.

If you have 5 or more ranks in Gather Information, you get a +2 bonus to Diplomacy checks involving bureaucracy.

INFLUENCING NPC ATTITUDES

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

TABLE 4–14: DISABLE DEVICE

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

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

DISABLE DEVICE (INT; TRAINED ONLY)

Check: The Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded.

The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

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

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

Special: If you have the Nimble Fingers feat, you get a +2 bonus on Disable Device checks.

If you have the Improved Trap & Lock Master feat, you get a +4 bonus on Disable Device checks.

If you have the Trap & Lock Master feat, you get a +2 bonus on Disable Device checks.

A rogue who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it (along with her companions) without disarming it.

Restriction: Rogues (and other characters with the trapfinding class feature) can disarm magic traps. A magic trap generally has a DC of 25 + the spell level of the magic used to create it.

The spells fire trap, glyph of warding, symbol, and tele-

portation circle also create traps that a rogue can disarm with a successful Disable Device check. Spike growth and spike stones, however, create magic traps against which Disable Device checks do not succeed. See the individual spell descriptions for details.

Other Ways To Beat A Trap

It's possible to ruin many traps without making a Disable Device check.

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

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

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

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

Disguise (Cha)

An effort to disguise yourself requires at least a few props, some makeup, and 1d3 x 10 minutes of work. The use of a disguise kit provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than 10%.

You can also impersonate people, either individuals or types. For example, you might, with little or no actual disguise, make yourself seem like a traveler even if you are a local.

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

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

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

Table 4–15: Disguise Modifiers

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

1These modifiers are cumulative; use any that apply.

2Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

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

Table 4–16: Recognition Bonuses

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

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

Action: Creating a disguise requires 1d3x10 minutes of work.

Blend In: Rather than trying to mimic someone, you take precisely the opposite approach and try to blend into the crowd. You need an appropriate outfit (i.e. royal or noble outfit for court, peasant's outfit for a hamlet, etc.), and must be familiar with local customs (Knowledge (local)) or be good at improvisation (Bluff) to maintain the subterfuge if questioned. Characters who are blending in make a Disguise check, and others must succeed with a Spot check (with a DC equal to the check result) to notice the discrepancy. At a glance, characters gain a +2 circumstance bonus to their Disguise checks if no one is outright looking for them.

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

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

You must make a Disguise check when you cast a simulacrum spell to determine how good the likeness is.

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

A halfbreed has a +4 racial bonus to Disguise checks to pass himself off as an unusual member of either of his parents' races.

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

Escape Artist (DEX; Armor Check Penalty)

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

Ropes: Your Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his or her check.

Manacles and Masterwork Manacles: The DC for manacles is set by their construction.

Tight Space: The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

Grappler: You can make an Escape Artist check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition (so that you're only grappling).

Table 4–17: Escape Difficulty

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

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

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

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

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

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

Forgery (INT)

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

The Forgery check is made secretly, so that you're not sure how good your forgery is. As with Disguise, you don't even need to make a check until someone examines the work. Your Forgery check is opposed by the Forgery check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist.

Table 4–18: Forgery Modifiers

Condition	Reader's Forgery Check Modifier
Type of document unknown to reader	–2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	–2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	–2

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

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

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

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

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

Gather Information (CHA)

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

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

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

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

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

If you have the Exiled feat, you gain a competence bonus equal to your character level while making Gather Information checks in your homeland, but you risk being discovered by your enemies.

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

If you have 5 or more ranks in Gather Information, you get a +2 bonus to Diplomacy checks involving bureaucracy.

HANDLE ANIMAL (CHA; TRAINED ONLY)

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

TABLE 4–19: HANDLE ANIMAL DIFFICULTY

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

1See the specific trick or purpose below.

TABLE 4–20: TRAINING DIFFICULTY

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

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

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

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

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

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

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

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

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

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

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

Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.

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

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

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

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

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

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

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

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

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

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

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

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

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

Action: Varies. Handling an animal is a move action, while pushing an animal is a full-round action. (A druid can handle her animal companion as a free action or push it as a move action.) For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.

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

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

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

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks and wild empathy checks.

If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Poison checks when crafting a natural poison from an animal, and reduce the chance of poisoning yourself by 10%.

Untrained: If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can't teach, rear, or train animals. A druid with no ranks in Handle Animal can use a Charisma check to handle and push her animal companion, but she can't teach, rear, or train other nondomestic animals.

Heal (Wis)

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

Table 4–21: Heal Difficulty

Task Heal	DC
First aid	15
Long-term care	15
Treat wound from caltrop, spike growth, or spike stones	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

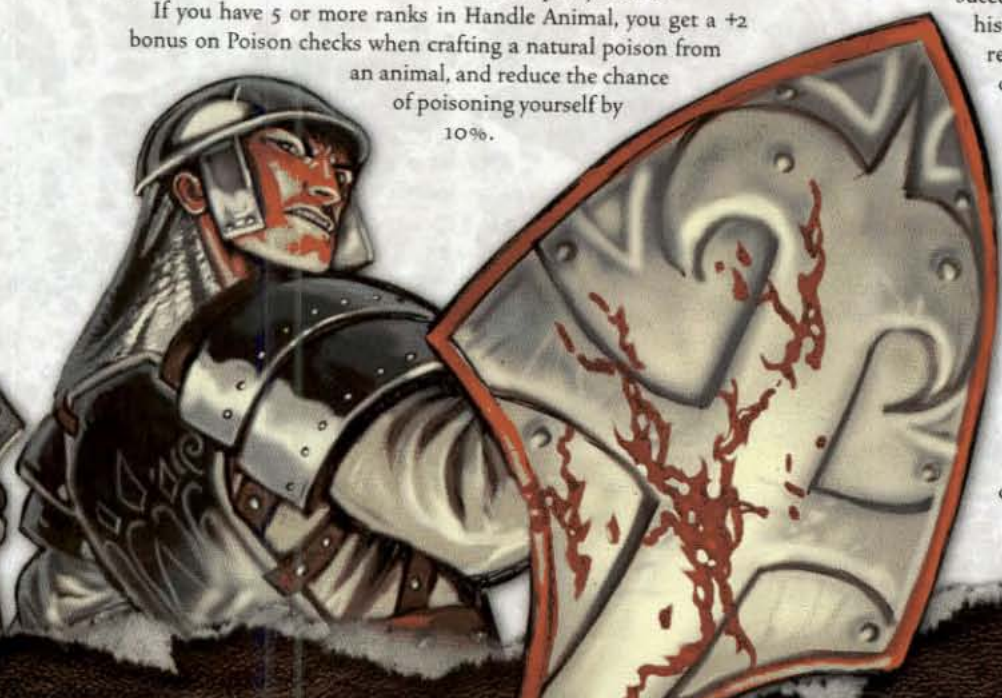
First Aid: You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest. You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Treat Wound from Caltrop, Spike Growth, or Spike Stones: A creature wounded by stepping on a caltrop moves at one-half normal speed. A successful Heal check removes this movement penalty. A creature wounded by a spike growth or spike stones spell must succeed on a Reflex save or take injuries that reduce his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim's injuries and succeeding on a Heal check against the spell's save DC.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effects, you make a Heal check.



The diseased character uses your check result or his or her saving throw, whichever is higher.

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded by a spike growth or spike stones spell takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try a Heal check again without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Special: If you have the Self-Sufficient feat, you get a +2 bonus on Heal checks.

A healer's kit gives you a +2 circumstance bonus on Heal checks.

Synergy: If you have 5 or more ranks in Poison, you get a +2 bonus on Heal checks when treating a poison.

Hide (Dex; Armor Check Penalty)

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a –5 penalty. It's practically impossible (–20 penalty) to hide while attacking, running or charging.

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

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Hide check, since nothing can see you anyway.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went.

If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is made at a –10 penalty because you have to move fast.

Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a –20 penalty on your Hide check to conceal yourself after the shot.

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

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

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

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

As Small creatures, nimbics gain a +4 size bonus on Hide checks.

Intimidate (Cha)

Check: You can change another's behavior with a successful check. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional details.) The effect lasts as long as the target remains in your presence, and for 1d6x10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Demoralize Opponent: You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a –2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

Action: Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a –4 penalty on your Intimidate check for every size category that you are smaller than your target.

A character immune to fear can't be intimidated, nor can non-intelligent creatures. Nimbics, being immune to fear, cannot be intimidated.

If you have the Favored Enemy feat, you get a +3 morale bonus on Intimidate checks against that enemy.

If you have the Persuasive feat, you get a +2 bonus on Intimidate checks.

If you have the Stern feat, you get a +2 morale bonus on Intimidate checks.

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

Jump (Str; Armor Check Penalty)

Check: The DC and the distance you can cover vary according to the type of jump you are attempting (see below).

Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a –6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet).

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

TABLE 4–22: DISTANCE JUMP DIFFICULTY

Long Jump	Distance Jump DC[1]
5 feet	5
10 feet	10
15 feet	15
0 feet	20
25 feet	25
30 feet	30

1 Requires a 20-foot running start. Without a running start, double the DC.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

TABLE 4–23: HIGH JUMP DIFFICULTY

High Jump Distance[1]	Jump DC[2]
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32

1 Not including vertical reach; see below.

2 Requires a 20-foot running start. Without a running start, double the DC.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

TABLE 4–24: VERTICAL REACH BY CREATURE SIZE

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start. If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

Action: None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

If you have the Run feat, you get a +4 bonus on Jump checks for any jumps made after a running start.

If you have the Acrobatic feat, you get a +2 bonus on Jump checks.

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

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

KNOWLEDGE (INT; TRAINED ONLY)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- Architecture and engineering (buildings, aqueducts, bridges, fortifications)
- Battle (new; see below)
- Dungeoneering (aberrations, caverns, oozes, spelunking)

• Geography (lands, terrain, climate, people)
• History (royalty, wars, colonies, migrations, founding of cities)
• Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
• Monsters (new; see below)
• Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
• Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
• Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)
• Research (new; see below)
• The planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).
In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.
Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.
Knowledge (Battle): You are a skilled officer and manager of troops. You can command others effectively on the field of battle.

Check: This skill represents battlefield cunning and the ability to put tactics into action. This skill also represents a general familiarity with tactics and can be used to perform any of the following actions.

TABLE 4–25: BATTLE KNOWLEDGE

Battle Task	DC
Find Advantage	15
Hunch	20
Recognize Ambush	20

• *Find Advantage:* This use of the skill allows you to quickly read the field of battle for a momentary advantage. Once per round as a free action you may use this skill to find the quickest route to higher ground, cover, concealment, or an effective place to hide (gaining a +2 circumstance bonus to any Bluff checks used to create a diversion to hide this round).
• *Hunch:* This skill allows you to sense whether or not the enemy's goals are truly what they seem to be. It is essentially Sense Motive on a grand scale. A successful check can reveal whether the enemy is fighting defensively to delay you, intends to concentrate on a specific objective, or simply wishes to retreat. (Characters with 5 or more ranks of Sense Motive gain a +2 synergy bonus on this check.)
• *Recognize Ambush:* This use of the skill allows you to recognize areas that would make effective ambush points, allowing you to avoid an ambush or organize one of your own. This only bestows a general wariness of what could happen; detecting hidden attackers still requires a successful Spot check.
Knowledge (monsters): You have spent many hours poring over tomes that describe the biology of monsters, journals of adventurers and explorers, and other volumes that describe strange and bizarre creatures. Choose one particular creature type, such as monstrous humanoids or magical beasts. When you encounter a creature of that type, you may attempt a Knowledge (monsters) check (DC 20) to learn a single useful fact about the creature. The DM should choose a useful trait or hint to give about the creature. You may purchase this skill multiple times to gain knowledge of a variety of monster types.
Specific Species: You have chosen to focus on a single monster type. When you encounter particular monsters of this species, you may make a Knowledge check (DC 30) to determine a specific trait of a single individual of that species, such as its class, status within its social unit, or other exact piece of information. The DM decides what information is gleaned.

Knowledge (research): You are skilled in using libraries, historical archives, and other resources of knowledge to find specific information. If you have access to such references, you may use them to research obscure information quickly and efficiently. Though this is part of the Knowledge skill, its applications are complicated enough to merit its own skill description.

Check: If the source of reference contains information relevant to what you are researching, you get a circumstance bonus to your subsequent Knowledge skill check according to the result of the Knowledge (research) check. The research DC is 10; success grants a circumstance bonus of +2 with an additional +2 for every 5 by which you exceed this DC. A successful Research check can require anywhere from an hour to days, depending on the obscurity of the target information.

Retry: Yes. Each retry requires an equal amount of time and searching. If the references do not contain the information sought, no amount of retrying will succeed.

Special: All Deverenians may choose two of the following Knowledges as class skills: heraldry, history, lineages, the Storm.

If you have the Favored Enemy feat, you gain a +3 morale bonus on Knowledge checks appropriate to that enemy.

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

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks made to find secret doors or hidden compartments.

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (history), you get a +2 bonus on bardic knowledge checks.

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

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).

If you have 5 or more ranks in Knowledge (nobility and royalty), you get a +2 bonus on Diplomacy checks.

If you have 5 or more ranks in Knowledge (religion), you get a +2 bonus on turning checks against undead.

If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

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

If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Listen (WIS)

Check: Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Move Silently check.

Table 4–26: Listen Difficulty

Listen DC	Sound
–10	A battle
0	People talking[1]
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently to sneak past the listener
15	People whispering[1]
19	A cat stalking
30	An owl gliding in for a kill

1 If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

Table 4–27: Listen Modifiers

Listen DC Modifier	Condition
+5	Through a door
+15	Through a stone wall
+1	Per 10 feet of distance
+5	Listener distracted

In the case of people trying to be quiet, the DCs given on the table could be replaced by Move Silently checks, in which case the indicated DC would be their average check result.

Action: Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

Try Again: Yes. You can try to hear something that you failed to hear previously with no penalty.

Special: When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals' Listen checks.

A fascinated creature takes a –4 penalty on Listen checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Listen checks.

If you have the Intuition feat, you get a +10 competency bonus to all Listen checks made to avoid being surprised.

If you have the Watchful Guard feat, you get a +2 bonus on Listen checks.

An elf or halfbreed elf has a +2 racial bonus on Listen checks.

A sleeping character may make Listen checks at a –10 penalty. A successful check awakens the sleeper.

Move Silently (DEX; Armor Check Penalty)

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

Table 4–28: Move Silently Modifiers

Surface	Check Modifier
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	–2
Very noisy (dense undergrowth, deep snow)	–5

Action: None. A Move Silently check is included in your movement or other activity, so it is part of another action.

Special: The master of a cat familiar gains a +3 bonus on Move Silently checks.

If you have the Leopard's Grace feat, you get a +2 bonus on Move Silently checks.

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

Open Lock (DEX; Trained Only)

Attempting an Open Lock check without a set of thieves' tools imposes a –2 circumstance penalty on the check, even if a simple tool is employed. If you use masterwork thieves' tools, you gain a +2 circumstance bonus on the check.

Check: The DC for opening a lock varies from 20 to 40, depending on the quality of the lock, as given on the table below.

Table 4–29: Open Lock Difficulty

Lock	DC	Lock	DC
Very simple lock	20	Good lock	30
Average lock	25	Amazing lock	40

Action: Opening a lock is a full-round action.

Special: If you have the Nimble Fingers feat, you get a +2 bonus on Open Lock checks.

If you have the Improved Trap & Lock Master feat, you get a +4 bonus on Open Lock checks.

If you have the Trap & Lock Master feat, you get a +2 bonus on Open Lock checks.

Untrained: You cannot pick locks untrained, but you might successfully force them open.

Perform (Cha)

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills.

You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

Check: You can impress audiences with your talent and skill.

Table 4–30: Performance Difficulty

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
20	Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d6 gp/day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant potential patrons, or even from extraplanar beings.

A masterwork musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance. The bard's special Perform-based abilities are described in that class's description.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Special: A bard must have at least 3 ranks in a Perform skill to inspire courage in his allies, or to use his countersong or his fascinate ability. A bard needs 6 ranks in a Perform skill to inspire competence, 9 ranks to use his suggestion ability, 12 ranks to inspire greatness, 15 ranks to use his song of freedom ability, 18 ranks to inspire heroics, and 21 ranks to use his mass suggestion ability. See Bardic Music in the bard class description.

In addition to using the Perform skill, you can entertain people with sleight of hand, tumbling, tightrope walking, and spells (especially illusions).

Poison (Int; Trained Only)

This skill allows you to brew and prepare poisons.

Check: As per the rules for Craft skills. Each poison has a "Brew DC", which is the DC of the skill check required to successfully brew a single dose of the poison.

Crafting a poison carries a 10% chance that you will poison yourself during the brewing process. Crafting an animal poison carries a 20% chance of self-poisoning. Characters with the Poison Use class ability do not risk poisoning themselves when crafting poison.

Increasing potency: Increasing the brewing DC by 5 increases the save DC of that poison by 2. You cannot increase a particular poison's DC by more than 4.

Synergy: If you have 5 or more ranks in Profession (herbalist), you get a +2 bonus when crafting natural poisons from plants. If you have 5 or more ranks in Handle Animal, you get a +2 bonus when crafting a natural poison from an animal, and reduce the chance of poisoning yourself by 10%.

If you have 5 or more ranks in Survival, you get a +2 bonus when crafting a natural poison from a plant, and reduce the chance of poisoning yourself by 10%.

If you have 5 or more ranks in Poison, you get a +2 bonus on Heal checks when treating a poison.

Profession (Wis; Trained Only)

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

Check: You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Action: Not applicable. A single check generally represents a week of work.

Try Again: Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Untrained: Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 silver piece per day.

Ride (Dex)

If you attempt to ride a creature that is ill suited as a mount, you take a –5 penalty on your Ride checks.

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem.

The following tasks do require checks.

Table: 4–31: Riding Difficulty

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

1 Armor check penalty applies.

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

Fight with Warhorse: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Cover: You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your Ride check, you don't get the cover benefit. This usage does not take an action.

Soft Fall: You can react instantly to try to take no damage when you fall off a mount—when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

Control Mount in Battle: As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

Fast Mount or Dismount: You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

Action: Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

Special: If you are riding bareback, you take a –5 penalty on Ride checks.

If your mount has a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

The Ride skill is a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Trample.

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

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

Scry (Int; Bard, Cleric, Druid, Seer, Wizard Only)

Check: You can't use this skill without some magical means to scry. Use of this skill is described in association with those spells and items. These items allow you to spy on others; this skill just lets you do it better. This skill also improves your chance to notice when you are being scried, as detailed in the descriptions of the arcane eye and detect scrying spells.

Special: Although this skill is exclusive to certain classes, it can be used untrained. A character with no ranks in Scry, and who is not allowed to buy ranks in this skill, can still make an Intelligence check to notice when he is being scried.

Search (Int)

Check: You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the Search skill.

Table: 4–32: Search Difficulty

Task	Search DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap (rogue only)	21 or higher
Find a magic trap (rogue only)	25 + level of spell used to create trap
Notice a well-hidden secret door	30
Find a footprint	Varies[1]

1 A successful Search check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail. See the Track feat for the appropriate DC.

Action: It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

Special: An elf or halfbreed elf has a +2 racial bonus on Search checks.

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

The spells *explosive runes*, *fire trap*, *glyph of warding*, *symbol*, and *teleportation circle* create magic traps that a rogue can find by making a successful Search check and then can attempt to disarm by using Disable Device. Identifying the location of a *snare* spell has a DC of 23. *Spike growth* and *spike stones create* magic traps that

can be found using Search, but against which Disable Device checks do not succeed. See the individual spell descriptions for details.

Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give you a +4 bonus on Search checks to locate such abjuration spells.

Synergy: If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks to find secret doors or hidden compartments.

Restriction: While anyone can use Search to find a trap whose DC is 20 or lower, only a rogue can use Search to locate traps with higher DCs. (*Exception:* The spell *find traps* temporarily enables a cleric to use the Search skill as if he were a rogue.)

Sense Motive (Wis)

Check: A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness.

Table: 4–33: Sense Motive Difficulty

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

Hunch: This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Enchantment: You can tell that someone's behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), even if that person isn't aware of it. The usual DC is 25, but if the target is dominated (see *dominate person*), the DC is only 15 because of the limited range of the target's activities.

Discern Secret Message: You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a –2 penalty on your Sense Motive check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can't learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don't detect any hidden communication. If you fail by 5 or more, you infer some false information.

Job Pricing: Your ability to read people gives you a better idea of an employer's situation, allowing you to accurately price your services. This skill also allows you to infer aspects of a task that an employer might not advertise, such as danger level, expenses, or extenuating circumstances.

On a successful Sense Motive check (DC 20, 15 during stressful situations), you accurately gauge how much money the patron can spend for your services. Conversely, you can use this to hire men for less than what they are worth, if you know the men are hungry for work. Job pricing Sense Motive checks cannot be retried.

Action: Trying to gain information with Sense Motive generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you may make a Sense Motive check for each Bluff check made against you.

Special: If you have the Favored Enemy feat, you gain a +3 morale bonus on Sense Motive checks against that enemy.

If you have the Negotiator feat, you get a +2 bonus on Sense Motive checks.

Synergy: If you have 5 or more ranks in Sense Motive, you get a +2 bonus on Diplomacy checks.

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

Check: A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it's generally easier to find such an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, and the like.

Table: 4–34: Sleight of Hand Difficulty

Sleight of Hand DC	Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

Action: Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a –20 penalty on the check.

TABLE: 4–35: COMMON LANGUAGES AND THEIR ALPHABETS

Language	Typical Speakers	Alphabet
Abyssal	Abyssals	Dwarven (rarely written)
Aquan	Water-based creatures	Draconic
Athanean	Clerics, historians	Common
Auran	Air-based creatures	Draconic
Celestial	Good outsiders	Draconic
Common	Free Kingdoms citizens	Common
Deverenian	Deverenians, Denskans	Common
Draconic	Dragons, wizards	Draconic
Druidic	Druids (only)	Druidic
Dwarven	Dwarves	Dwarven
Elven	Elves, Nimbics	Draconic
Giant	Giants	Common and Nothrog (pidgin)
Ignan	Fire-based creatures	Draconic
Kabal	Kaballites, wizards	Draconic
Nothrog	Nothrogs and nothrog subspecies	Nothrog
Terran	Earth-based creatures, gargoyles	Dwarven

Try Again: Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Special: If you have the Deft Hands feat, you get a +2 bonus on Sleight of Hand checks.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

Untrained: An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

SPEAK LANGUAGE (NONE; TRAINED ONLY)

Action: Not applicable.

Try Again: Not applicable. There are no Speak Language checks to fail.

The Speak Language skill doesn't work like other skills. Languages work as follows.

- You start at 1st level knowing one or two languages (based on your race), plus an additional number of languages equal to your starting Intelligence bonus.
- You can purchase Speak Language just like any other skill, but instead of buying a rank in it, you choose a new language that you can speak.
- You don't make Speak Language checks. You either know a language or you don't.
- A literate character (anyone but a barbarian who has not spent skill points to become literate) can read and write any language he speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.

TABLE: 4–36: SPELLCRAFT DIFFICULTY

Spellcraft DC	Task
13	When using read magic, identify a glyph of warding. No action required.
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No action required. No retry.
15 + spell level	Learn a spell from a spellbook or scroll (wizard only). No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from). Requires 8 hours.
15 + spell level	Prepare a spell from a borrowed spellbook (wizard only). One try per day. No extra time required.
15 + spell level	When casting detect magic, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required.
19	When using read magic, identify a symbol. No action required.
20 + spell level	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. No action required. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day. Requires a full-round action.
25 + spell level	After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.
25	Identify a potion. Requires 1 minute. No retry.
20	Draw a diagram to allow dimensional anchor to be cast on a magic circle spell. Requires 10 minutes. No retry. This check is made secretly so you do not know the result.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

Spellcraft (INT; Trained Only)

Use this skill to identify spells as they are cast or spells already in place.

Check: You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table below.

Action: Varies, as noted above.

Try Again: See above.

Special: If you are a specialist wizard, you get a +2 bonus on Spellcraft checks when dealing with a spell or effect from your specialty school. You take a −5 penalty when dealing with a spell or effect from a prohibited school (and some tasks, such as learning a prohibited spell, are just impossible).

If you have the Magical Aptitude feat, you get a +2 bonus on Spellcraft checks.

If you have the Favored Enemy feat, you gain a +3 morale bonus on Spellcraft checks against that enemy.

Synergy: If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Use Magic Device, you get a +2 bonus on Spellcraft checks to decipher spells on scrolls.

If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

Additionally, certain spells allow you to gain information about magic, provided that you make a successful Spellcraft check as detailed in the spell description.

Spot (WIS)

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you can't actually see it.

Spot is also used to detect someone in disguise (see the Disguise skill), and to read lips when you can't hear or understand what someone is saying.

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

Table: 4–37: Spot Penalties

Condition	Penalty
Per 10 feet of distance	−1
Spotter distracted	−5

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker's language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don't know whether you succeeded or missed by 5.

Action: Varies. Every time you have a chance to spot something in a reactive manner you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check, and you can't perform any other action (other than moving at up to half speed) during this minute.

Try Again: Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

Special: A fascinated creature takes a −4 penalty on Spot checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Spot checks.

If you have the Hawk Sight feat, you get a +4 bonus on Spot checks.

If you have the Intuition feat, you get a +10 competency bonus to all Spot checks made to avoid being surprised.

If you have the Watchful Guard feat, you get a +2 bonus on Spot checks.

An elf or halfbreed elf has a +2 racial bonus on Spot checks.

The master of a hawk familiar gains a +3 bonus on Spot checks in daylight or other lighted areas.

The master of an owl familiar gains a +3 bonus on Spot checks in shadowy or other darkened areas.

Survival (WIS)

Check: You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Table: 4–38: Survival Difficulty

Survival DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
Varies	Follow tracks (see the Track feat).

Survival does not allow you to follow difficult tracks unless you have the Track feat (see the Restriction section below).

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes(indoors) of searching.

Restriction: While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a character with the Track feat can use Survival to follow tracks when the task has a higher DC.

Special: If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself.
If you have the La Hashan Descending feat, you get a +5 bonus on Survival checks to find food and water.
If you have the Self-Sufficient feat, you get a +2 bonus on Survival checks.

Synergy: If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.
If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, and plains).

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes.

If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

If you have 5 or more ranks in Survival, you get a +2 bonus on Poison checks when crafting a natural poison from a plant, and reduce the chance of poisoning yourself by 10%.

Swim (Str; Armor Check Penalty)

Check: Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

The DC for the Swim check depends on the water, as given on the table below.

Table: 4–39: Swimming Difficulty

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

1 You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

Action: A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

Table: 4–40: Tumble Difficulty

Tumble DC	Task
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.
25	Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

Table: 4–41: Tumble Surface Modifiers

Surface Is...	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog[1], undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

1 Tumbling is impossible in a deep bog.

Special: Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

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

If you have the Endurance feat, you get a +4 bonus on Swim checks made to avoid taking nonlethal damage from fatigue.

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

Tumble (Dex; Trained Only; Armor Check Penalty)

You can't use this skill if your speed has been reduced by armor, excess equipment, or loot.

Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given on the table below.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble into such a square is modified as indicated below.

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a –10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

Action: Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

Try Again: Usually no. An audience, once it has judged a tumbler as an uninteresting performer, is not receptive to repeat performances.

You can try to reduce damage from a fall as an instant reaction only once per fall.

Special: If you have 5 or more ranks in Tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC.

If you have 5 or more ranks in Tumble, you gain a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.

If you have the Acrobatic feat, you get a +2 bonus on Tumble checks.

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

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

Use Magic Device (Cha; Trained Only)

Use this skill to activate magic items.

Check: You can use this skill to read a spell or to activate a magic item. Use Magic Device lets you use a magic item as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different alignment. You make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant Use Magic Device check once per hour.

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magic Device check for that purpose. The DCs for various tasks involving Use Magic Device checks are summarized on the table below.

Table: 4–42: Use Magic Device Difficulty

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

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus on your Use Magic Device check if you've activated the item in question at least once before. If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn't do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy is released, dealing 2d6 points



of damage to you. This mishap is in addition to the chance for a mishap that you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.

Decipher a Written Spell: This usage works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell requires 1 minute of concentration.

Emulate an Ability Score: To cast a spell from a scroll, you need a high score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, or Charisma for bard spells). Your effective ability score (appropriate to the class you're emulating when you try to cast the spell from the scroll) is your Use Magic Device check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

Emulate an Alignment: Some magic items have positive or negative effects based on the user's alignment. Use Magic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class equals your Use Magic Device check result minus 20. This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magic Device check (see above).

Emulate a Race: Some magic items work only for members of certain races, or work better for members of those races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Scroll: If you are casting a spell from a scroll, you have to decipher it first. Normally, to cast a spell from a scroll, you must have the scroll's spell on your class spell list. Use Magic Device allows you to use a scroll as if you had a particular spell on your class spell list. The DC is equal to 20 + the caster level of the spell you are trying to cast from the scroll. In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the appropriate ability. If you don't have a sufficient score in that ability, you must emulate the ability score with a separate Use Magic Device check (see above).

This use of the skill also applies to other spell completion magic items.

Use a Wand: Normally, to use a wand, you must have the wand's spell on your class spell list. This use of the skill allows you to use a wand as if you had a particular spell on your class spell list. This use of the skill also applies to other spell trigger magic items, such as staffs.

Action: None. The Use Magic Device check is made as part of the action (if any) required to activate the magic item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.

Special: You cannot take 10 with this skill.

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

If you have the Magical Aptitude feat, you get a +2 bonus on Use Magic Device checks.

Synergy: If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Use Magic Device checks related to scrolls.

If you have 5 or more ranks in Use Magic Device, you get a +2 bonus to Spellcraft checks made to decipher spells on scrolls.

Use Rope (Dex)

Check: Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table below.

Table: 4–43: Use Rope Difficulty

Use Rope DC	Task
10	Tie a firm knot
10[1]	Se cure a grappling hook
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around yourself one-handed
15	Splice two ropes together
Varies	Bind a character

1 Add 2 to the DC for every 10 feet the hook is thrown; see below.

Secure a Grappling Hook: Securing a grappling hook requires a Use Rope check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. This check is made secretly, so that you don't know whether the rope will hold your weight.

Bind a Character: When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Use Rope check.

You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You don't even make your Use Rope check until someone tries to escape.

Action: Varies. Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

Special: A silk rope gives you a +2 circumstance bonus on Use Rope checks. If you cast an animate rope spell on a rope, you get a +2 circumstance bonus on any Use Rope checks you make when using that rope.

These bonuses stack.

If you have the Deft Hands feat, you get a +2 bonus on Use Rope checks.

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

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

If you have 5 or more ranks in Escape Artist, you get a +2 bonus on checks made to bind someone.



Chapter Five: Feats

All characters receive a feat at character creation, and again every third level (3rd, 6th, 9th, etc). Some classes and prestige classes provide additional bonus feats. Feats are your character's abilities has that are not skills, or ability scores, or class abilities. They can increase your character's competence in one area, or provide him with a new ability.

Feats come in several types:

Fighter

Fighter feats may be taken as a bonus feat by fighters.

General

General feats have no special rules related to them.

Heritage

Heritage feats may only be taken at first level. They represent a part of your character's upbringing or ancestry that provides a special benefit. You may take only a single Heritage feat.

Lunar

Lunar feats relate your character to one of the three great moons of the Accordlands. Dwarves may not take lunar feats.

Quest

Quest feats all have a prerequisite of a deed that your character must perform before he can acquire the feat. Quest feats are special and rare. Quest feats may not be taken at first level.

Totem

Totem feats require you to have the animal listed as your totem animal. Only barbarians, druids, and shamans have totem animals.

Item Creation

An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of item, each item creation feat has certain features in common.

XP Cost: Power and energy that the spellcaster would normally have is expended when making a magic item. The XP cost equals ½₂₅ the cost of the item in gold pieces. A character cannot spend so much XP that he loses a level. However, on gaining enough XP to achieve a new level, he can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Raw Materials Cost: Creating a magic item requires costly components, most of which are consumed in the process. The cost of these materials equals half the cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he needs unless unusual circumstances apply.

Time: The time to create a magic item depends on the feat and the cost of the item. The minimum time is 1 day.

Item Cost: Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects and whose power depends on their caster level. A spell from one of these items has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the XP cost and the cost of the raw materials) depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level and then multiply the result by a constant:

- Scrolls: Base price = spell level × caster level × 25 gp.
- Potions: Base price = spell level × caster level × 50 gp.
- Wands: Base price = spell level × caster level × 750 gp.

Extra Costs: Any potion, scroll, or wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. For potions and scrolls, the creator must expend the material component or pay the XP when creating the item. For a wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost.

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

METAMAGIC

Metamagic feats improve the efficacy of a spell at the cost of increasing the effective level of the spell. This means that a spell is prepared at a higher level and occupies a higher level spell slot for the day, but is not actually considered to be of the higher level. Instead, the benefit from the metamagic feat is applied (*see specific feats for details*).

Some spellcasters choose spells as they cast them. They can choose when they cast their spells whether to use metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. If its normal casting time is 1 action, casting a metamagic spell is a full-round action for a spellcaster that chooses spells as they cast them. For spells with a longer casting time, it takes an extra full-round action to cast the spell.

Spontaneous Casting and Metamagic Feats: Clerics spontaneously casting *cure* or *inflict* spells can cast metamagic versions of them. Casting a 1-action metamagic spell spontaneously is a full-round action, and spells with longer casting times take an extra full-round action to cast.

Effects of Metamagic Feats on a Spell: In all ways, a metamagic spell operates at its original level even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed (unless stated otherwise in the feat description). The modifications made by these spells only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Multiple Metamagic Feats on a Spell: A spellcaster can use multiple metamagic feats on a single spell. Changes to its level are cumulative.

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

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

Feat Descriptions

ABYSSAL TAINT [HERITAGE]

A distant ancestor was an abyssal.

Prerequisites: Con 13, Cha 15, non-good characters only.

Benefit: You gain damage reduction 1/silver.

Special: You may only take this feat at 1st level. Some minor physical deformity of your body reveals your abyssal blood, such as cat eyes, horns growing from your head, or a tail. You suffer a –1 penalty to all Charisma-based skill checks against non-evil creatures. You may use the Disguise skill to hide your abyssal nature, with a –2 penalty to the skill check.

ACROBATIC ATTACK [GENERAL]

Your nimbleness throws your opponents off balance.

Prerequisite: 4 ranks in Tumble skill.

Benefit: When wearing light armor or no armor, you may use the full attack action to make a single attack with a +6 circumstance bonus.

ACROBATIC DODGE [GENERAL]

Your flexibility makes you harder to hit.

Prerequisite: Dodge.

Benefit: When wearing light armor or no armor, you may give up a move-equivalent action in order to receive a +2 dodge bonus to your AC until the beginning of your next turn. This feat must be activated on your turn and lasts until you choose to stop using it.

ACROBATIC [GENERAL]

Your athletic skills are fine-tuned.

Benefit: You get a +2 bonus on all Jump checks and Tumble checks.

AGILE [GENERAL]

You are quite supple.

Benefit: You get a +2 bonus on all Balance checks and Escape Artist checks.

ALERTNESS [GENERAL]

You notice things that others miss.

Benefit: You gain a +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar gains the Alertness feat whenever the familiar is within arm's reach.

ALLIED TACTICS [FIGHTER]

You can switch places with an ally.

Benefit: As part of your move (including a 5-foot free move), you can move into an adjacent space occupied by an ally. That ally then moves into the square you just left. You can only use this feat with an ally who is willing and who did not move at all on his last turn. If your ally is flat-footed or otherwise not allowed his Dexterity bonus, he must make a Balance check (DC 10) to remain standing when you push him aside.

AMAZING LUCK [GENERAL]
Things just tend to go your way.

Benefit: Once per day you may reroll any one failed skill roll. You must take the rerolled score. This applies only to skill checks: not attacks, saving throws, or other die rolls.

ANALYZE FOE [GENERAL]
Your knowledge of an opponent aids you in combating him.

Prerequisites: Alertness, 5 ranks in Spot skill.

Benefit: To use this feat, you must spend a number of rounds sizing up opponents in a non-combat situation. You must be within 30 feet of them while doing this. You must spend 3 rounds sizing up a single opponent, plus one round per additional opponent up to a number of targets equal to your Intelligence modifier (if positive). If you engage a foe within 10 minutes of analyzing him, you gain the following bonuses for three rounds against him: +1 dodge bonus to AC, +1 competency bonus to attack rolls, and +2 to all Bluff, Diplomacy, Gather Information, Intimidation, or Sense Motive skill checks.

ANIMAL AFFINITY [GENERAL]
You work well with beasts.

Benefit: You get a +2 bonus on all Handle Animal checks and Ride checks.

ARCANE RECOLLECTION [GENERAL]
You can recall a spell you just cast.

Prerequisites: Spellcaster level 1+, primary spellcasting ability score 15.

Benefit: As a free action, right after you cast a spell, you may make a Spellcraft check (DC 20 + level of the spell) to recover the spell. The spell can be of any level up to two levels lower than the highest-level spell you can cast. Make the check against your primary spellcasting ability score. You may use this ability only once per day.

Special: You may purchase this feat multiple times. Each time you do, you can use its ability one more time per day.

ARCHERY PRACTICE [GENERAL]
You are trained to ignore distractions while firing a bow.

Prerequisite: 5 ranks in Concentration skill.

Benefit: You gain a bonus to hit a target that did not move in the last round. You lose the benefit of this feat against a creature that moves at all, even just a 5-foot adjustment. Against a stationary target, however, you gain a circumstance bonus to hit equal to one-fifth your ranks in Concentration (round down).

ARMOR FOCUS (HEAVY) [FIGHTER]
You have trained for hours in heavy armor, learning to bend where it bends.

Prerequisite: Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium).

Benefit: You gain a +2 dodge bonus to AC while wearing heavy armor. In addition, the armor check penalty for heavy armor is reduced by one, to a minimum of one.

ARMOR FOCUS (LIGHT) [FIGHTER]
You have trained for hours in light armor, learning to bend where it bends.

Prerequisite: Armor Proficiency (light).

Benefit: You gain a +2 dodge bonus to AC while wearing light armor. In addition, the armor check penalty for light armor is reduced by one, to a minimum of one.

ARMOR FOCUS (MEDIUM) [FIGHTER]
You have trained for hours in medium armor, learning to bend where it bends.

Prerequisite: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: You gain a +2 dodge bonus to AC while wearing medium armor. In addition, the armor check penalty for medium armor is reduced by one, to a minimum of one.

ARMOR PROFICIENCY (HEAVY) [GENERAL]
You have practiced wearing heavy armor.

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

ARMOR PROFICIENCY (LIGHT) [GENERAL]
You have practiced wearing light armor.

Benefit: When a character wears a type of armor with which he is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Normal: A character who is wearing armor with which he is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

ARMOR PROFICIENCY (MEDIUM) [GENERAL]
You have practiced wearing medium armor.

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

ATHLETIC [GENERAL]
You are naturally good at climbing and swimming.

Benefit: You get a +2 bonus on all Climb checks and Swim checks.

AUGMENT SUMMONING [GENERAL]
Your summoning spells are more powerful.

Prerequisite: Spell Focus (conjuration).

Benefit: Each creature you conjure with any *summon* spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

BACK AT YOU [FIGHTER]
You are aware of the position in which a failed attack places an opponent.

Prerequisites: Combat Reflexes, Lightning Reflexes, base attack bonus +12.

Benefit: Once per turn, when an attack of opportunity misses you by 5 or more, you may as a free action make a single attack against that creature at your highest attack bonus.

Normal: Making an attack of opportunity doesn't leave you open to attack.

BACKSTAB [GENERAL]
You get a dirty attack against those slower than you.

Prerequisites: Dex 13, Improved Initiative, base attack bonus +9.

Benefit: Any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), your attack with a light piercing melee weapon deals an extra +1d6 damage. Should you score a critical hit with a backstab, this extra damage is not multiplied. You can only backstab a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to a backstab. You must be able to see the target well enough to pick out a vital spot and must be able to reach the vital spot. You cannot backstab while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.



BADGER'S RAGE [TOTEM]
You have the rage of a badger.

Prerequisites: Totem Animal: Badger, Rage class ability.

Benefit: Your rages provide +6 Strength, +6 Constitution, a +3 bonus on Will saves, and –3 AC.

Normal: Rage grants a +4 bonus to Strength and Constitution, +2 to Will saves, and a –2 AC.

BASCARON ASCENDING [LUNAR]
You were born while Bascaron ruled the skies, an exceedingly ill omen, but you have nonetheless survived into adulthood. The stigma of the Blood Moon follows you, and its savage tendencies infect your soul.

Benefit: You gain the (Bascaron) subtype, though you still appear to be a normal person of your race. While the power of Bascaron does not directly influence your personality, bloodlust comes naturally to you. You gain either assassin, barbarian, or ranger as a favored class, but may not gain levels in any class or prestige class that requires you to be of lawful alignment (even if you are lawful).

Purchasing this feat satisfies the quest element for the Membership (Cult of Bascaron) feat.

BASCARON DESCENDING [LUNAR]
Parents always celebrate a child's birth, but yours held even greater significance. Though your mother birthed you while Bascaron moved in the sky, the Broken Moon disappeared almost immediately thereafter. The seers pronounced this no coincidence (though you may disagree), and declared that the terrors of the night fear you.

Benefit: Though you do not bear the taint associated with Bascaron's passing, its presence in the sky touched you at birth. You are sensitive to signs of the Broken Moon's passing, and can intuitively feel its traces as a spell-like ability, as per detect evil, but only detecting creatures of the (Bascaron) subtype. You may use this ability a number of times per day equal to your Wisdom modifier (minimum of 1). Additionally, you may select Bascaron creatures (creatures with the Bascaron subtype; this does not inherently include Bascarite cultists or Yscarite heretics) as a favored enemy if you advance in levels as a ranger.

You may not gain the (Bascaron) subtype. You are immune to any effect which would bestow it upon you, but may not advance in any class which gives it to you.

BAT ALLIES [TOTEM]
Several small bats follow you around.

Prerequisites: Totem Animal: Bat, Cha 11.

Benefit: You are constantly surrounded by nine normal bats. They see you as their friend and will attack your foes. If you can communicate with them, you can give them simple orders. The bats expect you to feed them (or at least visit areas where they can find their own food) and treat them nicely. If you mistreat your

bats for more than 4 days, they all leave, and you lose the benefits of this feat for 1d4 months. While within this cloud of bats, all attacks targeted at you have a 20% miss chance.

You may dismiss the bats whenever you wish as a standard action. You may summon them again whenever you wish, as long as there are sufficient bats in the area. This feat gives you no ability to bond with or control magical bat-like creatures; only normal bats count.

Battle Plans [Fighter]

You carefully plot your attacks to take advantage of your opponent's drawbacks or situation.

Prerequisite: 10 ranks in Knowledge (battle) skill.

Benefit: You must spend a number of hours planning an attack on an equal number of foes. You may then impart these plans to a number of comrades equal to your Intelligence and Wisdom scores. You and all those who learned from the plans may take a single +3 competence bonus to one attack, damage roll or saving throw while engaging any of the foes studied with the battle plans.

Bear Friend [Totem]

You have a mighty ally in a bear.

Prerequisite: Totem Animal: Bear.

Benefit: Whenever you encounter a bear (normal or dire, but not magical) you may make a Charisma check (DC 15). If this check is successful, the bear treats you as its friend, generally ignoring you. If the check result is higher than 20, the bear is extremely fond of you, even defending you if you are threatened or attacked while in their presence. This ability may only be used on one bear at a time.

Beast of Burden [General]

Necessity has taught you how to balance heavy loads for easier carrying.

Benefit: For purposes of carrying capacity your strength is treated as being four points greater. These bonus strength points apply to carrying capacity and calculating encumbrance only. They do not affect melee damage, and confer no bonus on attack or damage rolls.

Better Part of Valor [General]

You know when it's time to flee.

Prerequisite: Dex 13.

Benefit: When you ready an action to see if an attack will successfully strike you, you can act immediately and take a full move action away from that creature without damage being rolled (in other words, you escaped the attack by the skin of your teeth).

Normal: You cannot ready an action to escape a successful attack.

Blind-Fight [Fighter]

You do not need a source of light to wreak havoc in melee.

Benefit: In melee, every time you miss because of concealment, you can reroll the miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no bonus to hit you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks.

You suffer only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half.

Bolster Item [General]

Your infuse your own special spellcasting talent into magic items you create.

Prerequisite: Any Item Creation feat.

Benefit: Magic items you create have the same saving throw DCs as your spells do. This applies only to spell completion and spell trigger items. For example, if the save DC of your fireball spells is 17, any fireball item you create will have a save DC of 17 as well.

Normal: The saving throw DC from items is calculated as 10 + spell or effect level + modifier of the minimum ability score required to cast the spell.

Breach the Wall [Fighter]

Your siege engine tactics are renowned.

Prerequisite: 10 ranks in Knowledge (siege engines) skill.

Benefit: When rolling damage from a successful attack from a siege engine under your direct command, you only count half an object's hardness against the attack.

Normal: Hardness is counted in full against a successful attack from siege weaponry.

Brew Potion [Item Creation]

You can create magical potions.

Prerequisite: Spellcaster level 3rd+.

Benefit: You can create a potion of any spell of 3rd level or lower that you know and that targets a creature or creatures. Brewing a potion takes 1 day. When you create a potion, you set the caster level. The caster level must be sufficient to cast the spell in question and no higher than your own class level. The base price of a potion is its spell level multiplied by its caster level multiplied by 50 gp. To brew a potion, you must spend $\frac{1}{25}$ of this base price in XP and use up raw materials costing half this base price.

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

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

Channel Spell [General]

You can fuel your spells with a part of your essence.

Prerequisites: Con 13, any one metamagic feat.

Benefit: You can deal damage to yourself in order to fuel your spells. By taking damage equal to the level of the spell, you can enhance the effect of the spell with metamagic feats. For each point suffered, you may "attach" metamagic feats that you know, up to the level of the spell. For instance, a 3rd level spell could be enhanced as if it were 3 levels higher or effectively had 3 levels of metamagic feats, at the cost of 3 hp. Since these enhancements

take place after the fact, a 9th level spell could have 9 levels of equivalent metamagic feats, sacrificing 9 hp.

This damage cannot be reduced by any means. It cannot be healed with magic, only rest.

Use of this feat is a full-round action. It can be used a number of times per day equal to your Constitution bonus.

Cheetah's Charge [Totem]

You can make a charge attack like a cheetah.

Prerequisites: Totem Animal: Cheetah, Dex 15, Str 13.

Benefit: Once per day, you may move up to four times your normal speed when taking a charge action. For 4 rounds thereafter, you suffer a –2 penalty to attack rolls and AC.

Cleave [Fighter]

You can move from enemy to enemy in combat.

Prerequisites: Str 13, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature in the immediate vicinity. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

Collateral Damage [Fighter]

Your killing blows are dangerous to adjacent targets.

Prerequisites: Power Attack, Str 13.

Benefit: So mighty are your swings, your weapon may strike down a target and continue its momentum into an adjacent target. If you deliver a blow to a target that brings him below 0 hp, compare the amount below 0 to the AC of a foe you also threaten that is within 5 feet of the first creature. If that total (as a positive) equals or exceeds the second target's AC, then apply half the total damage from the killing blow of the first creature to the second creature.

Example: Sir Adolphus strikes down a Nothrog fighter who had 10 hit points remaining, delivering a blow that does 30 points of damage to bring the Nothrog to –20 hp. A shaman adjacent to the fighter and also threatened by Sir Adolphus has an AC of 18. The fighter went 20 hit points below 0, exceeding the shaman's AC of 18. The shaman also takes 15 points of damage as the weapon cuts into him, half the total of the killing blow.

Combat Casting [General]

You are skilled at casting on the defensive.

Benefit: You gain a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Combat Expertise [General]

You can fight defensively more skillfully than most people can.

Prerequisite: Int 13.

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as –5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

Special: A fighter may select Combat Expertise as one of his fighter bonus feats.

Combat Reflexes [Fighter]

Attacks of opportunity come naturally to you.

Benefit: When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity modifier. You still may only make one attack of opportunity per enemy.

You may also make attacks of opportunity while flat-footed.

Special: Combat Reflexes does not allow a rogue to use opportunist more than once per round.

Conversion [Special]

Your divine power can force a being to take on your alignment or that of your deity.

Prerequisites: Cha 13, base attack bonus +6, turn or rebuke undead class ability.

Benefit: You may spend two turn or rebuke undead attempts to make a target's alignment become yours or your deity's. You must touch the target, which in combat requires a touch attack. A willing target simply becomes the new alignment. An unwilling target can make a Will save (DC 15 + your Charisma bonus) to avoid the effect. The new alignment lasts for a number of rounds equal to 1 + your Charisma bonus. During that time, the target is affected by spells and abilities based on alignment as its new alignment. This is a supernatural, mind-affecting ability.

Courage From Faith [Special]

You can channel divine power to strengthen a friend's resolve.

Prerequisite: Turn undead class ability.

Benefit: You may spend a turn undead attempt to remove the shaken condition from a single target, and give the target a +3 morale bonus to saves against any fear effect for five rounds. If the target is panicked, frightened, or cowering, the target becomes merely shaken. You must touch your target to use this ability, which is a supernatural ability. Using this power in combat is a standard action.

Craft Magic Arms and Armor [Item Creation]

You can create weapons and armor that are truly magical.

Prerequisite: Spellcaster level 5th+.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend ½s of its features' total price in XP and use up raw materials costing half of this total price.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item that you must provide. (Its cost is not included in the above cost.)

CRAFT METAMAGIC FETISH [ITEM CREATION]
You can craft metamagic fetishes out the remains of magical beasts and outsiders.

Prerequisites: 5 ranks in Craft (any) skill, ability to craft arcane spell fetishes.

Benefit: You may create fetishes that allow you to use metamagic feats to alter your spells without casting them at a higher level. A metamagic fetish is worth 100 gp times the CR of the magic beast or outsider it came from. Creating a metamagic fetish takes 1 day and ½5th the value of the fetish in XP for each 1,000 gp in the fetish's value. Actually using the fetishes created with this feat requires the Tap Metamagic Fetish feat.

CRAFT ROD [ITEM CREATION]
You can create magical rods.

Prerequisite: Spellcaster level 9th+.

Benefit: You can create any rod whose prerequisites you meet. Crafting a rod takes 1 day for each 1,000 gp in its base price. To craft a rod, you must spend ½5 of its base price in XP and use up raw materials costing half of its base price.

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

CRAFT STAFF [ITEM CREATION]
You can create magical staves.

Prerequisite: Spellcaster level 12th+.

Benefit: You can create any staff whose prerequisites you meet. Crafting a staff takes 1 day for each 1,000 gp in its base price. To craft a staff, you must spend ½5 of its base price in XP and use up raw materials costing half of its base price.

A newly created staff has 50 charges.

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

CRAFT WAND [ITEM CREATION]
You can create magic wands.

Prerequisite: Spellcaster level 5th+.

Benefit: You can create a wand of any spell of 4th level or lower that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. The base price of a wand is its caster level multiplied by the spell level multiplied by 750 gp. To craft a wand, you must spend ½5 of this base price in XP and use up raw materials costing half of this base price.

A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base cost, you must expend fifty copies of the material component or pay fifty times the XP cost.

CRAFT WONDROUS ITEM [ITEM CREATION]
You can make magical items.

Prerequisite: Spellcaster level 3rd+.

Benefit: You can create any miscellaneous magic item whose prerequisites you meet. Enchanting a miscellaneous magic item takes 1 day for each 1,000 gp in its price. To enchant a miscellaneous magic item, you must spend ½5 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken miscellaneous magic item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

Some wondrous items incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

CROCODILE GRAB [TOTEM]
You have a powerful grab, like a crocodile's jaw.

Prerequisites: Totem Animal: Crocodile, Str 13.

Benefit: You gain a +2 bonus to grapple checks. If you also have the Improved Grab Feat, you instead gain a +4 bonus to all grapple checks.

CRUSH [GENERAL]
Your heavy-handed damage is sure destruction to anything in your way.

Prerequisite: Improved Sunder.

Benefit: Damage dealt to any object by your Medium or Large bludgeoning weapon ignores up to your Strength score in hardness.

CUTTING REMINDER [GENERAL]
You are brutally efficient at taking advantage of an opponent's lowered defenses.

Prerequisite: Alertness.

Benefit: If you attack someone with a melee strike who has already attacked someone else this round (i.e. their initiative is higher then yours and they have not attacked you) you gain a +2 bonus to your attack.

Normal: You gain no special bonus to attack someone who has ignored you.

DEATH FROM ABOVE [GENERAL]
You leap down upon your foes to cause greater harm.

Prerequisites: Base attack bonus +3, 6 ranks in Jump skill.

Benefit: When you jump to attack from a height of more than 10 feet above an opponent you multiply the damage by the height increments you plummet, to a maximum of 4× damage. You still take falling damage (but may reduce this damage with Jump or Tumble checks as applicable). For instance, if you jump down into a 40-foot deep pit to attack someone, you multiply your weapon damage by 4. This stacks if a critical hit is scored. For example: Jesrial leaps into a 40-foot deep pit to attack a trapped lammasu and skewers it with his longsword, scoring a critical. Instead of doing 2d8 damage he instead does 6d8 damage (2d8 for the critical hit and 4d8 for the plummeting attack). Jesrial fails his Jump check, and takes 4d6 falling damage.

Normal: Jumping on an opponent to attack has no additional benefit.

Deceitful [General]
You are skilled at tricking others.

Benefit: You get a +2 bonus on all Disguise checks and Forgery checks.

Defensive Posture [General]
You weave and duck, foiling enemy attacks.

Prerequisites: Dex 13, 4 ranks in Tumble skill.

Benefit: You are adept at twisting your body out of harm's way while on the attack. As a move-equivalent action you may replace your AC with the total of your Tumble skill check for that round only. You must accept this new AC for the round, even if it is worse than your original AC.

Deflect Arrows [General]
You can knock aside incoming missiles.

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). If you succeed, you deflect the weapon. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons can't be deflected.

Fighters can take this feat as a bonus feat.

Defier [General]
You have studied the attack patterns of a specific creature and learned its typical offensive.

Prerequisites: Combat Expertise, 5 ranks in Knowledge (specific creature) skill.

Benefit: Choose a specific type of creature (dragon, outsider, aberration, undead, etc.). When you use the Combat Expertise feat against this specific type of creature, the benefits from Combat Expertise are doubled. For example, if you take a −5 to hit you gain a +10 to AC.

Normal: Combat Expertise only provides a bonus equal to the penalty you take to attack.

Deft Hands [General]
You're good with your hands.

Benefit: You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.

Diehard [General]
You refuse to die when others give up.

Prerequisite: Endurance.

Benefit: When reduced to between −1 and −9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach −10 hit points, you immediately die.

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

Diligent [General]
You have an eye for quality and languages.

Benefit: You get a +2 bonus on all Appraise checks and Decipher Script checks.

Dimensional Attack [General]
You can move through the dimensions and attack when you reappear.

Prerequisite: Ability to cast *dimension door*.

Benefit: Your *dimension door* spell or ability counts as movement, allowing you to attack at the end of your move action.

Divine Chastisement [General]
You condemn outsiders with holy power.

Prerequisite: Class ability to turn or rebuke undead.

Benefit: Spend one of your attempts per day to turn or rebuke undead. You spend a full round action excoriating an outsider of opposing alignment, who suffers a −2 morale penalty to attack and damage rolls for a number of rounds equal to your class level in the class that affords you the turn or rebuke ability.

Divine Right [General]
You can channel divine energy to manipulate an opponent's fate.

Prerequisite: Wis 13, class ability to turn or rebuke undead.

Benefit: You may cast a spell as a full-round action on a single target and spend a turn or rebuke undead attempt when you cast it. If you do so, the save DC of the spell is increased by 2. If the spell already takes a full round or longer to cast, the spell's casting time is increased by one round.

Divine Selection [General]
Your faith allows you to ignore damage.

Prerequisites: Wis 15, Cha 13, class ability to turn or rebuke undead.

Benefit: You may spend four turn or rebuke undead attempts to ignore all damage dealt to you by melee and ranged attacks until the end of your next turn. This is a full-round action. You may perform no other action on the turn you activate this ability, nor on the following turn.

Divine Smite [Metamagic]
Due to your close association with a deity or other divine power, your magic is shot through with divine energy.

Prerequisites: Ability to cast divine spells, any metamagic feat.

Benefit: A spell altered with this metamagic feat works only against targets of a specific alignment. When preparing the spell,

or casting it if you do not prepare spells, name a specific alignment. Only creatures with that alignment suffer the spell's effects. For example, a divine smite *blade barrier* targeted for chaotic evil enemies leaves all others within its area of effect untouched. A divine smite spell uses up a spell slot two levels higher than the spell's actual level.

DODGE [FIGHTER]
You can evade an opponent's melee strikes.

Prerequisite: Dex 13.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action. Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most bonus types.

DRAGONBREATH [GENERAL]
You spew forth flammable liquid, lighting it aflame.

Prerequisites: Dex 13, Lightning Reflexes.

Benefit: This feat allows you to take a drink of flammable liquid and spray it forth from your mouth, lighting it with an open flame as you do so and producing a cone of fire. This is a full-round action which does not provoke an attack of opportunity. You produce a 5-foot cone of flame which does 1d6 points of damage (Reflex save for half, DC 15 plus attacker's Dexterity modifier). The target may catch on fire (*see page 316*).

Normal: This action would certainly backfire or not be as effective from an unskilled individual. At the very least a −4 nonproficiency penalty should be imposed on any untrained person trying the trick.

Special: This feat can be taken multiple times. Each time it is taken the cone increases by 5 feet and the damage increases by 1d6 (i.e. taking this feat twice results in a 10-foot cone that does 2d6 damage).

EAGLE FRIEND [TOTEM]
You have a feathered friend who aids you when possible.

Prerequisites: Totem Animal: Eagle, Cha 13.

Benefit: You gain an eagle that functions as an animal companion (as per the *animal friendship* spell). If you already have an animal companion, then you gain another animal companion. This feat allows you to have more hit dice in animal companions than is normally allowed.

ELDRITCH LUCK [GENERAL]
You have amazing luck when dealing with magic items.

Prerequisite: 4 ranks in Use Magic Device skill.

Benefit: You gain a +5 luck bonus on your Use Magic Device skill check the first time you attempt to use a magic device you have never used before.



ELEMENTAL BASE [METAMAGIC]
Your magical elemental spells become natural.

Benefit: Your elemental spells empowered with this feat tap into primal forces of nature. Only spells with the [Acid], [Cold], [Electricity], [Fire] descriptors that deal damage may benefit from this feat. Such spells ignore spell resistance. Any protection from the natural element at hand is still functional (such as energy resistance). Otherwise the spell functions normally. An Elemental Base spell uses up a spell slot three levels higher than the spell's actual level.

Normal: Most damaging spells are susceptible to the protection offered by spell resistance.

ELEPHANT HIDE [TOTEM]
Your skin is extraordinarily tough.

Prerequisites: Totem Animal: Elephant, Con 17.

Benefit: You gain a +2 natural armor bonus to your AC. This overlaps (and does not stack with) the existing bonus that Elephant gives you.

EMPOWER SPELL [METAMAGIC]
You can improve the spells you cast.

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

ENDURANCE [GENERAL]
You are hard to exhaust.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

Special: A ranger automatically gains Endurance as a bonus feat at 3rd level. He need not select it.

ENLARGE SPELL [METAMAGIC]
You can cast spells over a larger area than normal.

Benefit: An enlarged spell has its range doubled. Spells with ranges that are not defined by distance do not have their ranges increased. A spell with an area or effect that is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

ESCHEW MATERIALS [GENERAL]

Benefit: You can cast any spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

EXCELLENT REFLEXES [GENERAL]
You are unusually fleet of foot.

Prerequisite: Lightning Reflexes.

Benefit: Choose a Dexterity-based skill. You gain a +2 bonus to that skill and a +1 bonus to Reflex saves.

Special: You may purchase this feat multiple times. Each time you take it, choose a different Dexterity-based skill. The Reflex bonuses stack.

EXILED [GENERAL, QUEST]
You have committed a great offense against your people and been cast from their lands, never to return on pain of death. While you may still be loyal to them, they do not return your affections, and even your own family has cursed your name. Still, being a pariah is not without its benefits...

Prerequisite: Must be purchased at character generation (if a general feat; you begin the game as a traitor to your people), or you must have angered a political figure on your people's national level, while simultaneously ensuring that he cannot kill you outright for the offense (if a quest feat).

Benefit: Exiling you and keeping you away are two entirely different propositions. While the presiding ruling body wants you either dead or out of sight, you almost certainly have secret allies, and even former enemies may view you as a kindred spirit. While making Gather Information checks in your homeland, you gain a competence bonus equal to your character level, but your risk of discovery is much greater, and your enemies may assign one or more servants to hunt you down if they realize your presence.

Due to your reputation as a traitor and your newfound need for self-reliance, you also gain rogue as a favored class.

Special: Agents of your homeland still seek your death, and even would-be sympathizers likely feel safer keeping a close watch on your activities. While in your country or dealing with your race, every named NPC makes a reputation check (*see sidebar, page 105*) to see if they have heard of you and your crimes. Though familiarity with you and your past does not necessarily make the NPC hostile, they are aware of a sizable bounty on your head (minimum 1,000 gp per your character level, increasing as the GM deems appropriate).

Special: The consequences of this feat cannot be overstated, as your character is more than an expatriate. Exile is not an alternative to a death sentence, but rather is intended as one — without the support of your family or friends, or even the minimum rights bestowed by law, anyone can kill you without fear of repercussion. This is true even among the dwarves and elves, who normally refuse to raise a hand against one of their own. Though it is possible to role-play readmittance into your former society, the

GM should consider carefully before removing this feat's penalties, just as players should consider carefully before purchasing it in the first place.

Special: You may not purchase the Gloried feat.

EXOTIC WEAPON PROFICIENCY [FIGHTER]
You can wield exotic weapons skillfully.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Special: You may purchase this feat multiple times. Each time you take the feat, it applies to a new weapon. Proficiency with the bastard sword or the dwarven waraxe has a further prerequisite of Str 13.

EXPERIENCED ARCHER [FIGHTER]
You can fire two arrows with a single pull of the bowstring.

Prerequisites: Dex 17, Point Blank Shot, Precise Shot.

Benefit: You nock two arrows at the same time and fire them as one at a single target, suffering a –2 penalty to the attack. If the attack hits, both arrows hit. You can also target two opponents who are no more than 10 feet apart; this shot suffers a –3 penalty. You must use the full attack action to use this feat. You may only use this feat once per round, at your highest attack roll. Any secondary shots are taken normally during this action, counted as part of the full-attack action.

Normal: You can only fire a single arrow with a single attack roll.

EXPLOIT WEAKNESS [GENERAL]
You take advantage of the inadequacies of an opponent's attack.

Prerequisites: Combat Reflexes, 4 ranks in Spot skill.

Benefit: If an attacker rolls a natural 1, or 10 less than needed to succeed at hitting you with an attack, you may make an immediate attack of opportunity against that character.

Normal: Failing an attack roll with a 1, or by 10 less than required, does not provoke an attack of opportunity.

EXTEND SPELL [METAMAGIC]
You can make your spells last longer than usual.

Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

EXTRA REBUKING [SPECIAL]
You can rebuke undead more often than usual.

Prerequisite: Class ability to rebuke undead.

Benefit: Allows you to rebuke undead four more times per day than normal.

Special: You can take this feat multiple times, gaining four extra daily rebuking attempts each time.

Standing Out in a Crowd

Two new quest feats, Exiled and Gloried, represent the pinnacles of infamy and popularity, but most heroes earn some recognition after their great trials.

To determine whether a given character has heard of you, the GM makes a reputation check (DC 20). Your reputation check's result is the die roll + your character level + your Charisma modifier, +2 for each alignment, class, membership, nationality, prestige class, race, and religion you have in common with the character; characters with pertinent Knowledge skills may reroll after conversation, and your disguises (if any) may protect your true identity. Of course, whether what they heard is true, or even good, is up to the GM.

EXTRA TURNING [SPECIAL]
You can turn undead more often than usual.

Prerequisite: Class ability to turn undead.

Benefit: Allows you to turn undead four more times per day than normal.

Special: You can take this feat multiple times, gaining four extra daily turning attempts each time.

FACE OF DEATH [GENERAL]
Your visage strikes fear in those who try to attack you.

Prerequisites: Cha 13, 10 ranks in Intimidate skill.

Benefit: Whenever a creature of your type (usually humanoid) with fewer hit dice than you tries to make a melee attack against you, that creature suffers a penalty to hit you equal to your Charisma bonus (if positive). This is a mind-affecting fear effect.

FAR SHOT [FIGHTER]
Your fired missiles go farther than most.

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon (such as a bow), its range increment increases by one-half (multiply by 1.5). When you use a thrown weapon, its range increment is doubled.

FAST SET [FIGHTER]
You are trained to break a charge.

Prerequisites: Combat Reflexes, base attack bonus +3.

Benefit: You may set a weapon against a charge at any time as a free action. If you are flat-footed or otherwise denied your Dexterity bonus, you cannot set the weapon. A successful hit deals double damage, as normal.

Normal: You must ready an action to set a weapon against a charge.

FATALISTIC WARRIOR [FIGHTER]
When dropped in battle, you can make one attack of desperation.

Benefit: Whenever a melee attack brings you to less than 0 hit points, you may make an immediate melee attack against the creature that attacked you. The attack is made at your highest attack bonus. If you are unable to attack the creature that hit you (such as when the attacker uses a reach attack) this feat does not function. Once you resolve your attack, you fall unconscious and are dying (or dead, if reduced to –10 hit points).

Favored Enemy [Quest]

Though you have faced many opponents before, you have long since had your fill of a certain type. You would give almost anything to destroy them.

Prerequisites: You must have faced members of this favorite enemy race in combat on at least five separate occasions, and lost something of significant value in at least two such encounters (friends or loved ones, party members, an irreplaceable item of great sentimental value, rank in a group, etc.).

Benefit: When you purchase this feat, select a race (including monstrous humanoid races) or type to be your favored enemy. Your all-consuming hatred drives your will in battle with the enemy, and pushes you to your limits and beyond. You have a +3 morale bonus to all attacks against opponents of that race or type, and you raise your spells' DC by 3 against your favored enemy. You also gain a +3 morale bonus when making skill checks dealing directly with the favored enemy race, for the following skill checks: Bluff (for feinting only), Intimidate, Knowledge, Sense Motive, and Spellcraft. Unfortunately, your blind hatred limits your capabilities in times of need, and you suffer a –3 morale penalty on all other Charisma-based checks with your favored enemy.

In addition to races and monster types, certain other classes of creatures have enough motives and abilities in common to be valid subjects for this feat. Characters may have the following as favored enemies: specific barbarian tribes (including specific Nothrog legions), halfbreeds (by the race of one of their parents), devout members of a specific religion, creatures of the Bascaron subtype, and creatures of the Abyssal subtype.

Halfbreeds are considered to be members of both their parent races as well, as well as halfbreeds of both types, and the effects stack (i.e. Count Damien hunts Johan Halfblood, a halfbreed of Deverenian and elf descent; Damien has both half-Deverenians and elves as favored enemies, so he gains +6 to his attacks against Johan).

Special: You may purchase this feat multiple times. Each time you take this feat, you choose a new favored enemy.

Special: Halfbreeds and rangers may purchase this feat at character generation. Halfbreeds must select one of their parent races if they do so.



Favored Primary Weapon [Fighter]

You excel in two-weapon fighting.

Prerequisites: Dex 15, Two-Weapon Fighting, Weapon Focus.

Benefit: Choose a weapon for which you have the Weapon Focus feat (or have chosen as a fighter's favored weapon) and that you can use in one hand. Whenever you use that type of weapon in your primary hand while two-weapon fighting, you gain an additional +1 to hit with it.

Special: You may purchase this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Favored Secondary Weapon [Fighter]

You can use your second weapon more effectively in two-weapon fighting.

Prerequisites: Dex 15, Favored Primary Weapon, Two-Weapon Fighting, Weapon Focus.

Benefit: Choose a weapon for which you have the Weapon Focus feat (or have chosen as a fighter's favored weapon) that counts as a light weapon for you. It can be the same weapon as the one used in your primary hand, or a different one for which you have Weapon Focus. Whenever you use that type of weapon in your off hand while two-weapon fighting, you gain an additional +1 to hit with it.

Special: You may purchase this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Feat of Strength [Fighter]

You can summon bursts of exceptional strength.

Prerequisites: Con 13, Str 13, base attack bonus +8.

Benefit: You can, once per day per point of Constitution modifier, double your strength bonus when performing a Strength-based skill. For example, Rraag'nar the barbarian performs a feat of strength when attempting to open a door. His normal strength modifier is +3 but because he is using a feat of strength his bonus to break down the door is +6. Rraag'nar's Constitution is 14, so he can perform this action twice per day.

FEIGN DEATH [GENERAL]
To even the most trained eye you can appear completely dead.

Prerequisites: 4 ranks in Bluff skill, 4 ranks in Concentration skill.

Benefit: You have learned to slow your breathing and quiet your heartbeat. Entering this state takes a number of rounds equal to 5 minus your Constitution modifier (minimum 1 round). You may take no other actions while in this state. If someone is trying to determine if you are truly dead or not, their Sense Motive or other applicable skill check is opposed by the total of both your Concentration and Bluff skill checks. Feigning death has other applications: for example, while in this state you may hold your breath in an airless environment four times as long as usual. If you use this ability just before attempting an Escape Artist check, you gain a +4 competence modifier to the roll.

FIGHT ACROSS THE ROOFTOPS [GENERAL]
You can keep your footing in the most dangerous of fighting locales.

Prerequisites: 5 ranks in Balance skill, Dex 13.

Benefit: You are quick on your feet, thriving in situations where your opponent has no solid ground. While fighting on a surface with at least 15 feet of elevation from the surrounding area, you may take 10 on all Balance skill checks. You also gain a +4 circumstance bonus when making or defending against trip attacks.

FINAL BLOW [FIGHTER]
Your skill with a blade makes your critical hits more telling.

Prerequisites: Power Attack, base attack bonus +9.

Benefit: If you roll a successful threat, followed by a successful confirmation of a critical hit, roll again. If this third roll would be enough to hit normally, the damage multiplier of your weapon is increased by 1 for this strike only.

Normal: No additional attack rolls as part of a critical hit are allowed.

FINAL STAND [FIGHTER]
You are determined to take all your foes to the grave.

Prerequisite: Power Attack.

Benefit: As Power Attack, on your action before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may exceed your base attack bonus but not your Dexterity modifier plus your Strength modifier plus your base attack bonus. The modifier may give you a negative penalty to attack. The penalty to attacks and bonus to damage applies until your next action.

Normal: The number may not exceed your base attack bonus.

FIND A WAY [GENERAL]
Failure is only a temporary setback.

Prerequisite: 4 ranks in Spot skill.

Benefit: You may retry any skill check that you failed with only a –1 penalty (providing there is an opportunity to retry). In addition, once per day you may reroll any failed skill check. You must take the new total even if it is worse than the one previously rolled.

Normal: A retry usually imposes a –2 penalty on skill checks.

FIRE FROM WITHIN [GENERAL]
You can sacrifice your health to power your spells.

Prerequisite: Ability to cast arcane spells.

Benefit: You may take 1 point of temporary Constitution damage in order to cast your next arcane spell at +1 caster level. The spell must be cast within a number of rounds equal to 1+ your new Constitution modifier (minimum 1 round). You may take only 1 point of Constitution damage per spell. This damage cannot be healed by magical means, but only by rest and the passage of time.

FLYBY ATTACK [GENERAL]

Prerequisite: Must be able to fly.

Benefit: When flying, you can take a move action (including a dive) and another standard action at any point during the move. You cannot take a second move action during a round when you make a flyby attack.

Normal: Without this feat, you take a standard action either before or after your move.

FOLLOW ME [FIGHTER]
Your Leadership skills are impressive.

Prerequisites: Cha 13, Leadership.

Benefit: Your Leadership score is permanently increased by 2. Special: You may purchase this feat multiple times. Its effects stack.

FOLLOW THROUGH [FIGHTER]
You are adept at pushing your way through the enemy.

Prerequisites: Str 13, Power Attack, Cleave.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you may immediately make a 5-foot step to occupy its position. This movement counts as a free action, allowing you to use Cleave or Great Cleave after making this movement.

You must advance directly into the area occupied by your enemy. If this is physically impossible (for instance, if you dropped your foe with a reach weapon), you may not take this five-foot step.

You may use the movement granted by this feat after dropping a foe but before resolving attacks granted by the Cleave or Great Cleave feats. You may only use this feat once per round. If you previously moved during a round in which you use this ability, the movement provided by this feat may allow you to move a total distance above your normal maximum movement rate.

FOREWARNING [GENERAL]
You are gifted with sight that allows you to guess an opponent's moves.

Prerequisites: Wis 15, Seer class level 1+.

Benefit: At the beginning of an encounter, choose an opponent. You may either gain a +1 insight bonus to your AC against attacks from that opponent, or gain a +1 insight bonus to attack the designated target. Once you make the choice for a given encounter, you may not switch to a new target until the combat ends, even if the chosen opponent is removed from the combat.

FORGE RING [ITEM CREATION]
You can create magical rings.

Prerequisite: Spellcaster level 12th+.

Benefit: You can create any ring whose prerequisites you meet. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, you must spend ½s of its base price in XP and use up raw materials costing half of its base price.

You can also mend a broken ring if it is a ring that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that ring in the first place.

Some magic rings incur extra costs in material components or XP as noted in their descriptions.

FORMATION DEFENSE [FIGHTER]
You are practiced in avoiding hits when near friends.

Prerequisite: Must be dwarf, Deverenian, human or Nothrog.

Benefit: When standing adjacent to at least two allies, you receive a +2 circumstance bonus to AC.

FORMATION FIGHTING [FIGHTER]
You fight better when near friends.

Prerequisite: Must be dwarf, Deverenian, human or Nothrog.

Benefit: When standing adjacent to at least two allies, you receive a +1 circumstance bonus to your attack rolls.

FROM THE SHADOWS [GENERAL]
You use the advantage of being hidden to surprise your foes.

Prerequisite: 8 ranks in Hide skill.

Benefit: If as a full-round action you attack someone who, until the attack, was not aware of your presence, you gain a +2 to attack and damage. In addition, the target loses his dexterity bonus to AC for this attack only.

FULL GALLOP [FIGHTER]
You can push your mount to great speeds.

Prerequisite: 4 ranks in Ride skill.

Benefit: When running, your mount moves five times its normal speed instead of four times normal speed. If your mount makes a running jump, increase the distance it clears by one-fourth, but not past the maximum. If your mount has a load of Medium or heavier, for every round it runs it takes 1d6 points of damage.

FURY [FIGHTER]
Your anger fuels your combat prowess.

Prerequisites: Rage class ability, base attack bonus +10.

Benefit: Your fits of rage last for a number of rounds equal to 6 + your newly improved Constitution modifier.

Normal: A fit of rage lasts for a number of rounds equal to 3 + your newly improved Constitution modifier.

THE GAUNTLET [GENERAL]
You run through danger with the greatest of ease.

Prerequisite: Mobility.

Benefit: You gain a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses, so together with the Mobility feat, you gain a +8 total dodge bonus.

"GET DOWN!" [GENERAL]
You are adept at ducking danger.

Prerequisites: Lightning Reflexes, Dex 13.

Benefit: When a situation arises requiring you to make a Reflex saving throw, if you are within 5 feet of another creature of equal size or smaller than you that must also make the saving throw, you may make a single roll and apply it to both you and the other creature. If the other creature permits you to do this, it does not make a saving throw to see if it would have done better.

GLORIED [QUEST]
Whether through honest labor, clever contrivance, or pure luck, your actions have brought you incredible renown.

Prerequisites: You must be held personally responsible for a great act of heroism, such as saving a respected monarch's life or conquering or destroying an ancient and powerful enemy. This should be an eventual triumph, the reward for a climactic victory at the end of a campaign, and the GM must consider carefully when approving the feat's purchase. Your alignment may be no further than one step away from one of the common alignments of a nation (typically as follows: LE/LN for Deverenia, LG/LN for Dwarven lands, LE/CE for Elven lands, LG/CG for the Free Kingdoms, LE for Misear, and LE/NE for Nothrog lands; *see World Atlas for further details on racial alingments*).

Benefit: While dealing with people who recognize you and approve of your actions, you receive a circumstance bonus equal to ¼th your character level (rounding down) on all Charisma-based checks, and for Intimidate checks this extends even to those who disapprove of your actions. The purchase of this feat also qualifies you for the "great prestige" modifier to your Leadership score, if any.

Unfortunately, you tend to draw more than your fair share of attention. Unless disguised or otherwise incognito, any Gather Information checks to determine your whereabouts, current condition, and companions are automatically successful (as though with a natural 20) unless you are more than 30 miles from any settlement of 30 or more people in communication with the outside world.

Special: If you are a dwarf or dwarf halfbreed, you have earned your true name, although you gain no additional mechanical benefit.

GOD'S EYE ASCENDING [LUNAR]
Though removed from the mortal plane, the gods still watch the world from their blessed moon, the God's Eye. Since it hung directly overhead at your birth, many assumed that the heavens themselves took note of you, and watch you still.

Benefit: Though your destiny is far from certain, the details of your past are not. Seers have watched you with great anticipation, and bards have exaggerated your tales beyond reason.

It is difficult for you to move without attracting attention; you have an inherent penalty equal to your character level to all attempts to hide your identity, including some Bluff and Disguise

checks. Those who do recognize you have likely heard tales of your impending greatness. You gain an inherent bonus to your Bluff, Diplomacy, Intimidate, and Perform checks equal to one-fourth your level when dealing with those who have heard of your legends before meeting you (rounding up; if you have more levels in bard than any other class, this benefit increases to one-third). If you have the Leadership feat, you gain a like bonus to your Leadership score.

You may not gain the Membership (Thieves' Guild) feat.

To determine whether a given character has heard of you, the GM makes a reputation check (DC 20). Your reputation check's result is the die roll + your character level + your Charisma modifier, +2 for each alignment, class, membership, nationality, prestige class, race, and religion you have in common with the character; characters with pertinent Knowledge skills may reroll after conversation, and your disguises (if any) may protect your true identity.

God's Eye Descending [Lunar]

God's Eye is the primary moon of the Accordlands, and theologians believe that it even rules over Bascaron, albeit unreliably. As it is almost always in the night sky, it also dominates the fate of mortals... excepting a few. The gods were not watching the world during your birth, and tend to ignore you even today.

Benefit: While few mortals know their ultimate destiny, not even the gods know yours — in fact, the world as a whole almost assumes that you do not exist. While you may not have levels in a class that teaches divine spellcasting, you have extraordinary resistance to magical inquiries. You have a Spell Resistance of 30, but only when the caster is attempting to use a divination spell to learn more about you. You may not willingly turn this effect off, but it functions even against spells that do not normally allow a Spell Resistance check.

Grace of the Gods [General]

You have almost supernatural agility.

Prerequisites: Dex 13, base attack bonus +8.

Benefit: You can, once per day per Intelligence bonus, double your Dexterity bonus when performing a Dexterity-based skill.

Grasp the Power [Metamagic]

You infuse spells with an unexpected punch.

Benefit: When you cast a spell that causes damage, all rolls of 1 may be rerolled. You may reroll a spell's damage die any number of times until it shows no 1s for damage from the dice of this spell. A grasp the power spell uses up a spell slot one level higher than the spell's actual level.

Great Cleave [Fighter]

You cleave down foes in ranks.

Prerequisites: Str 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As Cleave, except that you have no limit to the number of times you can use it per round.

Great Fortitude [General]

You are hardy.

Benefit: You gain a +2 bonus to all Fortitude saving throws.

Great Leap [General]

You are an excellent jumper.

Prerequisites: Jump skill, Skill Focus (Jump).

Benefit: You gain a +2 competence bonus to your Jump skill, and the distance you can jump is not limited by your height.

Greater Abyssal Taint [Heritage]

A close ancestor was an abyssal.

Prerequisites: Con 15, Cha 15, must be evil.

Benefit: You gain damage reduction 3/silver and spell resistance equal to 3 + your character level.

Special: You may only take this feat at 1st level. Some major physical deformity of your body reveals your abyssal blood (such as goat legs, insect-like mandibles, or non-functioning wings). You suffer a –2 penalty to all Charisma-based skill checks against non-evil creatures. You may use the Disguise skill to hide your abyssal nature, with a –5 penalty to the skill check.

Greater Beast of Burden [General]

You are accustomed to carrying heavy loads.

Prerequisite: Beast of Burden.

Benefit: Your encumbrance is treated as one step less. Heavy encumbrance becomes medium, medium encumbrance becomes light, and light encumbrance becomes unencumbered.

Greater School Resistance [General]

You are even more resistant to a certain school's spells.

Prerequisite: School Resistance.

Benefit: Pick a spell school (Illusion, Divination, Necromancy, Evocation, etc.) for which you have the School Resistance feat. You gain a +4 enhancement bonus to resist the effects of that school's spells. These effects overlap (do not stack with) School Resistance.

Special: You may take this feat multiple times, applying it to a different school each time. Its effects do not stack.

Greater Spell Focus [General]

Choose a school of magic to which you already have applied the Spell Focus feat.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

Greater Spell Penetration [General]

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Greater Two-Weapon Fighting [General]

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: You get a third attack with your off-hand weapon, albeit at a –10 penalty.

Special: A fighter may select Greater Two-Weapon Fighting as one of his fighter bonus feats.

An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Greater Weapon Focus [General]

Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (*see below*).

Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

A fighter may select Greater Weapon Focus as one of his fighter bonus feats.

Greater Weapon Specialization [General]

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 12th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (*see below*).

Special: You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Greater Weapon Specialization as one of his fighter bonus feats.

Grim Determination [General]

You are able to shrug off some mind-affecting effects.

Prerequisite: Iron Will.

Benefit: Whenever you fail a Will save against a mind-affecting spell or effect, you may immediately reroll your save. You may use this ability a number of times per day equal to 1+ your Wisdom modifier (minimum 1 per day). You must take the second roll, regardless of the result.

Hand of Fate [General]

You can manipulate fate.

Prerequisite: Character level 5.

Benefit: Choose a die type: d4, d6, d8, d10, d12, d20. Once per day, you may modify a single roll on a die of that type by turning the die to a number 1 higher or 1 lower than the actual roll. You may not increase the number higher than the die's normal maximum or lower than 1. Your GM must see the original roll, as well as the number you change it to. You may not alter the roll for new hit points made upon reaching a new level.

For d20s, this modification affects critical threats and critical hits (for example, when using a weapon with a threat range of 19–20, you may change an 18 into a 19 in order to cause a threat). You may wait to know the outcome of the original roll before using the ability (for example, if rolling to hit, you may wait until your GM tells you the roll is successful or not before using this feat).

Special: You may take this feat multiple times. Each time it applies to a different die type.

Hasty Guidance [Fighter]

You can help your allies move more quickly in battle.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: Your allies (but not you) gain a +2 haste bonus to their initiative rolls as long as they are within 30 feet of you when initiative is rolled.

Hawk Sight [Totem]

You have the eyes of a hawk.

Prerequisite: Totem Animal: Hawk.

Benefit: You gain a +4 bonus to Spot checks.

Heart of the Stag [General]

You have the inner strength of a mighty animal.

Prerequisite: Great Fortitude.

Benefit: You gain 2 hit points permanently. Also, when charging someone, you may choose to apply the +2 attack bonus you gain to damage instead. You must decide this before an attack from a charge is rolled.

Heighten Spell [Metamagic]

You can increase the level of spells you cast.

Benefit: A heightened spell has a higher spell level than normal (up to 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a minor globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Heritage of Goblin [Heritage]

Your ancestry comes mostly from goblins.

Prerequisites: Dex 13, must be Nothrog or a halfblooded Nothrog.

Benefit: You gain a +2 bonus to Balance checks and a +1 bonus to Reflex saves.

Special: You may only take this feat at 1st level.

Heritage of Ogre [Heritage]

Your ancestry comes mostly from ogres.

Prerequisites: Con 13, must be Nothrog or a halfblooded Nothrog.

Benefit: You gain 1 extra hit point per hit die or level.

Special: You may only take this feat at 1st level.

HERITAGE OF ORC [HERITAGE]
Your ancestry comes mostly from orcs.
Prerequisites: Str 13, must be Nothrog or a halfblooded Nothrog.
Benefit: You gain a +1 bonus to all Strength-based skills.
Special: You may only take this feat at 1st level.

HUNGER FOR DEATH [GENERAL]
The sight of blood inspires you in combat.
Prerequisite: Base attack bonus +4.
Benefit: After a successful attack with a piercing or slashing weapon in combat against a living creature, you gain a +1 morale bonus to all further attacks against that creature and others of the same race until the end of combat. This bonus does not increase; when it applies, it is always +1.

I HAVE YOUR BACK [GENERAL]
You and a fighting companion provide each other protection.
Prerequisites: Alertness, base attack bonus +8.
Benefit: Providing both you and another friendly character have this feat and are fighting within 5 feet of each other, neither of you can be flanked.

IF YOU STILL BREATHE [GENERAL]
You want to be certain that a target you bring down is truly dead.
Prerequisites: Base attack bonus +6, 10 ranks in Sense Motive skill.
Benefit: Make a Sense Motive check as a free action against a fallen creature (DC 10 + how far below 0 the target is; e.g. −8 would be a DC of 18). If you succeed, you determine that the creature is still alive and may make an immediate coup de grace attack, also as a free action, against the target.

IMPROVED AID [GENERAL]
You can assist allies more effectively.
Prerequisite: Base attack bonus +3.
Benefit: When using the aid another action in combat, your aid applies to all allies within a 5-foot radius.

IMPROVED BULL RUSH [FIGHTER]
Your bull rushes do not expose you to attack.
Prerequisites: Str 13, Power Attack.
Benefit: When you perform a bull rush, you do not draw an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check to push back the defender.

IMPROVED COUNTERSPELL [GENERAL]
Benefit: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.
Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

IMPROVED CRITICAL [FIGHTER]
Your weapons cause threats more often than most.
Prerequisites: Proficient with weapon, base attack bonus +8.
Benefit: When using the weapon you selected, your threat range is doubled.
Special: You may purchase this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.
Note: This effect doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell).

IMPROVED DIMENSIONAL ATTACK [GENERAL]
You are highly skilled with your dimensional attack.
Prerequisites: Dimensional Attack, base attack bonus +12.
Benefit: The use of the Dimensional Attack feat is now a free action, enabling you to use a full attack option when you arrive.

IMPROVED DISARM [FIGHTER]
Your disarm attacks do not expose you to attack.
Prerequisites: Int 13, Combat Expertise.
Benefit: You do not suffer an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm. You also gain a +4 bonus on the opposed attack roll to disarm your opponent.



Improved Feint [General]

You casually trick foes with your deceptive weapon motions.

Prerequisites: Int 13, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

Fighters may select this as a bonus feat.

Improved Grapple [General]

You can grab foes without provoking an attack of opportunity.

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Special: A fighter may select Improved Grapple as one of his fighter bonus feats.

A monk may select Improved Grapple as a bonus feat at 1st level, even if he does not meet the prerequisites.

Improved Initiative [Fighter]

You react quickly in combat.

Benefit: You gain a +4 bonus on initiative checks.

Improved Inspiration [Special]

Your inspire courage song is more effective.

Prerequisite: Inspire courage bardic song.

Benefit: When you use the inspire courage song, you and your allies receive a +4 morale bonus to saving throws against charm and fear effects and a +2 morale bonus to attack and weapon damage rolls.

Normal: Inspire courage provides a +2 save bonus and +1 attack and damage bonuses.

Improved Overrun [General]

You bear down relentlessly on opponents.

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Special: A fighter may select Improved Overrun as one of his fighter bonus feats.

Improved Precise Shot [General]

You can practically shoot around corners.

Prerequisites: Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Special: A fighter may select Improved Precise Shot as one of his fighter bonus feats.

An 11th-level ranger who has chosen the archery combat style is treated as having Improved Precise Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Improved Shield Bash [General]

You can hit an opponent with your shield and not lose its protection.

Prerequisite: Shield Proficiency.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

Special: A fighter may select Improved Shield Bash as one of his fighter bonus feats.

Improved Sunder [General]

You can reave opponents' shields and weapons.

Prerequisites: Str 13, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity (*see Sunder, Player's Handbook pg. 158*).

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

Special: A fighter may select Improved Sunder as one of his fighter bonus feats.

Improved Track [General]

Your tracking skills are finely honed; some say you could track a falcon on a cloudy day.

Prerequisites: Survival, Track, Wis 15.

Benefit: All calculated DCs for your tracking attempts are decreased by 5.

Normal: Track DCs are determined depending on timing and other factors.

Improved Trample [General]

You cause great harm to those your mount tramples.

Prerequisite: Trample.

Benefit: When you attempt to overrun an opponent while mounted, the target may not choose to avoid you. If you knock down the target, your mount may make two hoof attacks against the target, gaining the standard +4 bonus on attack rolls against prone targets.

Normal: If you knock down the target, your mount may make one hoof attack against the target.

IMPROVED TRAP & LOCK MASTER [GENERAL]
They say there's no place you can't get into, no trap that can take you down.

Prerequisite: Trap & Lock Master.

Benefit: You gain a +4 competence bonus to all Open Lock and Disable Device skill checks.

Special: This feat does not stack with Trap & Lock Master.

IMPROVED TRIP [FIGHTER]
You can follow up your trip attacks.

Prerequisites: Int 13, Combat Expertise.

Benefit: If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

IMPROVED TURNING [GENERAL]
You have extra moral authority over undead.

Prerequisite: Ability to turn or rebuke creatures.

Benefit: You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

IMPROVED TWO-WEAPON FIGHTING [FIGHTER]
You can strike twice with your off-hand weapon.

Prerequisites: Two-Weapon Fighting, base attack bonus +9.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with the off-hand weapon, albeit at a −5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Special: A ranger who meets only the base attack bonus prerequisite can take this feat, but can only use it when wearing light armor or no armor.

IMPROVED UNARMED STRIKE [FIGHTER]
Your unarmed attacks do not expose you to attack.

Benefit: You are considered to be armed even when unarmed — that is, armed opponents do not get attacks of opportunity when you attack them while unarmed. However, you still get an opportunity attack against any opponent who makes an unarmed attack on you.

Special: A monk fighting unarmed automatically gains the benefit of this feat.

IMPROVED WHIRLWIND ATTACK [FIGHTER]
You attack like a mighty hurricane of weaponry.

Prerequisites: Whirlwind Attack, base attack bonus +16.

Benefit: Your whirlwind attack is now a standard action.

Normal: Whirlwind attack is a full-round action.

IMPROVISED WEAPON [FIGHTER]
Anything you pick up may become a deadly weapon.

Prerequisites: Proficiency with all simple weapons, base attack bonus +3.

Benefit: Nearly any item that resembles a real weapon (in the GM's opinion) is treated exactly like that weapon, with identical statistics and a −1 circumstance penalty. For example, a shard of glass becomes a dagger, a chamber pot on a hand becomes a gauntlet, or a wooden chair becomes a club.

Normal: Using a weapon that isn't a weapon imposes a −4 nonproficiency penalty.

INNATE ABILITY [GENERAL]
An arcane spell you know begins to come to you naturally.

Prerequisites: Spellcaster level 6th+, Int 13.

Benefit: Choose one 1st-level arcane spell that you know. You can now cast that spell as a spell-like ability a number of times per day equal to your ability modifier that determines your bonus spells (Intelligence for Wizards, Charisma for Bards, etc.).

INTUITION [GENERAL]
It is very hard to take you by surprise.

Prerequisite: Alertness.

Benefit: You gain a +10 competency bonus to all Spot and Listen checks made to avoid being surprised.

INVESTIGATOR [GENERAL]
You are skilled at ferreting out facts.

Benefit: You get a +2 bonus on all Gather Information checks and Search checks.

INVOKE SPIRIT [GENERAL]
Your cone or ray spells pack a greater punch.

Prerequisite: Spellcaster level 3.

Benefit: Your damage-dealing cone or ray spells gain +1 to the DC to resist their effects and they deal +1 damage.

Special: You may purchase this feat twice: once for cone spells and once for ray spells. Its effects do not stack. Abilities that allow you to shape spells into a cone or ray grant such spells this benefit as well.

IRON WILL [GENERAL]
Your willpower is unmatched.

Benefit: You gain a +2 bonus to all Will saving throws.

JUMP BACK [GENERAL]
You leap away from even the direst threats.

Prerequisites: Dex 13, Lightning Reflexes, 7 ranks in Jump skill.

Benefit: Once per combat, if an attack is successful against you, have the attacker roll damage as normal. If you have the room and the skill, you can attempt to jump backwards (not up) to completely avoid the damage. You must jump back a number of feet equal to the damage rolled. If you succeed, you move to wherever the jump took you, and the attack does no damage to you. If you fail, the weapon caught you in the air: you take the damage and fall prone. Because of the surprise of this maneuver, the attacker does not get an attack of opportunity against you when you leave the threatened area. If you cannot jump back the required distance, you cannot use this feat.

"Just a Flesh Wound" [Fighter]
You can shrug off debilitating or deadly damage.

Prerequisite: Base Fortitude save +4.

Benefit: Whenever an attack or spell would reduce you to negative hit points equaling your base Fortitude save or less, you shrug off enough of the damage to be left with 1 hit point. For example, if your base Fortitude save is +4, and you are reduced to between 0 and −4 hit points, you are able to shrug off the damage. Damage that reduces you to negative hit points greater than your base Fortitude save is taken normally.

"Just Part of the Job" [General]
You work extremely well under pressure.

Prerequisites: Alertness, 4 ranks in Concentration skill.

Benefit: A dozen things happen at once in combat, and you thrive on the challenge. You may take 10 on any single skill that you have ranks in during a round in which you both move and attack (or move and cast a spell) despite distractions or time constraints.

Normal: You cannot take 10 on a skill check without the appropriate time investment.

La Hashan Ascending [Lunar]
Though fewer tales surround La Hashan than Bascaron or God's Eye, its importance in celestial events is as powerful as theirs. As La Hashan usually hovers around the horizon, seers believe that those born under its rare ascendencies are naturally familiar with the world around them.

Benefit: You gain an additional 2 skill points per level which may only be spent on Knowledges.

La Hashan Descending [Lunar]
Almost as rarely as it ascends, La Hashan dips under the horizon. Though astrologers view this as a mildly bad sign, suggesting that travel is unsafe, children born without La Hashan's influence sometimes prosper.

Benefit: The rare surfacers who have plumbed the depths of caves have reported strange, albino creatures that have bred in utter darkness for untold centuries, and show extraordinary sensitivity to light. Similarly, your birth out of La Hashan's view has left you more acutely aware of its importance. You can clearly see the natural paths of all creatures, granting you an inherent +5 bonus to all Survival checks to find food and water (though not to determine if they are safe for consumption), and an inherent +2 bonus to all Track checks against land-bound creatures.

Leadership [General]
You have a quality that draws people to you.

Prerequisite: Character level 6th.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist him. See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

The Leader Has a Reputation of	Leadership Modifier
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	−1
Aloofness	−1
Cruelty	−2

Other modifiers may apply when the character tries to attract a cohort:

The Leader	Leadership Modifier
Has a familiar/paladin's warhorse/ animal companion	−2
Recruits a cohort of a different alignment	−1
Caused the death of a cohort	−2*

*Cumulative per cohort killed.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader	Leadership Modifier
Has a stronghold, base of operations, guildhouse, and so on	+2
Moves around a lot	−1
Caused the death of other followers	−1

Table 5–1: Leadership

Leadership Score	Cohort Level	—Number of Followers by Level— 1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own.

Cohorts earn XP as follows:

The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted the cohort).

Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.

If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level — its new XP total is 1 less than the amount needed attain the next level.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if he has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

Leave It to Me [General]

If you want the job right, you've got to do it yourself.

Prerequisites: Int 13, 6 ranks in Spot skill.

Benefit: If you observe a failed skill check in action, you may immediately try the same action on your next action with a +4 circumstance bonus, learning from the failed character's mistake. You may not attempt this for skills you do not have ranks in.

Leonine Ally [Totem]

You have a lion companion who fights at your side.

Prerequisites: Totem Animal: Lion, Cha 15.

Benefit: You gain a lion that acts as an animal companion. If you already have a lion as an animal companion, then you can either gain a second animal companion or your current animal companion can gain 2 Hit Dice.

Leopard's Grace [Totem]

You have the agility of a leopard.

Prerequisite: Totem Animal: Leopard.

Benefit: You gain a +2 bonus to Balance and Move Silently checks.

Lieutenant [General]

You have advanced to a position of leadership in your order. Though you are not the order's head, your expanded authority and responsibilities make you a major voice in the organization.

Prerequisites: Leadership, Membership (any), character level 10.

Benefit: You have expanded access to your order's resources. While you cannot plunder the order's relics or coffers, you have proven yourself loyal, and have far more leeway than the rank and file. You have some official badge of office (usually a signet ring, but sometimes some other mark or seal for correspondence), and must present it to use this feat's abilities. You receive a salary of (500 gp × your character level) every year.

Assuming that you have some means of communicating with your order, you may make a single request of it per game session, which your immediate superior reviews and either fulfills or declines. These benefits are not instantaneous (asking for assistance in a military campaign, for instance, could take weeks or months if the troops must cross many miles of hostile terrain), but come as quickly as possible.

Of course, with expanded power comes expanded responsibilities. Your superiors may demand your aid in times of need, and expect detailed reports of your duties. Abuse of your position or failure to comply with orders may result in your demotion or expulsion.

Asylum: You may request your order's protection during a time of crisis. While you do not need to inform a superior of this to gain asylum, he will hear about it eventually. So long as you have proof of your identity (usually a signet ring, though sufficiently famous characters may have other tokens or features as proof), the order protects you to the best of its ability.

While in the care of your order, you have food, lodging, safety, and possibly even secrecy, but at the cost of your freedom. The order conceals you in a safehouse, and forbids you to leave until it can smuggle you to safety. If you applied for asylum in secret (i.e. a dues-paying rogue begs aid from the Thieves' Guild, lest the local guard arrest him), the order keeps your request confidential from all but a tiny portion of its members (increase by your character level the DC of any Gather Information attempts to find you). This added security may prove costly, however, if an enemy captures one of your confidants — after all, the order as a whole has no knowledge of your whereabouts.

Of course, no organization is everywhere at once. Should you ask for asylum in a place where your order has little or no influence, you must inform your contact of a place where the order can retrieve you. This is even more dangerous, since you likely have little or no idea of whom your rescuers might be.

The order protects you, but only up to a point. Should your presence jeopardize the order's greater existence or plans, it may reluctantly refuse or recant its offer of aid. In the unlikely event that you survive this, the order may well offer you restitution, particularly if you accepted your sacrifice.

You may also ask for asylum for one or more other individuals, though this requires an explanation as to why the order should care about your ward.

Assignments: Though you regularly receive orders from your order, your superiors sometimes reward initiative. You may request additional missions from your superior. For each such mission you complete to his satisfaction, you may make one additional request from this list (up to a maximum of five requests in reserve).

Equipment: You may request up to (1500 × your character level) in gp's worth of equipment, including magic items of less than artifact quality. You must inform your superior of your intended use for these items, and he is likely to demand the return of any or all items after their use, particularly rare or masterwork items or nonexpendable magical items.

Military Support: You may ask for more troops to augment your own. You must inform your superior of your intended use for these troops, and you must also quarter and feed them for the duration of their service (not to exceed half your character level in weeks). These are supplementary troops, not new servants, and have their orders to follow you for a set amount of time, or until the completion of your stated mission, whichever comes first. Double any penalties to your Leadership score that you incur while leading these support troops; this penalty lasts even after the new followers leave.

Magic: By submitting a form, you can expect the temporary aid of a spellcaster of your level, in the form of one spell. The spellcaster is either arcane or divine (your choice), and his level in his casting class is equal to your character level, but the GM decides his exact class and background. You must provide the components of the spell, and you may not request spells with an XP component. If you request a combat spell (such as softening up an enemy army with the use of a *chain lightning* spell), the spellcaster demands protection for the duration of the casting, then immediate escort from the conflict, assuming that he cannot arrange such himself. You must quarter and feed him until then. Attempting to force the caster to remain is generally foolish, as you are to guarantee his safety, not the reverse.

Money: Though easier to handle than shipping equipment, most organizations do not like giving out lump sums of cash, even to ranking members. While you can cajole (1,000 gp × your character level) out of your superior, you must remit a detailed ledger and any excess of the original amount. Many orders (particularly the Thieves' Guild) also demand a portion of any rewards in your mission, usually 10-20%.

If an enemy captures you, the above amount is the maximum your order is willing to offer in ransom, though this requires proof of your capture (usually your token of office).

Political Leverage: Politicking is a dangerous game, and can be as deadly as any dagger. While all orders dabble in politics to some extent, most prefer to either maintain the status quo or slowly effect change. While you might seek an immediate political benefit, you must prove to your superior that it enhances the order's overall well-being. Politicians are notoriously two-faced, and may turn on you if their own plans demand it.

Deverenian orders generally do not offer political leverage, as the Church of the Storm preaches that it is a sin to pretend to power. Characters in a Deverenian order may only gain backing for a proposal; they must publicly lead their movement.

Political leverage, like money, can free you if you are imprisoned, but often after months or years.

Specialized Skills: As with asking for magic, you can ask for a specialist for a task, outlined in your request for an ally with extraordinary talent. Specialists are of your character level, have the maximum ranks for the skill you request, but refuse to fight, even in self-defense. Instead, you must defend the specialist, escorting him to safety after his job is over. You must quarter and feed him until then.

Special: Abuse of power or refusal to follow orders almost demands demotion or expulsion. If you regularly fail in your order's missions, you may lose this feat. If you grossly disobey your order's tenets, or attempt a coup within your order, you lose both this feat and your Membership feat. You actually keep this feat even if you lose the Membership (though you lose the salary), with the abilities of the feat coming instead from sympathizers in your former order.

Special: You may purchase this feat multiple times. Each time you purchase this feat, you must use a different Membership feat, and you rise in station in that order.

Life Tap [General]

You can harm living creatures with your essence.

Prerequisites: Int 11, must be evil, must be undead.

Benefit: Make a melee touch attack against a living target. If successful, lose a number of hit points of your choice and deal twice that amount of damage to the target. This is a supernatural ability. The damage is negative energy.

Lightning Reflexes [General]

You have excellent reflexes.

Benefit: You gain a +2 bonus to all Reflex saving throws.

Loyalty's Reward [Fighter]

Your loyal retainers work exceptionally well with you.

Prerequisite: Leadership.

Benefit: All of your followers gained through the Leadership feat gain a +1 morale bonus to either attack rolls, damage rolls, or saving throws (you decide) for the duration of a battle in which they are directly under your command.

Madriga's Quick-Strike [General]

You get an additional attack against a distracted opponent.

Prerequisites: Lightning Reflexes, base attack bonus +10, 10 ranks in Bluff skill.

Benefit: You may make a Bluff check as a free action against the Sense Motive check of a target that you threaten. If your check is more than double their check, you get an additional standard action for use only against that target.

Magic Shifting [Metamagic]

Your spell attacks baffle your target's senses.

Prerequisites: Ability to cast second level spells, Point Blank Shot

Benefit: Any ray spell or ranged touch attack spell prepared with magic shifting weaves and flickers on the way to its target, making it extremely difficult to dodge. You gain a +3 bonus to

attack with the spell, and the saving throw is increased by 3. A magic shifting spell uses up a spell slot two levels higher than the spell's actual level.

MAGICAL APTITUDE [GENERAL]
You have a knack for magic.

Benefit: You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

MAGICAL BLOODLINE [GENERAL]
You have a magical creature somewhere in your ancestry.

Prerequisite: Cha 11.

Benefit: Choose any three 0-level arcane spells. You can cast each of these spells once per day as a standard action. The three spells chosen cannot be changed at a later time.

MAIM [GENERAL]
Your unarmed strike numbs your opponent's arm.

Prerequisite: Improved Unarmed Strike.

Benefit: You may make a numbing attack against one of your opponent's arms. If your attack succeeds, your opponent must succeed at a Fortitude save (DC 10 + damage dealt) or not be able to use that arm until the beginning of your next turn. The arm hangs limply at your opponent's side. Any item held in that hand is dropped. Shields or other items strapped to the arm are useless.

MANYSHOT [GENERAL]
You can fire more than one arrow at once.

Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a −4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative −2 penalty on the attack roll (for a total penalty of −6 for three arrows and −8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

A fighter may select Manyshot as one of his fighter bonus feats.

MARK OF YSCAR [GENERAL/QUEST]
You bear a telltale scar shaped like a silver crescent, the legendary Mark of Yscar. Though it brings you few friends and many enemies, the mark gives you a hint of the power of the true Yscarite Heresy.

Prerequisite: Any of Bascaron Ascending (in which case you must purchase Mark of Yscar at character generation), the ability to shapeshift (including through class features, your own spells, or infected lycanthropy), or through the use of a scroll bearing the mark of Yscar curse.

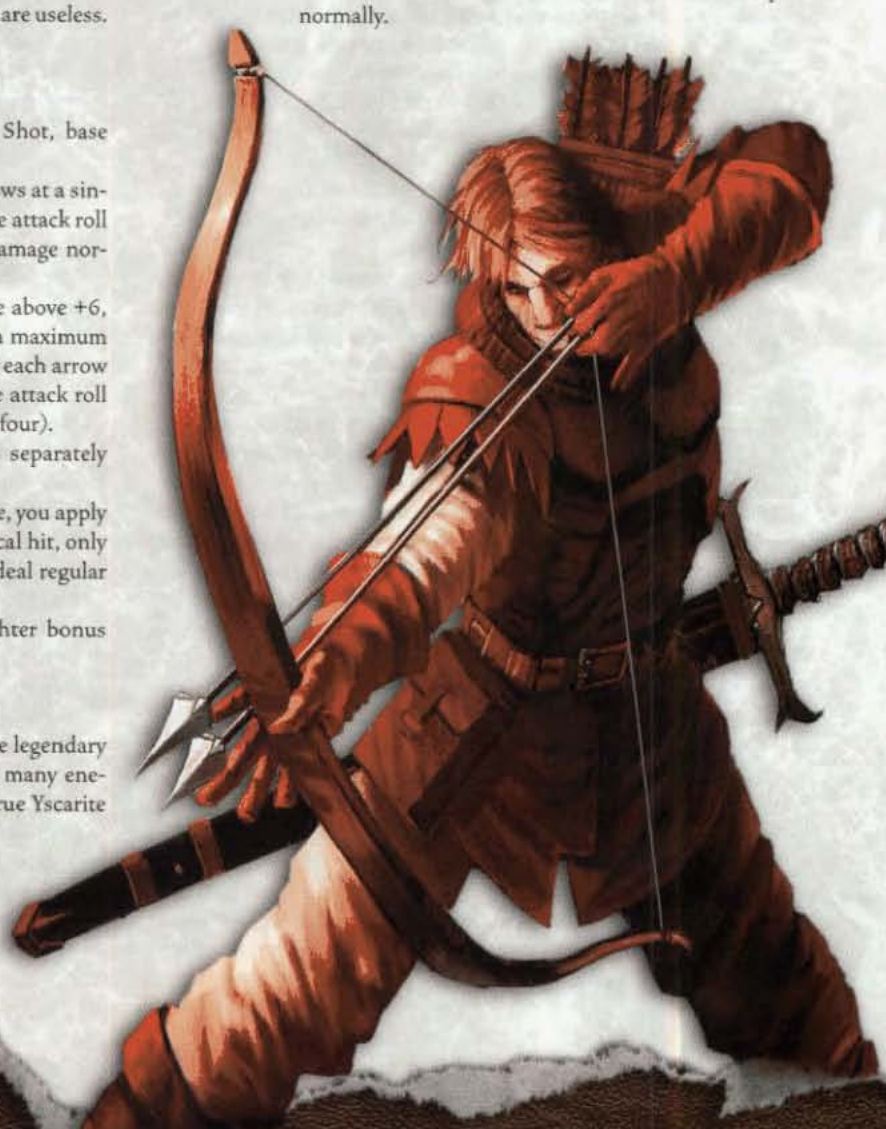
Benefit: Though you stand revealed as one of the hated Yscarite clan (or so people assume), the Mark of Yscar is not without benefits. You may always make a Will save to avoid shapeshifting (even if not normally allowed, at a DC 20), and may make a second, additional Will save (at the normal DC) if normally allowed. Further, the Yscarites have standing orders to invite you into their fellowship. The Mark of Yscar qualifies you to gain the Membership (Yscarite Heresy) feat, so long as you meet all other restrictions.

The Mark of Yscar appears as a puckered silver scar on one of your forearms or hands. It burns through any mundane disguises in seconds, and remains visible if you change shape or use illusions to try to hide it. Though you may wear clothing and armor normally, a silver crescent appears on any coverings, too.

Special: You may not have Membership (Cult of Bascaron) if you have this feat. If you already had that Membership, you lose it upon gaining this feat.

MARTIAL WEAPON PROFICIENCY [GENERAL]
You are skilled with martial weapons.

Benefit: You make attack rolls with the weapon normally.



Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.
You may purchase this feat multiple times. Each time you take the feat, it applies to a new weapon.

A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

MAXIMIZE SPELL [METAMAGIC]
Your spells are as powerful as they can be.

Benefit: All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

MEMBERSHIP [QUEST]
You are a ranking member of one or more prestigious organizations in the Accordlands, and while you are not necessarily one of its more important members, membership has privileges. In many cases, you gain access to one or more prestige classes, or may call for aid from nearby members in an emergency.

Prerequisite: Special (*see individual entries);* you must perform a quest determined by the GM for entry (usually extraordinarily difficult, equivalent to CR 10 or your level + 4, whichever is greater).

Benefit: While you are a member in good standing and in your organization's place of power (*see below*), the order provides you with basic food and lodgings (equivalent to staying in a poor inn), and a shop which provides any common (non-magical, non-masterwork) goods you might require, at 90% of the listed price. You may also qualify for one or more associated prestige classes. Additionally, you have a +3 circumstance modifier to all Diplomacy checks with other members of your order, assuming that everyone involved realizes the others are members.

Characters may nominally be members of one or more of these organizations without having this feat. Such characters have fallen out of favor with the order, has merely associated with the order in the past, or have earned enemies of equal or greater rank within it. Until such a character remedies the situation by satisfying the requirements and purchasing the feat, he gains no benefits from this association. This is true even if it seems somewhat odd, as the character may simply be associated with the organization (e.g. Maakh, a Nothrog ranger, has worked with the Thieves' Guild on several occasions, but has none of the requirements for formally joining the group).

Special: You may purchase this feat multiple times. Each time you select this feat, you join a different order. Some Memberships restrict or ban entries into other orders, while all have certain additional prerequisites. For further details of these orders, *see The World Atlas.*

Aroch Paladins: Splintered from the Paladins of the Black Sun, the Aroch Paladins were once the heroes of Denska. After the Assassins Strike, however, the Aroch number but two — Terak Justicebringer and his squire, Lucian. Once more facing extinction at the hands of the Black Sun, Terak is still deciding how best to recruit new members. Previously, any good-aligned paladin was welcome, provided that they were willing to sacrifice their lives for the greater good, without hope of even a legend in their honor.

Barbarian Tribe: Though civilization has come to most of the world, scattered nomadic tribes still dot the map, and you are a recognized adult member of one such group. Standing in defiance of the wills of petty tyrants and kings, your tribe lives life as its ancestors did in the days before the First War. Members of a barbarian tribe may not be of lawful alignment, Deverenian, or of any of the following classes: cleric, illusionist, summoner, or wizard.

Chromatic Knights: Demanding equal parts honesty, loyalty, duty, and ruthlessness, the Deverenian Code is a difficult standard of honor to live by, and the Chromatic Knights enforce its restrictions. Taking a name of a favorite hue, the knights have leave to judge and punish Deverenians for breaching the code, and only knights of higher rank may challenge their claims. Led by the unimpeachable Sir Sorlons d'Ilchant, the Chromatic Knights are universally lawful evil and either wizards or fighters of a minimum of eighth level each. Prospective candidates must uphold their honor, even at the cost of their own lives, such as by accusing a superior of dishonorable action. Chromatic Knights must be Deverenian, but may have a Membership feat in another Deverenian Order (ignoring the usual restriction those Orders impose).

Clerics' Guild: Informally founded nearly a millennium ago in Athanaes, the so-called "Clerics' Guild" is a de facto ambassadors' society. Headed by Athanaes' present leader, the elf Behlial, the guild exists not so much for peace as for the assurance that all clerics may have access to their holy sites. Members must be able to cast divine spells of third or greater level, have Knowledge (religion) of 8 or more ranks, and not worship Bascaron or the Storm. Outside of Deverenia and the Nothrog lands, most cities have at least a small hostel for the guild. Entry quests are normally extended pilgrimages to your religion's holy sites, and Athanaes. No dwarves have joined the guild yet, but this is out of circumstance rather than exclusionary policies of either the guild or the race.

Conspiracy of Light: A collection of those who wish to overthrow the present Deverenian Emperor and the Church of the Storm, what separates the Conspiracy of Light from the average Deverenian is the fact that they seek this goal for the greater good of the Accordlands. Headed by Lord Kestrel du Myerdeth, the conspiracy contains all races and classes, and all levels of ability. The entry requirement is steep, requiring the reclamation of relics of the conspiracy's patron saint, Teufeltiger, or infiltration into other orders in Deverenia as spies and saboteurs. The Conspiracy has very little power outside of Myerdeth lands, and few know the exact extent of its reach. Deverenian members of the Conspiracy of Light may also be members of Order Myerdeth, ignoring in this case the usual restrictions that Deverenian Orders place on Membership feats.

Dark Horsemen: The largest and most respected band of mercenaries in the Accordlands, the Dark Horsemen are elite warriors that demand an elite price. At the head of the army rides Kerebrus, a purportedly human warrior who claims no earthly allegiances but

to the coin. His members may be of any race and class, but must be at least 6th level to join. Preparatory trials involve besting a vastly superior Horseman opponent. The Dark Horsemen have no formal base, but several ranking members of state militaries are former Horsemen. Dark Horsemen may not have any other Membership feats, and must be of lawful alignment.

Deverenian Knightly Order: Given the Emperor's seclusion, the Deverenian Knightly Orders are the true rulers of Deverenia's people. Only Deverenians may join, and each may join only one Order (to the exclusion even of other Membership feats), but the Orders accept any of the "civilized" classes into their ranks (barring only barbarians, druids, and shamans). The Orders have a strict code of honor, however, and often brutal entry quests. Though each Order has its own territory in Deverenia, their influence extends throughout the nation and neighboring regions. The Orders (and some of their favored entrance quests) are Aedroud (which prefers difficult tests of honor, duty, and loyalty; these tests often issue to the squire orders which violate one of those tenets), Genecourt (which leads a crusade on a heathen temple), Ghenis (determining an enemy's weaknesses of character), Loth (securing necromantic lore from the elves or other sources), Myerdeth (using only a tiny subset of spells to defeat a foe of greater CR), Rellion (recovering a lost Deverenian artifact, usually in the hands of a CR 13+ enemy), and Tremayne (any or all of the above, depending on which other Order Lady Elaneor seeks favor with). *See the "Deverenian Code of Honor" sidebar for details of the tenets of knightly behavior.*

Elite Hate Guard: Nominally members of Hate's Legion, in actuality the Elite Hate Guard are usually superior in every respect to most other Nothrog, and come exclusively from the ranks of other legions. The primary component for entering the guard, however, is absolute loyalty. While catching Hate's eye is one method, those who have done so often spend weeks in torture or manipulated by peers, forced to choose between their own life and Hate's. Hate deliberately leaked this technique, and many of the finest Nothrog legionnaires have died believing their tormentors were only pretending to be traitors to Hate. Characters must also have a Membership feat for another Nothrog Legion before joining the Elite Hate Guard, and they lose their original Legion membership.

Elven House: Calix. Dythanus. Glyn. Rowan. Syneri. Tansiq. Wyrian. The seven Elven Houses, once prophesied to stand together for all time, now slowly disintegrate. Rowan, the human-sympathizers, are now exiles, while Wyrian has fallen and returned as the bastard-magicians Netheryn; none are sure where the old assassins of Tansiq have gone. Calix and Dythanus unite to restore the ancient practice of necromancy, while Glyn and Syneri seek to annihilate the enemies that doomed the elves a century ago. Acceptance into an Elven House requires that the character be an elf or nimbic (only Netheryn accepts half-elves), and advancement of the House's goals (which are spelled out in The World Atlas. Elves with Rowan or Tansiq House membership must first have the Exiled feat, and no elf may be a member of two Houses.

Fighters' Guild: Formed by Duchess Brymin of Deverenia, the Fighters' Guild has branches in every major city in the Accord. Its goal is twofold — to provide alternative mercenaries to full mercenary bands by allowing individual hires, and to expand the

The Deverenian Code of Honor

Though altered by Signon, the Deverenian code of honor derives from the actions of Deverenus himself. Deverenians consider both men to have embodied the ideals of honor and justice, and knights found violating these codes rarely survive their shameful behavior.

The code is a rambling, almost excessively binding list of commandments, but its basic tenets are:

- **Absolute loyalty.** A Deverenian exists to serve the Emperor, the Storm, and their Order. Their lives belong to these three masters, and any may revoke that life at any time. Unless acting as an advisor or receiving orders contrary to the Deverenian code of honor, questioning commands is strictly forbidden.
- **Courage.** Descended from the gods themselves, Deverenians are the strongest people of the Accordlands. Deverenians may only flee battle if ordered to by a superior, or if possessing information or items too vital to risk losing to an enemy.
- **Honesty.** Deceit, politicking, and oathbreaking are actions unfit of even the basest Deverenian peasant. Pretending to power is an insult to the honorable men and women of both lesser and greater station, and a betrayal of honorable foes. In battle, Deverenian generals travel with their banners held high, so any honorable foe can find them quickly.
- **Justice.** All men and women that serve honor deserve justice. Should an honorable foe ask for aid against a dishonorable party, the honorable Deverenian bestows it without question. Should an honored foe die at the hands of the dishonorable, the Deverenian must avenge this blight upon his enemy's name. Should faithful servants need aid, the Deverenian bestows it as quickly as possible, though orders from above supersede requests from below.
- **Mercy.** An honorable foe deserves to die honorably. If his foe is ill, the Deverenian aids his recovery. If his honored foe is without arms or armor, the Deverenian either bestows equipment equal to his own or fights the enemy without his own armaments. If an honorable foe surrenders, the Deverenian's honor obliges him to accept. Dishonorable foes deserve no such benefits.
- **Purity.** When Athanae ascended to the heavens, she bestowed a portion of her divine powers upon her children Deima and Deverenus. The blood of the gods is not for any Deverenian to share with outsiders, and woe to any that begets an abominable halfbreed.
- **Respect.** Passion is for bards, peasants, and weaklings, not for Deverenians of honor. Though a Deverenian is free to love or hate as he chooses, above any relationship is the bond of respect. Even mortal enemies must work together to their best ability if ordered to by their masters.
- **Strength.** A Deverenian relies on himself first and foremost. Though he should ask for aid if he absolutely must, he should only grant it if a servant or ally is similarly pressed. When given an order, it is his responsibility to fulfill that command, or to accept the consequences for his failures. Should his master prove dishonorable, it is for him to prove the claim and unseat the pretender; those who do so typically succeed to their former lord's position.



range of fighters' techniques. Though nominally a Deverenian organization, the Fighters' Guild has members of all the common races and a few others besides. The only requirements for joining are being a fighter (fighters may choose this feat as a bonus feat), and the absolute refusal to surrender — the guild dispatches a gang of members disguised as thugs to rob the applicant to evaluate this quality.

Nothrog Legion: The Nothrog Legions rule the eastern lands, up to the Shattered Lands themselves. Each legion is an extended family, with adopted or favored children arising as they prove themselves of age. Even other races and half-breeds may join (though rarely), provided that the prospective legionnaire acquits himself by killing a rival legion's member of comparable skill and ability, although the foe must be a minimum of 5th level. Krun's Legion favors those who perform well in large battles against a superior force, by providing exceptional leadership or through acts of heroism. Those of Savrukk's Legion, the largest legion yet outside of Nassiral Hate's grasp, habitually flaunt their status. Entrance requires a major display of defiance, such as assassinating one of Hate's envoys or openly aiding Baraxton refugees. Taoth's Legion is one of the most spiritual Nothrog legions, requiring a spirit quest of its applicants before they receive full membership. This involves a journey into the Ethereal Plane to consult with Scarab directly.

Order of the Fourth Wind: Deverenia's own elite hunters of men, the Order of the Fourth Wind is essentially a team of bounty hunters, usually rangers, fighters, or scouts. Like true Deverenian Orders, the Fourth Wind brooks no breach in the code of honor, and neither does it accept failure. It professes extraordinary skill in the bow (a reaction to Denska's mastery of the same weapon), with mandatory Weapon Focus in a bow or crossbow and at least two other ranged combat feats. The test of entry is to accept a bounty on a dangerous criminal, but to bring him in alive and incapable of escape.

Paladins of the Black Sun: The epitome of Deverenian honor and a wing of the Church of the Storm, the Paladins of the Black Sun uphold the ideal while the Chromatic Knights punish the failures. Nominally tasked with persecuting heretics, the Black Sun previously spent most of its time countering the Aroch Paladins. After that order's fall, the Black Sun rededicated itself to hunting all blasphemers, both within Deverenia and without. Knights must be members of a Knightly Order (and maintain this Membership, despite the usual restrictions), and deliver justice without mercy or rest. The Black Sun ensures no respite for hopefuls, and only those who work to exhaustion while maintaining their perfect ideal may join.

Religion: This feat represents hierarchical membership in a religion, such as being a noted priest of Bone or shaman of Bear, but also layman positions, such as are commonly found in Deverenia's Inquisition. Though class does not matter, the applicant must must have Knowledge (religion) at 10 or more ranks, and his alignment may be at most one step away from his religion's ideal. The GM may impose other requirements as well, and should choose an entry quest that matches and tests the ideals of the church or cult. You may not take another Membership (religion) feat.

Rockhome Guard: The most battle-hardened warriors in the World Below, these dwarves terrify even the Abyssals they face. Only the stoutest of souls can join, requiring a dwarf with a minimum of 50 hit points and positive ability modifiers for Strength, Dexterity, and Constitution. Quests invariably involve slaughtering Abyssals. The Rockhome Guard work out of Rockhome, but have influence throughout the World Below. Like most dwarves, no uplander has heard of them.

Thieves' Guild: Black Tom of Corinth maintains a firm grip over the illicit activities of most of the Accordlands. From simple shakedown jobs to full assassinations, the Thieves' Guild ensures steady work and protection for its members, and no end of headaches for those who try to operate without Tom's permission. While each cell is relatively autonomous, the recent and relatively public break between Black Tom and the leader of Baraxton's guildfront, Logan Ebonwoulf, has led many to believe that Tom seeks to consolidate his power. That the guild is also responsible for the Assassins' Strike is a secret even from most of the guild, as those most likely to have known about it were also the ones least likely to survive that knowledge, either as assassins or as victims. Many in the guild also believe that Tom himself is but a figurehead, and that some other figure rules through him.

Members of the Thieves' Guild must have at least 30 ranks between the following skills, with at least four of the following skills of the appropriate ranks: Appraise 6 ranks, Balance 6 ranks, Bluff 10 ranks, Climb 8 ranks, Diplomacy 10 ranks, Disable

Device 6 ranks, Disguise 6 ranks, Escape Artist 6 ranks, Forgery 6 ranks, Gather Information 6 ranks, Hide 8 ranks, Intimidate 10 ranks, Jump 8 ranks, Listen 10 ranks, Move Silently 8 ranks, Open Lock 6 ranks, Search 6 ranks, Sense Motive 10 ranks, Sleight of Hand 6 ranks, Spot 6 ranks, Tumble 6 ranks, Use Rope 6 ranks. Characters may not be members of any other guild, and in most countries (excepting only Misear), membership in the Thieves' Guild is a crime.

Wizards' Guild: Only nominally a guild, the Wizards' Guild is an informal fraternity. Founded centuries ago by Deverenian wizards in what is now the Kabal lands, its focus has drifted south to Corinth's Arak Spire. Most wizards consider themselves at least nominal members of the guild, and the group does its best to keep its members safe from the unruly public. Even during the present wars, it is not uncommon for wizards to beg succor from nominal wizard enemies, and most often their request is granted.

The guild does not interfere with politics or warfare, though it shields its resources from those who would abuse them. It provides a neutral ground for important research and discoveries, and whenever a wizard creates a new spell or magical item, he may petition for a patent from Arak Spire. This does not mean that the inventor will receive profits, but guarantees that his name will always be attached to his creation.

The present master of Arak Spire (and foremost wizard of the guild) is Anton Cyldragon, whose relaxed policies convince many that he has no desire to lead. Anton spends most of his time researching lost artifacts such as Syneri's tome, but frequently lends aid in return for secret lore.

Members of the Wizards' Guild must be able to cast at least third level arcane spells, and must swear an oath never to be the first to strike at another member, and never to bring war to Arak Spire. This is the only binding oath the guild has, and those who violate it have some terrible brand on their spirit, manifesting in a frightening array of curses such as bloody scars, a sallow complexion, or smoking eyes.

Xod's Assassins: King Xod rules the dwarves in the World Below, as have so many kings before him. Like all kings since Hember's time, he has ruled with the full consent of his people, and none has ever challenged his claim to the throne. He is, like all dwarven kings, the most benevolent monarch in history.

Xod's Assassins see to that.

Every Dwarven king since Hember has had a small ring of assassins to do his bidding. Few have cared for their pet killers, but all understand the need for them. While most Abyssals lack the patience for anything more complex than mayhem, some are craftier. While usually smaller and physically weaker than most Abyssals, it is these creatures of cunning are the greater threat, as they foment discord in the Dwarven ranks. Whether through seduction, cajoling, or outright intimidation, the more intelligent Abyssals drive wedges between general and soldier, cleric and vicar, servant and king. It is a terrible thing to murder a king's friend for the crime of envy, as St. Vorhim himself once said, but it not as terrible as letting him live.

Unbeknownst to Xod himself, his assassins have long since stopped caring whether the king would approve of their actions. One of their most senior members, Poison, has taken it upon himself to kill any exiles who actually survive to reach the surface, and he may have sabotaged Gnorrow Yaw's expedition to the uplands.

Xod's assassins must be dwarves capable of dealing sneak attack damage, and may be of any non-good alignment.

Mobility [Fighter]

You can flow through combat nearly untouched.

Prerequisites: Dex 13, Dodge.

Benefit: You gain a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

Momentum [Fighter]

Taking down creatures inspires confidence.

Prerequisite: Base attack bonus +1.

Benefit: If you deal enough damage to a creature in combat to reduce it to 0 or fewer hit points, you receive a +1 morale bonus to all attack rolls until the combat ends. You may gain the effects of this feat only once per combat (i.e. a total of +1).

Mounted Archery [Fighter]

You have unparalleled skill with a bow from horseback.

Prerequisites: Ride skill, Mounted Combat.

Benefit: The penalty you suffer when using a ranged weapon from horseback is halved: –2 instead of –4 if your mount is taking a double move, and –4 instead of –8 if your mount is running.

Mounted Charge [General]

You benefit from the strength of your mount.

Prerequisite: Mounted Combat.

Benefit: You perform a charge attack against an opponent while mounted. After moving, you may make a single melee attack or a bull rush. You gain a +4 bonus on the attack roll, and a +2 bonus to damage. You and your mount suffer a –4 penalty to AC for 1 round.

Normal: You gain a +2 bonus on the attack roll. You also suffer a –2 penalty to AC for 1 round.

Mounted Combat [Fighter]

You can control a wounded mount.

Prerequisite: Ride skill.

Benefit: Once per round when your mount is hit in combat, you may make a Ride check to negate the hit. The hit is negated if your Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armor Class if it's higher than the mount's regular AC).

Move Like Lightning [General]

You are able to shrug off some area-effect spells.

Prerequisite: Lightning Reflexes.

Benefit: Whenever you fail a Reflex save against an area of effect spell or spell-like ability (such as a burst, cone, emanation, or spread), you may immediately reroll your save. You may use this ability a number of times per day equal to 1+ your Dexterity modifier (minimum 1 per day). You must take the second roll, regardless of the result.

MULTIATTACK [FIGHTER]
Some creatures with many arms can attack ably with them all.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a –2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a –5 penalty.

MULTIDEXTERITY [GENERAL]
Some creatures with extra arms are dextrous with all of them.

Prerequisites: Dex 15, three or more arms.

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature who uses an off hand suffers a –4 penalty to attack rolls, ability checks, and skill checks. A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

MULTIWEAPON FIGHTING [FIGHTER]
As some humans can fight with two weapons, so can some creatures with many arms.

Prerequisite: Three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat suffers a –6 penalty to attacks made with its primary hand and a –10 penalty to attacks made with its off hands. (It has one primary hand, and all the others are off hands.) *See Two-Weapon Fighting in Chapter 8.*

MY KIND OF ODDS [FIGHTER]
You fight fiercely when outnumbered.

Prerequisite: Base attack bonus +3.

Benefit: When outnumbered, you gain a +1 circumstance bonus to attack rolls and deal 1 extra point of damage on a successful hit. Creatures immune to critical hits (such as oozes and undead) do not suffer the extra point of damage.

NATURAL GIFT [GENERAL]
You are a prodigy with a certain skill.

Prerequisite: Int 13.

Benefit: Choose any non-exclusive skill. You may always treat it as a class skill, and you receive a +2 competence bonus to all checks for that skill.

NATURAL SPELL [GENERAL]
You can cast your spells while in a nonhuman form.

Prerequisites: Wis 13, wild shape ability.

Benefit: You can complete the verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

NEGOTIATOR [GENERAL]
You have a feel for people.

Benefit: You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

NEVER TURN YOUR BACK [GENERAL]
You can respond to an opponent when others cannot.

Prerequisites: Dex 15, base attack bonus +10.

Benefit: Whenever an opponent moves away from you, may take an attack of opportunity. You may only use this ability once per round, even if you have Combat Reflexes.

Normal: A character may make a 5-foot adjustment or move (and do nothing else) without provoking an attack of opportunity.

NIMBLE FINGERS [GENERAL]
You are good with small mechanical devices.

Benefit: You get a +2 bonus on all Disable Device checks and Open Lock checks.

ON YOUR FEET [GENERAL]
You persevere through fatigue and pain.

Prerequisite: Great Fortitude.

Benefit: Once you have taken enough subdual damage to fall unconscious, you can make a Fortitude save (DC 15) to stay conscious for the next 10 minutes. If you suffer from fatigue, you can make a Fortitude save (DC 15) to stay conscious for the next 10 minutes.

OVER THE TOP [GENERAL]
You can make an attack as if you had reach.

Prerequisite: Dex 15.

Benefit: You may overextend yourself to make an attack against a creature 10 feet away, as if your weapon had reach. Your attack and damage is rolled normally. This provokes an attack of opportunity. Until your next action, anyone attacking you gains a +2 circumstance bonus to hit.

OVERPOWERING FORCE [GENERAL]
Your arms are exceptionally strong

Prerequisites: Power Attack, Str 15.

Benefit: When attacking with a single weapon, you do one and a half times your Strength modifier in damage; when attacking with a two-handed weapon, you do twice your strength bonus in damage. If you are wielding two weapons, this feat counts towards your primary arm only. It counts toward both weapons if you also have the Two-Weapon Fighting feat.

Normal: You do one and a half times your Strength modifier in damage only when using a weapon two-handed.

OVERRUN [GENERAL]
You bowl your enemies over, letting nothing stand in your way.

Prerequisites: Improved Bull Rush, Str 15.

Benefit: You may perform two Bull Rush combat maneuvers per turn.

Normal: You must stop once you complete a single Bull Rush combat maneuver.

PACT OF STONE [GENERAL; QUEST]
Due to the ancient alliance with Sjonegaard, you can influence and guide gargoyles and earth elementals.

Prerequisites: Ability to turn undead, access to the Earth domain, dwarf or dwarf halfbreeds only.

Benefit: Instead of turning undead, you now have the ability to rebuke gargoyles and elementals of the Earth sub-type (as though they were undead of the same Hit Dice), barring certain forms of corruption (the Abyssal, Bascaron, and Stormborn sub-types on a gargoyle or elemental negate this ability). The ability to rebuke gargoyles and earth elementals functions the same for all with this feat, regardless of their or their target's alignment, and you can no longer turn or rebuke undead (though you may continue to turn air elementals, as per the Earth domain ability). This ability otherwise functions precisely as rebuking undead (*see Appendix A*), including dispelling turning effects from clerics of the Air domain, and bolstering earth elementals against such effects. This ability has no effect on non-gargoyle constructs, or elementals of a type other than earth.

You also gain Terran as a language.

Special: At the GM's discretion, other races may purchase this feat as a quest feat by brokering their own deals with Sjonegaard. Sjonegaard is likely to demand that any supplicants perform epic tasks on behalf of the elementals or the dwarves, such as striking a major blow against the Abyssals. Sjonegaard is thoroughly mistrustful of upworlders, however, and is unlikely to grant them an audience, particularly if he detects signs of Abyssal, Bascaron, or Storm influence.

If Pact of Stone is purchased as a quest feat, only the racial prerequisite is ignored. The characters must still be able to turn undead, and must still have access to the Earth domain.

PATIENCE [FIGHTER]
You can wait for an opponent to reveal a weakness.

Prerequisites: Fighter level 1+, character level 5.

Benefit: When in combat, you can forgo taking any actions in a round, choosing a single enemy to observe. On the following round, you make one attack at your highest attack bonus against the foe you watched. You receive a circumstance bonus to hit equal to your fighter class level.

PERFECT FEINT [GENERAL]
You have refined your ability to misdirect opponents with your deceptive combat moves.

Prerequisites: Improved Feint, base attack bonus +7, 7 ranks in Bluff skill.

Benefit: When you use the Bluff skill to feint in combat, you may immediately make an attack against your opponent. If the Bluff skill check succeeds, your opponent is considered flat-footed.

Normal: You may not use a skill and attack in the same round.

PERSUASIVE [GENERAL]
You can usually talk people around, one way or another.

Benefit: You get a +2 bonus on all Bluff checks and Intimidate checks.

PLEDGED OATH [GENERAL]
Your spells can feed off your body for greater effect.

Prerequisite: Ability to cast divine spells.

Benefit: You may take 1 point of temporary Strength damage in order to cast your next divine spell at +1 caster level. The spell must be cast within a number of rounds equal to 1+ your new Strength modifier (minimum 1 round). You may take only 1 point of Strength damage per spell. This damage cannot be healed by magical means, but only through rest and the passage of time.

POINT BLANK SHOT [FIGHTER]
You take dead aim at close targets.

Benefit: You gain a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

POWER ATTACK [GENERAL]
You can sacrifice combat precision for sheer might.

Prerequisite: Str 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

Fighters may select this as one of their bonus feats.

POWER OF SONG [GENERAL]
Your bard abilities are increased in potency.

Prerequisites: 8 ranks in Perform skill, bardic music class ability.

Benefit: This bardic feat empowers one of the bard's bardic music abilities. When he uses it, all nonrandom numerical values in the ability's description are increased by one. For instance, a bard using inspire courage would grant his companions a +3 morale bonus to saves against charm and fear effects and a +2 morale bonus to attack and weapon damage rolls, as opposed to +2 and +1.

Special: This feat can be taken multiple times. Its effects stack if you apply it to the same bardic music ability.

POWER SHOT [FIGHTER]
Your missile attacks can slice through your target and strike a second foe.

Prerequisites: Cleave, Point Blank Shot, Base attack bonus +5.

Benefit: If you cause a creature to drop with a missile attack, such as by reducing it to 0 or fewer hit points, your missile rips through your target and potentially strikes a second foe. You may immediately make another missile attack at the same base attack bonus of your killing shot at a second enemy. This target must stand behind your target relative to your position and must stand directly adjacent to your target. You may use this ability once per round.

PRECISE BACKSTAB [GENERAL]
Your sneak attack damage is more devastating.

Prerequisites: 10 ranks in Spot skill, sneak attack class ability.

Benefit: You deal 1 additional point of damage per sneak attack die.

PRECISE SHOT [FIGHTER]
You can hit an enemy with a ranged weapon without unduly endangering his opponent.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard –4 penalty.

PREPARED FOR BATTLE [GENERAL]
You are practiced at sleeping in armor.

Prerequisites: Endurance, 4 ranks in Craft (armorsmith) skill.

Benefit: If you sleep in a suit of armor with an armor check penalty of –6 or worse, you are fatigued the next day unless you make a successful Fortitude save (DC 15). If you fail, you suffer a –2 penalty on Strength and Dexterity, and you can't charge or run.

Normal: If you sleep in a suit of armor with an armor check penalty of –5 or worse, you are automatically fatigued the next day. You automatically suffer a –2 penalty on Strength and Dexterity, and can't charge or run.

PURSUIT OF GRANDEUR [GENERAL]
You can use high-level spell-completion items more easily.

Benefit: Whenever you make a caster level check to use a spell-completion item (such as a scroll) you add +1 to your check.

Special: You may purchase this feat multiple times. Its effects stack.

QUICK DRAW [FIGHTER]
You ready your weapon quickly.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move-equivalent action.

QUICK LOOT [GENERAL]
You are skilled at searching downed foes quickly.

Benefit: You may search a helpless or dead opponent as a move-equivalent action.

Normal: Using the Search skill is a full-round action.

QUICKEN SPELL [METAMAGIC]
You can snap-cast spells.

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level.

RAPID RELOAD [GENERAL]
Choose a type of crossbow (hand, light, or heavy).

Prerequisite: Weapon Proficiency (crossbow type chosen).

Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.

If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

A fighter may select Rapid Reload as one of his fighter bonus feats.

RAPID SHOT [FIGHTER]
You can attack rapidly with your ranged weapon.

Prerequisites: Point Blank Shot, Dex 13.

Benefit: You can take one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack (the extra one and the normal ones) suffers a –2 penalty. You must use the full attack action to use this feat.

REFLEXIVE THROWING [GENERAL]
You can make an attack of opportunity with a thrown weapon.

Prerequisite: Dex 15.

Benefit: You may make ranged attacks of opportunity with thrown weapons, if the target is within 10 feet. For example, if a wizard attempts to cast a spell 10 feet away from you and you are holding a dagger, you may throw the dagger at the wizard as an attack of opportunity.

RELENTLESS [GENERAL]
Even after sustaining life-threatening injuries you continue to fight on.

Prerequisites: Con 13, Endurance.

Benefit: You automatically make your Fortitude save to avoid dying from attacks that deal massive damage. Furthermore, you may continue to take normal actions when your current hit points are between 0 to –9. You may make a Fortitude save (DC 15) each round to act as normal. Each round you do so, however, you take 1 hp of damage. If your hit points fall to –10, you immediately die. At any time, you may choose to collapse to the ground unconscious, allowing you to check for stabilization as normal. You attempt to stabilize on the same round that you willingly drop. If you choose to collapse, you may take no other actions that round.

If you fail your Fortitude save, you immediately collapse to the ground. You take 1 hp of damage as normal, but you may not check to stabilize on the round in which you missed your saving throw.

Normal: You must make a Fortitude save to avoid dying when hit by any single attack that does 50 or more points of damage. When reduced to –1 or fewer hit points, you fall automatically fall unconscious. When reduced to 0 hit points, you take a point of damage and fall unconscious if you take any strenuous action, such as attacking or casting a spell.

RESISTANCE [GENERAL]
You are adept at evading a foe's spell-like abilities.

Prerequisites: 5 ranks in Knowledge (specific creature) skill, Wis 13 +.



Benefit: Choose a specific type of creature (dragon, demon, aberration, undead, etc.) for which you meet the prerequisite of this feat. You have studied the spell-like abilities of that creature type and have developed a method of evading their powers. During combat with the creature type you may reroll a number of failed saves equal to your Wisdom modifier, but you must take the second roll, regardless of the result.

Special: This only works against a creature's spell-like abilities, not prepared spells from any other source.

RHINOCEROS CHARGE [TOTEM]
You have a devastating charge attack.

Prerequisites: Totem Animal: Rhinoceros, Con 17.

Benefit: You can, once per day, make a devastating charge. You make a normal charge attack, during which your Strength modifier is doubled. If you use this feat in conjunction with a gore attack, the bonus instead triples your Strength modifier.

RIDE-BY ATTACK [FIGHTER]
You can strike at a foe while continuing to ride.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You do not provoke an attack of opportunity from the opponent that you attack.

ROAR OF THE BABOON [TOTEM]
You can roar menacingly, intimidating your enemies.

Prerequisites: Totem Animal: Baboon, Cha 13.

Benefit: Three times per day, as an extraordinary ability, you may make a primal roar. All enemy creatures within 30 feet of you must make a Will save (DC 10 + your Charisma modifier) or be shaken for 1d6 rounds. Creatures that have more Hit Dice or levels than you are immune to this ability. This is a move-equivalent action.

ROYALTY [QUEST]
You are of noble station, above and apart from the common folk.

Prerequisites: 4 ranks in Diplomacy skill, 4 ranks in Knowledge (history) skill, and 4 ranks in Knowledge (nobility) skill. You may not purchase this feat if you have the Exiled feat. Nothrog may not purchase this feat, nor may halfbreeds not native to Toris Kelt, nor Deverenians with the Membership feat in Orders other than Ghenis or Tremayne. The GM may allow you to begin with this feat, fulfilling the quest requirement with your character's backstory.

Benefit: Though not necessarily of ruling class (Kaballite royalty is apolitical, demanding privacy above all else, while Deverenian royalty is virtually powerless) or even rich, royalty usually symbolizes a higher class of people. Royals expect and demand respect from each other, and many have evolved into fine ambassadors and diplomats.

Though you are not the heir apparent to a position of leadership, your station grants you considerations unavailable to most. If you purchased this feat during character generation, you may select a single piece of your starting equipment to be of masterwork quality (paying the cost for its normal quality), but this is an heirloom you must keep safe. If you purchased this feat afterward, you instead gain one such item per every five character levels you have when you gain the feat.

Additionally, all royalty with this feat have a token of office such as a personal seal or signet ring. When in foreign lands, you may present your token of office to an NPC and claim that your actions are as part of official business of your homeland. Though this does not necessarily grant you reprieve from your actions, harming or killing such a diplomat is usually grounds for war. Should you abuse your token of office, your royal family may disown you, removing the benefits of this feat.

Special: If not purchased at character generation, you must earn the devotion of a member of the royalty, who subsequently adopts you into his bloodline.

Special: Deverenian royalty (excepting members of Orders Ghenis and Tremayne) are subservient to knights of the Orders. This is a role-playing consideration only; so long as you show proper deference, you still gain the benefit of this feat.

Special: Characters may be technically royalty without this feat, but are either low royalty (nobles who have fallen on hard times) or disfavored royalty (nobles who have no respect for their heritage). In any case, a character of noble birth without this feat is effectively a commoner in the eyes of his family and station.

Run [General]
You are a speedy runner.

Benefit: When running, you move five times your normal speed (if wearing light or no armor and carrying no more than a light load) or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

Normal: You move four times your speed while running (if wearing light or no armor and carrying no more than a light load) or three times your speed (if wearing medium or heavy armor or carrying a medium or heavy load), and you lose your Dexterity bonus to AC.

Run Like Hell [General]
You can flat outrun nearly anyone.

Prerequisites: Endurance, Run.

Benefit: When running, you move six times normal speed instead of four times normal speed. If you make a running jump, increase the distance or height cleared by one-half, but not past the maximum. You can run for a number of rounds equal to one and a half times your Constitution score.

Normal: When running, you move four times normal speed. If you make a running jump, you increase the distance or height cleared by one-fourth, but not past the maximum. You can run for a number of rounds equal to your Constitution score.

Sacrifice [General]
You take any chance, even your own death, to bring an opponent down.

Prerequisites: Con 13, Endurance.

Benefit: You put so much of yourself into an attack heedless of your own limits or safety that you, too, take damage. With any successful melee attack that you do, you may cause an additional number of points of damage up to your Constitution score against the target, and you take the same amount of damage.

Safe Among Undead [General]
Undead creatures, even those you do not control, pose you less risk.

Prerequisites: Wis 13, must be elf or halfblood elf.

Benefit: Whenever an undead creature attacks you, it suffers –1 to hit, and deals 1 less point of damage (minimum 1 point).

Saving Grace [Special]
You can channel energy to help an ally overcome potentially lethal effects.

Prerequisites: Cha 13, Extra Turning, turn undead class ability.

Benefit: You can expend two turn undead attempts to give an ally a resistance bonus to his next saving throw equal to your cleric or paladin level. This resistance bonus lasts a number of rounds equal to your Charisma bonus, or until used. Only one creature may receive this blessing at a time. You must touch your target to transfer this blessing, and you may not target yourself.

School Resistance [General]
You are resistant to a certain school's spells.

Benefit: You have studied a school of magic's particular attributes and are well versed in defending against it. Pick a spell school (Illusion, Divination, Necromancy, Evocation, etc.). You gain a +2 insight bonus to resist the effects of that school's spells.

Special: You may take this feat multiple times, applying it to a different school each time. Its effects do not stack.

Scouting the Target [Fighter]
You can help an ally make a more accurate ranged attack.

Prerequisite: Base attack bonus +1.

Benefit: You can use the aid another action to help a friend make a ranged attack. You must make a Spot check (DC 10). If you succeed, your friend receives a +2 circumstance bonus to his next ranged attack.

Normal: You can only use aid another in melee combat.

Scribe Scroll [Item Creation]
You can create spell scrolls.

Prerequisite: Spellcaster level 1st+.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 1 day for each 1,000 gp in its base price. The base price of a scroll is its spell level multiplied by its caster level multiplied by 25 gp. To scribe a scroll, you must spend ½s of this base price in XP and use up raw materials costing half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

Second Chance [Metamagic]
You trust in luck to cast a more potent version of a spell.

Benefit: When you cast a spell prepared with the Second Chance feat, you may choose one random element that you would normally roll once and roll it twice, taking the better of the two totals. For example, if you chose the number of opponents affected by a spell that normally affects 2d4, you would roll 2d4 once, then again, taking the better of the two rolls. A second chance spell uses up a spell slot one level higher than the spell's actual level.

Seize the Day [Fighter]
You can gain the upper hand at the beginning of combat.

Prerequisite: Improved Initiative.

Benefit: Once per day, when initiative rolls are called for you may add an additional +8 to your initiative roll. You may wait until you have rolled before declaring whether or not you will use this ability.

Self-Sufficient [General]
You can take care of yourself.

Benefit: You get a +2 bonus on all Heal checks and Survival checks.

SHADOW OF FEAR [SPECIAL]
Channeling dark power causes fear in your enemies.

Prerequisites: Must be evil, rebuke undead class ability.

Benefit: You may spend a rebuke undead attempt as a move-equivalent action to create an aura of fear with a 10-foot radius centered on you. Creatures within the radius must make a Will save (DC 10 + your Charisma modifier) or be shaken while they remain within the radius. Good-aligned creatures suffer a –2 profane penalty to their saving throw. This is a supernatural mind-affecting fear effect that does not provoke an attack of opportunity.

SHIELD PROFICIENCY [GENERAL]
You have trained with a shield.

Benefit: You can use a shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he is not proficient suffers the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

SHORE UP [FIGHTER]
You fortify your position with extraordinary defenses.

Prerequisite: 10 ranks in Knowledge (architecture & engineering) skill.

Benefit: You bolster the defenses of any building you are defending. Given a full day's preparation, you can create makeshift fortifications to add 50% to the hardness rating of the walls of that structure. These jury-rigged defenses affect the normal operation of the building and cannot be in place at all times if it is to perform its expected operations.

SHOT ON THE RUN [FIGHTER]
You can use your ranged weapon in the middle of a move.

Prerequisites: Point Blank Shot, Dex 13, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

SHROUD'S GRACE [METAMAGIC]
You can cast area spells that do not harm undead.

Prerequisite: Any other metamagic feat.

Benefit: A spell prepared with the Shroud's Grace feat does not affect undead creatures. This feat may only modify spells with an area of effect (i.e. burst, cone, or cylinder). Living creatures and constructs are affected as usual. A spell of shroud's grace uses up a spell slot one level higher than the spell's actual level.

SILENT SPELL [METAMAGIC]
You do not need to speak to cast spells.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

SIMPLE WEAPON PROFICIENCY [GENERAL]
You have trained with a simple weapon.

Benefit: You make attack rolls with simple weapons normally.

Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

SIXTH SENSE [GENERAL]
You have an uncanny sense for detecting invisible or non-corporeal creatures. The hair on the back of your neck stands on end, or you have a funny feeling when such creatures come close to you.

Prerequisite: Alertness.

Benefit: When a non-corporeal or invisible creature comes within 30 feet of you, the GM makes a secret Spot check (DC 30). If this check is successful, you sense the presence of the creature. You do not know its general location or its nature; you simply get the feeling that something or someone is watching you. In addition, whenever someone scries your location you may make a Spot check (DC 35) to notice that someone or something watches you from afar.

SKILL FOCUS [GENERAL]
You are adept with a certain skill.

Benefit: You gain a +3 bonus on all skill checks with a specific chosen skill.

Special: You may purchase this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

SKILLED POSITIONING [GENERAL]
You can adjust your position even after moving.

Prerequisite: Dex 13.

Benefit: You may make a 5-foot free adjustment at the end of your turn, even if you have already used a move-equivalent action to move in the round. You still only get one 5-foot adjustment per round.

Normal: If you move more than 5 feet, you may not use the 5-foot adjustment.

SLAYER [GENERAL]
You know your chosen foe and how to hurt him best.

Prerequisites: Power Attack, 5 ranks in Knowledge (specific creature) skill.

Benefit: Choose a specific type of creature (dragon, demon, aberration, undead, etc.). You have studied the unique weaknesses of this creature and can deal additional damage when using the Power Attack feat. On a successful attack, the bonus damage from the Power Attack is doubled (i.e. if you choose to subtract 5 from your Power Attack you do +10 damage instead of +5. No other bonus except for the damage from Power Attack is doubled.

Normal: Power Attack provides a bonus equal to the penalty you take to attack.

SNAKEBLOOD [TOTEM]
Your affinity to snakes renders you resistant to toxins.

Prerequisites: Totem Animal: Snake (Constrictor or Viper), base Fortitude save +3.

Benefit: You are completely immune to all poisons that have a save DC of less than your total Fortitude save bonus plus 10.

SNATCH ARROWS [GENERAL]
You can catch arrows or thrown weapons out of the air.

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

Special: A fighter may select Snatch Arrows as one of his fighter bonus feats.

SNEAK [GENERAL]
You can hide in plain sight.

Prerequisite: 10 ranks in Hide skill.

Benefit: You can use the Hide skill even while being observed. As long as you are within 10 feet of some sort of shadow, you can hide yourself from view in the open without having anything to actually hide behind. You cannot hide in your own shadow.

Normal: You cannot hide while being observed.

SOUND BLOW [FIGHTER]
You can put all of your might into an attack.

Prerequisite: Feat of Strength.

Benefit: You may double your Strength bonus in one attack per day per point of Constitution bonus (minimum one). You must put all of your strength behind the blow, and should the attack miss you are thrown off balance and suffer a –2 penalty to AC until your next action.

SPELL FOCUS [GENERAL]
Choose a school of magic, such as Illusion. Your spells of that school are more potent than normal.

Benefit: Add +1 to the DC for all saving throws against spells from the school of magic you select to focus on.

Special: You may purchase this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

SPELL PENETRATION [GENERAL]
Your spells can affect creatures normally immune to them.

Benefit: You gain a +2 bonus to caster level checks (1d20+caster level) to beat a creature's spell resistance.

SPELL MASTERY [SPECIAL]
Certain spells are second nature to you.

Prerequisite: Wizard level 1+.

Benefit: Each time you take this feat, choose a number of spells equal to your Intelligence modifier (they must be spells that you already know). From that point on, you can prepare those spells without referring to a spellbook.

SPIRIT OF THE BOAR [TOTEM]
The spirit of the boar is strong within you.

Prerequisites: Totem Animal: Boar, Con 15.

Benefit: You have the ferocious fighting spirit of the wild boar. You may continue to act normally between 0 and –9 hit points. However, you receive a penalty to all die rolls during that time. The penalty is equal to your current hit points minus 1 (at 0 hit points you have a –1 penalty, at –5 hit points you have a –6 penalty, etc.) When you reach –10 hit points, you instantly drop dead.

Normal: When you reach 0 hit points or lower, you are rendered unconscious.

SPIRITED CHARGE [FIGHTER]
Your charges are truly fearsome.

Prerequisites: Ride skill, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

SPITE [GENERAL]
Your ally's death becomes your strength.

Prerequisite: Base attack bonus +6.

Benefit: For every comrade around you who falls in combat (becomes unconscious, dies, gets *turned to stone* or is otherwise out of the battle and unable to contribute in any way) you gain a +2 circumstance modifier to all attack and damage rolls for the remainder of the combat. The maximum bonus that can be granted by this feat is +10.

SPRING ATTACK [GENERAL]
You have unusual mobility in combat.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack. You can't use this feat if you are in heavy armor.

Fighters may select this as one of their bonus feats.

SPRINTER [GENERAL]
You are practiced at covering ground rapidly with short bursts of speed.

Prerequisite: Run.

Benefit: You can make a double move and still take a standard action. You may sprint once per day for every three character levels you have attained and no more than once per round.

Normal: A character must use a full action to make a double move.

STEALING FROM THE DEAD [GENERAL]
You quickly and confidently loot a fallen foe for their most valuable object.

Prerequisites: 6 ranks in Appraise skill, 6 ranks in Search skill.

Benefit: Make a Search check (DC 15) when you loot a body. If you succeed, you know the single most valuable item (in gold piece value) currently on the body. If the target took precautions to hide the item, the DC may be different; if the most expensive item is the one hidden, you oppose the deceased's Hide check.

STEALTHY [GENERAL]

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

STERN [GENERAL]
You have a hard and forbidding personality.

Prerequisite: Cha 11.

Benefit: You gain a +2 bonus to all Intimidate checks and a +1 bonus to Will saves.

STILL SPELL [METAMAGIC]
You can cast spells while remaining motionless.

Benefit: A still spell can be cast with no somatic components. Spells without somatic components are not affected. A still spell uses up a spell slot one level higher than the spell's actual level.

STORM-TOUCHED [GENERAL]
You have come dangerously close to the Storm and survived.

Prerequisites: Con 15, any non-good alignment.

Benefit: Choose up to three 0-level spells from the cleric or common divine spell lists. You may cast each chosen spell once per day. For the purposes of determining range, duration, or other level-dependent variables, your caster level for these spells equals your character level.

STRIKE TRUE [GENERAL]
When you see an amazing combat opportunity, you take it.

Prerequisites: Weapon Finesse or Weapon Focus (with weapon being used), base attack bonus +10.

Benefit: Your combat skills are nearly perfect. Once per day you may automatically succeed at turning a critical threat into a successful critical hit; no additional roll is required.

STUNNING FIST [GENERAL]
You can strike a foe in such a way that he cannot immediately recover.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: Declare that you are using this feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + one-half your level + Wis modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before your next action). A stunned character can't act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. You may attempt a stunning attack once per day for every four levels attained, and no more than once per round.

Fighters may select this as one of their bonus feats.

STUPID LUCK [GENERAL]
Luck shines on you.

Benefit: Once per day, when making an attack roll, saving throw, or skill check, you may roll two 20-sided dice and choose which result to keep. You must declare that you are using this effect before the dice are rolled.

Special: You may purchase this feat multiple times. Each time you do, you may use its effect one extra time per day.

SUMMON GARGOYLE [GENERAL; QUEST]
As a member of the Order of St. Leda Stonehand, you have the ability to create new gargoyles.

Prerequisites: Membership (Order of St. Leda Stonehand), Pact of Stone.

Benefit: Where once you could only guide or empower gargoyles, now you can create new ones. This is a time-consuming and draining procedure, requiring a body of appropriate materials (costing 500 gp per HD, and requiring a Craft (Stonemason) check of a DC equal to 2× the total HD), and the utmost dedication from you yourself. The sculpting of the gargoyle's body must take place over consecutive days, and during each day's work of crafting the body, you must expend all of your turn attempts per day over it, ritually marking the body as worthy of an elemental spirit. Should the Craft check succeed, on the final day you must make a single rebuke check against your creation's HD. Any success animates the gargoyle, with successful checks of 9 or lower reducing the gargoyle's HD by the amount listed for the *"Most Powerful Undead Affected" on Table A–1: Turning Undead (see Appendix A)*. If this would reduce the gargoyle's hit dice below 1, if a day goes by without further work on the body, if you do not expend all your daily rebuke attempts in this fashion each day of crafting, or if the Craft or rebuke checks fail, the summoning is a failure, and all materials are wasted.

You may only summon gargoyles of a CR equal to or less than your rebuke attempts per day or your level (whichever is lower), and you may not keep more gargoyles than your Wisdom modifier. Gargoyles summoned in excess of this amount wander off at the first opportunity, seeking instead to serve Sjonegaard. If you have the Leadership feat, you may also take one additional gargoyle as a special cohort.

Though this is not a spell, effects which block summonings also block attempts to summon gargoyles. Effects which hedge out creatures work only on gargoyles who are in a plane other than the one in which they were summoned.

Special: Only Sjonegaard's pact allows the members of the Order of St. Leda Stonehand to summon gargoyles; the ability is not intrinsic to the order. Purchasing this feat marks a character as someone Sjonegaard trusts to treat gargoyles fairly, and those who abuse his goodwill (such as by selling gargoyles, abandoning them on the surface, or attempting to summon another diamond gargoyle) may lose it and the benefits of this feat, either permanently or until the wayward summoner undergoes an *atonement* of Sjonegaard's choosing.

As with Pact of Stone, the GM may decide that a character outside the Order of St. Leda Stonehand may prove himself to Sjonegaard as worthy of this feat's benefits, allowing that character to purchase this feat as a quest feat.

SUMMON LESSER GARGOYLE [GENERAL]
In a pinch, you can create a number of weak gargoyles in a matter of moments, rather than taking more time for a stronger servant.

Prerequisite: Pact of Stone.

Benefits: You can summon several weak gargoyles in a few rounds, provided you have resources handy. By taking a full round action to form a roughly humanoid shape from the gargoyle's materials (usually rubble or tar), you may expend a number of your daily turn attempts to animate one or more lesser gargoyles. Their combined HD are equal to or less than the number of turn attempts you

spent. These gargoyles require no rebuke check (being persuaded by emergency or trickery, rather than the longer, more detailed invocations involved in the Summon Gargoyle feat). Unfortunately, the summons is a blind plea, and the answering spirits are also the closest, rather than the strongest. The hasty animation is disorienting, and the resulting gargoyles are confused and useless without guidance. Unless successfully rebuked the round after their summoning, they either wander off or attack the nearest non-dwarf they see, preferring Abyssals but attacking even one another if no other target is present.

You may only summon gargoyles of a CR equal to or less than your turn attempts per day or your level (whichever is lower), and you may not keep more gargoyles than your Wisdom modifier. Gargoyles summoned in excess of this amount wander off at the first opportunity, seeking to serve Sjonegaard. If you have the Leadership feat, you may also take one additional gargoyle as a special cohort.

Though this is not a spell, effects which block summonings also block attempts to summon gargoyles. Effects which hedge out creatures work only on gargoyles who are in a plane other than the one in which they were summoned.

Special: Dwarves consider this feat to be an emergency tactic, as it dangerously and permanently warps the spirits summoned. Dwarves who needlessly summon gargoyles in this manner face punishments ranging from assignment at Rockhome to exile. Characters who have purchased Pact of Stone or Summon Gargoyle as a quest feat may instead contend with the wrath of Sjonegaard or his personal servants.

Surprise Dimensional Attack [General]

You can pop out of nowhere to attack.

Prerequisite: Dimensional Attack.

Benefit: Because you appear out of nowhere unexpectedly, you catch your opponents off guard. They lose their Dexterity bonus to AC against you for that round.

Swiftness [General]

Your movement increases even when slightly encumbered.

Prerequisite: Run Like Hell.

Benefit: As Run Like Hell, except that you may hold a light weapon (or object of equivalent size) in each hand. A weapon is light if it is smaller than a weapon you could use in one hand, but its size category must always be smaller than yours. As long as you meet this requirement, you move 10 feet farther when running. You can maintain this extra speed for a number of rounds equal to 1 + Constitution modifier (minimum 1 round).

Take Down [General]

You can knock down a grappled opponent.

Prerequisites: Improved Grapple, Improved Trip, base attack bonus +8.

Benefit: Any time you perform a successful grapple attack you get a free trip attack to knock your opponent prone.

Tap Metamagic Fetish [General]

You can use the innate magic within fetishes created from the remains of magical beasts and outsiders to alter your spells with metamagic feats without memorizing or casting them at a higher level.

Prerequisites: Any metamagic feat, Craft Metamagic Fetish, Knowledge (arcana) 5 ranks.

Benefit: You may tap into the innate magic locked inside a Metamagic fetish. You must have the fetish on your person in order to use the magic within it. The metamagic fetish must be related to your spell (iceslayn blood for ice storm, a hydra scale for *regeneration*, etc. GM's discretion applies), or deal with the metamagic effect you are trying to alter (titan's blood for size, doppelganger blood for shape, etc.). The value of this fetish must be equal to or less than 100gp per metamagic level increase. For example, if you want to alter a spell with a metamagic feat that increases the spell level by +2 levels, then you must carry a magic fetish worth 200gp that would have the effect you desire. Fetishes are destroyed after use.

Special: You still must have the metamagic feats in order to use them to alter your spells.

Tearing Weapon [Fighter]

You do extra damage with bladed weapons.

Prerequisite: Weapon Focus (any bladed weapon).

Benefit: This feat manifests in many brutal combat techniques, from a twist of the blade as it is drawn out of a fresh wound, to violently kicking the target off the weapon, to following up a strike with a slice across the wounded area. You do an extra point of damage on any successful strike because of the technique you use to tear the weapon from your opponent's body.

Token of Thanks [General]

You throw ranged weapons with great strength and power.

Prerequisite: Str 15.

Benefit: You double the range increment on any thrown ranged weapon of a size category smaller than you.

Too Stubborn to Die [General]

You can't die while there's still something left to be done.

Prerequisites: Con 11, Endurance, Toughness.

Benefit: You may live while you have negative hit points equal to or less than your Constitution score. Furthermore, you may make a Constitution check every round (DC equal to twice the number of hit points below 0 you currently are) to stay conscious. Any round in which you make this Constitution check you don't roll to stabilize.

Normal: When your current hit points drop to between −1 and −9 inclusive, you are dying. You immediately fall unconscious and can take no actions. If your hit points drop to −10 (or lower), you are dead.

Totemic Familiar [General]

Your familiar is a totem, one of the spirits of nature revered by druids.

Prerequisites: Ability to have a familiar, Wis 15.

Benefit: Your familiar may be an animal from the Totem Animal list. You gain the benefits listed for those familiars. See Chapter 9 for more information on totem animals.

TOUCH OF DARKNESS [METAMAGIC]
Your turn the damage from a spell unholy.

Prerequisites: Ability to cast 4th level divine spells, any evil alignment

Benefit: A spell prepared (only inflict spells may be so prepared, and they cannot be spontaneously cast) with the touch of darkness laces it with unholy energy. The damage this spell causes cannot be healed under normal or natural circumstances. It must be healed by magic only, and while on consecrated holy ground. A touch of darkness spell uses up a spell slot three levels higher than the spell's actual level.

TOUCH OF POWER [METAMAGIC]
You cast two arcane spells at the same time.

Prerequisites: Spellcaster level 6, Int 15.

Benefit: You cast two arcane spells at once, as a full-round action. Each spell must be prepared with this metamagic feat to be able to be cast simultaneously. Touch of power spells use up a spell slot one level higher than each spell's actual level.

Normal: You may only cast a single spell in a round under normal circumstances.

TOUGHNESS [GENERAL]
You are harder to kill than your peers.

Benefit: You gain+3 hit points.

Special: You may purchase this feat multiple times. Its effects stack.

TOWER SHIELD PROFICIENCY [GENERAL]
You have practiced with a tower shield.

Prerequisite: Shield Proficiency.

Benefit: You can use a tower shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

TRACK [GENERAL]
You can follow a target through the wilderness.

Benefit: To find tracks or to follow them for one mile requires a Survival check. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

You move at half normal speed (or at normal speed with a –5 penalty on the check). The DC depends on the surface and the prevailing conditions:

Surface	DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

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

*For a group of mixed sizes, apply only the modifier for the largest size category.

**Apply only the largest modifier from this category.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

TRAMPLE [FIGHTER]
You can ride down your enemies.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, the target may not choose to avoid you. If you knock down the target, your mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

Transfer Touch Spell [Metamagic]
You can have someone else deliver your touch spells.

Prerequisite: Any other metamagic feat.

Benefit: When you cast a touch spell modified by this feat, you can designate a willing subject as the "toucher." (You and the subject must be in contact when the spell is cast.) The subject can then deliver the touch spell as if he had cast it. If you cast another spell, the touch spell dissipates. A transfer touch spell uses up a spell slot two levels higher than the spell's actual level.

Normal: Only the caster or a familiar can deliver a touch spell.

Trap & Lock Master [General]
You've learned tricks and secrets your average street rat could never acquire.

Benefit: You gain a +2 competence bonus to all Open Lock and Disable Device skill checks.

Treetalk [General]
You can talk to plants and trees.

Prerequisite: 12 ranks in Survival skill.

Benefit: You are in tune with your natural environment. You can cast *speak with plants* as a spell-like ability a number of times per day equal to 3 + your Wisdom modifier.

Twin Weapon Fighting [Fighter]
You wield two identical weapons with increased accuracy.

Prerequisites: Dex 13, Two-Weapon Fighting.

Benefit: If you use two weapons that are identical (short sword, warhammer, etc.) you reduce the penalty of fighting with two weapons by 1 (minimum of 0).

Normal: With Two-Weapon Fighting the penalty is still –2.

Special: You may purchase this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Two-Weapon Defense [General]

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Special: A fighter may select Two-Weapon Defense as one of his fighter bonus feats.

Two-Weapon Fighting [General]
You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

Special: A fighter may select Two-Weapon Fighting as one of his fighter bonus feats.



UNSEEN LIES [GENERAL]
You are a master of misinformation.

Prerequisites: 6 ranks in Bluff skill, 6 ranks in Disguise skill, 6 ranks in Hide skill.

Benefit: If you attempt to tell a falsehood using Bluff on a character who cannot see your face, either due to shadow, a cloaked hood, or there being an obstruction in the way (like a door), you receive a +6 circumstance bonus to the check.

UNSEEN SPELL [METAMAGIC]
Your spells are as subtle as a breeze, and completely unseen by mortal eyes.

Benefit: A spell you cast prepared with this feat has no visual cue attached to it. A *stoneskin* spell displays no surface over your skin, a *fireball* streaks through the air with a roar but no flaming sphere, sparkling "side effect," or other visual betrayal; the effect of the spell is totally masked. Subtle mages find this feat very important, and even combat spellcasters have discovered a use: an unseen *fireball* blast, for instance, is harder to dodge than usual. The DC of any Reflex save versus an unseen spell is 2 higher than normal. An unseen spell uses up a spell slot one level higher than the spell's actual level.

VERSATILE [GENERAL]
You are talented beyond the norm for your class.

Benefit: Choose two non-exclusive skills. These skills are now class skills for you.

VICIOUS BLOCK [FIGHTER]
You may use your offensive skills for defense.

Prerequisites: Int 13, Combat Expertise.

Benefit: As a readied action, you can add your full attack bonus (including bonuses granted for Strength and magic) to your Armor Class against one melee attack. The bonus to your AC is a dodge bonus.

VIGOROUS CONJURATION [METAMAGIC]
Your conjuration spells are laced with potency.

Prerequisite: Spellcaster level 3rd+.

Benefit: Creatures you summon to do your bidding have 2 more hit dice than normal. A Conjuration spell thus prepared uses up a spell slot one level higher than the spell's actual level.

VIRTUOUS SHIELD [GENERAL]
Your faith acts as a shield against opposing magic.

Prerequisites: Ability to cast 1st-level divine spells, Wis 13.

Benefit: You gain a +2 sacred bonus to all saving throws against divine spells cast by someone of a religion different from yours.

VISION SHARING [GENERAL]
Others can see what you see with your divinations.

Prerequisite: Ability to cast at least one divination spell of 3rd level or above, or seer class level 2.

Benefit: You may share any knowledge, visions, or sensations you experience with others who are in bodily contact with you. A number of extra individuals equal to 3 + the ability score bonus of the ability you gain your bonus spells from (Wisdom for a cleric, Charisma for a bard, etc.) may benefit from your visions per day.

Normal: Only you are granted the sensations or information gathered from a divination or seer spell.

VITAL STRIKE [GENERAL]
You take a sneak attack a step further.

Prerequisites: Sneak attack +3d6, Str 13, 10 ranks in Knowledge (anatomy) skill.

Benefit: With your detailed knowledge of anatomy, you may, once per day on a successful sneak attack, multiply your Strength modifier by the number of sneak attack dice you would normally roll. If you take this feat with the minimum prerequisites required, for example, you would multiply your Strength modifier to damage by 3 in addition to the 3d6 damage from the sneak attack.

Normal: Strength modifier to damage is only added once to a successful sneak attack.

WATCHFUL GUARD [GENERAL]
You are particularly alert and ready for danger.

Prerequisites: Dex 13, Alertness.

Benefit: You gain a +2 bonus on all Listen checks and Spot skill checks, stacking with the bonus from Alertness. In addition, if you are surprised and lose your Dexterity bonus to AC, you gain a +1 circumstance bonus to your AC.

WEAPON FINESSE [GENERAL]

Prerequisite: Base attack bonus +1.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: A fighter may select Weapon Finesse as one of his fighter bonus feats.

Natural weapons are always considered light weapons.

WEAPON FOCUS [FIGHTER]
You are unusually skilled with a particular weapon.

Prerequisites: Proficient with weapon, base attack bonus +1.

You can choose "unarmed strike" or "grapple" for your weapon for purposes of this feat.

Benefit: You add +1 to all attack rolls you make using the selected weapon.

Special: You may purchase this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

WEAPON MASTERY [FIGHTER]
You can parry attacks more skillfully with a weapon you specialize in.

Prerequisites: Weapon Specialization, base attack bonus +8.

Benefit: While using the mastered weapon, you gain a +2 dodge bonus to your Armor Class.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

WEAPON SPECIALIZATION [FIGHTER]
Choose one type of weapon. You are especially good at inflicting damage with this weapon.

Benefit: You add +2 to all damage inflicted with the weapon you have specialized with. If the weapon is a ranged weapon, the target must be within 30 feet.

Special: You may purchase this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

WHIRLWIND ATTACK [GENERAL]
You can attack a horde of enemies.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When you perform the full attack action, you can give up all regular attacks and instead make one melee attack at your full base attack bonus against each opponent within 5 feet. This feat may not combine with any other feat or special ability which grants bonus attacks or extra attacks.

Fighters may select this as a bonus feat.

WIDEN SPELL [METAMAGIC]

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

WILD ATTACK [GENERAL]
Your melee attacks are especially fierce.

Prerequisite: Base attack bonus +3.

Benefit: As a free action, you may activate this feat. While it is active, you gain a +2 competence bonus to attack rolls at the expense of a −2 penalty to your AC. The benefits of this feat last for a number of rounds equal to 1+ your Constitution modifier (minimum 1). This feat may be activated only once per day.

Special: If you are a barbarian in a rage, the attack bonus increases to +4 and the AC penalty stacks with your normal rage penalty, for a total of −4.

WILL TO SURVIVE [GENERAL]
You are able to shrug off some death effects.

Prerequisite: Great Fortitude.

Benefit: Whenever you fail a Fortitude save against a death effect, you may immediately reroll your save. You may use this ability a number of times per day equal to 1+ your Constitution modifier (minimum 1 per day). You must take the second roll, regardless of the result.

WISE LEADERSHIP [GENERAL]
You are a wise leader.

Prerequisites: Wis 13, Leadership, character level 6.

Benefit: Add your Wisdom bonus to your Leadership score (*see page 114*). This is in addition to your Charisma modifier.

WOLFPACK TACTICS [TOTEM]
You are adept at fighting in a pack.

Prerequisites: Totem Animal: Wolf, Cha 13.

Benefit: You receive a competence bonus on all attack and damage rolls equal to half the number of allied characters with the Wolf totem. This bonus cannot exceed +4.

WOLVERINE'S RAGE [TOTEM]
You have a rage as great as a wolverine's.

Prerequisites: Totem Animal: Wolverine, rage class ability.

Benefit: When you are in a rage, your rage lasts for a maximum of 6 + your (newly modified) Constitution modifier.

Normal: Rage normally lasts for a maximum of 3 + your (newly modified) Constitution modifier.

WORLDLY KNOWLEDGE [GENERAL]
You know a little of everything.

Prerequisite: Int 15.

Benefit: You may use any skill untrained, even exclusive skills.

Normal: Certain skills note that they cannot be used untrained.



Chapter Six: Race/Class Abilities

Born to Greatness

The races of the Accordlands have rich and varied cultures. The Nothrog have evolved into fearsome warriors and powerful shamen while the Elves have become dark necromancers and deadly assassins. Deverenians take up arms as paladins of the Storm, and the Dwarves serve as clerics of the mighty Kor. Humans tend to run the gamut of professions, though the survivalist classes of ranger and scout are quite popular.

As one would expect, the races tend to become almost naturals at their given professions. While a human may study necromancy, he will likely never reach the powers of an elf, simply due to the race's longstanding practice.

However, there are times when an exile, or just someone curious about other races' abilities takes up a profession outside of their normal sphere of influence. Indeed, a Nothrog could find use in the elven practice of necromancy, or a dwarf could employ the tricks of illusion to fight the Abyss. To that end, this chapter provides the unique abilities gained by particular race/class combinations. Some are expected, such as Deverenian wizards, but others are quite unexpected, such as a Dwarven necromancer or Nothrog bard. This chapter provides new abilities for these classes. All abilities in this chapter are considered to stack with those already gained from the chosen race and class.

The Game Master has complete control over what may be played in his game, and a strict Game Master may not allow some of the more strange combinations. However, if the Game Master feels it is acceptable based on a particular character's backstory, or if the Game Master wants to run an alternate-reality game, these can provide some very interesting abilities and flavor.

Gaining Race/Class Abilities

Upon reaching the specificed level, the character automatically gains the abilities listed below. It is considered a natural progression of their race and class. For multi-class characters, these abilities are only gained when a specific class reaches the required level. For example, a Deverenian level 3 illusionist/2 fighter, would gain Enhanced Perception upon taking a 4th level in illusionist, but would not gain Luxury Training until he gains another level in the fighter class.

Clerics and Shamen

Clerics and shamen derive their powers from their gods or totems, rather than through natural training or aspects of their race. As such, there is a special section in this chapter regarding the abilities of clerics and shamen. Each gains special abilities based on their deity or totem of choice. Should a cleric or shaman ever reject their deity or totem, or otherwise lose the ability to cast divine spells, the special abilities granted in this chapter are also lost.

Assassin

Deverenian

Minor (1): Wealthy. A Deverenian assassin benefits from his family's wealth. In addition to the starting gp of his class, a 1st level Deverenian assassin begins play with an additional 500 gp. He does not receive this amount in coins, however, but rather in credit notes granted by his family (or some other patron). With these credit notes, the Deverenian assassin may purchase mundane and magical equipment, food and lodging, spell components, and any other items he can legally acquire. Illegal substances cannot be acquired by these credit notes as they would leave a paper trail. A secretive poison maker or a drug smuggler, for instance, would not be too keen on accepting a credit note that would reveal their identity.

Moderate (6): Dagger of Venom. When he attains 6th level, a Deverenian's wealth, reputation, and resources allow him to claim a *dagger of venom* for free. Alternately, he may choose any other magical weapon or wondrous item of similar power and value suited for the assassin's class. The Game Master, who has final say in the matter, must approve this alternate selection. If a Deverenian assassin loses this special magic item, he may claim another one, free of charge, when he reaches a new level in the assassin class. The new item is identical to the one selected at 12th level (typically a *dagger of venom*). If the Deverenian assassin freely gives this special item away, he may never claim another.

Major (10): Resourceful. A Deverenian assassin not only has wealth, but he also has access to a number of different resources. Using guile, deception, and money, a Deverenian assassin constantly builds a growingly impressive network of contacts and informants. When he reaches 10th level, this network allows him to locate different kinds of poisons, weapons, and other tools he uses for his craft. It also bestows him with information and knowledge on a number of different individuals, facts, and rumors. Once per day, a 10th level Deverenian assassin gains a +20 insight bonus on any Gather Information skill check make to locate a poison, an ointment, a weapon, or any other item he might need for an assassination (such as a set of masterwork thieves' tools or a dagger of venom, for instance). Alternately, he can choose to use his contacts to learn intimate secrets about a person, a place, or an event in the city in which he lives, thus adding a +20 insight bonus on any one Knowledge (local) check instead.

Dwarf

Minor (3): Killer's Hands. A dwarf assassin quickly learns to use his bare hands as a weapon. At 3rd level, he gains the Improved Unarmed Strike feat for free. If he already has this feat, or if he takes it later in his career, the dwarf assassin gains an additional +2 bonus to damage when fighting unarmed. At 8th level the dwarf assassin gains a competence bonus to unarmed attack rolls equal to half his assassin level (round down).

Moderate (11): Thick Skin. Though he his subtler and more devious than the warriors of his race, a dwarf assassin enjoys the rigors and challenges of battle. Beginning at 11th level, a dwarf assassin's skin is so used to the harsh brutality of combat that it becomes thicker and hardier. The dwarf assassin gains a +2 natural armor bonus to AC and damage resistance 1/—. These bonus increase to +3 and 2/— at 15th level and finally +4 and 3/— at 20th level.

Major (16): High-Pain Threshold. Upon reaching 16th level, a dwarf assassin can resist the most painful blows dealt to him. In addition to gaining a +4 competence bonus to his Fortitude saves, and the Die Hard and Endurance feats, he can also resist damage in combat. When a melee attack would reduce the dwarf assassin to 0 or fewer hit, he is allowed a Fortitude save (DC = damage dealt). If successful, the dwarf assassin suffers only half damage (round down) from the blow (before damage reduction is applied). The dwarf assassin must be aware of the attack in order to make this check and only one check is allowed per round.

Elf

Minor (5): Improved Sneak Attack. An elf assassin is especially gifted at striking opponents in vital areas of their anatomies. Starting at 5th level, his sneak attack damage die increases by one die type (typically d8 instead of the normal d6). His sneak attack ability thus deals +2d8 damage at 3rd level, +3d8 at 5th level, +4d8 at 7th level, and so on. This ability stacks with feats and abilities that would increase the die type again.



Moderate (9): Memory Phase. As he gains experience, an elf assassin uncovers how to disrupt the memory of living creatures, making his victims forget they have ever seen him. Once per day, an elf assassin of 9th level or above may attempt to 'lapse' the memory of anyone he has struck with a melee or ranged weapon. He must declare the memory lapse before rolling his attack and the attack is considered a full round action.

If successful, the target must succeed at a Will saving throw (DC 10 + elf's Dexterity bonus + damage dealt) or become dazed for 1 round and loses the last 1d6 minutes of his memory. If the elf uses this ability in conjunction with his sneak attack ability, he increases the amount of memory lost by the amount of sneak attack damage dealt.

At 13th level, the elf assassin can use this ability twice per day and three times per day at 17th level.

Major (18): Sneak Strike. When he reaches 18th level, an elf assassin has become so skilled at fighting that he may make a sneak attack during normal melee. Once per round, on any melee attack, he may declare a sneak strike as a full-round action. The victim is automatically denied his Dexterity bonus to AC and the assassin's attack is treated as a sneak attack.

Halfbreed

Minor (5): Skillful. Naturally resourceful and quick to learn new abilities, a halfbreed assassin is especially gifted in the use of certain skills. Beginning at 5th level, he chooses any two skills from his list of assassin class skills. From this point forward, he gains a competence bonus to all checks made with those skills equal to one-half his assassin class level (round down). Furthermore, for the remainder of his career, these two skills are always treated as class skills, even if the assassin gains level in a character class that do not list them as such.

Moderate (7): Survivor's Feat. As he gains experience, a halfbreed assassin's resourcefulness makes him a competent survivalist. Upon becoming 7th level, he gains one of the following feats for free: Acrobatic Dodge, Alertness, Defensive Posture, Dodge, Endurance, Great Fortitude, Grim Determination, Intuition, Iron Will, Lightning Reflexes, Move Like Lightning, On Your Feet, Relentless, Sixth Sense, Too Stubborn To Die, Toughness, or Will To Survive. The assassin must meet all the normal prerequisites in order to take any of these feats.

Major (13): Heightened Defense. A halfbreed assassin's cleverness, ambition, and will to survive makes him a though opponent to take down. At 13th level, a halfbreed gains a dodge bonus to Armor Class as well as a resistance bonus to all Fortitude and Reflex saves equal to his Wisdom bonus (if any).

Human

Minor (4): Disguise Expert. All humans are naturally gifted at passing themselves off as unusual members of either of their parents' race. A human assassin, however, studies the languages, accents, demeanors, postures, and quirks of every race he encounters. Beginning at 4th level, a human assassin is a veritable master of disguise. He adds one-half his assassin class level (round down) to all Bluff checks and Disguise checks when passing himself off as another type of humanoid.

Moderate (6): Hide in Plain Sight. More than any other member of his profession, a human assassin learns to blend in the surrounding shadows. At 6th level, he may reduce the total penalty (if any) of his Hide skill check by his class level, to a minimum of 0. In addition, he may attempt to hide in situations where a Hide check may not normally be allowed (middle of a street, quiet tavern, etc.), at a –10 to the skill check (in addition to any other penalties).

Major (11): Efficient Killer. A human assassin learns to be especially ruthless and efficient. When he reaches 11th level, he gains mastery in one exotic weapon and may choose a new exotic weapon each time he gains a level. In addition, he may now coup de grace as a free action (once per round), a number of times per day equal to 1 + his Wisdom bonus (if any).

Nimbic

Minor (6): Detection Immunity. Through rigorous discipline and training, a nimbic assassin learns to close his mind to those who would probe it. This ability prevents others from reading his thoughts and feelings, as well as use magic and other effects to discern his location. At 6th level, he gains immunity to all magical detection spells and effects targeting his alignment, thoughts, and location (such as *detect evil, detect thoughts,* and *detect location* spells).

Moderate (9): Inflict Spells. A nimbic assassin's natural magical aptitude gives him access to new spells. Beginning at 9th level, he may cast *inflicts* spells, spontaneously, as though he were an evil cleric, replacing a spell of that level for an *inflict* spell of the same level.

Major (14): Immunity. A nimbic's nature makes him extremely well adapted to resist enchantments spells and effects. As he grows in experience in the assassin class, his natural immunities and resistance to magical effects grows. At 14th level, he becomes immune to negative energy, death attacks, and the like. By 16th level, he is immune to *inflict* spells, and by 19level, he becomes immune to all magical and mundane diseases, including mummy rot and lycanthropy.

Nothrog

Minor (1): Increased Hit Dice. Generally speaking, many nothrogs are though and hardy individuals, and the nothrog assassin is no exception. A nothrog assassin's Hit Dice increases to d8, adding 1d8 hit points for each level gained in the assassin class rather than the typical 1d6 granted to other characters of this profession.

Moderate (5): Two-Weapon Fighting. The nothrog assassin is especially gifted in combat. Extensive hours of strenuous training bestow him the ability to fight with two weapons simultaneously. Beginning at 5th level, a nothrog assassin gains the Two-Weapon Fighting feat for free, even if he does not meet the normal prerequisite for such a feat. If the nothrog assassin already has the Two-Weapon Fighting feat, he may select Favored Primary Weapon, Favored Secondary Weapon, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, or Two-Weapon Defense instead. With the exception of the minimum Dexterity score listed, the nothrog assassin must meet all of the normal prerequisites in order to select any of these feats.

Major (16): Murdering Blow. As he gains experience in this class, a nothrog assassin learns how to deal devastating blows at his opponents. At 16th level, he becomes especially gifted at deliv-

ering deadly strikes against those who are weaker than himself. A number of times per day equal to 1 + his Intelligence bonus (if any), a nothrog assassin may slay any living creature whose total Hit Dice is equal to one-half his assassin's level or less. A murdering is considered a full round action. The victim must succeed at a Fortitude saving throw (DC 10 + nothrog assassin level + Str Bonus) or be immediately reduced to –10 hit points. If this save is successful, the nothrog assassin deals damage equal to the DC instead. If a nothrog assassin inadvertently deals a murdering blow against an opponent whose Hit Dice is more than one-half his assassin's level (round down), this ability is wasted for the day.

Barbarian

Deverenian

Minor (1): Improved Skill Pool. A Deverenian barbarian is more driven and enterprising than most of his counterparts. In addition to being literate, he gains 2 cross-class skills as class skills and a bonus rank in each. For the remainder of his career, these skills are treated as class skills, even if the Deverenian barbarian gains levels in other character classes.

Moderate (5): Calm Mind. A Deverenian barbarian is focused and attuned. Once per rage, a Deverenian barbarian is allowed a DC 20 Concentraction check to focus his mind and perform an action that would normally not be allowed while raging. At 5th level, he can do this once per rage. At 15th level, he can do it twice.

Major (9): Skillful Brute. A Deverenian barbarian learns to take care of himself and his brethren. At 9th level, he gains a +4 bonus to Craft (weaponsmithing) checks and can make masterwork weapons for half the cost listed in the PHB. In addition, he can make spears, arrows, and the like, in the wild in half the time it would take someone else.



Dwarf

Minor (3): Dwarven Charge. Dwarves are not known for their mobility, but the dwarf barbarian is an exception to the norm. So long as he is raging, a 3rd level dwarf barbarian may move up to three times his base speed when taking a charge action in combat. At 8th level, the dwarf barbarian no longer needs to be raging to use this ability.

Moderate (9): Reckless Rage. A dwarf barbarian is among the hardiest of warriors, even other barbarians are amazed at their strength. Beginning at 9th level, while raging, he becomes totally insensible to physical pain and can continue to fight until he reaches –10 hit points. A dwarf barbarian of 9th level or higher who is reduced between 0 to –9 hit points while raging continues to act as if he had 1 hit point remaining. Each round, as a free action, he can attempt to stabilize his wounds. If his rage ends while his hit points total is between 0 and –9, he instantly loses consciousness (and most likely dies). If reduced to –10 hit points, the dwarf barbarian dies as normal. At 17th level, a raging dwarf barbarian that is reduced to –10 hit points (or is otherwise knocked unconscious or killed for any reason) is allowed a DC 25 Fortitude save to perform one final standard action before dying.

Major (15): Fearless. A dwarf barbarian's courage and recklessness in battle makes him greatly respected by other warriors. When he attains 15th level, a dwarf barbarian becomes totally immune to fear spells and effects. Allies of the dwarf barbarian within 30 ft. are inspired by his fearlessness, and gain a +4 morale bonus against all fear effects (including Intimidate attempts). This ability only functions as long as the dwarf barbarian remains conscious. A 15th level dwarf barbarian is also immune to all Intimidate attempts made directly against him, but he is not immune to threats against those he cares for.

Elf

Minor (5): Agile Rage. The elf barbarian is, like most of his kin, agile and adroit. When he attains 5th level, his naturally lithe body bestows him a +2 bonus to Dexterity while raging. This enhancement bonus improves his Initiative checks, Reflex saving throws, Dexterity-based skill checks, Dexterity checks, and Armor Class bonus by 1, thus effectively reducing his AC penalty while raging to –1. At 15th level, this bonus increases to +4, effectively removing the AC penalty.

Moderate (7): Improved Movement. An experienced elf barbarian moves faster than others of his profession. Beginning at 7th level, he gains an additional +10 ft. bonus to his base movement rate when wearing no armor, light armor, or medium armor (and not carrying a heavy load). At 9th level, he gains trackless step (as a druid), at 13th level, his movement can no longer be hindered by natural means (terrain, etc.), and at 19th level, he gains permanent *freedom of movement*.

Major (13): Efficient Killer. Elves have little to no respect for life. A savage elf is even more vicious. At 13th level, a raging elf barbarian is allowed to reroll any and all 1s rolled for damage with a melee or ranged weapon. The new reroll must be accepted, but further rolls of a 1 are also rerolled. At 19th level, the elf now rerolls 1s and 2s.

Halfbreed

Minor (4): Skill Mastery. A halfbreed barbarian's nature and experiences make him a veritable master of one skill of his choosing. At 4th level, he selects any class skill or cross-class skill. He automatically gains 5 ranks in this skill. If the chosen skill was a barbarian class skill, the character gains 1 rank in this skill at every level after 4th (5th, 6th level, 7th level, and so on). If the chosen skill was a cross-class skill, he adds 1 rank to this skill at 6th level and 1 more rank at every other even-numbered level gained in the barbarian class thereafter (8th level, 10th level, and so on).

Moderate (8): Access To Fighter Feats. As he becomes a more fearsome warrior, a halfbreed barbarian gains certain advantages normally reserved to a more disciplined martial class. At 8th level, he gains one bonus feat selected from the Fighter feats (*as presented in Chapter Five: Feats*). With the exception of being a member of the fighter class, the halfbreed barbarian must meet all other prerequisites in order to take this feat. From this point forward, a halfbreed barbarian may select a feat from the list of Fighter feats each time he is allowed to choose a feat.

Major (14): Barbaric Stance. A halfbreed barbarian's resourcefulness, ardor, and zeal make him a veritable bastion of strength and endurance when defending himself and his allies. Once per day, a halfbreed barbarian of 14th level or higher can take a defensive posture in order to stand his ground against even the most powerful enemies. While in a barbaric stance, he cannot move more than 5 ft. per round, but gains the benefit of Endurance, Diehard, and Deflect arrows. In addition, he (and all allies with 30 ft.) gains a +4 competence to all mind-affecting saves, grapple checks, resistance to bull rush attempts, and disarm attempts. Lastly, the barbarian (and only the barbarian), automatically stabilizes when reduced to −9 hit points.

Human

Minor (6): Leadership. While many humans are rejected and struggle to live with this fact, the human barbarian takes it upon himself to become fiercely independent. As he gains experience in this class, his pride, independence, and prowess in combat become so evident to others that many consider him a natural leader. At 6th level, he gains the Leadership feat for free. If the human barbarian already has the Leadership feat, or if he later takes it in the course of his career, he gains a permanent +2 bonus to his Leadership score instead.

Moderate (11): Great Renown. By the time he reaches 11th level, a human barbarian's name inspires fear and loathing in the hearts of others. His reputation precedes him everywhere he goes. Once per day, when he reveals his identity, he gains a +20 circumstance bonus on any one Bluff, Diplomacy, Gather Information, or Intimidate skill check. This ability functions even if the human barbarian's interlocutor has never heard of him or his people. However, in such circumstances, the barbarian may have to take a moment to reveal who his is. Recounting his most impressive — and bloody — deeds usually does the trick.

Major (16): Tribe. Human barbarians amass followers and cohorts at a level unlike other barbarians. As an extension of this thinking, the barbarian's greatest achievement is the development of his own tribe. At 16th level, the barbarian's tribe develops around him and his deeds (either sedentary or nomadic). The tribe's size is three times the size of what his leadership score would allow for, but does not adventure with him. Instead, the tribe can be called upon, once per month for favors, aid, and so on, based on the whim of the DM and the merit of the favor being asked.

The barbarian is without a doubt their unquestioned leader, but they must still spend their days gathering food, chopping wood, and so on. It is unlikely the tribe of women, children, and elderly would follow the PC into a dungeon or nothrog stronghold.

Nimbic

Minor (5): Melee Weapon Training. As he advances, a nimbic barbarian's extensive training in melee weapons also improves. At 5th level, he becomes a veritable expert in the use of one particular weapon. He must choose one melee weapon with which he is proficient, gaining a +2 competence bonus to both attack and damage rolls when using this weapon in melee combat.

Moderate (7): Improved Critical. Despite his small stature, a nimbic barbarian is a fearsome opponent. Though many fail to recognize this, a nimbic barbarian is an expert combatant able to deal devastating blows in combat. At 7th level, he gains the Improved Critical feat with a weapon of his choice.

Major (11): Evasive Maneuvers: A nimbic barbarian learns how to initiate graceful maneuvers when engaged in melee combat. Although to most onlookers, these motions seems strangely out of place in the midst of battle, the nimbic barbarian's unpredictable behavor allows him to 'dance' past opponents. This translates into a dodge bonus to AC equal to the nimbic's Dexterity bonus (if any) starting at 11th level. In addition, if the nimbic barbarian has the Mobility feat, its bonus is increased to +6.

Nothrog

Minor (4): Improved Sunder/Trip. A nothrog barbarian is a powerful adversary most people would prefer to avoid. At 4th level, he gains either the Improved Sunder or Improved Trip feat for free (character's choice), even if he does not meet the normal prerequisites for the feat.

Moderate (8): Damage Reduction. As he gains experience in this class, a nothrog barbarian's body toughens, becoming a veritable fortress of strength and resistance. Beginning at 8th level, he can endure more physical pain than other characters. He receives damage reduction 2/—. At 16th level, this ability increases to 3/—.

Major (13): Induce Fear. When he attains 13th level, a nothrog barbarian's frenzy becomes even more powerful. Every time he enters a fit of rage, he can induce fear in the heart of his bravest foes. All living enemies standing within 10 ft. of a raging nothrog barbarian must succeed at a Will save (DC 10 + one-half the nothrog barbarian's class level (round down) + the nothrog barbarian's Strength modifier) or become shaken for a number of rounds equaling the nothrog barbarian's class level. At 15th level, the victim becomes frightened instead of shaken, and at 17th level, the victim becomes panicked. Should an opponent succeed, he is immune to the effect of a given nothrog's fear effect for 24 hours. Opponents with few HD than the nothrog are immune to this ability.

Bard

Deverenian

Minor (2): Masterwork Instrument. A Deverenian bard's family, friends, and contacts provide him with the best equipment available to him. Beginning at 2nd level, a Deverenian bard gains one masterwork instrument of his choice for free. If he inadvertently loses that instrument or choose to give it up in order to take a new one, he can claim another masterwork instrument of his choice every time he gains a level in the bard class. At 6th level and every four levels thereafter (10th level, 14th level, and 18th level), a Deverenian bard gains one additional masterwork instrument, free of charge.

Moderate (6): Undetectable Alignment. With his regular dealings with all kinds of people of different convictions, the Deverenian bard eventually learns to hide his true nature. At 6th level, he can make himself appear one alignment away from his own (a chaotic evil bard can appear neutral evil or chaotic neutral). At 10th level, he can make himself appear two alignments away from his own (a chaotic evil bard can appear chaotic good, lawful evil, or true neutral). When he attains 14th level, at the choice of the bard, it becomes impossible for others to detect his alignment, altogether.

This extraordinary ability functions like the *undetectable alignment* spell, with the exception that it is always active. Only divination spells and effects are fooled by this ability. Spells and other abilities that target specific alignments, such as *protection from chaos*, affect the Deverenian bard as normal.

Major (9): Song of the Emperor. A 9th level Deverenian bard with at least 12 ranks in Perform learns a new song — the Song of the Emperor. When played, everyone within 30 ft. of the bard is affected by an enchantment — *charm monster, crushing despair, deep slumber, heroism, rage,* or *touch of idiocy*. The bard may target each ally and enemy within 30 ft. with a different effect from the above list. This is considered a 4th-level spell-like ability. The save DC is Charisma-based.

Dwarf

Minor (3): Knowledgeable. A dwarven bard's enhanced memory, willpower, and discipline bestow him great knowledge and insights on a wide variety of subjects. When he attains 3rd level, a dwarf bard may add an insight bonus on any Knowledge skill check, trained or untrained, equal to half his bard level.

Moderate (7): Bardic Lore: Dwarven History. Dwarves are proud of their culture, history, kin, and crafts. A dwarf bard takes it upon himself to learn, remember, and teach the cultural heritage handed down by his ancestors. From 7th level and onward, a dwarven bard who uses his bardic knowledge ability to learn about a dwarven person, place, or item, or about dwarven myths and legends adds a competence bonus to the check equal to his bard level. In addition, he can recite details about the dwarven lineage that escape most others, including the names of the people who wore the armor or carried the sword and details about their families and deeds.

Major (12): Photographic Memory. A dwarven bard's discipline and rigour allows him to develop talents others of his profession fail to fathom. Beginning at 12th level, a dwarven bard can clearly recall events he witnessed in the past. A dwarven bard's photographic memory allows him to picture events as they happened. The dwarf sees these events in his mind's eyes, and can point out small details others might have missed. This extraordinary ability allows the dwarf to attempt an Intelligence check with a competence bonus equaling his bard class level when trying to recall people and events he witnessed in the past, down to the last detail. A dwarf bard can clearly recall any event he has witnessed within a span of time (in years) equal to 1 + bard level + Intelligence modifier.

Elf

Minor (3): Haunting Melody. An elf bard is especially gifted at crafting sorrowful melodies that send cold shivers down the spine. At 3rd level, an elf bard with 6 or more ranks in Perform adds a new song to his bardic music ability — Haunting Melody. With this song, he can sap the courage and willpower from his enemies. All of the elf bard's foes within 30 ft. of him suffer the effects of crushing despair. This is considered a 3rd-level spell-like ability. The save DC is Charisma-based.

Moderate (8): Anthem of Decay. Cursed with a limited life span, some elf bards take great pleasure in seeing others wither and die. Driven by his obsession with age, an elf bard of 8th level with at least 9 ranks in Perform adds a new song to his bardic music repertoire — Anthem of Decay. When the elf bard sings this strange and disquieting chant, he can target a living creature of his choice and make him age instantly. The target of this song must be within 60 ft. of the bard and able to hear him. He must also hear the aging anthem for at least one full round. The elf bard's victim must succeed at a Will saving throw (DC 10 + elf bard's level) or instantly age 1d6 years and become fatigued. Elf and nimbic characters only age 1 year and immune to this fatigue.

Major (16): Living Music. Like many of his kindred, an elf bard is a talented magic user. When he attains 16th level, an elf bard with 18 or more ranks in Perform can make his songs and poetics come to life. Once per day, he can create an illusory double of any creature. This ability functions as the *simulacrum* spell, but does not require an XP expenditure. The double lasts for 24 hours before "melting" away.

Halfbreed

Minor (4): Convincing. A halfbreed bard is versatile, charming, and conniving. Once per day as a free action, a halfbreed bard of 4th level or higher gains a +10 insight bonus on any one Charisma-based skill check. At 9th level, a halfbreed can now add his Wisdom bonus (if any) when making a Bluff, Intimidate, or Perform skill check (in addition to his Charisma modifier).

Moderate (8): Stunning Chantey. Many halfbreeds rely on their strange appearance to intimidate or awe others. A halfbreed bard does more than that. An 8th level halfbreed bard with 9 or more ranks in Perform adds *stunning chantey* to his list of known songs. He can daze every living foe within 30 ft. that hears this powerful song. The bard's victim must be able to hear his performance for at least one full round, at the end of which they must each attempt a Will save (DC = the halfbreed bard's Perform check) or be dazed for a number of rounds equal to 1 + the halfbreed bard's Charisma modifier. Stunning chantey is a supernatural mind-affecting ability.

Major (15): Skill Mastery. As he gains experience, the half-breed bard becomes so certain in the use of some skills that he can use them reliably even under adverse conditions. At 15th level, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

Human

Minor (6): Inspire Hope. The human bard learns to find inspiration through hardship. When he reaches 6th level, a human bard with at least 8 ranks in a Perform skill learns a new song — Inspire Hope. He can target one ally with this song at within 60 ft. who must hear him sing for one full round. The effects of this ability last for as long as the human bard sings and 5 rounds thereafter (or 5 rounds after the affected ally stops hearing the bard's song). The ally gains one of the following, chosen by the bard — a number of temporary hit points equal to the human bard's level, a competence bonus to Will saves equal to one-half the human bard's level, or a dodge bonus to Armor Class equaling 2 + the human bard's Charisma bonus (if any). Inspire hope is a supernatural mind-affecting ability.

Moderate (11): Cognitive Map. An experienced human bard is rarely lost. At 11th level, he gains the extraordinary ability to remember each of the places he visited in the past. In his mind's eye, he can recall any place known to him and view an exact map of it and the surrounding regions. A human bard can at a +10 insight bonus on any skill check made to find the right path or avoid getting lost in places he is familiar with, even if stress, combat, and other distractions would normally prevent him to do so. He also gains a +5 insight bonus on any check made to draw an accurate map of a place he visited at least once and a +5 insight bonus to Bardic Lore and Gather Information checks in any place he has visited before.

Major (16): Hymn of Renewal. As he gains experience, a human bard learns how to use songs and poetics to magically heal others. At 16th level, provided he as at least 18 ranks in a Perform skill, he gains one new song — Hymn of Health. This song can target one ally within 60 ft., who must be able to hear the song for one full round. At the end of this round, the target is healed per the spell *heal*. Hymn of renewal is a supernatural ability.

Nimbic

Minor (4): Lucky. A nimbic bard's magical aptitude makes him more adept at controlling his own destiny. Once per day starting at 4th level, he can re-roll any failed skill check, ability check, or saving throw. He can declare use of this ability after the result is revealed but before it takes effect. He must also accept the second result, even if it is worse than the original, regardless of any other special ability or feat he might possess.

Moderate (10): Beastly Ballad. A nimbic bard's ties to nature make him more in tune with animals, both normal and magical. When he attains 10th level, a nimbic bard with at least 12 ranks in Perform learns to sooth and anger all manner of unintelligent creature. Animals, magical beasts, and vermin that hear the songs of a nimbic bard have the bonuses and penalties associated with the bard's songs doubled. For example, a wolf that hears a 12th level nimbic bard sing Inspire Greatness gains +4 Hit Dice, +4 competence bonus on attacked, and +2 on Fort saves, so long as the nimbic sings plus 10 rounds thereafter.

Major (16): Augment Audience. A nimbic bard is especially adept at captivating his audience. When he attains 16th level, he adds one additional target to each of his bardic music songs, effectively affecting one more creature (ally or enemy) with each of his magical performances. Another target is added at 18th level and a third one at 20th level. Augment audience is a supernatural mind-affecting ability.

In addition, a nimbic bard can sing a song into a location and leave it there for later use. It works as a normal song, with *contingency* cast upon it, the actual details left to the bard. The song remains until triggered 1 day for every level of the bard.

Nothrog

Minor (1): Warrior's Heart. A nothrog bard is a warrior at heart. At all levels, he uses the fighter's base attack bonus progression rather than that of a typical bard. In other words, he gains a +1 to his base attack bonus at each new bard level.

Moderate (10): Inspire Rage. True to his heritage, a nothrog bard is a fearsome opponent in battle. More importantly, however, he is an asset to any combatant accompanying him. When he reaches 10th level, a nothrog bard with



12 or more ranks in Perform gains a new song: Inspire rage. A number of allies equal to one for every five bard levels (two at 10th level, three at 15th level, and four at 20th level) gains the temporary ability to rage as a barbarian. Allies inspired by this nothrog song must by within 60 feet of the bard and able to hear him sing for one full round. The rage has the same effect and lasts as long as a typical barbarian's rage. Inspire rage is a supernatural mind-affecting ability.

Major (16): Instill Animosity. A master of extreme emotions, the nothrog bard knows how to take advantage of the fears, hatred, and jealousies of others. At 16th level, a nothrog bard with 18 or more ranks in Perform adds instill animosity to his list of known songs. One enemy, plus one additional enemy for every two bard levels thereafter (18th level and 20th level), become instantly filled with deep hatred. The feelings are so strong that the target can barely control his emotions and suffer from a -4 penalty to all attack rolls and skill checks as well as a -4 penalty to Armor Class for as long as he hears the nothrog bard's song and 5 rounds thereafter. To be affected by this ability, a target must have fewer Hit Dice than the bard, be within 60 feet of him, and able to hear his music for one full round. Instill animosity is a supernatural mind-affecting ability.

Special Blessings Granted by Gods and Totems

Unlilke other classes, clerics base their special abilities on the god they serve and not their race. And while it is rare that a dwarf would ever worship the elven element of bone, the possibility is there. Just like the race/class abilities above, there are minor, moderate, and major blessings for each cleric. However, these are always bestowed at 3rd, 9th, and 15th level.

Divine Blessings for Clerics

Clerics of the gods of the Accordlands are granted special privileges by their otherworldly lords as they gradually prove their worth to them. Called divine blessings, these exclusive abilities are granted by the gods to their most fervent and devoted servants. As each cleric gains experience, wisdom, and power, the god he serves takes a growing interest in him. In addition to the ability to cast spells and the power to turn, command, or rebuke the undead, the deity eventually grants special blessings to a servant whom he deems worthy.

Divine blessings differ from one god to the next, as each deity rewards his servants in his own unique way. These abilities often make the priests of each clerical orders even more different than they already are. They also tie each cleric even more strongly with his god.

The diving blessings are minor, moderate, and major, granted at 3rd, 9th, and 15th level. The Minor Blessing is generally related to the god's most important aspect. More important, the Moderate Blessing is a more elaborate and powerful blessing that expands the god's influence and power. Typically, this is a special attack or defense mode granted to the cleric. Again, the type of ability given varies according to each god. The most powerful blessing, the Major Blessing, is the capacity of calling forth the corporeal manifestation of the god.

Starting at 15th level, all clerics have the power to summon an avatar of their god. This avatar is the physical manifestation of their deity's will in the Accordlands. The ability to summon a godly avatar, which is usable a maximum of once every week, lasts for a number of rounds equal to the cleric's level. It takes one full round of ritual prayer (which draws an attack of opportunity) to summon an avatar, which instantly materializes at the beginning of the next round. While engaged in the summoning, a cleric is subjected to Concentration checks, just as if he were casting a spell. Failing a Concentration check while summoning an avatar ruins the attempt for the week. Once the ritual prayer is completed, the avatar appears and remains with the cleric until it is either destroyed or the maximum number of rounds it can serve him elapses, whichever comes first. In either case, the avatar dissipates in thin air, just as quickly as it originally materialized.

While the avatar of each god is different from the avatar of another, all of them have basic characteristics in common. An avatar is fervently dedicated to the cleric who called it, and willingly sacrifices itself to protect him, his comrades, or his cause. It also obeys the summoning cleric's every command, as long as the orders do not go against the god's own wishes. An avatar is immune to all spells and abilities from the enchantment school of magic, so it is impossible for others to take control of it. It is considered an outsider, and its type varies according to its alignment. A lawful good avatar, for instance, would be an outsider that is both good and lawful creature for the purpose of spells and other effects.

Furthermore, an avatar is a creature with the same base level as the cleric who summoned it. While it might not be considered of the same character class and may have different hit points, saving throws, ability scores, attack bonuses, damage bonuses, and skill ranks than those of the cleric, it always has the same Hit Dice. Unless otherwise specified, an avatar cannot cast spells but shares all of the cleric's other special abilities (racial abilities, class abilities, divine abilities granted by their god, and so on.). An avatar who shares the special abilities of his summoning cleric can never summon another avatar — only the cleric can do that.

If a cleric falls prone or dies while an avatar of his god is still active, the avatar remains with the cleric until it is either destroyed or its time is up (i.e. a number of rounds equal to the summoning cleric's level elapses). If the avatar has the ability to cure his cleric, it does everything in its power to keep him alive and conscious.

A cleric who abuses of this ability takes the risk of infuriating his god. While most deities are willing to help their most devoted servants in times of need, the majority also feels that the privileges given to them should not be taken for granted. For instance, a cleric of Albrecht who summons the avatar of his god to help him defeat injustice or the weak has good cause. The same cleric who needs a peon to fetch him food while he enjoys the tranquility of a sunny afternoon in a quiet glade has not.

Generally speaking, summoning an avatar in a time of great need (to defeat a major foe, to save the cleric and his party, and so on.) is more than acceptable, as long as the cleric continues to follow the ethos of his chosen deity and uses the avatar to further his cause. It is up to the Game Master to assess if and when a cler-

ic abuses of this divine blessing. An abusing cleric might lose the divine abilities granted by his god (as described in this chapter) until he redeems himself by succeeding in a special quest or another hazardous endeavor that proves his devotion to his god and his cause.

See the description of each Major Blessing, as described in the various entries in this chapter for further details on specific godly avatars.

Albrecht

The militaristic god of honor and duty seeks to help the weak. He expects as much of his followers, and thus bestows his loyal clerics special abilities allowing them to better perform their duties. For more information on Albrecht see page 187 in the World Atlas.

Minor Blessing (3): Divine Health. A 3rd level cleric of Albrecht is immune to all diseases, magical and mundane diseases (except lycanthropy and mummy rot). If the cleric already has this ability (from another character class, for instance), he gains another blessing instead: Aura of Honor. This ability creates a divine aura that affects creatures of evil alignment within a 10-foot radius of the cleric. All creatures of evil alignment suffer a –1 penalty to their attack rolls when attacking the cleric of Albrecht directly.

Moderate Blessing (9): Divine Smite. Once per day, a 9th level cleric of Albrecht can attempt to smite an opponent in melee combat. He gains a sacred bonus to his attack roll equal to his cleric level as well as a sacred bonus to damage equaling his cleric level + his Wisdom modifier. Use of this ability must be declared before the attack roll is made. Failing to hit an opponent with a smite wastes the ability for the day.

Major Blessing (15): Summon Avatar (Paladin of the Golden Dragon). At 15th level, a cleric of Albrecht can summon an avatar of his god to fight or perform any other duties for him. This avatar takes the form of a paladin of a level equal to that of the cleric. While the avatar is of the same race and gender as its summoning cleric, it appears as an extremely muscular and youthful figure. Heavily armored in a full suit of shinny plate mail, the avatar holds a massive greatsword in its gauntlets. Its face is hidden in a closed helmet, but if revealed resembles that of the cleric, as though it were a young brother or sister. The avatar of Albrecht has the same basic abilities of its summoning cleric with a +4 enhancement bonus to Strength and a +2 enhancement bonus to Constitution. Except for spellcasting (which its does as a paladin), it shares all the special abilities of its summoning cleric, plus all paladin abilities a paladin of its level would normally have. Additionally, this avatar may *dispel evil*, as per the spell, once during each summoning.

Bascaron

The god of desire, despair, and want is especially revered among the crippled, the poor, and the thieves of the Accordlands. Bascoron's clerics are already filled with desire, so he blesses them with the ability to assuage this feeling and remind others of the terrible afflictions life can sometime bring. For more information on Bascaron see page 189 in the World Atlas.

Minor Blessing (3): Natural Pickpocket. A 3rd level cleric of Bascaron adds Sleight of Hand to his list of class skills. From this point forward, he also gains 1 free rank in Sleight of Hand every time he reaches a new cleric level (one at 3rd level, one at 4th, and so on). Sleight of Hand is always considered a class skill for the cleric, even if he gains a level in another character class.

Moderate Blessing (9): Aura of Despair. Once per day, a 9th level cleric of Bascaron can instill despair in the hearts of his enemies. When this blessed ability is triggered, all who oppose him in battle within a 20-ft. radius must make a Will save (DC 10 + cleric level + Wisdom modifier) or suffer a –2 penalty to all attack rolls, damage rolls, skill checks, and saving throws. Aura of despair lasts a number of rounds equal to 10 + the cleric's level.

Major Blessing (15): Summon Avatar (Blighted Beast Spawn). A 15th level cleric of Bascaron can summon an avatar of his god, which many cultists refer to as the Blighted Beast Spawn. The avatar appears as a horrid mass of flesh similar in size and form to the cleric who summoned it. While this strange creature is foul and disturbing, its powers are feeble compared to those of the real Blighted Beast. This avatar functions as a barbarian of the same level as the cleric who summoned it. It has the same basic abilities as the cleric, but with a +6 enhancement bonus to its Strength score. It has the same abilities as a barbarian of its level, but has none of the cleric's special abilities. However, any living being that come within 20 ft. of the avatar must make a DC 20 Will save or instantly become shaken.

The Elf Element: Blood

Clerics of Blood are blessed with the wisdom of their element, which allows them to strike their victims at vulnerable places in their anatomy. For more information on the Elf element of Blood see page 192 in the World Atlas.

Minor Blessing (3): Draw Blood. A cleric of Blood's knowledge of his element allows him to wound opponents where they are most vulnerable. Whenever the 3rd level cleric of Blood rolls a critical threat against an opponent in melee, he inflicts a bleeding wound to his victim, who automatically loses 1 hit point per round from the loss of blood until he is either cured or dies. Undead, creatures without discernible anatomies (such as constructs, oozes, plants, and incorporeal creatures), and those immune to sneak attacks are immune to this ability.

Moderate Blessing (9): Blood Paralysis. At 9th level, a cleric of Blood can attempt a lethal melee strike against any one of his enemies, once per day. If the attack succeeds, the cleric's victim must attempt a Fortitude save (DC 10 + cleric level + Strength modifier) or become paralyzed for a number of rounds equal to the cleric's class level. Undead, creatures without discernible anatomies (such as constructs, oozes, plants, and incorporeal creatures), and those immune to sneak attacks are immune to this ability.

Major Blessing (15): Summon Avatar (Blood Fiend). Once per week, a 15th level cleric of Blood can summon an avatar, which obeys his every command for a number of rounds equaling his cleric level. This avatar takes the form of an elf whose skin seems to have been torn, revealing taunt muscles, raw nerves, and bloody vessels. The avatar shares the same level and base ability scores as the cleric, with the exception that it benefits from a +2 enhancement bonus to Dexterity and Intelligence. It acts as an assassin of the same level as the cleric, but does not share any of

his special abilities. Blood Fiend fights with poisoned daggers. Living victims of these weapons must succeed at a Fortitude save (DC 10 + summoning cleric's level) or suffer 2d6 points of additional damage per blade.

The Elf Element: Bone

Loyal clerics of Bone are made stronger and tougher by their element. Although there is no outward physical evidence of this improved hardiness, clerics of Bone can become veritable bastions of endurance in battle. For more information on the Elf element of Bone see page 193 in the World Atlas.

Minor Blessing (3): Damage Reduction. A cleric of Bone is hardier than other members of his profession. At 3rd level, a cleric of Bone ignores part of the damage he receives with each blow. He gains permanent damage reduction 1/—. This special blessing stacks with any other damage reduction ability the character may have.

Moderate Blessing (9): Bone Toughness. Once per day, a 9th level cleric of Bone can ignore all damage dealt to him from any one source. He can choose to trigger this ability once the amount of damage he receives from any one melee or ranged attack is revealed. Only physical damage, which reduces the cleric's hit point total, can be ignored. This ability has no effect against spells and other magical effects. This ability can not be used to ignore damage that would otherwise kill the cleric (such as massive damage, *disintegrate*, etc.) or that would reduce him to –10 or fewer hit points.

Major Blessing (15): Summon Avatar (Bonewarrior). At 15th level, a cleric of Bone can summon an avatar, which takes the form of an elven warrior with a massive exoskeleton deforming its otherwise lithe figure. The avatar functions as a fighter of the same level as its summoning cleric. It shares the same basic ability scores as the cleric, but benefits from a +6 enhancement bonus to Constitution. Its exoskeleton provides the creatures with a natural armor class bonus of +8. It is armed with a heavy mace fashioned from unbreakable yellowed bones.



The Elf Element: Flesh

Veritable masters of their own skins, the most devoted clerics of Flesh also uncover how to transmit fatal diseases to other living beings. For more information on the Elf element of Flesh see page 194 in the World Atlas.

Minor Blessing (3): Heal Self. A 3rd level cleric of Flesh can heal his own wounds. He can heal a number of hit points equal to his level each day. The cleric does not have to use his heal self ability all at once, and there is no limit on the number of times he can use this ability each day (the only limitation is the maximum amount of hit points he can heal in a single day). Heal self is a standard action that draws an attack of opportunity.

Moderate Blessing (9): Fatal Disease. Once per day, a 9th level cleric of Flesh can transmit a fatal disease to a living being. To do so, he must deliver a touch attack against his target. The victim of this ability must succeed at a Fortitude save (DC 10 + cleric level) or become infected by the deadly ailment. Each round that follows, the victim of the fatal disease loses 1d3 hit points until the disease is either cured or he dies. Use of this ability must be declared before the attack roll is made. Failing to hit the intended target wastes the ability for the day. Undead, creatures without discernible anatomies (such as constructs, oozes, plants, and incorporeal creatures), and those immune to sneak attacks are immune to this ability.

Major Blessing (15): Summon Avatar (Fleshcrafter). From 15th level and onward, a cleric of Flesh can summon an avatar, which takes the form of a melted flesh, resembling a strange and disfigured elf. Although disquieting to behold, it is this avatar's touch that is truly fearsome. The Flesh Fiend, as it is called, has the same characteristics as its summoning cleric. While it cannot cast spells and it holds no weapons, it can deliver deadly touch attacks to any creature. Opponents struck by a Flesh Fiend suffer 2d8 points of damage and living victims must succeed at a DC 25 Fortitude save or become infected by a deadly virus, which deals an extra 1d4 points of damage each round that follows. Nothing short of a *cure disease* spell negates this virus.

The Elf Element: Spirit

Guided by his sacred element, a cleric of Spirit learns to deal with incorporeal creatures in ways other members of this class fail to fathom. For more information on the Elf element of Spirit see page 196 in the World Atlas.

Minor Blessing (3): Spiritual Armor. A 3rd level cleric of Spirit gains a deflection bonus to AC equal to his Charisma bonus (if any). This bonus is doubled against incorporeal creatures.

Moderate Blessing (9): Spiritual Attack. At 9th level, a cleric of Spirit gains the ability to turn his fists into incorporeal weapons for a number of rounds equal to his cleric level. While using this ability, the cleric's fists deal 2d6 cold damage to any corporeal living being he strikes in melee combat. Alternatively, he can attack incorporeal creatures with his fists, which deliver 1d6 points of damage + Strength modifier with each successful strike.

Major Blessing (15): Summon Avatar (Spiritwrack). Once per week, a 15th level cleric of Spirit can summon an avatar of Spirit, which takes the form of a ghostly shape that vaguely resembles the cleric. This apparition shares all of the cleric's abilities with the exception of the capacity to cast spells. It gains a deflection bonus to AC equal to the cleric's level, and fast healing 1 so long as the cleric is conscious. It is incorporeal and deals 3d6 cold damage to all corporeal living creatures it hits in melee combat.

Fineltour

The god of fortune is wont to respond to his clerics' demands, but the luck he provides is not always good. His most important servants, however, learn how to deal with their deity's fickleness. For more information on Fineltour see page 196 in the World Atlas.

Minor Blessing (3): Twist of Fate. A 3rd level cleric of Fineltour can call upon the good will of his god. Once per day, he can re-roll an attack roll, a damage roll, a skill check, an ability check, or a saving throw. He must accept the second roll, no matter how fickle the will of his god might be.

Moderate Blessing (9): Fortune Favors the Bold. At 9th level, a cleric of Fineltour who shows boldness, courage, or foolhardiness can change his fate. Once per day, he can take 20 and once per day he can take 10 on any bold or outrageous action he undertakes, whether it is gambling a large amount of money, initiating a desperate charge against a more powerful enemy, or attempting to jump over a deep chasm.

Major Blessing (15): Summon Avatar (the Fortune Changer). The 15th level cleric of Fineltour can, once per week, summon his god's avatar. The Fortune Changer resembles the cleric who summoned it in height, weight, and race, but is always of the opposite gender. It functions as a rogue of a level equal to the cleric and shares its basic ability scores. Once per round, the Fortune Changer can re-roll a single attack roll, damage roll, saving throw, skill check, or ability check it makes. He must accept the final outcome, even if the second roll is worse than the original.

Ishara

The wise goddess mothers all of her children, treating them, for the most part, equally. She does, however, bestow great insight to those who show the most devotion to her cause. For more information on Ishara see page 197 in the World Atlas.

Minor Blessing (3): Wisdom of the Mother. A 3rd level cleric of Ishara gains divine cognition from the mother goddess. He adds any two Knowledge skills of his choice to his list of cleric class skills. He also gains two ranks in each of those skills. For the remainder of his career — but only as long as he continues to pay homage to Ishara — the cleric treats these skills as class skills, even when he advances in another character class.

Moderate Blessing (9): Mysteries of the Sea. At 9th level, a cleric of Ishara uncovers the most important secret of the sea. Once per day, he can dip his entire body in any natural pool of water (fresh or salt) to heal his wounds. He must remain in the water for 10 rounds. At the end of this time, his wounds are completely healed, ability scores are restored, and the cleric is considered to have slept for four hours. Illnesses and afflictions such as blindness and deafness are not affected by this ability.

Major Blessing (15): Summon Avatar (the Wise One). When he reaches 15th level, a cleric of Ishara can, once per week, summon an avatar of the goddess. This avatar appears as a wise old lady, similar in shape and size to the cleric who summoned it. Aan avatar of Ishara is a cleric of the same level and abilities as its summoner. It is armed only with a net and can cast the same amount of spells as the cleric who called it forth. When the avatar first materializes, the DM randomly determines its prepared spells.

Kamatayon

Clerics of Kamatayon quickly uncover the secrets of the dead, and thus they are far better equipped to deal with undead creatures than most of their peers. For more information on Kamatayon see page 200 in the World Atlas.

Minor Blessing (3): Wisdom of the Judge. A 3rd level cleric of Kamatayon gains a +4 sacred bonus to all turn or rebuke undead attempts and gains an additional turn attempt each day.

Moderate Blessing (9): Law of the Dead. At 9th level, a cleric of the Judge of the Dead emits an invisible but potent sacred aura that affects all undead creatures in a 10-ft. radius. All undead within this range are immediately affected by a turn attempt, as though the cleric had rolled a 10 on his turn check and a 7 on the turn damage. This turn attempt does not count against the cleric's turn attempt totals for the day.

Major Blessing (15): Summon Avatar (Justicar). The avatar of the Judge of the Dead can be summoned at 15th level. It resembles a sickly, tall, and gaunt human in soiled white robes. While the skin of the avatar is gray and rotten, its eyes burn with intense red flames. This avatar shares the same level and characteristics (attack bonus, armor class, and so on) as the cleric who called it forth. The only exception is that it has no Constitution score and it is considered an undead creature (and thus benefits from all undead traits). The Justicar is armed with a long sword that delivers triple damage to all undead creatures. The ground the avatar stands on is considered consecrated (per the spell, *consecrate*) affecting all undead in a 30-ft. radius except for the avatar.

Kasugoan

The Judge of the Living blesses his loyal clerics with abilities that help them to deal with their kind. For more information on Kasugoan see page 200 in the World Atlas.

Minor Blessing (3): Wisdom of the Magistrate. A 3rd level cleric of Kasugoan gains a sacred bonus to all Charisma-based skill checks equal to his Wisdom modifier.

Moderate Blessing (9): Law of the Living. A 9th level cleric of the Judge of the Living gains a lawful aura that affects all living creatures of chaotic alignment close to him. When engaged in battle against the cleric of Kasugoan, all chaotic, living opponents suffer a –2 penalty to attacks and damage rolls made directly against the cleric or any allies within 10 ft. of the cleric.

Major Blessing (15): Summon Avatar (Magistrate). The avatar of Kasugoan, often called the Magistrate, appears as a tall but slim humanoid figure wearing large dark robes. Its face is hidden inside the shadows of a great cowl, and the long garment it wears over its lanky silhouette covers its hands and feet. The avatar of the Judge of the Living is a paladin of the same level as its summoning cleric and shares the same ability scores, but with a +6 enhancement bonus to its Charisma. Its alignment reflects

that of the cleric of Kasugoan and its only weapon is a massive long sword, which deals triple damage to all living beings of chaotic alignment.

Kavara

The mistress of magic and emotions blesses her clerics with the ability to cast a limited number of arcane spells. Her most fervent followers also learn how to channel their hatred to devastating effects. For more information on Kavara see page 198 in the World Atlas.

Minor Blessing (3): Magical Aptitude. A 3rd level cleric of Kavara gains access to a number of 1st level arcane spells equal to his Wisdom modifier. The cleric chooses which arcane spells he wants to add to his list of available spells from any arcane school of magic. From this time forth, he can cast these spells as he would divine spells. During his daily prayers to Kavara, he can chooses to prepare these arcane spells instead of any divine spells bestowed to him by his cleric class. Magical aptitude does not confer the cleric the ability to cast additional spells each day, but rather bestows him access to a limited number of arcane spells other clerics can never hope to cast.

Moderate Blessing (9): Vengeful Wrath. At 9th level, a cleric of the Goddess of Emotions, Magic, and Revenge can channel his raw feelings of fear, hatred, and retribution into powerful and constructive effects. Once per day, when an enemy wounds him, a person in his charge, or any other ally, he can, as a free action, call upon Kavara to display her vengeful wrath. He gains a +4 sacred bonus to all attack rolls, damage rolls, and saving throws made against his target, but loses the ability to cast spells. He also gains 3d8 temporary hit points. Vengeful wrath lasts a number of rounds equaling the cleric of Kavara's level + his Wisdom modifier, or until either he or his target dies or is otherwise incapacitated. At the end of the wrath, the cleric is fatigued.

Major Blessing (15): Summon Avatar (the Sage). At 15th level, the cleric of Kavara can summon an avatar, which takes the form of a wizard of a level equal to his cleric level. The avatar holds a quarterstaff and shares the same abilities of the cleric, with the exception that its Intelligence and Wisdom scores are reversed (the avatar's Intelligence is equal to the cleric's Wisdom, and its Wisdom is equal to the cleric's Intelligence). When the avatar first materializes, the DM randomly determines its prepared spells.

Kor

The god of the Dwarves blesses his most loyal children with a small amount of his passion, devotion, and spirit. His most fervent clerics often become feared — if not renown — warriors. For more information on Kor see page 202 in the World Atlas.

Minor Blessing (3): Warrior Training. At 3rd level, a cleric of Kor gains Weapon Proficiency, Weapon Focus, and Weapon Specialization with the warhammer.

Moderate Blessing (9): Saintly Zeal. At 9th level, the cleric of Kor becomes a paragon of fortitude, perseverance, and valor. Whenever he is reduced to 0 or fewer hit points, he may make a Fortitude save (DC 10 + number of hit points below 0) to stabilize and continue fighting as if he were at one hit point. Each time he suffers damage in this state, he must make an additional Fortitude save to continue fighting. When the cleric of Kor is reduced to –10 hit points, he dies.

Major Blessing (15): Summon Avatar (Saintly Spirit). The avatar of Kor, which can be summoned at 15th level, takes the form of a powerful dwarf in full plate armor of a dull bronze color. Often called the Saintly Spirit, an avatar of Kor functions as a fighter of the same level as the cleric and shares all of his abilities, with the exception of spellcasting. The avatar has the same basic ability scores as the cleric but with a +4 enhancement bonus to both Strength and Constitution. It wields a Large warhammer in battle and is immune to fire.

Narawat Pantheon

Loyal clerics who serve the gods of the Narawat pantheon are bestowed the wisdom of their people by their chosen god. They all gain the same abilities, regardless of the actual deity they worship. For more information on the Narawat Pantheon see page 206 in the World Atlas.

Minor Blessing (3): Divine Blessing. At 3rd level, a cleric of any of the Narawat gods gains a +1 sacred bonus to all saving throws.

Moderate Blessing (9): Divine Inspiration. Once per day, a 9th level cleric of the Narawat pantheon can inspire his allies. This ability, triggered as a free action, confers a +3 morale bonus to the saving throws of all allies of the cleric who remain within 30 ft. of him. Divine inspiration lasts a number of rounds equaling the cleric's Charisma score.

Major Blessing (15): Summon Avatar. A 15th level cleric of any Narawat god can summon an avatar in the image of his chosen deity (see the entries of the Narawat gods in Chapter 8: Relgion). This avatar is a fighter of a level equaling the summoning cleric's level. With the exception of spellcasting, it also shares all of the cleric's special abilities. It has the same basic ability scores as the summoning cleric, but benefits from a +2 enhancement bonus to Strength, Dexterity, and Constitution. The avatar wields the god's favored weapon, and has damage reduction 3/—.

Neus

The god of hunters, farmers, and scribes bestows great insight and knowledge to his most fervent servants. For more information on Neus see page 212 in the World Atlas.

Minor Blessing (3): Godly Knowledge. At 3rd level, a cleric of Neus adds any four Knowledge skills to his list of class skills. From this time forward, these skills are always considered class skills for him, even if he progresses in another character class. The only exception to this rule is if the cleric ever stops paying tribute to Neus.

Moderate Blessing (9): Godly Insight. Once per day, as a free action, a 9th level cleric of Neus can call upon the wisdom of his god, allowing him to take 20 on any one roll of any kind, even if stress and distractions would normally prevent him from doing so.

Major Blessing (15): Summon Avatar (Learned One). At 15th level, a cleric of Neus can summon his god's avatar, which takes the form of a venerable, wise-looking, scholarly woodsman of the same race and gender as the summoning cleric. This avatar is a ranger sharing the same level and ability scores as the cleric who called it forth, with the exception that it benefits from a +2 enhancement bonus to Dexterity and Constitution. The avatar's

favorite terrains are selected by the cleric at the time of the summoning. Armed with the same main weapon as the summoning cleric, the Learned One deals double damage to aberrations, animals, magical beasts, oozes, and plants it engages in battle.

The Storm

The Storm rewards its most loyal and dedicated clerics by helping them be more self-reliant and powerful. For more information on the Storm see page 221 in the World Atlas.

Minor Blessing (3): Electricity Resistance. From 3rd level and onward, a cleric of the Storm is more resilient against lightning. He gains electricity resistance equal to his cleric level.

Moderate Blessing (9): Call Lightning. When he attains 9th level, a cleric of the Storm uncovers how to manipulate the elemental force of his god. So long as the cleric is outside or in a Deverenian Cathedral of the Storm, he can *call lightning*, per the spell of the same, once per day.

Major Blessing (15): Summon Avatar (Tempest). At 15th level, the cleric of the Storm can summon an avatar of his deity. Unlike most other avatars, this physical manifestation of the Storm takes the form of a strange mist of swirling colors. Although mostly white with swirling flecks of grayish hues, a myriad of shades — from lightning blue to blood red — can be seen in the strange mist, constantly shifting, emerging, and disappearing into the vaporous cloud. While the Tempest is no bigger than a Large creature, it hovers five feet above ground and moves with great speed across both land and sea (base speed equals = cleric's base speed x4). A low rumbling, as though the sound of distant thunder, can be heard from within the cloud. This manifestation of the Storm is a magical mist that can only be harmed by magic, just as an incorporeal creature. It has hit points and AC equaling the summoning cleric's hit point and AC. Once per round, it can deliver a potent bolt of lightning that deals 1d4 points of electricity damage per level of the cleric who summoned it to any one creature within 60 ft. A successful Reflex save (DC 5 + summoning cleric's level) reduces the electricity damage in half. If the Tempest is reduced to 0 or less hit points, it instantly dissipates.

Minor Deverenian Gods

Clerics of the minor Deverenian gods gain the same divine blessings, regardless of the actual deity they worship. Only the avatar of each god take on different forms, but their actual powers are similar. For more information on the Minor Deverenian Gods see page 223 in the World Atlas.

Minor Blessing (3): Divine Resistance. Although reduced to a mere fraction of what they once were, the minor Deverenian gods remain determined and resilient. When a cleric attains 3rd level, this determination translates into a resistance to diseases and toxins, granting a resistance bonus to all saves made against diseases, poisons, and toxins equal to his cleric level.

Moderate Blessing (9): Divine Hardiness. When he attains 9th level, a cleric of the minor Deverenian gods is suddenly filled with divine health. He instantly gains a number of additional hit points equal to 10 + his Wisdom modifier.

Major Blessing (15): Summon Avatar (Various). At 15th level, a cleric of one of the minor deities of Deverenia can summon an avatar. This physical embodiment of his god appears as an almost perfect replica as the cleric who summoned it, but of the same gender as the deity he worships. The avatar's body is also covered in an eerie light that illuminates its skin, making it seem more like a ghostly apparition than anything else. The avatar acts as a fighter of the same level of the summoning cleric and shares none of its special abilities. It has the same ability scores as the cleric, but benefits from a +2 bonus to Strength, Dexterity, and Constitution, uses d12 for Hit Dice rather than d10, and is immune to cold and electricity.

Yscar

The clerics of Yscar are infused with the animal world on a spiritual level as well as the physical. Moreso than their lycanthrope bretheren, they can control the animals of the wild, and control their own shapeshifting to a more effective level. Finally, their ability to summon the avatar of Yscar strikes fear in many who would challenge them. For more information on Yscar see page 227 in the World Atlas.

Minor Blessing (3): Animal Empathy. At 3rd level, the cleric of Yscar can cast animal messenger or animal trance, once per day.

Moderate Blessing (9): Wild Shape. At 9th level, a cleric of Yscar gains the wild shape ability. This ability functions like the druid's ability of the same name. A cleric of Yscar can use wild shape as a druid of 4 levels lower. For instance, at 9th level, a cleric of Yscar can use this ability once each day (as a 5th level druid); at 10th level, he can use it twice each day (as a 6th level druid); at 13th level, he can wild shape three times per day (as a 9th level druid); and so on.

Major Blessing (15): Summon Avatar (Man Beast). At 15th level, a cleric of Yscar can summon the feared avatar of the god of lycanthropes. This avatar shares the same basic characteristics as the summoning cleric (Hit Dice, hit points, attack bonus, ability scores, and so on) with the exception that it has any one of the were-beast templates (see page 178 of *Monster Manual*), as chosen by the cleric.

Nothrog Totem Blessings: Divine Abilities for Shamans

Although different than the major religions of the Accordlands, totems play a major role in the lives of the Nothrog tribes. Shamans who worship these totems are blessed with special abilities not unlike those bestowed by the gods to their most fervent clerics. Like every one of the major religions of the Accordlands, each Nothrog totem has its own set of abilities tied to it. Like all other divine blessings, these abilities greatly depend upon the relation the character shares with his totem. A shaman failing to honor his totem risks losing these special abilities.

The first of these abilities is bestowed at 3rd level, but from 9th level and onward a shaman of one of the Nothrog totems undergoes a physical transformation. Though this bodily mutation is gradual, becoming more and more obvious as the character progresses in shaman levels, by 9th level it is nevertheless evident to those around him. See the Moderate Blessing of each totem (below) for a more complete description of the mutations associated with each totem.

The most fearsome ability bestowed by each totem is the summoning of its physical manifestation. Gained at 15th level by shamans, this ability differs from one totem to the next, as described in each of the Major Blessings below. A totem can be summoned as a full round action by a shaman of 15th level or higher a maximum of once each week. While completing the ritual summoning, the character is subjected to Concentration checks, just as if he were casting a spell. Failing a Concentration check while summoning a totem ruins the attempt for that week.

Although each is different, all physical manifestations of totems share the following traits in common. The corporeal embodiment of a totem is treated as an outsider of the same alignment as the totem itself (see Chapter Eight: Religion for a complete description of each Nothrog totem). A totem is immune to all spells and abilities from the enchantment school of magic, so it is impossible for others to take control of it. It remains with the character for a maximum number of rounds equal to his shaman level or until it is destroyed, whichever comes first. Unless noted, its Hit Dice and so on can be found in the *Monster Manual*. In addition to the information listed, the totem avatar gains energy resistance (any one) 15, damage resistance 10/adamantine, and spell resistance equal to the shaman's level.

Finally, the totem is treated as a familiar so long as it remains, granting the totem access to spells, Alertness, and so on.

When summoned, a totem obeys the shaman who called it forth, readily sacrificing itself to protect him. It is important to note, however, that a totem will only obey a shaman who serves it well, and only if the orders given do not go against its fundamental beliefs. A totem of Viper, for instance, will not slaughter Nothrogs or the people it protects, unless it has good motivations to do so (the tribe of Nothrogs in question are its enemies, the target fights against its cause, and so on). It is the DM's responsibility to make sure that the shaman character does not abuse of this great gift. A shaman who abuses of this ability might need to redeem himself in the eyes of his totem. At the Dungeon Master's discretion, he might lose all special abilities bestowed by the totem until he completes a special task that proves his dedication to the totem's cause.



Bear

A veritable bastion of strength and endurance, Bear gladly shares a small portion of his essence with his most fervent servants.

Minor Blessing (3): Bear Hug. Beginning at 3rd level, a shaman of Bear can initiate a powerful attack against a single opponent in melee combat. He gains the Improved Grapple feat and deals an extra point of damage per round on a successful hold.

Moderate Blessing (9): Bear's Health. A 9th level shaman with the Bear totem gains a +2 enhancement bonus to his Constitution score. From this point forward, the shaman gradually grows larger, his muscle mass slightly increasing with every new level. Though he does not actually change size category, he is becoming more muscle bound. Similarly, his skin becomes hairier as he gains experience in this class. By the time he reaches 20th level, a shaman of Bear has a thick layer of coarse hair covering most of his body.

Major Blessing (15): Summon Totem (Bear). At 15th level, a shaman of Bear can summon the physical manifestation of his totem. The totem appears as a dire bear with Hit Dice equal to the caster's level. If summoned during combat, the dire bear automatically enters combat, raging as a 1st level barbarian and attacking the closest enemy in melee combat. At every level beyond 15th (16th level, 17th level, and so on), the dire bear gains a +1 enhancement bonus to both its Strength and Constitution scores.

Cynophontis

The most fearsome of the Nothrog totems, Cynophonis' shares his cruelty and strength with his most loyal followers. Those who follow his path are vile, bloodthirsty, and fearless opponents in battle.

Minor Blessing (3): Pack Tactics. At 3rd level, a shaman of Cynophontis uncovers the secrets of fighting with the pack. Though he is limited to using pack tactics once per day for every four shaman levels (once at 4th level, twice at 8th level, and so on), the shaman and his allies gain great advantage over their foes when fighting in close combat. When engaged in melee with at least two allies within reach (but not necessarily engaged with the same creature as the shaman), the shaman and these allies gain a +2 circumstance bonus to their attack rolls and Armor Class, as well as a

+4 morale bonus against fear (which includes resisting intimidation attempts). This ability lasts for as long as any two allies remain within 5 feet of the shaman or combat ends, whichever comes first.

Moderate Blessing (9): Pack Strength. At 9th level, a shaman of Cynophontis gains a +2 enhancement bonus to his Strength score. From 9th level and onward, the shaman's body begins to change. As he continues to advance in levels, the shaman of Cynophontis' skin darkens, becoming gray, then charcoal, before finally turning into a deep dull black luster by the time he reaches 20th level. His eyes also change pigmentation, yellowing into a pale amber hue at the same rate his skin blackens.

Major Blessing (15): Summon Totem. At 15th level, a shaman of Cynophontis can summon his totem's avatar. This physical manifestation of Cynophontis is a mighty pack of five yeth hounds. The yeth hounds have only 3 Hit Dice each. Using pack tactics, these creatures attack in unison while the smallest remain out of melee range and bay. The totem avatar of Cynophontis gains a +2 enhancement bonus to both its Strength and Dexterity scores at every level beyond 15th (16th level, 17th level, and so on).

Fenris

Fenris, the youngest of the Nothrog totems is shrewd, calculating, and — unknown to most Nothrogs — blessed with the vigor of youth. He gladly shares these traits with his most ardent followers.

Minor Blessing (3): Rabid Attack. When a shaman of Fenris reaches 3rd level, he can enter a powerful state of mind in which he channels all his hatred, fear, and rage into a single powerful force. This ability, usable once each day at 4th level and one additional time per day for every four shaman levels thereafter (twice at 8th level, three times at 12th level, and so on), is triggered as a free action and lasts for a number of rounds equal to the shaman's Constitution score. During that time, the shaman gains a +2 morale bonus to all attack rolls, damage rolls, ability checks, and saving throws, but cannot use skills that requires concentration or patience (such as Open Locks, for instance). At the end of the rabid attack, the shaman is fatigued.

Moderate Blessing (9): Fenris' Cunning. At 9th level, a shaman with the Fenris totem gains a +2 enhancement bonus to his Intelligence score. From this point on, the shaman's body begins to mutate. Every shaman level gained after 9th, the character's form changes slightly, gradually integrating the features of a mighty looking dire wolf: Elongated face and nose, long and pointy ears, reddening eyes, crouching stance, long and blackening finger and toe nails, and so on.

Major Blessing (15): Summon Totem. A 15th level shaman of Fenris can call upon the physical manifestation of his totem. When summoned, the totem appears as a pack of three dire wolves. The dire wolves have 6 Hit Dice each. Fangs flashing, they do not hesitate to attack anyone threatening the shaman or its allies, biting and clawing their enemies. The Fenris totem benefits from a +2 enhancement bonus to Dexterity and Intelligence for each shaman level beyond 15th (16th level, 17th level, and so on).

Creating Special Abilities for New Totems

Over the course of a campaign, a shaman might want to create his own totem. While it is up to the player and Game Master to figure out the properties of this particular totem, the following guidelines are designed to create special abilities bestowed by any new totem to its shaman character.

Minor Blessing (3): Gained at 3rd level, the minor blessing reflects one of the totem's special attack, unique defense mode, or another one of its special ability. This ability should be usable once per day at 4th level, and one additional time each day for every four shaman levels thereafter (8th level, 12th level, and so on). Alternately, it can be a bonus that grows exponentially with every four levels gained in the shaman class. Refer to the sample minor blessings presented in this chapter to determine the strength of this ability.

Example: A shaman creates a Tiger totem. When he attains 3rd level, he could gain one pounce attack each day, as well as one additional pounce attack per day for every other four levels gained thereafter in the shaman class. This attack could, for instance, knock opponents off their feet and render them flat-footed for one round, unless they succeed at a Reflex saving throw (DC 10 + shaman's level).

Moderate Blessing (9): The moderate blessing, obtained at 9th level, represents the totem's most important ability score. A shaman gaining a moderate blessing gains a +2 enhancement bonus to one of the following abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. This ability must be chosen among the totem's best, but must also be representative of its beliefs, goals, and values. It other words, the ability must in some way represent what the totem stands for.

Furthermore, starting at 9th level, the shaman's body begins to mutate. From this point forward, every levels gained in the shaman class brings the shaman's physique closer to his totem. While the mutations are at first subtle, by the time he reached 20th level the charges are drastic, and the shaman looks like a grotesque blend between his totem and his former humanoid self.

Example: The 9th level shaman of Tiger (as cited above) could gain a +2 enhancement bonus to either Strength or Dexterity (as determined by the player and Game Master). He would also begin to mutate, growing cat's whiskers, gaining feline eyes, and perhaps even fangs. At 20th level, the shaman would appear as a were-tiger in half humanoid form.

Major Blessing (15): At 15th level, a shaman can summon the physical manifestation of his totem. This special avatar takes the form of his totem animal. It also has a special attack or defense mode that a dire or beastly animal of its kind would have. At 15th level and every level thereafter (16th level, 17th level, and so on), the totem gains a +1 enhancement bonus to any two ability scores, or a +2 enhancement bonus to any one ability score.

Example: At 15th level, a shaman of Tiger would be able to summon his totem avatar. This physical manifestation could appear as a large dire tiger with ghastly fangs protruding from its mouth, with which it could deliver lethal bite attacks. Every level beyond 15th, when the shaman summons the Tiger totem it could benefit from a +1 enhancement bonus Strength and Dexterity.

Mammoth

One of the oldest, most inventive, and enlightened totems, Mammoth blesses his faithful servants with a small portion of his wisdom.

Minor Blessing (3): Mammoth Charge. When he attains 3rd level, a shaman of Mammoth can initiate a powerful charge against opponents in battle. This ability, usable once per day at 4th level, and then one additional time each day every four shaman levels thereafter (twice at 8th level, three times at 12th level, and so on), must be declared before the shaman initiates his charge. He adds half his shaman level to his attack roll (round down) and his total shaman level to his damage roll when charging an opponent in this manner (in addition to all other bonuses normally granted him by a charge attack), but he also suffers an additional –2 penalty to Armor Class. Mammoth charge can only be triggered when the shaman initiates a charge against an opponent. A shaman of Mammoth cannot use this ability to charge a target he would not normally be able to charge (due to positioning, for instance).

Moderate Blessing (9): Mammoth's Wisdom. A 9th level shaman with the Mammoth totem gains a +2 enhancement bonus to his Wisdom score. As he grows in experience in this class, a shaman of Mammoth gains a thick layer of fat that covers his body. Though his muscle mass increases, the character becomes gradually fatter. His hair and beard (if any) also becomes a great tangle of unruly fur, not unlike the shaman's totem animal.

Major Blessing (15): Summon Totem. At 15th level, a shaman of Mammoth can call upon his totem avatar. The totem appears as a mammoth with Hit Dice equal to the caster's level. In combat, it prefers to charge its victims, impaling them with its tusks or trampling them underfoot. Mammoth benefits from a +2 enhancement bonus to Strength for every level beyond 15th (16th level, 17th level, and so on).

Scarab

Though not the most powerful of the Nothrog totems, Scarab is fuelled with ambitions and guided by guile. He gives his most resolute worshipers a portion of his most remarkable aspects.

Minor Blessing (3): Scarab Carapace. At 3rd level, a shaman of Scarab's skin begins to harden. The shaman gains a +1 natural armor bonus to Armor Class. At 8th level and every four levels thereafter (12th level, 16th level, and 20th level), the shaman's natural armor bonus increases by 1.

Moderate Blessing (9): Scarab's Quickness. A 9th level shaman with the Scarab totem gains a +2 enhancement bonus to his Dexterity score. As he progresses in levels beyond 9th, a shaman of Scarab's skin takes a slightly darker tone, gradually turning into a shinny black luster. Meanwhile, his flesh continues to harden and becomes as cold as a dead corpse, even though warm blood still pumps in his veins.

Major Blessing (15): Scarab's Bite. A 15th level shaman of Scarab can summon the corporeal embodiment of his totem, which takes the form of a huge scarab beetle with a black carapace laced with green hues. The totem uses the manticore stat block with Hit Dice equal to the caster's level. The creature has black mandibles from which an oily poison constantly drips. This poison is the equivalent of Blood Boil. Scararb benefits from a +2 enhancement bonus to Dexterity for every level beyond 15th (16th level, 17th level, and so on).

Viper

Perhaps the most peaceful and caring of the Nothrog totems, Viper can nevertheless show its fangs when it needs to. Viper blesses his true followers with the capacity to fend for themselves.

Minor Blessing (3): Viper's Bite. When he reaches 3rd level, the shaman of Viper can grow fangs to deliver poisonous attacks. The shaman can produce these fangs once per day at 4th level, and one additional time each day every four levels thereafter (twice at 8th level, three times at 12th level, and so on). When using this ability, the shaman can attempt to bite an opponent in melee combat. He must declare a viper's bite and then try to hit his opponent with his maximum attack bonus. A successful hit deals 1d6 points of damage + the shaman's Strength modifier. In addition, the victim of this bite attack must succeed at a Fortitude save (DC 10 + shaman's level) or become paralyzed for a number of rounds equal to 1d4 + half the shaman's level (round down).

Moderate Blessing (9): Viper's Charm. At 9th level, a shaman with the Viper totem gains a +2 enhancement bonus to his Charisma score. He also begins to lose his hair. The more he gains experience in the shaman class, the more hair he loses. By 20th level, his skin is as bare as a snake's. Furthermore, his tongue gradually mutates into a long, forked thing, and his eyes become more and more beady and dark.

Major Blessing (15): Summon Totem. At 15th level, a shaman of Viper can call forth the corporeal manifestation of his totem. The totem appears as a giant constrictor snake with Hit Dice equal to the caster's level. Able to poison its enemies in melee combat (as a Huge viper), it is not above constructing a foe, especially one who proves resistant against its poisonous bite. Viper benefits from a +2 enhancement bonus to Constituion for every level beyond 15th (16th level, 17th level, and so on).

Druid

Deverenian

Minor (4): Build Garden. Like most of his kin, a Deverenian druid has access to resources members of other races or social status may have trouble finding. At 4th level, he can build and maintain a garden in which all sorts of plants can grow to maturity. From this garden, the Deverenian druid may collect an unlimited amount of mundane spell components he uses (costing 1 gp or less per level). He can also grow a number of different herbal components (of more than 1 gp per level) equal to his druid level, so every time he gains a new level in this class he can add one more special herb to his garden. A Deverenian druid can find the seed of any plants he needs at half its normal cost. Lastly, the garden can be harvested for materials when brewing potions. Druids with the Brew Potion feat reduce the gp cost of each potion by 10 gp per druid level, once per week.

Moderate (10): Summon Storm. Many people believe that a Deverenian druid can summon the Storm. Though this is not exactly true, he gains the ability to *call lightning* at 10th level. This spell-like ability, which can be used once each day, is cast at the druid's caster level. At 19th level, this becomes *greater call lightning.*

Major (17): Storm Companion. When he reaches 17th level, a Deverenian druid learns how to call a strange and deadly creature to his aid. This creature, often referred to as a storm companion, is an incorporeal replica of the Deverenian druid whose features are barely perceptible among a hazy form where electric shock constantly burst. The storm companion can be summoned once per week and has the same Hit Dice, hit points, AC, skill ranks, and saving throws as the druid who summoned, but it is incorporeal (thus benefiting from the same traits all incorporeal creatures have) and can never physically attack a foe. Once per round, it can discharge a powerful lightning bolt that deals 12d6 points of electricity damage to one creature. A successful Reflex save (DC = summoning Deverenian druid's level) cuts this amount in half. It takes 1 full round to summon a storm companion. The creature disappears after a number of rounds equaling the Deverenian druid's level have elapsed.

Dwarf

Minor (8): Stone Tell. Dwarf druids are make from the stone of the earth, not the soil. As such, they have powers over solid earth that other druids do not. An 8th level dwarf druid can cast *stone tell*, once per day. At 12th level, he cast *stone tell*, twice per day. At 15th level, he can cast *stone tell* at will.

Moderate (13): Stone Skin. As he rises in levels in the druid class, a dwarf becomes intimately familiar with the element of earth. At 13th level, the druid can cast *stoneskin* once per day. At 17th level, he can cast it twice per day. There is no material component for this spell, but the focus is a solid piece of granite.

Major (17): Stone Strength. When he nears the summit of his druidic understanding, a dwarven druid bends stone to his will. He may, at 17th level, cast *passwall*, *spike stones*, and *stone to flesh* up to three times per day total. He may cast one spell three times, all spells once, or a combination thereof. In addition, he increases his unarmed damage by one die type (1d6 to 1d8, 1d8 to 1d10, etc.).

Elf

Minor (4): Wood to Bone. An elf druid's ties to his people's magic are undeniably strong. When he attains 4th level, he gains the ability to turn natural, inanimate, unattended wooden matter into bone. This spell-like ability is usable a number of times per day equal to the elf druid's class level. Each use of wood to bone transforms up to one cubic foot of wood per druid level into bone. Only the substance of the item is transformed; its shape, mass, and size remain unchanged.

Moderate (9): Harden Skeleton. The weird and potent elf magic that runs in the blood of all elves continues to affect the elf druid. Upon reaching 9th level, an elf druid is able to subtly alter the structure of his own skeleton in order to make it more resistant against physical blows. This bestows a permanent +2 enhancement bonus to his natural armor. In addition, he may confer this benefit, once per creature, onto any undead he or an ally controls, as a full round action. This is a spell-like ability. At 14th level, this bonus increases to +3 and at 19th level to +4.

Major (17): Life Drain. At 17th level, an elf druid can drain the life from all living things around him. As a full round action, he may drain 2d6 hit points from all living things in a 60-ft radius. For every 10 hit points drained in this manner, the elf druid gains 1 and regains a spell level, previously cast. For example, if the elf druid were to drain 35 hit points from the surrounding area, he would regain 3 hit points and up to a 3rd level cast spell.

Normal plants affected by this supernatural ability automatically blacken and turn into dust, but conferring 1 hit point to the total. Magical plants with fewer Hit Dice than the elf suffer 4d8 damage from this ability, while magical plants with equal or more Hit Dice only suffer 2d8.

Use of this ability, expends the highest available spell slot the druid has not cast. However, there is no save against this ability and all living creatures in a 60-ft. radius are affected. If he has no remaining spell slots, he must deal 4d6 damage to himself in the casting of this "ritual."

Halfbreed

Minor (1): Animal Empathy. A halfbreed druid's interest in the animal kingdom bestows him the extraordinary ability to calm and even befriend any type of animal. This ability functions like a Diplomacy check made to improve the attitude of a person. The halfbreed druid rolls 1d20 and adds his druid level and his Charisma modifier to determine the animal empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use animal empathy, the halfbreed druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

Moderate (10): Wild Shape Armor. A halfbreed druid's expertise in beasts of all sorts makes him especially gifted when he adapts the form of an animal. At 10th level, he gains a +4 natural armor bonus to Armor Class every time he uses his wild shape ability.

Major (17): Wild Shape Agility. As he gains more experience in the use of his wild shape ability, the halfbreed druids further improves his mastery of the beastly form. When he attains 17th level, every time he uses his wild shape, he gains a +4 enhancement bonus to Dexterity and an extra 10 feet to his base movement rate.



Human

Minor (3): Favored Terrain. A human druid often dedicates his life to the protection of a particular landmark or sacred place. At 3rd level, he may select one type of terrain, which then becomes his favorite. This ability functions as the ranger's favorite terrain ability. Refer to the ranger class presented in Chapter Three: Classes for further details.

Moderate (7): Scent. When he reaches 8th level, a human druid's sense of smell improves exponentially. He gains the extraordinary ability, scent.

Major (9): Master Druid. As he becomes an authority in this class, a human druid uncovers the secrets of nature magic. At 9th level, he is considered +1 level for the purposes of casting spells. At 12th level, he is considered +2, at 15th level +3, and at 18th level +4. At 20th level, the human druid is granted the ability to prepare a bonus divination spell at each spell level.

Nimbic

Minor (1): Eschew Materials. A nimbic druid is closely tied to the natural order. His intimate understanding of the fabric of the universe gains him the Eschew Materials feat. If he already has this feat, or if he takes it later in his career, the nimbic druid may now cast any spell requiring a material component costing 5 gp or less without the need for such a component. The nimbic may take this feat as many times as he likes, doubling the gp value with each feat (10 gp, 20 gp, 40 gp, etc.).



Moderate (10): Spirit Familiar. Upon attaining 10th level, a nimbic druid's totem animal companion becomes incorporeal. In effect, the familiar gains the incorporeal subtype. Among other things, it can now only be harmed by other incorporeal creatures or magic, it can move through solid matter, and its attacks ignore natural armor, armor, and shields.

Major (15): Intuitive Spellcasting. A nimbic druid who reaches 15th level in this class becomes a veritable paragon of natural magic. For the purpose of determining bonus spells as well as the save DC of each druidic spell he casts, a nimbic druid treats his Wisdom score as if it were 4 points higher than its actual value. A 17th level nimbic druid with a Wisdom score of 18, for instance, would treat his Wisdom score as it if were 22 for determining bonus spells and the save DCs of his own spells. In other words, he would gain the ability to cast one additional spell of 1st level and one additional spell of 2nd level each day, and the save DC of each of his spells would increase by +2. Upon reaching 20th level, the druid's Wisdom score is considered 6 higher and the DC of each of his spells increases by +3.

Nothrog

Minor (4): Grow Fangs. A nothrog druid quickly discovers how to put his savage heritage to good use. At 4th level, he gains the supernatural ability to grow fangs. He can use this ability a number of times per day equal to his level and the ability last for a number of minutes equal to 1 + his Constitution bonus (if any). While these elongated fangs are displayed, a nothrog druid gains a +4 circumstance bonus to all Intimidate checks. Furthermore, as a full round action, he can attempt a bite attack that delivers 1d6 damage. Although unnatural, the fangs can be enchanted with spells such as **magic fangs.**

Moderate (10): The Inner Beast. At 10th level, a nothrog druid learns to summon a devastating storm inside himself. He may rage as a 1st level barbarian and gains the attack progression of a barbarian for the duration of the rage.

Major (17): Superior Wild Shape. A nothrog druid's bestial ancestries make him especially attuned to his wild shape ability. Beginning at 17th level, he gains an enhancement bonus to both Strength and Constitution equaling to his Wisdom modifier (a minimum of 1 applies) each time he uses wild shape.

Fighter

Deverenian

Minor (3): Luxury Training. A Deverenian fighter benefits from extensive training in privileged conditions. He usually receives such training in renowned military academies or by a private tutor experienced in the art of war. At 3rd level, he gains the benefit of a permanent +1 competence bonus to all attack rolls made with any one weapon with which he is proficient (character's choice). This bonus stacks with Weapon Focus. In addition, if he does not already have a masterwork weapon of the chosen type he gains one.

At 5th level, the Deverenian fighter gains a masterwork mundane item of his choice and at 7th level, he gains a masterwork suit of chain. Finally, at 11th level, a Deverenian fighter can order a masterwork custom suit of Deverenian full plate that confers a +9 armor bonus, and only suffers a −4 armor check penalty. The armor is sculpted to the Deverenian's frame and cannot be worn by anyone, save his identical twin.

Moderate (6): Military History. A Deverenian fighter studies include military history, war tactics, fortification techniques, and siege engineering. When he attains 6th level, he adds Knowledge (architecture and engineering) and Knowledge (history) to his list of class skills. He also gains 4 ranks in each of these skills and both Knowledge (architecture and engineering) and Knowledge (history) are considered class skills for the remainder of his life, even if he advances in another character class.

Major (12): Rank and Privilege. By the time he reaches 12th level, a Deverenian fighter is a well-honed fighting machine and the glory of the Empire. If he does not already have it, he gains the Leadership feat. If he does, he gains a +2 bonus to his Leadership score. He gains a +4 Charisma bonus when dealing with other Deverenians, and can take 20 on any Charisma-based skill check dealing with Deverenians with fewer Hit Dice, once per day, even if stress and distractions would normally prevent him from doing so. Finally, the Deverenian fighter can demand a tithe (in the form of coin or a single item) from any lower ranking Deverenian of a value up to 20 times his level in gold pieces.

Dwarf

Minor (5): Natural Born Warrior. The harsh life his people endured makes a dwarf fighter an extremely gifted warrior able to deal devastating blows in melee combat. At 5th level, he gains a +1 competence bonus to all damage rolls made with one weapon he is proficient with in melee combat (character's choice). This bonus stacks with Weapon Specialization. In addition, if he does not already have a masterwork weapon of the chosen type he gains one. Furthermore, when wielding this melee weapon in his off-hand, a dwarf fighter may add his full Strength bonus rather than only half of it.

Moderate (9): Hardy. Dwarves a naturally tough, and years of training and experience make them especially rugged warriors. At 9th level, he gains 2 additional hit points per level beyond 9th as well as a +1 resistance bonus to all Fortitude saves. In addition, a dwarf fighter now gains a +12 bonus for stability.

Major (12): Back-to-Back. A dwarven fighter's expertise in melee combat continues to grow as he gains experience in this class. Beginning at 12th level, whenever he is fighting within close proximity of one of his allies, he can take advantage of his friend's position and adopt a fighting stance to better protect himself or his ally. When engaged in melee combat with at least one ally within 5 feet, a dwarf fighter gains a +4 circumstance bonus to Armor Class or he can choose to bestow a +2 circumstance bonus to himself and an ally. When fighting alongside another dwarf fighter with this ability, double the bonuses to AC.

Elf

Minor (5): Improved Critical. Many elf fighters are notoriously feared for their cruelty and mercilessness in battle. Some, however, are dreaded for their lethal handling of a particular weapon. As early as 5th level, an elf fighter gains the Improved Critical feat in his favored weapon, even if he would not normally qualify for the feat. His favored weapon must be made of bone, however.

Moderate (8): Hit and Run Tactics. An elf fighter is fast and agile, and often relies on mobility rather than brute force. At 8th level, if he has the Dodge and Mobility feats, he doubles the effective bonus of these feats. If he has Spring Attack as well, he increases his base speed by 5 ft.

Major (16): Incredible Speed. Elf fighters become more deadly with experience, honing the craft of killing to an art. At 16th level, an elf fighter gains sneak attack +2d6 as a 3rd level rogue. This sneak attack damage stacks with sneak attack damage from other classes.

Halfbreed

Minor (2): Toughness. A halfbreed fighter's mixed blood, training, and dedication makes him tougher than most other warriors. He gains either the Endurance or Toughness feat for free at 2nd level. Every level thereafter, the halfbreed fighter gains +1 hit points.

Moderate (5): Forced March. A halfbreed fighter's sturdiness continues to improve as he gains experience. At 5th level, when determining carrying capacity, a halfbreed fighter's Strength is considered to be 6 points higher than it actually is. Furthermore, when he wears medium or heavy armor, he also reduces its armor check penalty by 1. At 9th level, and every 4 levels thereafter (13th, etc.), the fighter's armor check penalty is reduced by 1 more.

Major (11): Unnaturally Sturdy. When he reaches 11th level, a halfbreed fighter becomes a veritable fortress. Once per day, he may reroll any one failed Fortitude saving throw, Constitution check, or Constitution-based skill check. Use of this ability can be declared after the result of the initial save or check is revealed, but before it takes effect. The halfbreed fighter must accept the result of the re-roll, even if it is worse than the original.

When he reaches 14th level, he may now reroll any Strength-based skill checks, grapple checks, and disarm attempts. At 17th level, he may reroll any Dexterity-based skill checks, Reflex save, or Initiative check. At 20th level, he may reroll any failed roll of any kind.

He still only gains one reroll per day.

Human

Minor (3): Courage. A human fighter is not only resourceful but he is also brave, even in the face of the greatest adversities. At 3rd level, he gains a +1 resistance bonus to Will saving throws as well as a +4 morale bonus against all fear spells and effects (including Intimidate attempts made directly against him). At 9th level, these bonuses increase to +2 and +6 respectively. At 15th level, a human fighter gains a +3 bonus to Will saves and is completely immune to fear.

Moderate (6): Evade. A human fighter learns how to avoid the blows of his opponents. At 6th level, he gains a +2 dodge bonus in melee. This bonus stacks with any other dodge bonus the human fighter may already have, such as the one bestowed by the Dodge feat. In addition, his armor check penalty in light armor is reduced by this same value (minimum 0). At 13th level, this bonus increases to +4 and at 20th level +6.

Major (11): Resist. A human fighter is often driven by an unbreakable will to survive. Beginning at 11th level, once per day, he adds a +20 insight bonus on any Strength check, Constitution check, Strength-based skill check, Constitution-based skill check, or Fortitude save. Use of this ability must be declared before the save is made and deals 1 point of Strength damage to the human fighter. Lastly, the human fighter can forgo the use of this ability for the day in order to automatically stabilize when his hit point total drops below 0.

At 16th level, he may use this ability twice per day, suffering 1 point of Strength damage each time. At 19th level, he no longer suffers Strength damage as a result of this ability.

Nimbic

Minor (3): Improvise Weapon. A nimbic fighter is both cunning and resourceful. Beginning at 3rd level, he can use any material (bone, metal, stone, wood, and so on) and use it as a weapon. The nimbic fighter is considered proficient in the use of this improved weapon, which deals 1d4 bludgeon, piercing, or slashing damage(nimbic fighter's choice). The improvised weapon has a critical threat range of 20 and a critical multiplier of x2. At 6th level, the weapon can be fashioned into the shape of a weapon he is already proficient with, gaining any attack and damage bonuses associated with that weapon (although the damage, threat, and critical multiplier remain the same). At 9th level, the weapon now deals 1d6 damage. At 12th level, the critical threat range increases to 19–20. At 15th level, the critical multiplier increases to x3. Finally, at 18th level, the weapon deals 1d8 damage, has a critical threat range of 18–20, a critical multiplier of x4, and is considered magical for the purposes of determining damage reduction.

Moderate (5): Flexible Fighter. Nimbic fighters are known for being able to turn the tide of a battle with wild and unpredictable tactics. At 5th level, a nimbic fighter adds his Dexterity bonus (if any) to damage with any melee weapon. At 8th level, he adds his Strength bonus (if any) to his Fortitude saves. At 11th level, he adds his Constitution bonus (if any) to his AC. At 14th level, he adds his Charisma bonus (if any) to his Initiative checks. At 17th level, he adds his Wisdom bonus (if any) to his dodge bonus. Finally, at 20th level, he adds his Intelligence bonus(if any) to his base attack bonus.

Major (9): Physical Aptitude. As he gains experience, a nimbic fighter's body hones. When he reaches 9th level, a nimbic fighter gains a +2 inherent bonus in any one of the following ability score: Strength, Dexterity, or Constitution. He gains this bonus again at 14th level, and again at 19th level.

Nothrog

Minor (4): Aptitude. A nothrog fighter knows what he wants. He is focused and resolute. At 4th level, he may ignore any one requirement when choosing a new feat. In addition, if there are any numeric prerequisites to a feat, they are considered 1 less. For example, if a 4th level nothrog fighter chose Great Cleave, he would only need a Strength of 12, a base attack bonus of +3, and either the Power Attack or Cleave feat, but not both. Prerequisites that are inherent to the feat cannot be ignored. Extra turning still requires the character be able to turn, Fury still requires he be able to rage and so on, and Greater Spell Focus still requires he be able to cast spells.

Moderate (9): Rage. A nothrog fighter's natural combat prowess improves as he gains levels in this class. At 9th level, he can channel his hateful emotions into an impressive and devastating fit of rage. This extraordinary ability, which is usable once per day, functions as the barbarian's ability of the same name. Refer to the barbarian class in Chapter Three: Classes for further details.

Major (13): Magical Immunity. A nothrog fighter is the sole master of his destiny. In addition to gaining a +2 inherent bonus Wisdom at 13th level, he is now totally immune to all mind-affecting magic.

Illusionist

Deverenian

Minor (4): Enhanced Perception. Although many fail to realize this, a Deverenian illusionist is able to alter the senses of his allies, effectively enhancing their perception and reflexes. Beginning at 4th level, he may target a number of allies equaling one-third his illusionist class level + his Intelligence modifier. The recipients of this spell-like ability must be within 30 ft. of the Deverenian illusionist. The Deverenian himself may also be a target. When triggered, selected allies gain a +1 insight bonus to their Reflex saves and saves against other caster's illusions, a +1 bonus to Initiative checks, as well as a +2 bonus on Spot and Listen skill checks for a number of rounds equal to the Deverenian illusionist's class level. Enhanced perception is usable a number of times per day equaling the Deverenian illusionist's Intelligence modifier (minimum of once each day).

Moderate (7): Shadow Magic. A Deverenian illusionist learns to master certain spells as he gains experience in this class. At 7th level, a Deverenian illusionist adds *shadow conjuration* to his list of known spells. He also gains the ability to cast *shadow conjuration* once each day, as if he had gained a bonus spell. At 9th level, he adds *shadow evocation;* at 11th level *shadow walk;* at 13th level *greater shadow conjuration;* and at 15th level *greater shadow evocation.*

He may spontaneously cast "shadow" spells, by expending a spell of the same higher level. However, the Deverenian illusionist may not cast other spells with this ability, nor can he lose this extra "shadow" spell in order to spontaneously cast another spell from the illusion school of magic. Finally, the save DC of all Illusion (shadow) spells is +2.

Major (12): Distraction. When he reaches 12th level, a Deverenian illusionist is able to create illusionary distractions that only certain recipients can see. With this ability, the Deverenian illusionist can target a number of living opponents equal to his illusionist class level, all of which must be within a 90-ft. spread. When triggered, the victims become plagued with strange and terrible visions only they can see. These visions are not strong enough — or even seemingly real enough — to prevent the targets from acting, but they do cause them to be more hesitant and thus slower to act. Victims of this ability suffers a penalty to Initiative checks, AC, Reflex saves, Will saves, skill checks, and attack rolls equal to the illusionist's Charisma bonus (if any).

Use of this ability requires the casting of any illusion spell, which is subsequently lost. The distraction lasts for a number of rounds equal to the level of the spell "cast."

Dwarf

Minor (4): Echo Detection. Like most of his kind, a dwarf illusionist is well adapted to life in the darkest and deepest reaches of the world. Starting at 3rd level, he gains the supernatural ability to locate tangible creatures in complete darkness or under the cover of illusionary magic granting cover, such as *invisibility* spells or effects. When activated, echo detection negates all penalties bestowed to the illusionist (such as a penalty to attack rolls or mischance) when fighting unseen creatures and lasts for 1d3 rounds. A dwarf illusionist may use this ability a number of times each day equal to his illusionist class level. Echo detection has no effect against incorporeal creatures.

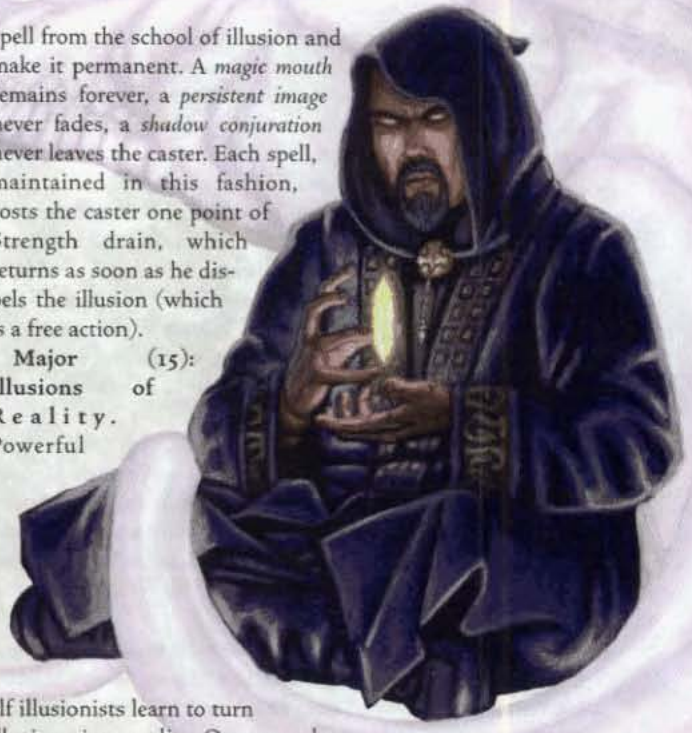
Moderate (8): Mirage Arcana. At 8th level, a dwarf illusionist gains *mirage arcana*, effectively adding this spell to his spellbook. When a dwarf illusionist casts this spell, the illusion he creates becomes permanent if the dwarf suffers 1 point of Strength drain. Furthermore, any attempt to disbelieves that illusionist's *mirage arcana* is made at a −4 penalty. Lastly, he can choose to memorize the spell as a 4th, 5th, or 6th level spell, effectively increasing the save DC.

Major (12): Mirror Image. Used to fighting creatures of all ilks, a dwarf illusionist quickly learns to protect himself with his spells and knowledge. When he attains 12th level, he uncovers how to make illusionary doubles of himself at will. He may now cast *mirror image* at will as a standard action, even if he never learned this spell before. There however, is never more than one duplicate of the dwarf and if it is destroyed, he must recast the spell. The mirror image gains a deflection bonus to AC equal to half the illusionist's level (round down). At 19th level, the dwarf can cast this spell as a free action.

Elf

Minor (5): True Stealth. An elf illusionist benefits from the grace and stealth of his kind. At 5th level, he gains the benefit of the *true stealth* spell permanently.

Moderate (10): Empower Illusion. An elf illusionist benefits from the intricate and magical nature of his race. Once per week, any one spell from the illusion school cast by a 10th level elf illusionist can become permanent. The elf illusionist may choose any spell from the school of illusion and make it permanent. A *magic mouth* remains forever, a *persistent image* never fades, a *shadow conjuration* never leaves the caster. Each spell, maintained in this fashion, costs the caster one point of Strength drain, which returns as soon as he dispels the illusion (which is a free action).



Major (15): Illusions of Reality. Powerful elf illusionists learn to turn illusions into reality. Once per day, when casting an illusion, a 15th level elf illusionist may increase the spell's save DC by his illusionist level. At 18th level, all 1st, 2nd, and 3rd level illusions have their save DC increased by +6 in addition to any other increases from feats, special abilities, or this ability.

Halfbreed

Minor (5): Surprise. At 5th level, a halfbreed illusionist masters the art of taking others by surprise. A number of times per day equaling his Charisma modifier (minimum of once each day), he gains a +20 insight bonus to his Initiative check. Alternatively, he may also launch sudden attacks on unexpected victims, automatically catching them flatfooted, but once he loses the advantage of surprise combat ensues normally.

Moderate (7): Strange Visage. By the time he attains 7th level, a halfbreed illusionist's expression is so lacking in true feelings that he becomes able to distract his opponents with grim facial expressions. He adds gains a to all Bluff and Intimidate skill checks equal to half his illusionist level and may *demoralize opponent* as a move action. A halfbreed illusionist suffers a penalty to all Diplomacy and Gather Information checks equal to his illusionist class level.

Major (11): Unreadable. A halfbreed illusionist excels at fooling others, and his demeanor gradually changes as he gains experience. When he attains 11th level, he becomes immune to *detect thoughts*, *know alignment*, and similar spells and effects. Furthermore, his expression is so bland that all opponents attempting Sense Motive checks against him also suffer a −6 penalty.

Human

Minor (4): Reduce Senses. A human illusionist is a master of deception and nightmare. At 4th level, he gains the spell-like ability to alter the senses of one recipient of his choice. The target of this ability must succeed at a Will save (DC 10 + the illusionist's

Charisma modifier) or have his senses reduced by 50%. Also, the subject of this spell-like ability suffers a –2 morale penalty to saves against illusions and fear, Listen, Search, Spot, and Survival checks for 1 minute per illusionist's level. A human illusionist may use this spell-like ability a number of times per day equal to half illusionist level (round down).

Moderate (9): Nightmare. A human illusionist is especially adept at instilling fear and doubt in others. When he attains 9th level, a human illusionist adds *nightmare* to his list of known spells. In addition to being able to cast this spell normally (i.e. as he would any other arcane spell), a human illusionist may cast *nightmare* one additional time each day, as if he had prepared the spell. He may not sacrifice this particular spell to spontaneously cast another illusion spell.

Major (15): Improved Dreamslayer. At 15th level, a human illusionist's talents in creating terrible images improve his dreamslayer class ability. The Will save DC for this ability increases by +5. Furthermore, he may now use this ability a number of times per day equal to one-half his illusionist class level (round down).

Nimbic

Minor (3): Unseen, Unheard. A veritable master of the unreal, a nimbic illusionist quickly masters certain spells. At 3rd level, he can cast *message* at will. When he reaches 7th level, a nimbic illusionist may cast *ghost sound* at will.

Moderate (8): Mimic. A nimbic illusionist of 8th level and above is a master of disguise and imitation. He can mimic the voice and intonations of any creature. This supernatural ability bestows him a +10 insight bonus to any Disguise and Forgery checks. He also gains a +5 insight bonus to any Bluff, Diplomacy, or Intimidate check made while attempting to convince others that he is who he claims to be.

Major (14): Illusory Master. Nimbics are the perfect illusionists and tricksters. Upon reaching 14th level, a nimbc illusionist may use the Quicken Spell feat on any illusion using a spell slot two levels higher than the spell's actual level. Upon reaching 19th level, all illusions can be cast with the Quicken Spell feat without an additional cost.

Nothrog

Minor (2): Resist Pain. Like many of his kind, a nothrog illusionist is able to resist physical hardship. Though he does not have the hardiness of most warriors of his race, his dabbling in the magical art bestows him great inner strength. At 2nd level, he gains a +1 resistance bonus to all Fortitude saves, a +2 morale bonus to resist fear spells and effects (including Intimidate attempts made directly against him), as well as an additional +4 morale bonus to resist interrogation through torture. Lastly, starting at 6th level, each time the nothrog illusionist would choose a feat, he gains Toughness for free in addition to whatever feats he chooses.

Moderate (7): Parlor Tricks. A nothrog illusionist is half charlatan. At 7th level, he gains a +4 competence bonus to Sleight of Hand checks, as well Escape Artist and Perform checks. When used in conjunction with *prestidigitation*, he gains an additional +4 bonus to the check. In addition, he may *feint* as a move action when *prestidigitation* is active. At 12th level, he uncovers the secrets of *prestidigitation*, being able to cast it at will.

Major (13): Illusion of Martial Prowess. At 13th level, a nothrog illusionist can make himself appear more than he is. He may now cast *warrior's transformation* as a bonus spell. While the spell is cast, the illusionist is immune to fear, gains a +2 enhancement bonus to Reflex saves, and gains Weapon Focus with the weapon of his choice. At 20th level, when casting *warrior's transformation* the illusionist gains Fast Healing 2 and Improved Critical with the weapon of his choice while the spell is active.

Monk

Deverenian

Minor (3): Insightful Resistance. Like many of his compatriots, a Deverenian monk is a hardy and resilient individual. Beginning at 3rd level, he gains a resistance bonus to Will saving throws equal to his Wisdom modifier (a minimum of one applies

Moderate (4): Slow Fall. At 4th level, a Deverenian monk gains slow fall as a monk from the *Player's Handbook*.

Major (14): Spirit Walk. With time, a Deverenian monk learns to channel his spirit into the real world and vice versa. At 14th level, a Deverenian monk can ethereal jaunt a number of times per day equal to 1 + his Wisdom bonus (if any). Each use of this supernatural ability lasts a number of minutes equal to his monk class level or until the monk decides to end the spirit walk. Willingly ending the spirit walk is a free action.

Dwarf

Minor (3): Strength of Earth. Like so many of his kin, a dwarf monk shares intimate ties with the earth. At 3rd level, he gains 1d8 + his Constitution modifier in hit points as if he had gained another level. These added hit points are permanent.

Moderate (10): Stone Flesh. As he ages, a dwarven monk's flesh hardens. At 10th level, he gains a stone like quality, making it harder to slash and pierce. The dwarf monk gains damage reduction 2/bludgeoning. Bludgeoning weapons deal normal damage to him.

Major (16): Gargoyle Body. Upon reaching 16th level, a dwarven monk's stone-like body takes a new form. It undergoes a drastic mutation and the dwarf monk becomes a gargoyle of his chosen type. This transcendence allows the dwarf monk to retain all his racial and monk abilities, but he is now considered a monstrous humanoid rather than a humanoid, gaining all special attacks and special qualities associated with the gargoyle of his choice.

Elf

Minor (2): Endurance. An elf monk is naturally hardier than most other members of his profession. At 2nd level, he gains the Endurance feat for free. If he already has this feat, or if he takes it later in his career, he may add his Wisdom modifier (a minimum of one applies) to the normal +4 bonus granted by the Endurance feat.

Moderate (7): Diehard. As he continues to gain experience, an elf monk's hardiness grows. At 7th level, he gains the Diehard feat for free. If he already has this feat, or if he takes it later in his career, he can perform standard actions (or other strenuous activ-

ities) without taking the 1 point of damage he would normally receive while reduced to negative hit points (refer to the Diehard feat for further details).

Major (15): Tireless. At 15th level, an elf monk becomes tireless. From this point forward, he does not need to sleep. The elf monk also becomes immune to any spell or magical effect that would fatigue him. He becomes fatigued if he continuously engages in strenuous activities as normal, however, but only needs one hour of rest to recuperate (during this time, the elf monk may talk or study, but he cannot walk long distances, meditate, or perform other fatiguing tasks).

Halfbreed

Minor (4): Quick to React. A halfbreed monk is especially fast to react to danger, especially in combat situations. At 4th level, he gains a +2 competence bonus to all Initiative checks as well as a +2 competence bonus to all Reflex saves.

Moderate (9): Stunning Fist. At 9th level, a halfbreed monk gains the Stunning Fist feat, even if he does not have all the normal prerequisites for it. If he already has Stunning Fist, or if he takes it later on in his career, the halfbreed monk may make an additional number of stunning fist attacks each day equaling his Wisdom bonus (if any).

Major (17): Superior Stunning Fist. At 17th level, a halfbreed monk's attack using the Stunning Fist feat becomes even more lethal. Any opponent stunned by the halfbreed monk remains stunned for 1d3+1 rounds and suffers 2 points of Constitution damage.

Human

Minor (4): Adaptive. A human monk is quick to adapt to any situation and he is especially gifted at resisting harm. At 4th level, he gains a permanent +3 bonus to either Reflex or Will saves. He must choose upon gaining this ability.

Moderate (11): Natural Healer. A human monk of 11th level becomes extremely gifted at recovering from his wounds. Each time a human monk is wounded, he immediately heals an amount of damage equal to his Constitution modifier (minimum of 1) but he can never heal more damage than the attack caused. This ability immediately stabilizes the monk if used on an attack that reduced him less than zero hit points. The monk may use this ability a number of times per day equal to his level plus his Wisdom bonus (if positive). But he must choose at the moment he is struck whether or not to heal the damage.

Major (19): Superior Adaptation. When he attains 19th level, a human monk uncovers one of the universe's many secrets/mysteries. He may choose any single race/class ability from these pages, regardless of race or class restrictions. He must still be able to cast spells, rage, or whatever in order to gain the benefits of a particular ability, but combinations that bestow spell-like abilities are valid options.

Nimbic

Minor (1): Lightning Flurry. At 1st level, a nimbic monk learns to deal a surprising amount of blows in a lightning-fast flurry. A nimbic monk using the full attack action may make twice as many attacks as normal (these extra attacks are made at the same attack bonuses as his regular attacks). Each of these attacks deals unarmed damage two die types lower than normal (and at half the Strength bonus). For instance, if a nimbic monk's unarmed damage is 1d8 + Strength, he can make twice as many attacks that deal damage equaling 1d4 + 1/2 Strength. However, he gains no the meditative technique at first level.

Moderate (9): Improved Feint. A nimbic monk of 9th level or above gains the Improved Feint feat for free. If he already has this feat, or if he selects it later in his career, the nimbic monk gains sneak attack +1d6.

Major (14): Superior Dodge. At 14th level, a nimbic monk gains a dodge bonus to his AC equal to half his monk level (round down). This bonus may be spread out against as many attacks as he wants, but is lost like a dodge bonus is the monk loses his Dexterity bonus to Armor Class.



Nothrog

Minor (5): Soul of the Totem. A nothrog focuses his energy on the martial aspects of his training. As a meditative technique, the nothrog monk can focus the energy of his speed into his strength. Effectively, his base speed is reduced to his base speed and his AC bonus from his level is lost, however, his unarmed damage is increased by one die type. At 16th level, a nothrog monk using this ability increases his unarmed damage from 1d20 to 4d8.

Moderate (12): Damage Reduction. At 12th level, a nothrog monk gains permanent damage reduction 3/-. This stacks with any other damage reduction the monk might possess.

Major (18): Stone Hands. Upon attaining 18th level, a nothrog monk learns to channel his energies into devastating fists of stone. A number of times equal to his 1 + his Wisdom bonus (if any), he inflicts maximum damage to anything he strikes with his fists. When striking objects with this ability, the monk deals double damage.

VoTaurr

The VoTaurr monk is included due to their intense focus on the class. VoTaurr monks gain mystical abilities that mimic that of arcane magic, though may be used without the requirements of their arcane counterparts such as somatic requirements.

Minor (4): Strike as the Leopard. The VoTaurr monk is trained to have a swiftness that defies his large size. At 4th level, the VoTaurr monk gains the ability to use Strike as the Leopard, which acts as cat's grace, per the spell once per day. At level 12, the ability may be used twice per day.

Moderate (10): Unbound Leap. The VoTaurr monk's already powerful legs are augmented through channeling his energies. At 10th level, the VoTaurr monk gains the ability to use Unbound Leap once per day, which acts as jump, per the spell.

Major (17): Bull's Blessing. The VoTaurr monk can become a powerhouse of destruction by tapping into their primal energies. At 17th level, the VoTaurr monk gains the ability to use Bull's Blessing once per day, which acts as bull's strength, per the spell.

Necromancer

Deverenian

Minor (2): Control the Body, Understand the Flesh. A Deverenian necromancer quickly learns the nature of the body and by understanding, controls it. At 2nd level, he gains immunity to all diseases except for supernatural and magical diseases. Further, he adds half his necromancer level (rounded down) to Heal and Knowledge (anatomy) checks.



Moderate (8): Replacement Surgery. As he gains experience in this class, a Deverenian necromancer uncovers the secrets of replacement surgery. Beginning at 8th level, he can perform operations upon living beings in order to replace severed limbs (fingers, toes, hands, feet, arms, legs, and tales), broken bones, or ruined organs. In order to perform replacement surgery, the necromancer must have access to the limb, bone, or organ he wishes to replace. These are generally taken from the dead body of the same race as the person upon which the Deverenian necromancer wishes to perform replacement surgery. This body cannot have died more than a number of days equal to the necromancer's class level + his Intelligence modifier, otherwise the limbs, organs, or bones may not be used. Replacement surgery takes 2d6 hours per limb, organ, or bone restored. At the end of the operation, the necromancer must make a DC 25 Heal check lest the recipient suffer 1d6 Constitution drain and the limb, organ or bone is useless.

If successful, the recipient can function normally and gains +1 Strength (this bonus will stack with itself to a maximum of +4), +2d8 hit points, or +2 natural armor (this bonus will stack with itself to a maximum of +6). He loses 1 point of Charisma for each thing replaced (this loss is permanent) and, unless the recipient succeeds at a DC 25 Fortitude save (for each limb, organ, or bone replaced), 1 point of Constitution.

Major (15): Timeless Body. When he attains 15th level, a Deverenian necromancer masters the secrets of life and death. He no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Bonuses still accrue, and the Deverenian necromancer still dies of old age when his time is up, however his life expectancy is increased to 200 years. Lastly, he gains a +4 inherent bonus to any saving throw to resist level drain, ability score damage, or any drain that would reduce his abilities.

At 20th level, a Deverenian necromancer may become a lich, obeying all the rules for this template as written in the MM.

Dwarf

Minor (4): Infuse Vitality. A dwarf necromancer can channel the life essence he steals from a foe and transfer it to an ally. Beginning at 4th level, each time he uses his steal life ability, instead of transferring the life of his victim to himself, he may choose, as a free action, to touch an ally within 5 feet of him and bestow him the benefit of the added hit points. He may even give these points to a dead humanoid. If doing so brings the dead humanoid to 1 hit point or greater, he raises as a wight with the given number of hit points. See create spawn.

Infuse vitality is a supernatural ability that can be used an unlimited amount of time each day.

Moderate (12): Create Spawn. At 12th level, a dwarf necromancer can create wights from living corporeal creatures he has slain. Any humanoid slain by a dwarf necromancer becomes a wight in 1d4 minutes if the necromancer expends 50 XP. Spawn are under the command of the necromancer who created them and remain enslaved until death. They do not possess any of the abilities they had in life. A necromancer may only command a number of hit dice worth of wights up to his necromancer's level plus his Charisma bonus (if any). Extra wights raise in 1d4 days and are slaves to no one.

Major (16): Undead Traits. When he attains 16th level, a dwarf necromancer's body undergoes a drastic change. The character becomes an undead, gaining all undead traits but retaining all racial and class abilities he earned during the course of his career. This is voluntary, but immediate. A dwarf necromancer may choose to do this at any time after reaching 16th level, but cannot reverse the process, short of a miracle spell.

At 20th level, a dwarf necromancer may become a mummy, obeying all the rules for this template as written in the MM.

Elf

Minor (4): Improved Rebuke. An elf necromancer's close ties to unlife bestows him several special abilities as he gains experience in this class. At 4th level, his rebuke undead ability improves. He gains a +4 insight bonus to all rebuke undead attempts. At 12th level, this bonus increases to +6.

Moderate (9): Speak with Dead. When he attains 9th level, an elf necromancer can freely communicate with the dead. This spell-like ability functions as speak with dead. It is usable a number of times each day equal to half the elf necromancer's class level (round down).

Major (14): Create Undead. An elf necromancer of 14th level develops a natural talent that allows him to create undead creatures. He gains the spell-like ability to create undead or create greater undead. This ability can be used any number of times per day, but each casting deals 2 points of Constitution damage to the necromancer. This damage cannot be cured by any means other than rest.

At 20th level, an elf necromancer may become a severed, obeying all the rules for this template as written in Monsters and Lairs.

Halfbreed

Minor (3): Unnatural Aura. As he progresses, a halfbreed necromancer becomes gradually more unnatural. Beginning at 3rd level, he generates a malign aura that scares normal animals. Any animal that comes within 30 ft. of him must succeed at a Will save (DC 10 + one-half the halfbreed necromancer's level (round down) + Charisma modifier) or become shaken for a number of rounds equal to the halfbreed necromancer's level. An animal that succeeds its Will save against the halfbreed necromancer's unnatural aura is immune to this supernatural ability for 24 hours thereafter. He is still subjected to the unnatural aura of another halfbreed necromancer, however.

Animal companion's and familiar's that are part of the necromancer's party are subjected to this effect each day, but gain a +2 circumstance to the bonus due to their familiarity with the effect.

Moderate (7): Resist Magical Effects. A halfbreed necromancer's constant study and growing expertise in death magic allows him to understand other, less powerful types of sorcery. At 7th level, he may re-roll any failed Fortitude or Will saving throw made to resist a spell or magical effect. The halfbreed necromancer must accept the second roll, even if it is worse. He may use this ability a number of times per day equal to his Intelligence bonus (if any).

Major (13): Death Master. Once he attains 13th level, a halfbreed necromancer is such an authority in the necromantic arts that his ability to cheat death is enhanced. When he performs the ritual that will bring him back to life, its effects last a number of months equal to the halfbreed's Charisma modifier (rather than a number of weeks equaling his Charisma modifier). Further, he gains an additional +4 insight bonus to the Will save that would return him to life.

At 20th level, an halfbreed necromancer may become a wraith, obeying all the rules for this monster/template as written in Monster and Lairs.

Human

Minor (4): Steal Vitality. A human necromancer furthers the art of channeling the essence of his victims. From 4th level and onward, each time he kills someone - either by magic, a special ability (such as steal life), or with a weapon - he immediately absorbs a portion of that creature's life. In effect, when he is responsible for a creature's death (i.e. when he brings that creature's hit point total to -10 or below), he gains 2 points of temporary Constitution. The human's Constitution score remains enhanced for a number of hours equal to 1 + his Intelligence bonus (if any). A human necromancer's Constitution score may not increase by more than his class level through the use of this ability.

Moderate (9): Steal Arcana. At 9th level, a human necromancer may channel the essence of the victim he murders in a different way. Instead of enhancing his Constitution score, he may cast more spells for that day. When he is responsible for a creature's death, the human necromancer regains a previously cast or lost spell. The spell level cannot be greater than 1/4th the Hit Dice of the target creature.

Major (14): Steal Longevity. When he attains 14th level, a human necromancer uncovers another secret of death. With each victim he kills, instead of gaining temporary vitality or extra spells, he may now choose to increase his lifespan. Each time he is responsible for a creature's death, the human necromancer regressed in age a number of months equaling his victim's Hit Dice. In other words, if the human necromancer kills a 12 Hit Dice creature, he would regress 1 year. Multiple uses of this ability stack. If the necromancer regresses his starting age (adulthood), he instead gains 1 permanent hit point for every 4 years he would normally regress.

At 20th level, a human necromancer may become any undead of his choice, obeying all the rules for this monster or template as written in the MM or Monsters and Lairs.

Nimbic

Minor (2): Feign Death. A nimbic necromancer is an expert at simulating death. Beginning at 2nd level, he can feign his own death once per day. He can choose to do so at any time, but if he is being observed he must receive some kind of damage to ensure that observers believe he his truly death. This extraordinary ability can be triggered as a free action. The nimbic necromancer's body falls prone as he consciously lowers his heart rate and bodily temperature, and falls into a strange trance. Within one minute, his skin turns pale and his flesh becomes cold. In all appearance, the nimbic necromancer looks as if he were dead.

Anyone verifying this fact is allowed an Intelligence check (DC 10 + one-half the nimbic necromancer's level (round down) + his Charisma modifier) to notice the ruse. A nimbic necromancer can feign death for a number of hours equaling his class level or until he ends the trance, whichever comes first. Further, a Nimbic's necromancer chance of stabilizing when at negative hit points equals his necromancer level x 5%.

Moderate (7): Domain over Life. At 7th level, a nimbic necromancer uncovers the secret of healing magic. He gains access to all spells from the cleric's healing domain. Though he does not gain the ability to cast one extra healing spell per day at each spell level, nor does he learn how to cast cure spells spontaneously, he adds all these spells to his list of known spells (provided he can cast spells from that level). From this time forth, the nimbic necromancer can prepare these cure spells as he would other arcane spells. An evil nimbic may choose to cast spells from the death domain instead.

Major (11): Invisibility to the Dead, Invisbility to the Living. A nimbic necromancer eventually learns to become unseen by the undead and then finally to the living. Starting at 11th level, he becomes permanently invisible to undead, per the spell invisibility to undead. Undead with an Intelligence score are allowed a Will save to notice the nimbic (DC 10 + half the nimbic necromancer's level), but only if the undead has cause to notice him. Failure means the undead cannot try again for 1 round per necromancer level.

At 14th level, he becomes invisible to living beings. This ability functions as improved invisibility but affects only living creatures. Invisibility to the living lasts for a number of rounds equal to the nimbic necromancer's class level and can be used a number of times each day equal to his Charisma bonus (if any).

Incorporeal creatures (living or otherwise) are not affected by this ability.

At 20th level, a nimbic necromancer may become a ghoul, obeying all the rules for this monster as written in Monsters and Lairs.

Nothrog

Minor (6): Siphon Soul. A nothrog necromancer can use his steal life ability to devastating effects. From 6th level on, every victim killed by steal life can never be resurrected, as the soul is literally destroyed and scattered into the universe.

Moderate (9): Improved Steal Life. A nothrog necromancer masters the art of stealing life from others. At 9th level, he gains a +2 bonus to the damage dealt (and health received) every time he uses his steal life ability. At 16th level, this bonus increases to +3.

Major (14): Transcendent. At 14th level, a nothrog necromancer no longer sees the world as we do. As such, he becomes resistant to certain kinds of magic, including illusions and mind-affecting magic. A nothrog necromancer gains an insight bonus to his Will saves against illusions and enchantments equal to his class level. Spells that do not normally allow a saving throw can still be saved against with this ability, but the nothrog only gains his Wisdom modifier on the saving throw (his class levels and Will save bonus do not count toward this save). Additionally, he may cast arcane sight once a day at his class level.

At 20th level, a nothrog necromancer may become a mohrg, obeying all the rules for this monster as written in the Monster Manual.

Paladin

Deverenian

Minor (3): Mounted Combat Specialist. A Deverenian paladin receives extended training in mounted combat. At 3rd level he may select one of the following feats for free: Mounted Archery, Mounted Combat, Ride-By-Attack, Spirited Charge, or Trample. With the exception of being a fighter, he must meet all the listed prerequisites for the selected feat. From this point forward, he also has access to any of these feats, even if they are fighter feats. He must, however, meet all other requirements.

Moderate (11): Special Mount. When reaching 10th level, a Deverenian paladin gains the service of an unusually cunning, hardy, and loyal verdatha to serve him. Once per day, as a full-round action, he may magically call his mount from the outer realms in which it resides. The mount has a number of Hit Dice equal to the paladin's level and immediately appears adjacent to the Deverenian paladin, remaining for 2 hours per paladin level (it may be dismissed at any time as a free action). The mount is the same creature each time it is summoned, but the Deverenian paladin may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed.

Should the Deverenian paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not summon another mount until he gains a new paladin level, even if the mount is somehow returned from the dead.

Calling a mount is a conjuration (calling) effect.

Major (16): Rebuke the Storm. When he attains 16th level, a Deverenian paladin becomes a veritable paragon of the virtues he promotes. He may now rebuke abyssals and any storm creatures as though they were undead. In addition, any stormborn within 30 ft. of the paladin gains a bonus to its attack and damage rolls equal to the Deverenian paladin's Charisma bonus (if any).

Dwarf

Minor (6): Turn Abyssal. A dwarf paladin's faith is so strong that, starting at 6th level, his god grants him the power to turn abyssals. A dwarf paladin may turn abyssals as though they were undead. At 16th level, the dwarf paladin gains a +2 divine bonus to any Charisma check to turn abyssals (but not undead).

Moderate (11): Fight On. A dwarf paladin is extremely hardy and dedicated. When he attains 11th level, he gains the Diehard feat if he does not have it. In addition, his zeal becomes so great that he may continue to fight even after his own death. Though a dwarf paladin still dies when his hit point total drops to -10, he may continue to fight as if he were at 1 hit point for a number of round equaling 1 + his Constitution bonus (if any). He is still subjected to Fortitude saves granted by his zeal ability in order to continue to fight each time he receives further damage.

Major (16): Sacrifice Healing. A 16th level dwarf paladin is not only a loyal comrade and servant of his faith, but he is also a brave soul willing to sacrifice himself in order to save others. When using his lay on hand ability, he may sacrifice his own hit points

to heal others, effectively transferring any amount of hit points from his own total to that of his ally. The paladin may reduce his total hit point to 0 with this ability, but not below 0.

Elf

Minor (4): Righteous Hate. An elf paladin can channel his hatred at a particular creature of the opposed alignment to deal devastating blows. A 4th level elf paladin may declare a righteous strike against any one creature of the opposed alignment he is engaged with in melee battle. He gains a +4 insight bonus to his attack roll as well as an insight bonus to his damage roll equal to his paladin level. He may use this ability a number of times per day equal to his Charisma modifier (minimum 1).

Moderate (9): Infuse Sword Spirit. An elf paladin's ties to the spirit world allow him to further improve his blessed arm. When he attains 9th level, he may bestow power onto one of his bone melee weapons. Once per day, as a move action for a number of rounds equal to his paladin level, the weapon is considered to be anarchic, axiomatic, bane, defending, disruption, flaming burst, ghost touch, holy, icy burst, keen, mighty cleaving, shocking burst, thundering, unholy, vicious, or wounding. The elf must choose which benefit to bestow when this power is invoked. At 14th level, he can use this power twice per day and adds speed to the list of powers. At 19th level, he can now use it three times per day and adds brilliant energy to the list of powers.

A non-masterwork weapon that is bestowed with power disintegrates affect the effect wears off, unable to contain the power that once channeled through it.

Major (16): Death Knight. When he attains 16th level, an elf paladin becomes a death knight. His body transforms into that of an undead creature, and he gains all undead traits. However, his hit points do not change. He may continue to gain levels in any character class thereafter, but his Hit Dice increases to d12. In addition, he gains turn resistance equal to half his paladin level, making him nearly impossible to destroy or control.

Halfbreed

Minor (5): Improved Charisma. A halfbreed learns how to live in the shadows of both his parent's races. Whether consciously or unconsciously, a halfbreed paladin thrives to be accepted by those who could potentially reject him. His subtle but constant efforts grant him a +1 inherent bonus to his Charisma score at 5th level.

Moderate (9): Graceful Combatant. A halfbreed paladin seems naturally at ease in armor. At 9th level, he gains an additional +2 competence bonus on all Reflex saving throws, reduces the dexterity penalty by 2 and the armor check penalty for a medium or heavy suit of armor he wears is reduced by 2. At 18th level, this increases to +3, 3, and 3 respectively.

Major (15): Vendetta. At 15th level, a halfbreed paladin can declare a vendetta against a number of people who have done wrong to him, to an ally, or to an innocent bystander. Effectively, the paladin may target up to a number of enemies equal to his paladin level as enemies of his god. He gains an attack and damage bonus against each, equal to his Charisma bonus.

A vendetta lasts for a number of days equal to the paladin's level. Targeting an enemy with a vendetta is a move action and only one creature may be targeted each round. This is a supernatural ability.



Human

Minor (4): Divine Vigilance. A human paladin's devotion to his god grants him the ability to remain constantly aware of what goes on around him. At 4th level, he gains a +4 divine bonus to any check made to avoid being surprised.

Moderate (11): True Leader. When he attains 11th level, a human paladin gains the Leadership feat, and the Follow Me feat, twice. In addition, his reputation proceeds him. Whenever he must make a Charisma-based skill check in human lands, he gains a +4 circumstance bonus.

Major (16): Legendary Weapon. The sword of a human paladin is an extension of his virtue. Without it, he is nothing. With it, he is the true right hand of the gods. At 16th level, any masterwork or magical longsword is considered vorpal in the hands of a human paladin. This power cannot be turned off and the paladin cannot strike anyone of like alignment with the blade. Otherwise, there are no limits to this power.

Nimbic

Minor (4): Improved Turn Undead. A nimbic paladin's intricate nature makes him especially gifted at turning undead creatures. At 4th level, he gains the feat Improved Turning. At 9th level, he gains the Extra Turning feat. At 13th level, any turn attempt that results in the complete destruction of all of the target undead does not count as one of the nimbic paladin's turn attempts.

Moderate (8): Power of Faith. A nimbic paladin is blessed with divine luck. At 8th level, he may, he gains a resistance bonus to any one saving throw equal to his paladin level. He may use this ability once per day, and may even choose to use it after the roll is made to change a failed saving throw to a success.

Major (13): Aura of Belief. At 13th level, a nimbic paladin's faith in himself and his god is so strong that he emits a powerful invisible aura. All creatures within 20 ft., that oppose the nimbic, suffer from a penalty to attack rolls and saving throws equal to the Wisdom bonus (if any) or Charisma bonus (if any) of the nimbic, whichever is higher. The nimbic paladin must be conscious for this supernatural ability to work.

At 17th level, this aura extends to 30 ft.

Nothrog

Minor (4): Totem Animal. A nothrog paladin remains faithful to his people's customs. Following ancient tradition, he pays his respect to a totem animal of his choice. At 4th level, he gains the totem feat of his chosen animal for free. Refer to the totem feats in Chapter Five: Feats for further details.

Moderate (10): Aura of Despair. At 10th level, a nothrog paladin radiates an invisible, malignant aura that causes his foes pause, this making them more vulnerable to attack. All enemies within 10 ft. of the nothrog paladin suffer a penalty on all Initiative checks, Reflex and Will saves, and Dexterity-based skill checks equal to the paladin's Charisma bonus (if any)

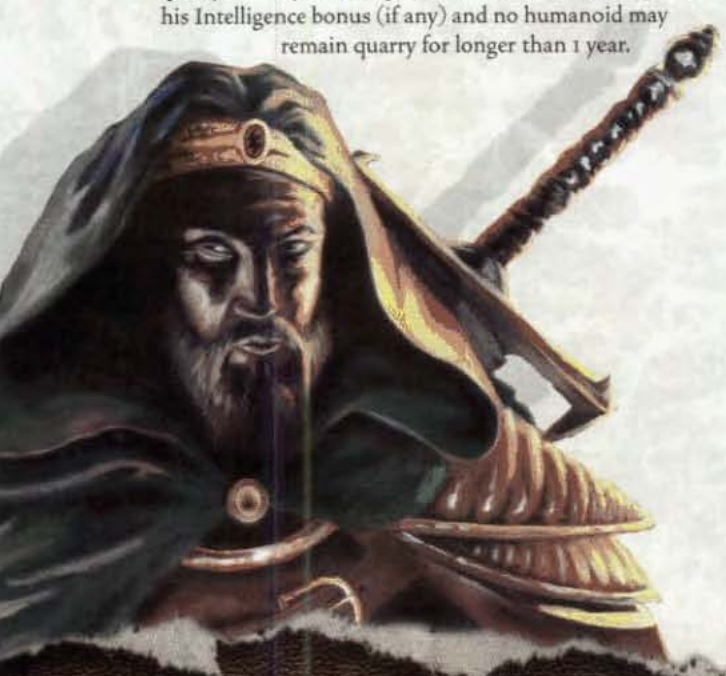
Major (13): Vengeance. At 13th level, a nothrog paladin learns the ultimate secrets of death. As he grows closer and closer to death, his totem grants him powers allowing him to touch into the spirit world and channel its energy into the real world. When he reaches 0 hit points, the nothrog paladin may cast crushing despair as a free action. Each round that he remains between -1 and -9 hit points, he may, as a free action, cast feeblemind or mind fog. Finally, if the nothrog paladin reaches -10 hit points, he may as one final action, rip into the realm of death and release its most potent energy on the world. The effect is horrifying and the nothrog is literally ripped apart from the inside, utterly destroying his body and making resurrection impossible. However, the nothrog is able to cast mass inflict critical wounds before dying, unleashing his power on his enemies. Those who attempt to save against this spell, suffer a -4 profane penalty due to the potency of the magic. Those who are reduced to -10 hit points or less as a result of this power are also utterly destroyed with no chance of returning to the land of the living.

Ranger

Deverenian

Minor (4): Falconry. A Deverenian ranger is proficient in the art of training falcons. At 4th level, he gains a falcon, which functions as an animal companion (as per the animal friendship spell). This does not count against the Hit Dice total of animal companions he may have as a ranger. In addition, he gains a +4 competence bonus to any Handle Animal check to train a falcon. Lastly, a Deverenian ranger gains Animals as a favored enemy for free.

Moderate (9): Bounty Hunter. A Deverenian ranger excels at tracking down humanoid preys and taking them alive. When he reaches 9th level, he may designate a particular humanoid as his quarry. He may not designate more humanoids as quarry than 1 + his Intelligence bonus (if any) and no humanoid may remain quarry for longer than 1 year.



When tracking down "quarry," a Deverenian ranger gains a +2 insight bonus to all skill checks made directly against him (Bluff, Sense Motive, Survival check in conjunction with the Track feat, and so on) as well as a +2 morale bonus to all attack and damage rolls when fighting him. If this humanoid is from a race designated as a favored enemy, the bonuses stack.

When the Deverenian ranger reaches his 16th level, he becomes immune to fear effects produced by this quarry (except those generated from supernatural effects).

Lastly, when tracking any humanoid across hard ground, he gains a +4 competence bonus to his Survival check.

Major (17): Fuel Spell. A 17th level Deverenian ranger becomes an impressively gifted spellcaster, and he can extend the effect of a spell by sacrificing his own vitality. For each 4 hit points he sacrifices, he can extend one of his 1st level prepared spells, just as per the Extend Spell feat, but without needing to use a higher spell level slot. For every 8 hit points spent, he can extend a 2nd level spell he prepared; for every 12 hit points sacrificed, he can extend a 3rd level spell; and for 16 hit points, he can extend a 4th level spell.

Dwarf

Minor (1): Underground Specialist. A dwarf ranger is a veritable expert in underground terrain and can survive in the harshest of these environments. At 1st level, a dwarf ranger adds the Knowledge (dungeoneering) to his list of class feats. He automatically gains 4 ranks in this skill and Knowledge (dungeoneering) is always treated as a class skill, even if he progresses in a different character class later in his career. In addition, he may add underground to his list of favored terrain.

Moderate (7): Rock Fall. A dwarf ranger's expertise in underground geography continues to develop. At 7th level, he knows how to cause cave-ins. Once per day, he can designate a 30-foot radius area in any natural or unnatural stone ceiling to collapse. The designated area must be within visual range of the dwarf ranger and no more than 120 ft. away from him. It takes a number of rounds of continuous effort equal to 20 minus the ranger's level. Any creature caught in the cave-in suffers 1d4 points of crushing damage for every two levels of the dwarf ranger. Reflex save (DC = to the dwarf ranger's level + Wisdom modifier) for half.

Major (16): Passwall. A dwarf ranger becomes even more knowledgeable in underground geography as he gains experience, and eventually uncovers innate magical talents allowing him to navigate through dark caves and tight passageways. When he attains 16th level, a dwarf ranger learns how to pass through solid rock walls. He gains the spell-like ability to passwall, which he can use a number of times per day equal to 1 + his Constitution bonus (if any).

Elf

Minor (2): Trap Sense. An elf ranger is instinctively aware of impending dangers. At 2nd level, he cans use the Search skill to locate traps when the task has a Difficulty Class higher than 20. This extraordinary ability functions as the rogue's trap ability. Refer to the rogue class in Chapter 3: Classes for more information. In addition, an elf ranger gains a competence bonus to all Craft (trapmaking) checks equal to half his ranger class. This bonus can only be used when making natural traps.

Moderate (8): Increased Weapon Range. When he attains 8th level, an elf ranger discovers how to use ranged weapons more effectively. Whenever he uses a ranged weapon with which he is proficient, its range increment is increased by 50%. This bonus stacks with that granted by the Far Shot feat.

Major (14): Sniper. At 14th level, an elf ranger's ability with ranged weapons is further increased. From this point forward, attacks made with a ranged weapon in which he is proficient have devastating effects. In addition to increasing the critical threat range by 1 of all ranged weapons he uses (20 becomes 19-20, etc.), the critical multiplier also increases by 1 (x3 becomes x4, etc.). At 19th level, the critical threat range increases once again by 1.

Halfbreed

Minor (2): Attentive Watch. A halfbreed ranger is resourceful, weary, and attentive. At 2nd level, he gains an insight bonus to all Listen and Spot checks made to avoid being surprised equaling one-half his ranger level (round down).

Moderate (10): Sleeplessness. As he gains experience in this class, a halfbreed ranger grows accustomed to the rigors of the wild. At 10th level, the halfbreed ranger may slip into a four hour trance (in place of 8 hours of sleep), while in this trance, his mind is aware of everything around him. He is still able to make Listen and Spot rolls to notice anyone approaching. However, he may not gain the benefit of attentive watch, while in this trance.

Major (15): Study Prey. A halfbreed ranger's attention to details allows him to uncover the secrets of his prey, taking advantage of their weaknesses. At 15th level, any attack and damage bonuses the halfbreed ranger gains against favored enemies are now doubled. In addition, when tracking a favored enemy or maintaining watch at night and the favored enemy approaches, he gains a bonus to any skill checks related to the prey equal to his class level.

Human

Minor (4): Cover Bonus. A human ranger is especially gifted at hiding himself in natural surroundings. This ability grants him advantages when he attempts to hide in the wilderness, but also when he positions himself behind cover. At 4th level, a human ranger gains an extra +4 insight bonus to all Hide checks as well as an additional +2 deflection bonus to Armor Class when hiding behind some sort of natural cover (a pile of rocks, a high promontory, leafy vegetation, and so on).

Moderate (12): Guerilla Tactics. A human ranger is trained in guerilla tactics. At 12th level, when dealing a successful attack with a weapon he is proficient with to a foe caught flat-footed or otherwise denied his Dexterity bonus, the human ranger's attack is considered an automatic critical threat.

Major (17): Survival Instinct. When he attains 17th level, a human ranger's survival instincts reach new heights. From this point forward, a human ranger can never be surprised and gains a +10 competence bonus to all Survival skill checks. He also learns to subsist on half the sleep and food a normal human requires each day.

Nimbic

Minor (4): Animal Steed. A 4th level nimbic ranger can sooth the savage nature of any animal or magical beast up to Medium size. The creature cannot have more than twice the Hit Dice of the nimbic. If the animal has suffered no damage, the nimbic ranger is allowed a Handle Animal check (DC equal to 15 + creature's Hit Dice) to tame the animal and take it as his steed. If successful, the animal allows the nimbic ranger to ride it, provided he does not force it to do anything it would not normally do. The steed remains with the nimbic ranger so long as it is fed and safe. However, regardless of these conditions, the steed leaves after a number of days have passed equal to the nimbic ranger's level.

Moderate (10): Scent. When he attains 10th level, a nimbic ranger's sense of smell improves. He can now detect approaching enemies, sniff out hidden foes, and track by sense of smell. Essentially, he can identify familiar odors just as humans do familiar sights. A nimbic ranger can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 ft.; if downwind, it drops to 15 ft. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at 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 creature can take a move action to note the direction of the scent.

Whenever the nimbic ranger comes within 5 ft. of the source, he can pinpoint the source's location. When used in combination with the Track feat, the nimbic ranger can track 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. When a nimbic ranger tracks by scent, he ignores the effects of surface conditions and poor visibility.

When a nimbic ranger reaches 16th level, double all of the effective ranges of this ability.

Major (13): Tremorsense. As he gains levels in this class, a nimbic ranger's senses continue to advance. Starting at 13th level, he becomes sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground within 60 ft. At 16th level, this increases to 90 ft. and at 19th level, his tremorsense extends to 120 ft.

Nothrog

Minor (4): Totem Ability. Although a nothrog ranger is not required to follow the teachings of a totem animal, the intimate bond of his race with particular totems remain strong. At 4th level, a nothrog ranger chooses one totem animal. Although he does not benefit from all the advantages bestowed by the totem animal - such as gaining an animal companion of that type or the ability to wildshape - he does gain the bonus ability granted by it. A nothrog ranger who selects boar as his totem animal, for instance, would gain the raging charge bonus ability, while a nothrog ranger with the bat totem would gain echolocation. Refer to Chapter Seven: Magic, for further details on totem animals and their bonus abilities.

Moderate (11): Robust. When he attains 11th level, a nothrog ranger becomes even more robust. From this point forward, he uses d12 for Hit Dice. In addition to the hit points normally acquired with each new ranger level (d12 + Constitution modifier), he also gains the Toughness feat at 15th level and again at 19th level.

Moderate (16): Endless Track. A nothrog ranger's ability to track down a prey is further improved by his own zeal. Whenever he is using the Track feat to follow a trail, a nothrog 16th level nothrog ranger does not need to eat, drink, or rest and is protected from the weather as if under the effects of an endure elements spell. This allows him to sustain himself for as long as he continues to follow his mark, effectively ignoring the amount of time he spends tracking.

Rogue

Deverenian

Minor (2): Life of Privilege. A Deverenian rogue draw from his military heritage and is capable of performing his function in and out of armor. At 2nd level, he gains the Armor Proficiency (medium) feat. Furthermore, while wearing light or medium armor, a Deverenian rogue's armor check penalty is reduced by 1, to a minimum of 1, and his maximum Dexterity bonus is increased by 1. At 5th level, he gains Armor Focus (light) and at 8th level, he gains Armor Focus (medium). Finally, at 14th level, a Deverenian rogue can order a masterwork custom suit of Deverenian chainmail confers a +5 armor bonus, and only suffers a -3 armor check penalty. The armor is sculpted to the Deverenian's frame and cannot be worn by anyone, save his identical twin.

Moderate (8): Life of a Noble. Throughout his career, a Deverenian rogue continues to train in the martial arts. When he attains 8th level, he gains the Martial Weapon Proficiency or the Exotic Weapon Proficiency feat (character's choice) in the weapon of his choosing. At 12th level, he gains Weapon Focus with the same weapon. And finally, at 16th level, he gains Weapon Specialization with the same weapon.

Major (15): Guild Contact. As he gains experience as a rogue, a Deverenian eventually becomes a ranking member of one or more prestigious organizations. At 15th level, a Deverenian rogue gains the Membership quest feat for free, in an organization of his choosing. This feat is granted to him through reputation alone. Instead of seeking active membership himself, he is cordially invited to join the ranks of the organization in question. In addition, he gains a number of contacts in the organization equal to the number of followers he would gain if he had the Leadership feat.



Dwarf

Minor (5): Improved Disarm. A dwarf rogue trains in the use of weapons and combat tactics. At 5th level, he gains the Improved Disarm feat for free, whether or not he meets the normal prerequisites for this feat. If he already has the Improved Disarm feat, or if he gains it later in his career, a dwarven rogue gains an additional +2 competence bonus to all opposed attack rolls made to disarm an opponent.

Moderate (11): Improved Vision. A dwarf rogue's normal vision improves as he gains levels in this class. Beginning at 11th level, his eyesight sharpens, effectively doubling the range of his normal vision (including darkvision) and bestowing a +1 competence bonus to all attack rolls made with a ranged or throwing weapon with which he is proficient.

Major (15): Improved Climb. A dwarf rogue is able to escalate almost any surface at tremendous speeds. He can even climb upside down and scale surfaces that are impossible to climb. At 15th level, he gains a +10 competence bonus to all Climb checks and doubles his speed while climbing (if he is wearing light or no armor).

Elf

Minor (2): Quick Draw. An elf rogue relies on speed and agility to attack and surprise his foes, or even to properly defend himself. At 2nd level, he gains the Quick Draw feat for free, even if he would not normally qualify for it.

Moderate (7): Improved Flanking. Sneaky, vicious, and deadly, an elf rogue's uncanny ability to flank his opponent is legendary. At 7th level, when flanking a foe, an elf rogue gains an additional +2 circumstance bonus to all attack rolls made against the flanked creature. At 14th level, this bonus increases to +4.

Major (16): Merciless Strike. At 16th level, an elf rogue's lethal and merciless nature becomes even more evident. When striking a flat-footed opponent, he gains an additional attack at his lowest base attack value. Additionally, when rolling a natural 20 on an attack roll against a foe that is either flanked by the elf rogue or considered flat-footed, the attack is considered an automatic critical hit (rather than a critical threat).

Halfbreed

Minor (4): Enhanced Mobility. A halfbreed rogue's cunning allows him to evade certain attacks made against him while maneuvering in melee combat. When wearing no armor or light armor, and not using a shield or carrying a heavy load, a 4th level halfbreed rogue gains an additional +4 bonus to AC against attacks of opportunity caused when moving out of a threatened square.

Moderate (10): Keen Observer: The halfbreed rogue's natural craftiness and resourcefulness makes him a veritable expert at spotting other people's weaknesses. At 10th level, he gains a +2 insight bonus to all Bluff, Diplomacy, and Intimidate checks

made against anyone he has spent more than 10 minutes with. In combat, he gains an insight bonus to any attack and damage rolls made against an opponent he has been engaged with for more than 3 rounds equal to his Wisdom bonus (if any). If this engagement is ever interrupted for any reason, he loses the bonus until he spends 3 rounds fighting again in melee with the opponent.

Major (16): Conceal Motive: A halfbreed rogue is particularly good at hiding his real emotions, ambitions, and motives. Beginning at 16th level, any Sense Motive check made against him by an opponent automatically fails. Furthermore, a halfbreed rogue gains spell resistance 11 + his rogue level against all spells and effects targeting his mind, thoughts, or nature, such as detect alignment and detect thoughts spells.

Human

Minor (3): Street Smarts. A human rogue excels at dealing with others as well as uncovering the city's most intimate secrets. Starting at 3rd level, he gains a +2 competence bonus to all Gather Information and Knowledge (local) checks. These bonuses increase to +3 at 9th level and to +4 at 15th level.

Moderate (11): Natural AC Bonus. When he attains 11th level, a human rogue develops natural defenses and hardiness. His skin becomes tougher and he gains a +2 natural armor bonus. At 14th level, this bonus increases to +3 and at 17th level, this bonus increases to +4.

Major (15): Improvise. Upon reaching 15th level, a human rogue is so adept at improvisation that he can pick up any weapon and use it as a short sword. Effectively, the rogue picks up a spear, breaks a portion off and continues to fight. The same is true of a great sword, or anything else the rogue is using. He suffers no penalty while using the weapon and it deals 1d6 damage (bludgeoning, piercing, or slashing based on the weapon) and has a 19-20/x2 critical threat range.

In addition, he is known for thinking his way through problems, making the best of almost any situation. A number of times per day equal to 1 + his Wisdom bonus (if any), a human rogue gains a +20 insight bonus to any one skill check.

Lastly, he gains a dodge bonus to his AC equal to his Wisdom bonus (if any) whenever he is not flat-footed.

Nimbic

Minor (5): Improved Threat Range. A nimbic rogue is a deadly opponent in battle. At 5th level, when wielding a weapon with which he is proficient, a nimbic rogue's threat range increases by 1. A nimbic rogue wielding a dagger in battle, for instance, would have a threat range of 18-20 with that weapon.

Moderate (9): Symbiote. Nimbic rogues are known for moments of inspiration that cannot be explained. At 9th level, a nimbic rogue can benefit from the knowledge of his comrades. When making a skill check, he may use the skill ranks of any other character in the party, so long as he also has ranks in that skill. The nimbic is considered skilled for this purposes of this roll. He may use this ability a number of times per day equal to 1 + his Wisdom bonus (if any).

Major (14): Contortionist. At 14th level, nothing can hold a nimbic rogue prisoner. He can break free of nearly any bonds, squeeze out of any place, and shimmy through the smallest of tunnels and holes. He gains a competence bonus to his Escape Artist checks equal to his rogue levels. So long as he is wearing light or no armor, he is considered one size category smaller for the purposes of getting into places and moving through tunnels. A small nimbic rogue can sneak in a place normally designed for a Tiny creature. He however, cannot fight while in this space, nor can he carry anything more than 5 lbs. of equipment (not including his armor). Lastly, due to his wirey nature, the nimbic rogue gains a +2 bonus to AC, Initiative checks, and Reflex saves.

Nothrog

Minor (4): Improved Sneak Attack Damage. A nothrog rogue's sneak attacks are especially vicious. Beginning at 4th level, he adds one-half his Strength modifier (round up) to each die of sneak attack damage he delivers. A 4th-level nothrog rogue with a sneak attack of +2d6 and a Strength score of 16, for instance, would deliver 2d6+4 points of extra damage.

Moderate (10): Crippling Strike. A nothrog rogue uncovers how to deal crippling strikes to his foes. At 10th level, an opponent damaged by one of the nothrog rogue's sneak attacks also suffers 1 point of Strength damage. At 15th level, the target suffers 1 point of Strength damage from a successful sneak attack and his movement is reduced by 5 ft.

Major (16): Paralyzing Strike. At 16th level, the victim of a nothrog rogue's successful sneak attack must succeed at a Fortitude save (DC = his nothrog rogue level + Strength modifier) or become paralyzed for a number of rounds equal to the nothrog rogue's Strength.

Scout

Deverenian

Minor (2): Improved Initiative. A Deverenian scout is trained in combat and receives extensive instruction with weapons and tactics. At 3rd level, he gains the Improved Initiative feat. If he already has this feat, or if he takes it later in his career, he gains an additional +2 insight bonus to his Initiative checks instead.

Moderate (8): Enhanced Perception. A Deverenian scout is able to notice details and uncover hidden information. At 8th level, he is allowed to reroll any failed Listen or Spot check. The Deverenian scout must accept the result of the second roll, no matter the consequences. A Deverenian scout may use this ability a number of times per day equal to 1 + his Wisdom bonus (if any).

Major (15): Storm Travel. At 15th level, a Deverenian scout learns to "ride the Storm". A number of times per day equal to 1 + his Wisdom bonus (if any), a Deverenian scout can magically travel from one point of a storm to another by riding the electrical currents in the ambient air. This spell-like ability function as the dimension door spell cast at a caster level equal to the Deverenian scout's class level, except it can only be used to move through storms.

In addition, the scout gains evasion against all manner of electricity.

Dwarf

Minor (4): Improved Darkvision. A dwarf scout's ability to see in the dark is enhanced. At 4th level, his darkvision extends to 90 ft. in total darkness. At 9th level, it increases to 120 ft. At 14th level it increases to 150 ft. Finally, at 19th level, a dwarf scout's darkvision is extended to an amazing 180 ft.

Moderate (9): Rapid Reload. A dwarf scout receives extensive training with one type of crossbow. At 9th level, he gains the Rapid Reload feat for free, as well as a +1 competence bonus to damage with any crossbow. If he already has the Rapid Reload feat, he gains a +2 insight bonus to all Initiative checks when using a crossbow.

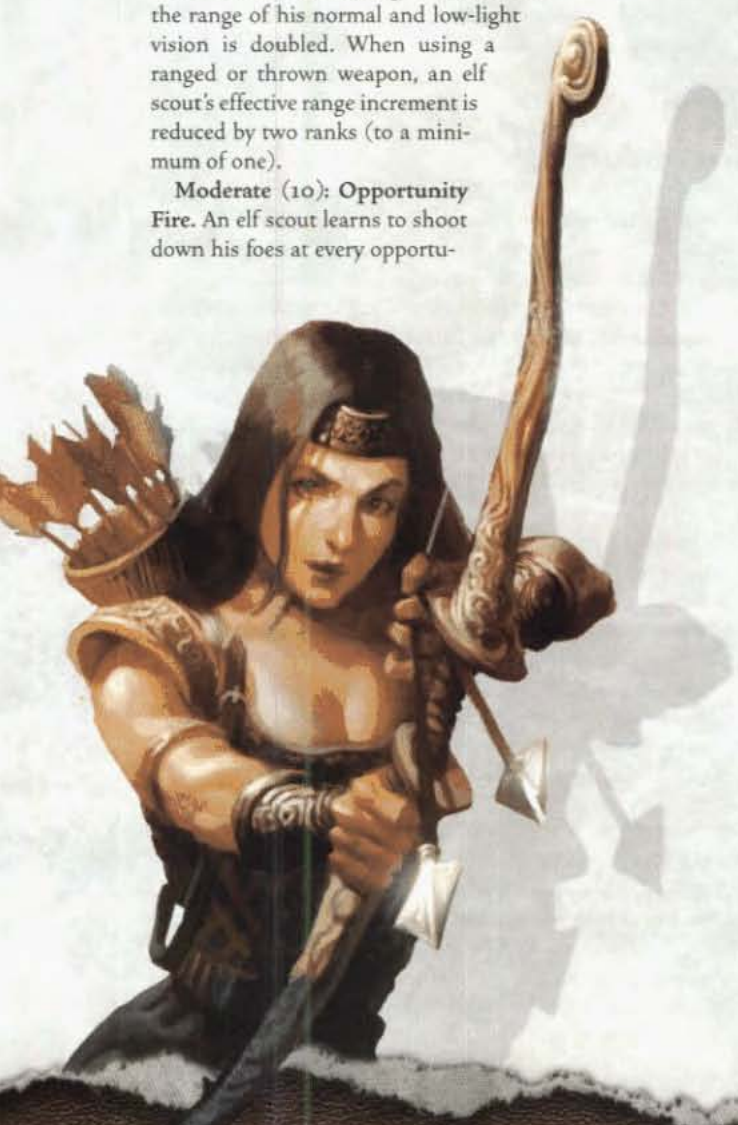
Major (13): Underground Survivalist. As he grows in experience, a dwarf scout eventually becomes a master at assessing where he is and pinpoint where he needs to go. At 13th level, a dwarf scout gains a +10 competence bonus to any skill check made to determine where he is and the exact location of the place he wants to reach. He also gains a +5 competence bonus to all Craft (mapmaking) checks and his speed is increased by 5 ft. while underground. In addition, while underground he always knows which direction is absolute north and gains the benefit of the Track feat.

Lastly, he knows the best place to make camp in a dungeon or underground setting. Anyone standing watch at a camp sight that a dwarf scout has selected gains a +2 circumstance bonus to any Listen or Spot checks to notice anyone approaching and anyone looking for the camp suffers a -2 circumstance penalty to any skill checks made to find the camp.

Elf

Minor (5): Increased Vision. An elf scout is blessed with keen eyesight. At 5th level, the range of his normal and low-light vision is doubled. When using a ranged or thrown weapon, an elf scout's effective range increment is reduced by two ranks (to a minimum of one).

Moderate (10): Opportunity Fire. An elf scout learns to shoot down his foes at every opportunity. Once per round, an elf scout can make a ranged attack of opportunity against an opponent up to 30 ft. away who has just been struck for damage in melee by another character. He must have a ranged weapon ready in order to use this ability and this attack counts as his attack of opportunity for that round. Even an elf scout with Combat Reflexes cannot use this ability more than once per round.



Major (14): Forest Stride. At 14th level, an elf scout uncovers how to move at unearthly pace through forested areas. While in any wood or forest, his base movement rate is doubled and he can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at this speed without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him. Lastly, while moving overland through the forest, he gains the benefit of the Endurance feat.

Halfbreed

Minor (5): Fast Movement. A halfbreed scout learns how to move swiftly through any sort of terrain. At 5th level, he adds 10 ft. to his base movement rate while wearing medium or lighter armor.

Moderate (9): Favored Terrain. When he reaches 9th level, a halfbreed scout becomes intimately familiar with one type of terrain. He selects one type of territory as his favored terrain and gains a +3 circumstance bonus to Climb, Hide, Listen, Knowledge (nature), Move Silently, Ride, Search, Spot, Survival, Swim, and Use Rope checks made within this terrain. The halfbreed scout also gains a +2 circumstance bonus to all attack rolls in this favored terrain. He may not use this ability if he is wearing medium or heavy armor. Refer to the ranger's favored terrain ability in Chapter Three: Classes for a list of the possible favored terrain types.

Major (14): Hail of Arrows. At 14th level, a halfbreed scout becomes a veritable master archer. Once per day, instead of his regular attacks, he can fire an arrow at each and every target within range, to a maximum of one target for every two scout levels he has earned. Each attack uses the halfbreed scout's primary attack bonus, and each enemy may only be targeted once.

Human

Minor (4): Sniper Shot. Like most members of this class, a human scout is an excellent shot. As he gains experience, however, he brings the art of marksmanship to a new degree. At 4th level, whenever he makes a successful attack with a ranged weapon he rolls two damage die and takes the greater of the two results, discarding the lower die as if he had never rolled it.

Moderate (10): Sniper Tactics. A human scout continues to develop his marksmanship. At 10th level, his sneak attack damage made with ranged weapons is increased by +2d6. This additional damage is not added to sneak attacks made with a melee or thrown weapon.

Major (14): Hide In Plain Sight. A human scout learns how to blend almost perfectly with the surrounding vegetation. While in any sort of natural terrain, a human scout of 14th level or higher can use the Hide skill even while being observed. In addition,

when lying completely still, he gains a bonus to Hide checks equal to his scout class level. This bonus does not apply when someone has observed him trying hiding.

Nimbic

Minor (2): Primary Terrain. A nimbic scout is intimately familiar with one type of terrain, and learns how to moves swiftly through it. At 2nd level, a nimbic scout chooses one type of terrain from the ranger's list of favored terrain in Chapter Three: Classes, to become his primary terrain. While in this type of terrain, the nimbic scout adds 10 ft. to his base movement rate. At 7th level, he may use the spell-like ability to haste, once per day, while in his favored terrain. At 12th level, his speed is increased by 10 ft. again in this terrain. Finally, at 17th level, he may use haste twice per day, but only in his chosen terrain.

Moderate (8): Natural Fortifications. As he advances, a nimbic scout learns to take advantage of those who enter his home. At 8th level, while in his chosen terrain, he gains a competence bonus to any Craft (trapmaking) skill check equal to his scout level. In addition, when making camp in his favored terrain, he gains the benefit of soft cover throughout the night, knowing exactly where to place his bedroll, etc.

Major (13): Mark Target. A nimbic scout learns to study his foes and can predict his movement. At 13th level, a nimbic scout can, once per day, designate a foe as his mark. To do so, he must study the chosen creature for at least 1 minute. After 1 minute, the target has been "marked" and the nimbic scout gains a +4 insight bonus to all attack and damage rolls made against his mark and a +4 dodge bonus to Armor Class when fending off the attacks from this mark. He also gains a +2 resistance bonus to all saving throws made against this target's spells and effects and a +2 resistance bonus to any opposed skill checks. If the nimbic scout and his mark have the same Initiative check, the nimbic can choose to go before or after the mark in each round that they would be tied, choosing at the moment of action whether to act or wait.

Lastly, he can track the mark as though he had the Track feat and gains a +4 insight bonus to his Survival check to track him. If the nimbic is tracking the mark through his favored terrain, he gains an additional +4 competence bonus to this Survival check. A target remains marked until it is either killed, 1 week has passed without seeing the mark, or the nimbic scout selects a new mark. Only one mark can be targeted at any one time.

Nothrog

Minor (1): Improvise. A nothrog scout is expected to survive on his own, sometimes weeks at a time, planning out and plotting locations that nothrog armies can attack. At 1st level, a nothrog scout gains a bonus to his Survival check equal to his class level for the purposes of finding food and water. A nothrog scout can eat just about anything and can therefore sustain himself on grubs if necessary. At 5th level, he gains a competence bonus equal to all saves against non-magical diseases and poisons equal to his Wisdom bonus (if any).

Moderate (7): Forward Observer. A nothrog scout's experience as a forward observer serves him well. At 7th level, he grants a bonus to all his allies with ranged weapons. If the nothrog scout spends a full-round action doing nothing but describing the targets and the action, and each ally with 30 ft. spends a full-round action targeting their opponent with a ranged weapon, they gain an insight bonus to their attack equal to the level of the nothrog scout. The targets must be visible by both the nothrog and the person performing the ranged attack.

Alternately, the nothrog scout can spend a full-round action directing an ally, granting the benefit of the Far Shot feat in relation to any target they can both see.

Major (14): Non-Hindered Movement. A nothrog scout can navigate freely through any terrain or obstacles. At 14th level, he ignores the effect of any natural obstacle, spell, or other magical effect that impedes movement, just as if he were under a permanent freedom of movement spell. He also gains a +2 competence bonus to all Reflex saves.

Seer

Deverenian

Minor (1): Augur the Storm. A Deverenian seer is a master of his own destiny. At 1st level, he may commune with the storm in order to gain knowledge he otherwise would hot possess. A number of times per day equal to his seer level, he may cast augury while inside a storm. At 9th level, he may cast now commune (paying all costs), and at 18th level, he no longer needs to be inside a storm to use this power (but he must still be aboveground).

Moderate (12): Potential. A Deverenian seer can see the potential of all things around him. He understands everyone's role and knows who is destined for greatness and who is doomed to fail. In addition to being able to cast scrying at will (although never at the same target more than once in a 24-hour period), a 12th level Deverenian seer may imbue any single item with potential. In order to imbue an item, he must first determine its nature and the nature of its owner. This requires the seer to cast scrying. If the target of the spell is allowed a Will save, if they want. Failure means the seer has linked the potential of the wielder and his item. Once linked, the seer may increase or decrease the potential between target and his item.

The seer may cast any spell through the "link" that increases or decreases the target's ability checks, skill checks, attack rolls, damage rolls, saving throws, and the like. Spells that only target an item cannot be cast. He may cast one spell for every four seer levels (round down). The spells remain for a number of days equal to the seer's caster level and nothing the target does can alter this. Each time he picks up the item in question, he suffers these effects, even if he is not actually using the item. Typical spells include bless, bull's strength, crushing despair, doom, resistance, and so on.

The target is allowed saving throws as normal, but suffers a -4 circumstance penalty. It is unlikely the target even knows that the item has potential. Each time he touches the item or carries it, he is allowed a Will save (DC 10 + seer's level + Wisdom modifier). If successful, he understands that the item has potential and is allowed a second save to decide whether or not he wants to carry. If he fails this second save, he understands the item's potential, but not its impact. He is allowed each save once per day.

No more than one item of the owner may be imbued with potential at one time, no matter how many seers have linked to it, the first such casting having precedence.

Major (19): Greater Glimpse. At the height of his power, a Deverenian seer uncovers how to control the future and prepare for its sometimes unpredictable nature. At 19th level, a Deverenian seer may, once per day, select a single class other than seer, and gain all the benefits of that class at 1st level. This benefits stack with his seer levels. However, if the class imbues spells that require study, the seer must have access to a spellbook for that class and time to prepare. These effects last for 24 hours.

Dwarf

Minor (3): Knowledge of the Stone. A dwarf seer quickly uncovers the secrets of the earth. While underground, a 3rd level dwarf may cast augury a number of times per day equal to 1 + his Charisma bonus (if any). At 7th level, he may cast stone tell in place of augury, and at 11th level, he may cast commune (paying all costs) in place of stone tell. At 15th level, he no longer needs to be below ground to use this ability, but he must be touching the earth.

Moderate (9): Control Resistance. A dwarf seer's understanding of fate allows him to block out external fears, giving him control over how his mind and body react to threats. At 9th level, a number of times per day equal to 1 + his Wisdom bonus (if any), he may re-roll any failed saving throw. The dwarf seer can declare use of this ability after the result is revealed to him but before it takes effect. He must accept the second roll, no matter the result.

Major (15): Fateful Weapon. As he gains experience, a dwarf seer learns to identify the full potential of a weapon, bestowing temporary magical properties. At 15th level, he may cast greater magic weapon a number of times per day equal to 1 + his Intelligence bonus (if any). In addition, the enhancement bonus gained from this casting may stack with other enhancement bonuses.

Elf

Minor (1): Death Watch. An elf seer has the sight of the dead, allowing him to assess the condition of the living and unliving. At 1st level, he may cast deathwatch a number of times per day equal to his seer level.

Moderate (7): Sense Life. An elf seer learns to sense the unmistakable aura that surrounds all living and unliving creatures. At 7th level, he may cast detect undead at will, but can use this ability to detect the living as well. It takes an extra round of concentration to filter out the living from the dead, but otherwise, this spell works exactly the same way.



Major (13): Know Future. An elf seer can gain insight into his own destiny, and change it accordingly. At 13th level, he may cast true strike a number of times per day equal to 1 + his Intelligence bonus (if any). However, he may use this bonus on any check or roll, except damage. The duration of true strike does not change, but the seer may grant himself a +20 bonus to an ability check, skill check, attack roll, or saving throw if he wishes.

Halfbreed

Minor (1): Master of Divination. A halfbreed seer is raised in an environment filled with superstition and folklore magic. At 1st level, he chooses a single masterwork item as the focus for all his divination spells. When he uses this foci to cast a divination spell, he is considered to be +1 level and any save DCs associated with his spells are increased by +1.

Moderate (10): Inspired Wisdom. A halfbreed seer has deep roots to his folklore and somewhat primitive past. At 10th level, he gains a +2 inherent bonus to his Wisdom score.

Major (15): Arcane Sight. A halfbreed seer can see magical auras and understands the world around him. At 15th level, a halfbreed seer gains the benefit of greater arcane sight, permanently.

Human

Minor (1): Culture Clash. A human seer gains an additional skill point per level, beyond the +1 he receives for being human.

Moderate (8): Battle Prediction. Human seers develop an acute sixth-sense of their environment. At 8th level, they gain access to the feats Acrobatic, Alertness, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Quick Draw, Run, and Stealthy. Each round a human seer uses any of these feats he suffers 1d3 points of nonlethal damage (representing mental fatigue), but he can choose each time he wishes to use a feat. For instance, he can wait until he has drawn an attack of opportunity to use Mobility, and he can wait until a Hide check is made to employ Stealthy. He may use up to two feats per round.

At 12th level, he adds and Improved Feint and Improved Initiative to the list of accessible feats and may use up to three feats per round. At 16th level, he adds Blind-Fight and Deflect Arrows and may now use up to four feats per round.

Major (14): See Beyond. A human seer can see beyond this world. He knows things others do not. At 14th level, a human seer can cast clairaudience/clairvoyance at will. At 15th level, he can cast arcane sight at will. At 16th level, he can cast locate creature. At 17th level, contact other plane. At 18th level, telepathic bond. At 19th level, analyze dweomer.

Due to the mental fatigue of these spells, each casting of a specific spell, beyond the first, in a given hour, causes the human seer to suffer 1 point of nonlethal damage per level of the spell cast.

At 20th level, a human seer gains the benefit of true seeing permanently.

Nimbic

Minor (4): See the Dead. A nimbic seer's magical nature allows him to sense and locate the magical world around him. As he develops these powers, he develops a stronger sense of the "unknowable." At 4th level, he gains the spell-like ability to detect undead at will. At 8th level, he can detect magic at will and at 12th

level, he can detect thoughts at will. He must, however, still spend 1 to 3 rounds concentrating, just as if he cast the spell.

Moderate (8): See the Past. Nimbic seers are a unique breed. In time, a nimbic seer learns to view his past, learning from it, objectively. At 8th level, a nimbic seer can actually travel to the past up to 1 hour previously to gain some knowledge that may have been overlooked. Once per day, he may only visit a place he was actually in and he may only remain for a number of rounds equal to 1 + his Wisdom bonus (if any). While there, he can talk with anyone present, touch anything there, and do anything he likes. He cannot affect the time-stream, but he can search for a clue that was overlooked, or talk with someone who was previously alive. Seeing the past is a full round action. At 14th level, he may travel up to 1 day into the past and may remain twice as long. And finally, at 20th level, he may travel up to a week into the past and may remain three times as long.

When a nimbic seer travels into the past, he leaves the present and returns a number of rounds later from whence he came. Essentially, he cannot be in two places at once.

Major (16): See the Fate. Nimbic seers can not only travel into the past, but they can travel into the future, gaining glimpses of their fate. At 16th level, he can travel into the future, limited albeit, to discern some clue that may help in the present. Once per day, a nimbic seer may visit any place he can see up to 5 minutes in the future and may remain there for a number of rounds equal to 1 + his Wisdom bonus (if any). While there, he is effective ethereal (as the spell ethereal jaunt), and cannot touch anything, talk to anyone, or affect the future in anyway. Information about the future is not accurate and the nimbic's visions cannot be entirely trusted. However, they do provide a great deal more insight than spells such as augury and commune. Afterwards, he returns 1 full round after he left.

Nothrog

Minor (1): Psychometry. Nothrog seers are masters of psychometry. At 1st level, a seer can touch an object or a person as a full-round action and determine one of the following facts - age, alignment (if any), Hit Dice (if any), and place of birth/creation. In the case of an object, the nothrog seer can uncover the name and any other pertinent information (age, alignment, Hit Dice, place of death, and so on) about the last owner of the item. Each day, a nothrog seer can uncover a number of facts equal to his seer level.

Moderate (8): Totem Sense. Like his peers, a nothrog seer has ties to the totems. At 8th level, he chooses a single totem animal that he can divine information from. The nothrog seer may cast clairaudience/clairvoyance and hear through the ears or see through the eyes of each totem creature within 120 ft. He can use this ability a number of times per day equal to his seer level + Wisdom bonus (if any).

Major (14): Astrologer. By studying the stars, a nothrog seer can uncover mysteries, and gain knowledge of arcane lore. In addition to gaining a +10 insight bonus to all Knowledge (arcana) checks, he may consult the stars, once per day (after dusk) to determine what fates the next day will bring. The stars are fickle however, and he must spend 1 hour in meditation and study before divining the future. With a DC 30 Knowledge (arcana) check, he may cast commune and ask the stars one question. There is no XP cost for using this ability, but he may only ask one question and it must concern the next day. At 20th level, he may ask two questions per day, or ask one question pertaining to an event in the next week.

Summoner

Deverenian

Minor (5): Enhance Summoned Creature. A Deverenian summoner learns to summon creatures of greater than average health and hardiness. At 5th level, every creature he summons with a summon spell gains an enhancement bonus to Constitution equal to 1 + the summoner's Charisma bonus (if any). This augments the summoned creature's hit points, Fortitude save, and any other ability (including skills) normally affected by Constitution. At 10th level, this bonus extends to Dexterity as well. Finally, at 15th level, the summoned creature gains a Strength bonus equal to 1 + the summoner's Charisma bonus (if any).

Moderate (10): Enhanced Summoner. A Deverenian summoner understands the strengths of creature he summons, taking what he can as his own. Whenever a creature he summoned stands within 60 ft. of him, he can choose to use any one of its saving throw bonuses instead of his own when he needs to avoid a spell or effect. In other words, if a Deverenian summoner controls a summoned creature that has a better Reflex save than his, he could choose to use that creature's Reflex save in order to avoid the effect of a fireball or cave-in. He also gains the benefit of any feats the creature possesses which provide a bonus to skill checks (Alertness, Stealthy, etc.).

Major (15): Dominate Monster. A Deverenian summoner can exert his will upon almost any creature he meets. At 15th level, he gains the spell-like ability to dominate monster, which he can use a number of times per day equal to 1 + his Intelligence bonus (if any).

Dwarf

Minor (4): Smite Monster. A dwarf summoner learns to strike summoned creatures with devastating effect. At 4th level, he can smite any monster, gaining a +4 attack bonus and delivering an amount of additional damage equal to his summoner class level. This supernatural ability is usable once per day for every four levels gained in this class (once at 4th level, twice at 8th level, and so on).

Moderate (6): Turn Monster. Upon attaining 6th level, a dwarf summoner gains the ability to turn any aberration, monstrous humanoid, or outsider as a cleric of five levels lower turns undead. Further, he gains a deflection bonus to AC against attacks by such creatures equal to his Charisma bonus (if any).

Major (10): Banish Monster. A dwarf summoner learns how to banish the most fearsome of creatures. At 10th level, he can cast banishment once per day. At 15th level, he can cast it twice per day. At 20th level, he can cast banishment three times per day and an unlimited number of times per day against creatures he has himself summoned.

Elf

Minor (4): Summon Undead. An elf summoner is an expert at calling the walking dead to him. At 4th level, when using a summon spell, he may choose to summon an undead version of the creature summoned. This creature has the same characteristic as the original creature but benefits from all undead traits.

Moderate (9): Channel Undead. An elf summoner learns how to bolster all undead creatures he summons. At 9th level, all undead summoned gain a +2 enhancement bonus to attack and damage rolls, as well as a +2 enhancement bonus to their natural armor. At 14th level, these bonuses increase to +3 and at 19th level, they increase to +4.

Major (16): Destroy Monster. An elf summoner can turn the living into the dead, with a thought, or to destroy any undead that oppose him. At 15th level, an elf summoner may cast destruction once per day for every two levels beyond 13th. At 19th level, he could cast destruction three times per day. This version of destruction also affects undead. When cast against undead with fewer Hit Dice than the summoner, the save DC is increased by +4 and the partial damage is 10d12, not 10d6.

Halfbreed

Minor (5): Summon Bodyguard. A halfbreed summoner relies on the protection of the creatures he summons. At 5th level, he may choose one creature he summons each day and designate it as his bodyguard. This creature remains with the halfbreed summoner for a number of minutes equal to twice his summoner level. As long as the bodyguard creature is within 5 ft. of the summoner, the summoner gains a shield bonus to AC equal to the bodyguard creature's Dexterity bonus (if any) plus 1 for each size category of the creature above Medium (+1 for Large, +2 for Huge, and so on).

Moderate (10): Summon Anything. A halfbreed summoner must remain flexible. As such, he may summon people, objects, and weapons in place of creatures. At 10th level. he may use any summon spell to summon an NPC class of Hit Dice equal to the level of the spell, a object of weight in pounds no greater than the 10 times that spell level or with a value of no more than 100 times the spell level in gp. The person or object remains for the same duration a creature would, but can be more useful in a crisis. Only one person, object, or weapon may be summoned with each casting. This spell can used to summon livestock, food, water, or anything the summoner can envision, but the duration severely limits what he can do with this ability.

Major (15): Summon Virtue. A halfbreed summoner learns to rely on himself and his strengths. As such, he can turn his beliefs into powerful magic. At 15th level, when casting any summon spell, a halfbreed summoner may choose to summon a creature that shares his exact alignment. When he does, the creature gains the following benefit - +4 deflection bonus to AC, +4 Strength, +2 Constitution, +2 resistance bonus to saving throws, immunity to any kind of ability score drain or negative energy drain, and energy resistance 5 against a single energy of the summoner's choice (chosen at the time of summoning). In addition, the summoned creature remains for 1d4 additional rounds.

Human

Minor (5): Shield Self. A human summoner quickly learns to channel a portion of the damage he receives and redirect it at a nearby creature he summoned. At 5th level, when triggered, the summoned creature suffers half of the human summoner's damage, thereby reducing the damage suffered by the summoner. The damage can only be redirected to a creature the human summoner himself summoned. This supernatural ability is usable, as a free action, once per summoned creature.

Moderate (10): Absorb Special Ability. At 10th level, a human summoner may, once per day, copy one special ability selected from among the special qualities of one of the creatures he summons. The ability can be any special quality the creature possess, such as darkvision, scent, or tremorsense. This supernatural ability can be used as a free action at the time the human summoner casts a summon spell. At 16th level, he may copy two special abilities.

The special abilities last as long as the summoned creatures remain.

Major (15): Summon Elemental Swarm. At 15th level, a human summoner can, once per day, call upon the services of an elemental swarm of his choice. This spell-like ability functions as the summon elemental swarm spell cast at a caster level equal to the human summoner's caster level. At 20th level, he may cast this spell twice per day.

Nimbic

Minor (3): Strength of the Beast. A nimbic summoner's intimate relationship with the natural order allows him to enhance the capabilities of any magical beast he summons. At 3rd level, any animal or magical beast summoned by him uses d12 for Hit Dice rather than d10. At 11th level, the summoned creatures gain a +2 enhancement bonus to their natural armor and the Iron Will feat as a bonus feat. Finally at 19th level, all animals and magical beasts summoned by a nimbic summoner have maximum hit points.

Moderate (9): Summon Will-O-Wisp. A nimbic summoner understands the jungle and marsh and have an innate link with its most flighty being, the will-o-wisp. His connection to it is uncanny. At 9th level, he may summon any number of will-o-wisps with a combined Hit Dice equal to twice his summoner class level and he may use this ability a number of times per day equal to his Constitution bonus (if any). Use of this ability is the equivalent of casting summon monster III.

Major (15): Summon Essence. At 15th level, a nimbic summoner learns that creatures are nothing more than the sum of their parts. When casting a summon spell, the nimbic summoner can turn the creatures essence into virtues, which in essence heal or harm those around him. When casting a summon spell and summoning only one monster, the nimbic may immediately convert the creature into pure energy, unleashing it on those around him. Everyone in a 30 ft. radius is either targeted by either cure or inflict, chosen by the nimbic at the time of casting. The damage dealt is equal to 1d4 points of damage per Hit Dice of the "summoned" creature. If damage is dealt, all creatures in the area of effect are allowed a Will save (DC 10 + half summoner's level + the summoner's Charisma modifier) for half.

Nothrog

Minor (5): Summon Monstrous Beast. A nothrog summoner excels at summoning giants. At 5th level, when he uses a summon spell to summons an animal or magical beast, the creature may be one size category larger than normal. A direwolf becomes Huge,

and so on, with the appropriate increases and penalties in abilities from the change in size. Each use of this ability causes the nothrog summoner to suffer 1d3 points of damage. At 11th level, this damage is reduced to 1d2. And at 17th level, he suffers only 1 point of damage.

Moderate (9): Hold Monster. Nothrog summoners understand beasts and can control them. At 9th level, he can cast hold monster a number of times per day equal to his Charisma bonus (if any). At 18th level, he can now cast mass hold monster instead.

Major (15): Infernal Pact. A nothrog summoner masters the form of both man and beast, understanding the link that binds them. At 15th level he shapechange for a number minutes per day equal to twice his summoner level. Effectively, a 15th level nothrog summoner can change into a bat for a total of 30 minutes per day. These minutes need no be consecutive and it is a standard action to change from one shape to another.

Wizard

Deverenian

Minor (3): Sacrifice Vitality. A Deveranian wizard is, perhaps more than others of this profession, obsessed with his art. Beginning at 3rd level, he may sacrifice a number of hit points to gain the ability to cast more spells in a single day. When selecting and studying his spells for the day, he may choose to prepare additional 1st through 3rd level spells that he knows. For each additional spell level prepared, the Deveranian wizard loses 5 hit points. A Deveranian wizard who wishes to cast one extra 1st level spell and one extra 2nd level spell, for instance, would lose 15 hit points (5 for the first level spell + 10 for the 2nd level one) at the time of preparation. A Deveranian wizard may prepare a maximum number of spells equaling his Intelligence modifier with this supernatural ability. Each time a Deveranian wizard uses sacrifice vitality, he must succeed at a Fortitude save (DC 15 + higher spell level of spell prepared) or suffer the loss of one hit point permanently.

Moderate (9): Sacrifice Fortitude. As he gains experience in this class, a Deveranian wizard may sacrifice his own hardiness to enhance a spell with a metamagic feat without paying a higher spell slot. From 9th level and onward, each time a Deveranian wizard uses a metamagic feat, he may lose temporary Constitution to compensate for the use of a higher level spell slot. For each additional level spell slot requires for the metamagic feat he wishes to use, a Deveranian wizard loses 1 temporary point of Constitution. Ability point score lost in this way regenerate at a rate of one per day. The Deveranian wizard may use this ability as he casts his spell and does not need to augment the spell and lose points of Constitution as he prepares his spells.

Major (15): Sacrifice Other. Through a ghastly ritual in which the Deveranian wizard performs a murder-sacrifice, he can acquire additional magical power. Once per month, a Deveranian wizard of 15th level or higher can initiate a ritual in which he must take the life of an intelligent humanoid, fey, or monstrous humanoid creature of equal or less Hit Dice than his caster level. At the end of the ritual sacrifice, the Deveranian wizard gains a number of additional spell levels equal to the sacrificed creature's Hit Dice. During the next month, he may choose to use these additional spell levels as he sees fit, effectively bestowing him the ability to cast extra spells each day until he has spent all the additional spell levels gained. The Deveranian wizard must still cast spells he has prepared during that day with these extra spell levels, or cast spells spontaneously. He need not prepare the extra spells in advance, but if he wants to use these additional levels he is limited to casting spells he has prepared in any single day, or spells he has in eidetic memory. If a Deveranian wizard failed to use all these additional spell levels within the next 30 days, they are lost.

A Deveranian wizard who performs this ritual upon a creature with 7 Hit Dice, for instance, would gain 7 spell levels. He could use two of these spell levels to cast bear's endurance (a 2nd level spell) upon a creature without actually wasting one of his normal 2nd level spells for the day, provided he either had prepared this spell that day or has bear's endurance in eidetic memory. The Deveranian wizard would then have 5 levels of spells left in reserve.

Dwarf

Minor (3): Endure Elements. A dwarf wizard uses magic to adapt to harsh environmental conditions. At 3rd level, he gains the benefit of a permanent endure elements spell.

Moderate (9): Protection from Energy. A 9th level dwarven wizard uncovers how to shield himself and others from the devastating effects of acid, cold, electricity, fire, or sonic energy. He gains the protection from energy spell-like ability, which is usable once per day. Additionally, if he does not already have it, the dwarf wizard automatically adds the spell version of this ability to his spellbook (he must prepare this spell as normal).

Major (15): Immunity to Energy. When he attains 15th level, a dwarven wizard gains total immunity to one type of energy. He chooses one energy type among the following: acid, cold, electricity, fire, or sonic. From this time forward, he is invulnerable to the effects of this particular energy, be it mundane or magical in nature.

Elf

Minor (3): Range Touch. An elf wizard is a master of ranged spells. Starting at 3rd level, he may cast any spell with a range of "touch" and use it at a range of 10 feet + 5 feet for each three wizard levels gained (+10 feet at 3rd level, +15 feet at 6th level, +20 feet at 9th level, and so on).

Moderate (9): Bolster Item. A veritable master of creation, an elf wizard gains the Bolster Item feat for free at 9th level. If he already has this feat, or if he takes it later on in his career, the saving throw DC of items he creates is enhanced by an additional +4 bonus.



Major (15): Share Damage. At 15th level, an elf wizard uncovers how to channel the damage he receives and distribute it among a number of different recipients. Once per day, he may designate a number of people who will share the damage he receives. These recipients must be within 30 feet of the elf wizard when he triggers this supernatural ability, which takes one minute to activate. If the targets are not willing recipients, they can attempt a Will saving throw (DC 15 + one-half the elf wizard's level (round down) + the elf wizard's Intelligence modifier) to cancel its effect. The maximum amount of recipient an elf wizard can affect is equal to 1 + his Intelligence modifier (minimum of one). Once completed, each time damage is dealt to the elf wizard, the total amount of hit points lost is equally distributed among all recipients, starting with the one with the greater amount of hit points remaining. This supernatural ability lasts for a number of hours equal to the elf wizard's Intelligence modifier (a minimum of one hour is applicable). Recipients moving more than 200 feet away from the elf wizard temporarily break the effect, but share damage return if they move back within this range.

Halfbreed

Minor (3): Additional Spells per Day. A halfbreed wizard quickly uncovers how to cast more spells in a single day. At 3rd level, for the purpose of determining the number of spells he can cast in one day, his Intelligence score is considered to be 6 points higher than it actually is. This special ability does not improve the DC to resist the halfbreed wizard's spells nor any other ability modified by Intelligence (such as skill checks, extra skill points, class abilities, and so on).

Moderate (9): Second Familiar. When he reaches 9th level, a halfbreed wizard can summon a second familiar. From this point forward, he can keep two familiars at all times.

Major (15): Spell Specialist. A halfbreed wizard of 15th level and above is a master of one specific spell. The halfbreed wizard selects one spell of 5th level or lower that he knows. From now on, every time he casts this particular spell, he may add any metamagic feat that he knows to the spell's effect without the need of using a higher-level spell slot. For example, a halfbreed wizard of 15th level with the Maximize Spell and Silent Spell feats who selects fireball as his special spell could cast a silent maximized fireball as a 3rd level spell, just as any other wizard would cast a normal fireball.

Human

Minor (3): Spell Mastery. A human wizard's spellcasting ability quickly becomes second nature to him. At 3rd level, he gains the Spell Mastery feat for free.

Moderate (9): Spontaneous Casting. As he gains experience, a human wizard continues to improve his knowledge of certain spells. At 9th level, he becomes intimately familiar with one school of magic of his choice. If the human wizard is a specialist, this school must be his favored school of magic. From now on, a human wizard can spontaneously cast any spell of 1st through 3rd level from this particular school. To do so, he must "lose" a prepared spell of equal or lower level.

Major (15): True Sight. When he attains 15th level, a human wizard becomes a veritable expert at recognizing illusions. From this time forth, he ignores all illusion spells and effects.

Nimbic

Minor (3): Augmented Difficulty Class. A nimbic wizard's spellcasting ability is extremely powerful. Beginning at 3rd and every three levels thereafter (6th level, 9th level, and so on), a nimbic wizard gains a +1 competence bonus to the DC of all the spells he cast.

Moderate (9): Copycast. A nimbic wizard uncovers how to imitate spells that he has seen others cast. From 9th level and onward, he may attempt to copy any arcane spell he has seen cast by another character in the last minute. To do so, he must lose a prepared spell slot of a level equal to or greater than the spell he is attempting to copy. He must also succeed at a Spellcraft check (DC 20 + spell level). Succeeding this check indicates that the nimbic wizard has successfully copied the spell. This supernatural ability is usable once per day at 9th level, and one additional time each day when he reaches 12th level, 15th level, and 18th level.

Major (15): Instant Recall. A nimbic wizard of 15th level gains the ability to recall a certain number of spells that he knows. This ability is similar to the wizard's eidetic memory ability, but allows the nimbic wizard to spontaneously cast any spell (not in eidetic memory) that he knows. He must lose a prepared spell of the appropriate level in order to use this supernatural ability. A number of spells equal to 1 + the nimbic wizard's Intelligence modifier can be recalled each day.

Nothrog

Minor (3): Increased Hit Die. A nothrog wizard is a tough character who often plays important roles in battle, even in the midst of melee. Beginning at 3rd level, his Hit Die improves to d6. He thus gains 1d6 hit point at each wizard level from 3rd level and beyond. If the nothrog wizard progresses in another character class that uses d4 as Hit Die these are automatically upgraded to d6 as well.

Moderate (9): Energetic Spellcasting. As he gains experience in this class, a nothrog wizard can use his health to improve his spellcasting ability. For the purpose of determining bonus spells per day and the DC of the spells he casts, a nothrog wizard of 9th level adds a bonus to his Intelligence score equaling 2 + his Constitution modifier (if positive). The increased to Intelligence only affects bonus spells per day and the DC of the spells the nothrog wizard casts.

Major (15): Power Spell. At 15th level, a nothrog wizard becomes intimately familiar with one powerful spell. He may choose any spell of 5th, 6th, or 7th level that he knows. From this time forth, he may cast this particular spell as a spell-like ability (which does not count toward his daily allotment of spells he can cast). Power spell is usable once per day, but the nothrog wizard may continue to prepare and cast the spell normally.



Chapter Seven: Equipment

Coins

The most common coin that adventurers use is the gold piece (gp). A skilled (but not exceptional) artisan can earn a gold piece a day. The gold piece is the standard unit of measure for wealth.

The most prevalent coin among commoners is the silver piece (sp). A gold piece is worth 10 silver pieces.

Each silver piece is worth 10 copper pieces (cp).

Merchants also recognize platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Trade

In general, something can be sold for half its listed price.

Commodities are the exception to the half-price rule. A commodity, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself. Wheat, flour, cloth, and valuable metals are commodities, and merchants often trade in them directly without using currency. Obviously, merchants sell these goods for slightly more than they pay for them, but the difference is small enough that it can be ignored.

TABLE 6–1: TRADE GOODS

Commodity	Cost
Chicken, 1	2 cp
Cinnamon, 1 lb.	1 gp
Copper, 1 lb.	5 sp
Cow, 1	10 gp
Dog, 1	25 gp
Flour, 1 lb.	2 cp
Ginger or pepper, 1 lb.	2 gp
Goat, 1	1 gp
Gold, 1 lb.	50 gp
Iron, 1 lb.	1 sp
Linen, 1 lb. (1 sq. yard)	4 gp
Ox, 1	15 gp
Pig, 1	3 gp
Saffron or cloves, 1 lb.	15 gp
Salt, 1 lb.	5 gp
Sheep, 1	2 gp
Silk, 1 lb. (2 sq. yards)	20 gp
Silver, 1 lb.	5 gp
Tea leaves, 1 lb.	2 sp
Tobacco, 1 lb.	5 sp
Wheat, 1 lb.	1 cp

Weapons

The nations of the Accordlands have created weapons of all shapes and descriptions. Even easily recognizable weapons sometimes have distinct flavors in the Lands of the Accord. What follows are descriptions of materials and shapes to make weapons distinct, as well as a number of new weapons.

Variables introduced in the first two tables, materials and blade shapes, stack with one another. Some materials and blade shapes are relatively fragile, and must make Fortitude saves to avoid breaking.

Materials

Steel forms most weapons, with wood making the majority of handles, where appropriate. Other materials, some stronger and some weaker, often find use in blades and hafts. The table and descriptions below show how different materials compare to steel and wood.

In TABLE 6–2, Damage refers to the increase or decrease of damage potential of the weapon, given in die-steps. For example, a weapon that does 1d6 points of damage when made of steel does only 1d4 points of damage when made from bronze.

Weight and cost are given in multiples of the base cost for a weapon made of steel. Hardness measures the material's resistance to damage from a Sunder attack.

Descriptions of special qualities and typical uses follow the table.

TABLE 6–2: MATERIALS

Material	Damage	Weight	Hardness	Cost
Bamboo	—	×0.75	3	×0.5
Black Steel	—	×1	12	×1.25
Bone	–1 die	×0.75	2	Free
Bronze	–1 die	×0.75	7	×0.5
Flint	–1 die	×1.5	8	×0.25
Granite	+1 die	×2	8	×1.5
Obsidian	—	×1.5	8	×10
Silver	—	×1	6	×10

Bamboo: While not appropriate for weapon blades, a weapon haft made of bamboo is flexible and light. A Sunder attack against a weapon with a bamboo handle suffers a –1 penalty as the supple bamboo flexes with the blow. Bamboo hafts are always hollow, giving them the hollow pommel feature for free (*see below*). Nothrog escrima sticks are made of bamboo, and of all the factions only Nothrog and certain mercenary companies use it.

Black Steel: A specific alloy once known only to master Deverenian smiths, the secrets of black steel have spread to a few mercenaries, elves, and Nothrog. Assassins and rogues favor the metal, as its dark color rarely reflects light. A character hiding with a drawn black steel weapon suffers no penalties to his Hide checks that might occur from light reflecting off the blade.

Bone: Only elves use bone weapons, usually for those weapons they intend to enhance magically. Bone does not hold an edge well, but it makes an effective if fragile bludgeoning weapon. A bone weapon does damage of a die type one size smaller than normal (e.g. 1d6 becomes 1d4). When an attack roll results in a natural 1, the bone weapon must make a Fortitude save (DC 16) or break and become useless. The bone weapon uses its wielder's Fortitude save bonus. While bone weapons are free for elves, should a modification be added to the weapon, a cost multiplier of ×0.5 is applied to the weapon instead of the weapon being free.

Bronze: Ancient weapons occasionally appear in the hands of adventurers. Those of the Free Kingdoms most frequently bear bronze weapons, as they scrounge items to resist their enemies. A bronze weapon does damage of a die type one size smaller than normal (e.g. 1d6 becomes 1d4). When an attack roll results in a natural 1, the bronze weapon must make a Fortitude save (DC 10) or break and become useless. The bronze weapon uses its wielder's Fortitude save bonus.

Flint: Primitive axes and spears sometimes have chipped stone heads, most commonly made from abundant flint. Only barbaric peoples and creatures emigrating from the surrounding world use flint weapons. A flint weapon does damage of a die type one size smaller than normal (i.e. 1d6 becomes 1d4). When an attack roll results in a natural 1, the flint weapon must make a Fortitude save (DC 12) or break and become useless. The flint weapon uses its wielder's Fortitude save bonus.

Granite: Dense granite (or any other similarly strong stone) works well for hammer heads, but does not hold an edge well enough for any other application. Dwarves usually use granite for dwarven mauls.

Obsidian: Sharp and beautiful, obsidian doubles the critical range of a bladed weapon made from it, just as the *keen* weapon ability. The obsidian bonus does not stack with the magic *keen* ability. When an attack roll results in a natural 1, the obsidian weapon must make a Fortitude save (DC 12) or break and become useless. The obsidian weapon uses its wielder's Fortitude save bonus.

Silver: Weapons made of silver can harm creatures that steel and iron weapons cannot. They dull easily, and must be constantly sharpened. Most factions employ silver weapons only when they must. Whenever a critical hit is made with a silver weapon, it must make a Fortitude save (DC 15) or become dull and require repair. The silver weapon uses its wielder's Fortitude save bonus. A dull silver weapon deals damage one die size smaller than normal (e.g. a dulled silver longsword deals 1d6 points of damage instead of 1d8). A Craft (Metalworking) check (DC 12) restores the sharp edge to the weapon and removes its damage die penalty.

TABLE 6–3: BLADE SHAPES

Blade Shape	Cost	Effect
Deverenian Flame	×2	—
Deverenian Hourglass	×1	—
Deverenian Twin-Tipped	×3	Adds piercing damage
Elven Leaf	×1.5	—
Exotic	×2 or higher	Varies
Kris	×1.5	—
Lightning	×2	—
Nothrog Serrated	×3	+1 to critical threat range

While most sword and axe blades are made as quickly as possible in plain but efficient shapes, master smiths craft weapons both beautiful and deadly. Few of the following styles give any bonuses or penalties to a weapon's functionality. Weapons in these styles must be masterwork. The price multiples apply to the cost of the weapon after the masterwork cost is added in.

Deverenian Ornate: Deverenian pride drives them to make their weapons both functional and beautiful. The most common



blade forms are Deverenian Flame, Hourglass, and Twin-Tipped. The Deverenian Flame style gives the blade the look of fire, with asymmetrical shapes and edges. Wide at the grip end, narrowing in the middle, and widening again near the tip, the Deverenian Hourglass style resembles its namesake. Rarest of the elaborate Deverenian styles, and the most difficult to craft effectively, a Twin-Tipped blade widens near the end and splits into two parallel points. Swords with the Twin-Tipped style can deal piercing damage in addition to slashing. A weapon made with the Deverenian Flame style costs double, the Hourglass has the normal masterwork price, and the Twin-Tipped styles cost triple. A Deverenian armed with one of these blades styles earns guarded respect from other Deverenians. Deverenians displaying one of these blade styles gain a +1 circumstance bonus to their Bluff, Diplomacy, and Gather Information checks when dealing with other Deverenians. Non-Deverenian characters who display such an item suffer a −5 penalty to their Bluff, Diplomacy, and Gather Information checks against Deverenians.

Elven Leaf: An Elven Leaf blade looks like an elongated oak leaf, and costs 1.5 times the normal price to craft or purchase. An elf armed with one of these blades gains respect from other elves. Elves displaying one of these blades gain a +1 circumstance bonus to their Bluff, Diplomacy, and Gather Information checks when dealing with other elves. Non-elven characters who display such an item suffer a −5 penalty to their Bluff, Diplomacy, and Gather Information checks against elves.

Kris (or Wave): Favored mostly by mercenary companies, the kris blade is believed to deal more damage, though this has never been proved. The kris blade has a serpentine, wavy appearance with an edge on both sides. When rolling damage for a kris bladed weapon the damage die may be replaced with any number of dice as long as the maximum for those dice remains the same as the maximum for the damage die (i.e. a 1d12 damage die may be replaced with 3d4 or 2d6 or 1d8+1d4). A kris blade costs 1.5 times the normal price.

Lightning: Some mercenary companies use blades resembling stylized lightning bolts. Like the Deverenian Flame style, the Lightning style results in asymmetric blades. They cost double the normal price. A mercenary (one who claims no allegiance to any nation or race) armed with one of these blades gains stature in the eyes of other mercenaries. Mercenaries displaying one of these blades gain a +1 circumstance bonus to their Bluff, Diplomacy, and Gather Information checks when dealing with other mercenaries. Non-mercenaries displaying such an item will suffer a −5 penalty to their Bluff, Diplomacy, and Gather Information checks against a mercenary.

Nothrog Serrated: Nothrog master smiths sometimes serrate their blade edges. These edges make the blades sharp as razors, but prone to dulling. A serrated blade adds 1 to the critical threat range of a weapon. When making an attack roll, on a natural 1 the weapon must make a Fortitude save (DC 20) or be dulled and lose its bonus. The weapon can be resharpened later with a Craft (Metalsmithing) check (DC 8). A serrated blade costs triple the normal price. A Nothrog armed with one of these blades gains respect from other Nothrog. Nothrog displaying one of these blades gain a +1 circumstance bonus to their Bluff, Diplomacy, and Gather Information checks when dealing with other Nothrog. Non-Nothrog characters who display such an item suffer a −5 penalty to their Bluff, Diplomacy, and Gather Information checks against Nothrog.

Weapon Categories

Weapons are grouped into several interlocking sets of categories.

These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

Simple, Martial, and Exotic Weapons: Anybody but a druid, monk, rogue, or wizard is proficient with all simple weapons. Barbarians, fighters, paladins, and rangers are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly also some martial or even exotic weapons. A character who uses a weapon with which he or she is not proficient takes a −4 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons: Glaives, guisarmes, lances, longspears, ranseurs, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Double Weapons: Dire flails, dwarven urgroshes, double axes, quarterstaffs, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon.

The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Thrown Weapons: Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on TABLE 6–5: Weapons), but a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Projectile Weapons: Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (*see specific weapon descriptions*). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

Ammunition: Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (*see Masterwork Weapons*), and what happens to them after they are thrown.

Light, One-Handed, and Two-Handed Melee Weapons: This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.



Light: A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it's used in the primary hand, or one-half the wielder's Strength bonus if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only.

An unarmed strike is always considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or ½ his or her Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1½ times the character's Strength bonus to damage rolls.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively. Apply 1½ times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

Weapon Size: Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative –2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon a –4 nonproficiency penalty also applies.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a –4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

Weapon Qualities

Here is the format for weapon entries (given as column headings on TABLE 6-5: Weapons).

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit. The column labeled "Dmg (S)" is for Small weapons. The column labeled "Dmg (M)" is for Medium weapons. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. TABLE 6-4: **Tiny and Large Weapon Damage** gives weapon damage values for weapons of those sizes.

TABLE 6–4: TINY AND LARGE WEAPON DAMAGE

Medium	Tiny	Large
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

×2: The weapon deals double damage on a critical hit.

×3: The weapon deals triple damage on a critical hit.

×3/×4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

×4: The weapon deals quadruple damage on a critical hit.

19–20/×2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

18–20/×2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

TABLE 6–5: WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Unarmed Attacks							
Gauntlet	2 gp	1d2	1d3	×2	—	1 lb.	Bludgeoning
Unarmed strike	—	1d2[3]	1d3[3]	×2	—	—	Bludgeoning
Light Melee Weapons							
Caneblade, elven[6]	25 gp	1d3	1d4	x3	—	1 lb.	Piercing
Dagger	2 gp	1d3	1d4	19–20/×2	10 ft.	1 lb.	Piercing or slashing
Dagger, punching	2 gp	1d3	1d4	×3	—	1 lb.	Piercing
Gauntlet, spiked	5 gp	1d3	1d4	×2	—	1 lb.	Piercing
Mace, light	5 gp	1d4	1d6	×2	—	4 lb.	Bludgeoning
Sickle	6 gp	1d4	1d6	×2	—	2 lb.	Slashing
One-Handed Melee Weapons							
Cane, elven[6]	50 gp	1d3	1d4	x2	—	2 lb.	Bludgeoning
Club	—	1d4	1d6	×2	10 ft.	3 lb.	Bludgeoning
Mace, heavy	12 gp	1d6	1d8	×2	—	8 lb.	Bludgeoning
Morningstar	8 gp	1d6	1d8	×2	—	6 lb.	Bludgeoning and piercing
Shortspear	1 gp	1d4	1d6	×2	20 ft.	3 lb.	Piercing
Two-Handed Melee Weapons							
Longspear[4]	5 gp	1d6	1d8	×3	—	9 lb.	Piercing
Quarterstaff[5]	—	1d4/1d4	1d6/1d6	×2	—	4 lb.	Bludgeoning
Spear	2 gp	1d6	1d8	×3	20 ft.	6 lb.	Piercing
Ranged Weapons							
Crossbow, heavy	50 gp	1d8	1d10	19–20/×2	120 ft.	8 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, light	35 gp	1d6	1d8	19–20/×2	80 ft.	4 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Dart	5 sp	1d3	1d4	×2	20 ft.	½ lb.	Piercing
Javelin	1 gp	1d4	1d6	×2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	×2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	—	5 lb.	—

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Light Melee Weapons							
Axe, throwing	8 gp	1d4	1d6	×2	10 ft.	2 lb.	Slashing
Escrima stick, Nothrog[6]	1 gp	1d4	1d6	x2	10 ft.	2 lb.	Bludgeoning
Hammer, light	1 gp	1d3	1d4	×2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d4	1d6	×3	—	3 lb.	Slashing
Kukri	8 gp	1d3	1d4	18–20/×2	—	2 lb.	Slashing
Pick, light	4 gp	1d3	1d4	×4	—	3 lb.	Piercing
Sap	1 gp	1d4[3]	1d6[3]	×2	—	2 lb.	Bludgeoning
Shield, light	special	1d2	1d3	×2	—	special	Bludgeoning
Spiked armor	special	1d4	1d6	×2	—	special	Piercing
Spiked shield, light	special	1d3	1d4	×2	—	special	Piercing
Sword, short	10 gp	1d4	1d6	19–20/×2	—	2 lb.	Piercing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

3 The weapon deals nonlethal damage rather than lethal damage.

4 Reach weapon.

5 Double weapon.

6 See description of this weapon for special rules.

TABLE 6–5: WEAPONS (CONTINUED)

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
One-Handed Melee Weapons							
Battleaxe	10 gp	1d6	1d8	×3	—	6 lb.	Slashing
Cleaver, Denska[6]	20 gp	1d6	2d4	x3	—	8 lb.	Slashing
Flail	8 gp	1d6	1d8	×2	—	5 lb.	Bludgeoning
Longsword	15 gp	1d6	1d8	19–20/×2	—	4 lb.	Slashing
Maul, dwarven[6]	15 gp	1d10	1d12	x2	—	20 lb.	Bludgeoning
Pick, heavy	8 gp	1d4	1d6	×4	—	6 lb.	Piercing
Rapier	20 gp	1d4	1d6	18–20/×2	—	2 lb.	Piercing
Scimitar	15 gp	1d4	1d6	18–20/×2	—	4 lb.	Slashing
Shield, heavy	special	1d3	1d4	×2	—	special	Bludgeoning
Spiked shield, heavy	special	1d4	1d6	×2	—	special	Piercing
Trident	15 gp	1d6	1d8	×2	10 ft.	4 lb.	Piercing
Warhammer	12 gp	1d6	1d8	×3	—	5 lb.	Bludgeoning
Two-Handed Melee Weapons							
Falchion	75 gp	1d6	2d4	18–20/×2	—	8 lb.	Slashing
Glaive[4]	8 gp	1d8	1d10	×3	—	10 lb.	Slashing
Greataxe	20 gp	1d10	1d12	×3	—	12 lb.	Slashing
Greatclub	5 gp	1d8	1d10	×2	—	8 lb.	Bludgeoning
Flail, heavy	15 gp	1d8	1d10	19–20/×2	—	10 lb.	Bludgeoning
Greatsword	50 gp	1d10	2d6	19–20/×2	—	8 lb.	Slashing
Guisarme[4]	9 gp	1d6	2d4	×3	—	12 lb.	Slashing
Halberd	10 gp	1d8	1d10	×3	—	12 lb.	Piercing or slashing
Lance[4]	10 gp	1d6	1d8	×3	—	10 lb.	Piercing
Ranseur[4]	10 gp	1d6	2d4	×3	—	12 lb.	Piercing
Scythe	18 gp	1d6	2d4	×4	—	10 lb.	Piercing or slashing
Ranged Weapons							
Dart, assassin's[6]	1 gp	1	—	x3	10 ft.	1 / 10 lb.	Piercing
Longbow	75 gp	1d6	1d8	×3	100 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Arrows, barbed (20)[6]	2 gp	—	—	—	—	3 lb.	—
Arrow, blackoak (1)[6]	2 gp	+1	+1	—	—	1 / 4 lb.	—
Longbow, composite	100 gp	1d6	1d8	×3	110 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Arrows, barbed (20)[6]	2 gp	—	—	—	—	3 lb.	—
Arrow, blackoak (1)[6]	2 gp	+1	+1	—	—	1 / 4 lb.	—
Shortbow	30 gp	1d4	1d6	×3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Arrows, barbed (20)[6]	2 gp	—	—	—	—	3 lb.	—
Arrow, blackoak (1)[6]	2 gp	+1	+1	—	—	1 / 4 lb.	—
Shortbow, composite	75 gp	1d4	1d6	×3	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Arrows, barbed (20)[6]	2 gp	—	—	—	—	3 lb.	—
Arrow, blackoak (1)[6]	2 gp	+1	+1	—	—	1 / 4 lb.	—

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

3 The weapon deals nonlethal damage rather than lethal damage.

4 Reach weapon.

5 Double weapon.

6 See description of this weapon for special rules.

TABLE 6–5: WEAPONS (CONTINUED)

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Range Critical	Increment	Weight[1]	Type[2]
Light Melee Weapons							
Dagger, loris[6]	6 gp	1d3	1d4	19–20/x2	—	2 lb.	Slashing and piercing
Jointblade[6]	35 gp	1d3	1d4	x2	—	1 lb.	Piercing
Kama	2 gp	1d4	1d6	×2	—	2 lb.	Slashing
Nunchaku	2 gp	1d4	1d6	×2	—	2 lb.	Bludgeoning
Sai	1 gp	1d3	1d4	×2	10 ft.	1 lb.	Bludgeoning
Siangham	3 gp	1d4	1d6	×2	—	1 lb.	Piercing
Wakizashi[6]	60 gp	1d4	1d6	19–20/x2	—	3 lb.	Slashing
One-Handed Melee Weapons							
Deathsphere, Nothrog[6]	5 gp	1d4	1d6	x2	—	8 lb.	Bludgeoning
Katana[6]	90 gp	1d8	1d10	19–20/x2	—	6 lb.	Slashing
Mace, Nothrog[6]	25 gp	1d6/1d4	1d8/1d6	x2/x3	—	12 lb.	Bludgeoning and piercing
S'sike, Nothrog[6]	12 gp	1d6	1d8	x3	—	6 lb.	Piercing
Sword, bastard	35 gp	1d8	1d10	19–20/x2	—	6 lb.	Slashing
Sword, crescent[6]	25 gp	1d6/1d4	1d8/1d6	18–20/x2	—	12 lb.	Piercing and slashing
Waraxe, dwarven	30 gp	1d8	1d10	×3	—	8 lb.	Slashing
Whip[4]	1 gp	1d2[3]	1d3[3]	×2		2 lb.	Slashing
Two-Handed Melee Weapons							
Axe, double[5]	60 gp	1d6/1d6	1d8/1d8	×3	—	15 lb.	Slashing
Chain, spiked[4]	25 gp	1d6	2d4	×2	—	10 lb.	Piercing
Doublespear, Llyran[5,6]	4 gp	1d6/1d6	1d8/1d8	x3	5 ft.	6 lb.	Piercing
Flail, dire[5]	90 gp	1d6/1d6	1d8/1d8	×2	—	10 lb.	Bludgeoning
Spear, banner[4,6]	5 gp	1d6	1d8	x3	10 ft.	11 lb.	Piercing
Spear, chained[5,6]	15 gp	1d4/1d4	1d6/1d6	x2	—	12 lb.	Slashing and piercing
Spear, Havat-lahn[4,6]	30 gp	1d6	1d8	x4/x2	—	9 lb.	Piercing and slashing
Staff, chained[5,6]	15 gp	1d4/1d4	1d6/1d6	x2	—	10 lb.	Bludgeoning
Swingblade, elven[4,6]	15 gp	1d6	1d8	19–20/x2	—	6 lb.	Slashing
Sword, chained[4,6]	30 gp	1d8/1d4	1d10/1d6	19–20/x2	—	12 lb.	Slashing and bludgeoning
Sword, two-bladed[5]	100 gp	1d6/1d6	1d8/1d8	19–20/X2	—	10 lb.	Slashing
Urgrosh, dwarven[5]	50 gp	1d6/1d4	1d8/1d6	×3	—	12 lb.	Slashing or piercing
Ranged Weapons							
Angel's tears[6]	5 gp	1	1	x2	10 ft.	1 / 10 lb.	Piercing
Bolas	5 gp	1d3[3]	1d4[3]	×2	10 ft.	2 lb.	Bludgeoning
Blowgun, long[6]	6 gp	1d4	1d6	x2	40 ft.	4 lb.	Piercing
Needle, blowgun (20)[6]	1 gp	—	—	—	—	2 lb.	—
Blowgun, short[6]	3 gp	1d3	1d4	x2	10 ft.	2 lb.	Piercing
Needle, blowgun (20)[6]	1 gp	—	—	—	—	2 lb.	—
Chakra, elven[6]	2 gp	1d3	1d4	x2	20 ft.	2 lb.	Slashing
Crossbow, hand	100 gp	1d3	1d4	19–20/X2	30 ft.	2 lb.	Piercing
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19–20/X2	120 ft.	12 lb.	Piercing
Bolts (5)	1 gp	—	—	—	1 lb.	—	
Crossbow, repeating light	250 gp	1d6	1d8	19–20/X2	80 ft.	6 lb.	Piercing
Bolts (5)	1 gp	—	—	—	1 lb.	—	
Net	20 gp	—	—	10 ft.	6 lb.	—	
Shuriken (5)	1 gp	1	1d2	×2	10 ft.	½ lb.	Piercing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

3 The weapon deals nonlethal damage rather than lethal damage.

4 Reach weapon.

5 Double weapon.

6 See description of this weapon for special rules.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

Weapon Descriptions

Weapons found on TABLE 6-5: Weapons that have special options for the wielder ("you") are described below.

Angel's Tears: Poisons often coat the sharp protrusions of these small throwing disks. Tiny channels in the tips hold the poison away from the user, reducing the chance of affecting himself with the poison to 1%. A character can throw up to three angel's tears per attack (all at the same target). Do not apply the character's Strength modifier to damage done with angel's tears. They are too small to carry the extra force that a strong character usually imparts to a thrown weapon.

Arrows: An arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier ×2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Arrows, barbed: With backward-facing barbs at the back of their points, these arrows deal 1d3 damage when removed. The barbed arrow deals only its base damage (depending on the bow type that fired it) without any modifiers (not even enhancement bonuses). A barbed arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier ×2). Barbed arrows come in a leather quiver that holds 20 arrows. A barbed arrow that strikes its target is destroyed, while one that misses has a 50% chance to be recovered.

Arrow, blackoak: Made from the rare wood of the blackoak tree, these arrows are much stronger than normal arrows. A blackoak arrow deals +1 point of damage, but reduces the bow's range increment by 10 feet. When they strike their target, blackoak arrows have only a 50% of being destroyed. In all other ways, a blackoak arrow is the same as a normal arrow.

Axe, Throwing: A throwing axe is lighter than a handaxe and balanced for throwing. Throwing axes can be used for both melee and ranged attacks.

Axe, Double: A double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon.

A creature wielding a double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Blowgun, long: A long blowgun is made of hollow bamboo, and is usually between four and six feet in length. If used as a melee weapon, it counts as a quarterstaff that deals 1d4 points of nonlethal damage, but is destroyed the first time it deals damage.

Blowgun, short: Favored by assassins, the short blowgun measures between 12 and 18 inches, and is often made of hollowed-out hardwood. It can be used as a melee weapon without destroying it. When used in this way, it acts as a club that deals 1d4 points of nonlethal damage.

Bolas: You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

Bolts: A crossbow bolt used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (crit ×2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bullets, Sling: Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Cane, elven: An elven cane is an elaborately decorated wooden stick about three feet long that is often used to strike unruly servants. The elven social elite consider it highly fashionable. Elves make their canes hollow, to allow the inclusion of a wand or caneblade (*see below*). A spellcaster who carries a cane may hide a wand within it, concealing the magical item from all but the closest scrutiny (Search check, DC 25, to spot the wand within a cane). Deverenian nobles have begun to carry elven canes in social gatherings. Druids may use canes without losing their druidic powers.

Caneblade, elven: Held within the hollow confines of an elven cane, the spring-loaded caneblade snaps out when the top of the cane is twisted. When the caneblade is out, the cane's user may use the head of the cane to deal bludgeoning damage or the blade itself to deal piercing damage.

Chain, Spiked: A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.
You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn't a light weapon for you.

Chakra, elven: The elven chakra is a thin metal ring with a sharp outside edge. It can be thrown overhand or from the side. An attempt to catch a chakra results in an automatic hit and maximum damage.

Cleaver, Denska: Resembling a longsword with the blade widening and thickening near the end, the Denska cleaver works more like an axe than a sword. It is popular in the Free Kingdoms and with mercenaries.

Club: A wooden club is so easy to find that it has no cost.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (*see the Sleight of Hand skill*).

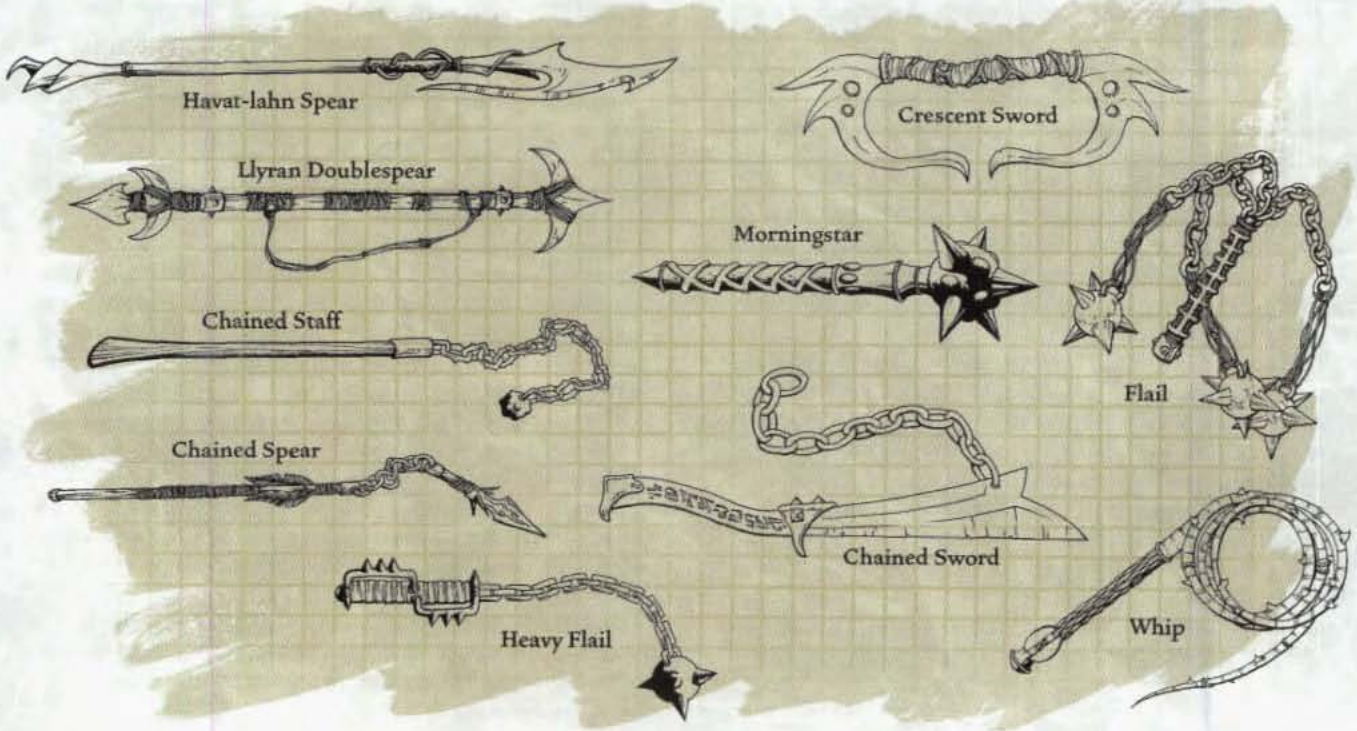
Dagger, Loris: Made famous by the bard Keziah, the Loris dagger has a blade coming out of either end of the handle. The blades are curved in such a way to allow both slashing and piercing attacks. Though there are two blades, Loris daggers are too small to be considered double weapons.

Dagger, Punching: This dagger puts the full force of the wielder's punch behind it, making it capable of deadly strikes.

Dart: A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.

Dart, assassin's: Smaller and lighter than regular darts, an assassin's dart has a hollow point which generally contains poison. The assassin's dart is small enough to fit in the mouth of a Medium character. Hiding a poisoned dart in this manner is extremely dangerous. For every round the dart is held in the mouth, there is a 5% chance it will deliver its poison. Noticing a hidden assassin's dart requires a Search check (DC 25).

Deathsphere, Nothrog: These solid steel or stone balls have small handles attached; they can never be used with two hands. In melee, they work like a mace with a very short handle. When thrown, they are either hurled with an underhand swing or tossed like a shotput. Despite its size, a deathsphere is never considered light for the purposes of two-weapon fighting.



Doublespear, Llyran: A Llyran doublespear is a double weapon. Characters can fight with it as if fighting with two weapons, but incur all the normal attack penalties associated with fighting with two weapons, as if they were wielding a one-handed weapon and a light weapon (*see Attacking with Two Weapons on page 160 of Player's Handbook*). A creature using a double weapon in one hand, such as a Large Nothrog using a Llyran doublespear, cannot use it as a double weapon.

Escrima stick, Nothrog: Usually made of bamboo or other light wood, a Nothrog escrima stick is about half the length of a quarterstaff (2–3 feet). A monk may use a Nothrog escrima stick and still use his unarmed base attack and better number of attacks per round.

A character with the Weapon Finesse feat may apply his Dexterity modifier instead of his Strength modifier to attack rolls with a Nothrog escrima stick.

Falchion: This sword, essentially a two-handed scimitar, has a curve that gives it an effectively keener edge.

Flail, Dire: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon — only one end of the weapon can be used in any given round.

When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

Flail or Heavy Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

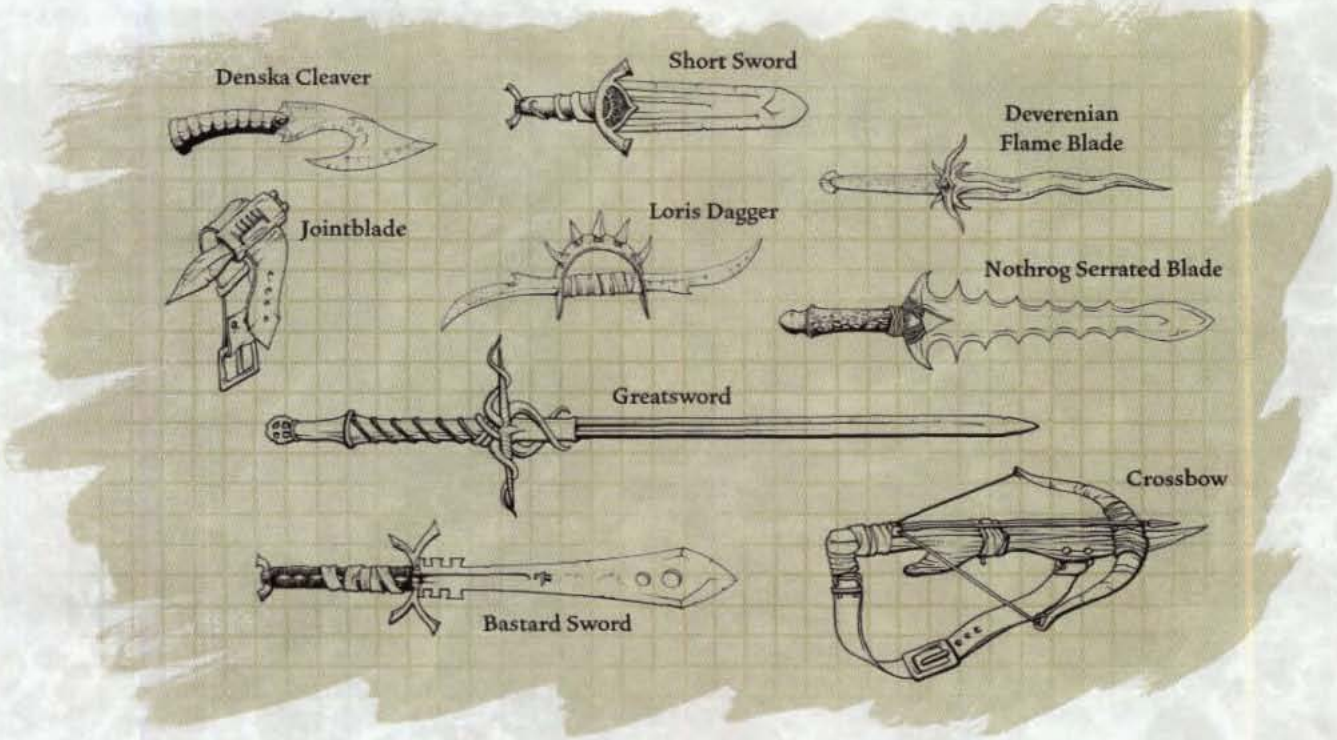
Greatclub: A greatclub is a two-handed version of a regular club. It is often studded with spikes or ringed with iron bands.

Guisarme: A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Halberd: If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Hammer, Light: This is a small sledge light enough to throw.



Javelin: Since it is not designed for melee, you are treated as nonproficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

Jointblade: Similar to armor spikes, a jointblade is a dagger-length blade held in a spring-loaded wooden sheath strapped below an elbow or knee. The sheath and dagger is hidden under clothes or armor until the wearer releases the spring, often with the twist of a muscle. An opponent cannot disarm a jointblade, and spotting a still-hidden jointblade requires a Search check (DC 18). The spring of a jointblade is strong enough to force the blade into flesh, so that trying to keep one from springing out with a hand (for example) results in automatic damage.

Kama: The kama is a special monk weapon. This designation gives a monk wielding a kama special options.

You can use a kama to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

Katana: While functionally a bastard sword, this sword is the most masterfully made nonmagical weapon in existence. It counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls. A katana is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium creature can use a katana two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. With Exotic Weapon Proficiency (katana), a Medium creature can use it in one hand. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Kukri: This heavy, curved dagger has its sharp edge on the inside of the curve.

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. While mounted, you can wield a lance with one hand.

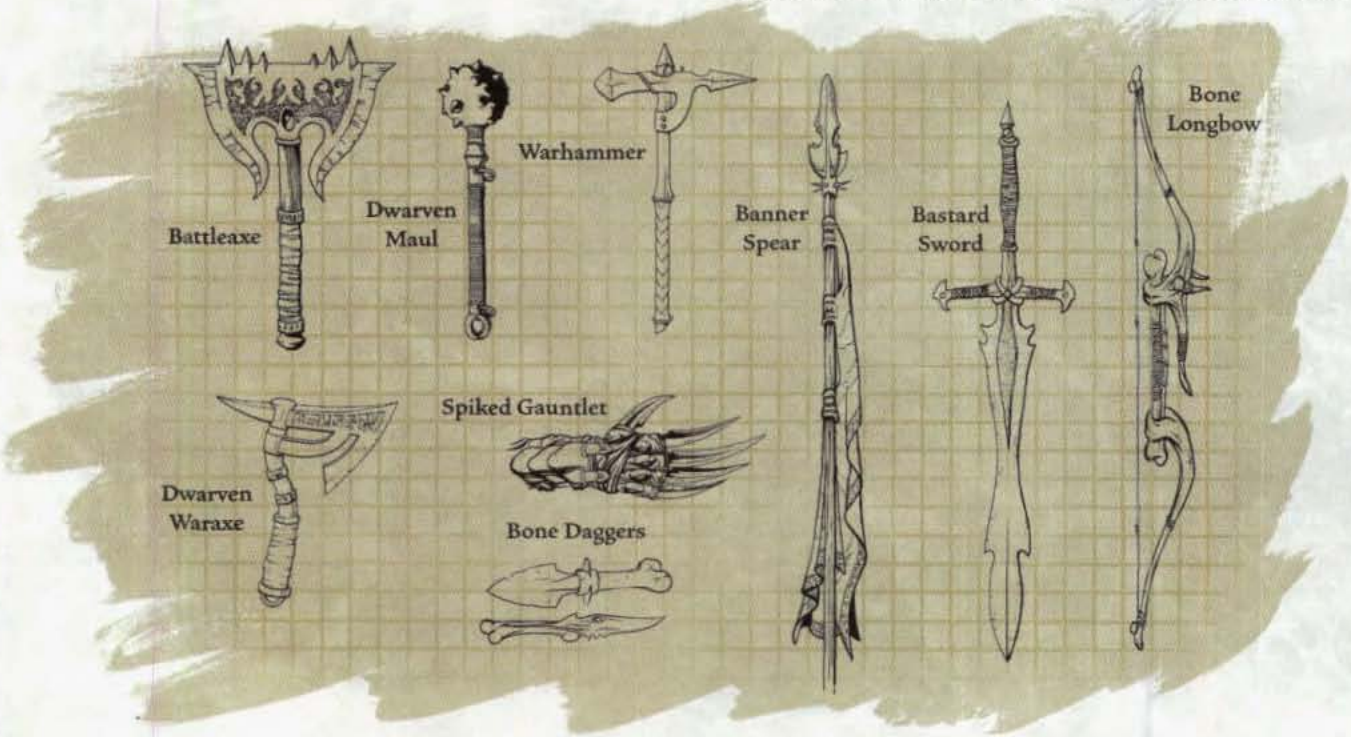
Longbow: You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (*see below*) but not a regular longbow.

Longbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Mace, Nothrog: A Nothrog mace is a double weapon. Characters can fight with it as if fighting with two weapons, but incur all the normal attack penalties associated with fighting with two weapons, as if they were wielding a one-handed weapon and a light weapon (*see Attacking with Two Weapons on page 160 of Player's Handbook*). A creature using a double weapon in one hand, such as a Large Nothrog using a Nothrog mace, cannot use



it as a double weapon.

The mace's blunt end is a bludgeoning weapon that deals 1d8 points of damage (×2 critical). Its other end has a short spear point that deals 1d6 points of piercing damage (×3 critical). Either head can be the primary weapon. The other head is the off-hand weapon.

Maul, dwarven: A dwarven maul is too heavy to use in one hand without military training. A Medium character can use a dwarven maul two-handed as a simple weapon, or one-handed as a martial weapon.

Needles, Blowgun: These 2-inch-long iron needles are sold in small wooden cases of 20. A full case is so light that its weight is negligible. The tips of the needles are often coated with poison such as greenblood oil, bloodroot, blue whinnis, shadow essence, or even deathblade.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Nunchaku: The nunchaku is a special monk weapon. This designation gives a monk wielding a nunchaku special options. With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Pick, Heavy or Light: A pick concentrates its force on a small, penetrating point. A light or heavy pick resembles a miner's pick but is specifically designed for war.

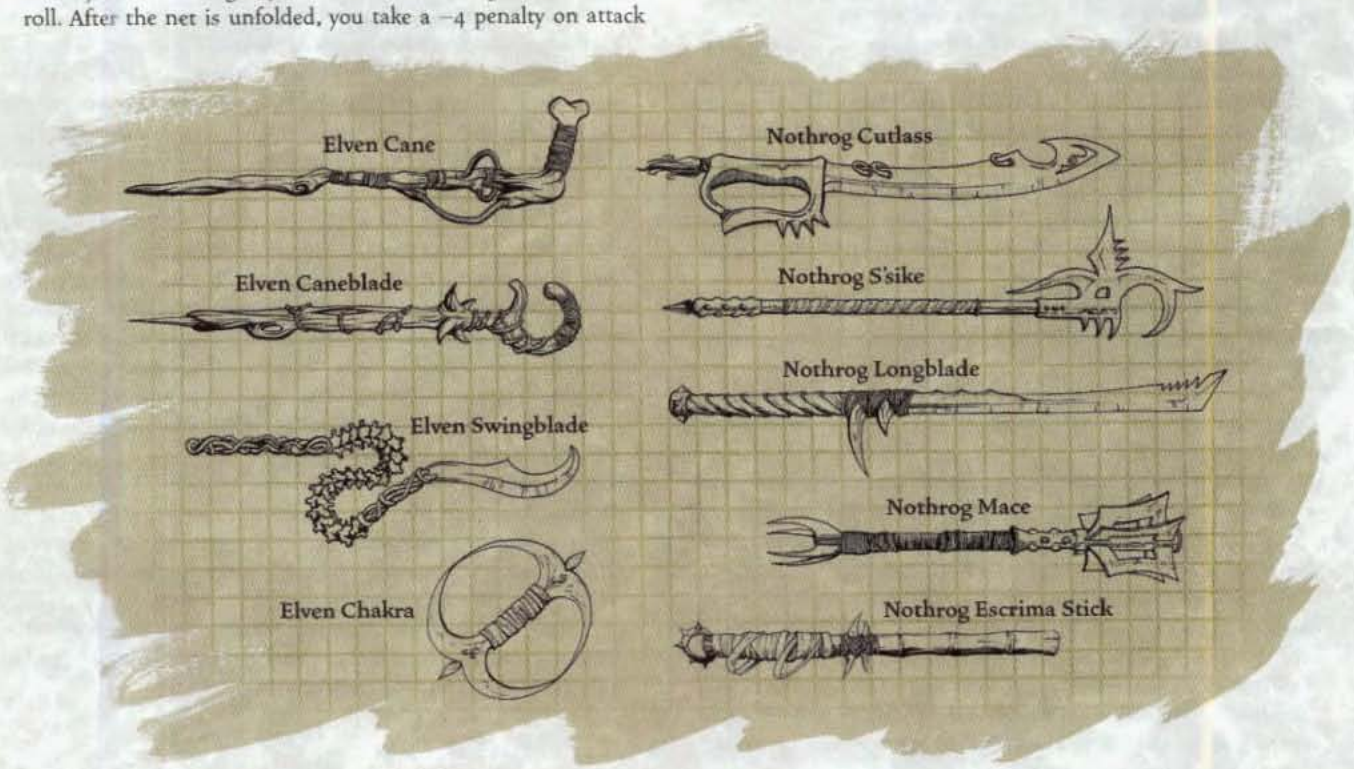
Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon — only one end of the weapon can be used in any given round.

The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.

Ranseur: A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.
With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Rapier: You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1½ times your Strength bonus to damage.

Sai: With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).



The sai is a special monk weapon. This designation gives a monk wielding a sai special options.

Sap: A sap comes in handy when a character wants to knock an opponent out instead of killing him.

Scimitar: The curve on this blade makes the weapon's edge effectively sharper.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (*see next page*) but not a regular shortbow.

Shortbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

Shortspear: A shortspear is small enough to wield one-handed. It may also be thrown.

Shuriken: A shuriken is a special monk weapon. This designation gives a monk wielding shuriken special options. A shuriken can't be used as a melee weapon.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them and what happens to them after they are thrown.

Siangham or Nimbic Siangham: The siangham is a special monk weapon. This designation gives a monk wielding a siangham special options.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a –1 penalty on attack rolls.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Spear, banner: Deverenian standard-bearers prefer to march into battle wielding these, rather than the blunt poles the other factions use to carry military standards. A banner spear can be used as a longspear without special training. As an exotic weapon, the character can throw the banner spear. Usually, the banner is held when the spear is thrown, allowing the spear to be pulled back into the character's hand as a move action. Assume that banners are no more than 20 feet long, limiting the spear's range to that length.

Spear, chained: A normal shortspear with a 5-foot length of chain attached a foot below the tip, the chained spear can be used either as a spear or as a flail. The spear deals 1d8 points of piercing damage (×3 critical). Using the attached chain deals 1d6 points of bludgeoning damage (×2 critical). When using the chain, the chained spear has reach. Characters can attack opponents 10 feet away with it. Unlike other weapons with reach, however, the chain can also be used against an adjacent foe.

A character with the Weapon Finesse feat may apply his Dexterity modifier instead of his Strength modifier to attack rolls with the chain attack of a chained spear.

Spear, Havat-lahn: The tip of a Havat-lahn spear has a 2-foot blade that extends down the haft, allowing both piercing and slashing attacks. The slashing attack of a Havat-lahn spear deals 1d8 points of damage (×2 critical). A Havat-lahn spear has reach. Characters may attack opponents 10 feet away with it. Characters may also attack adjacent foes using the slashing blade of the spear, but suffer a –2 circumstance penalty on the attack roll.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor for details.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

S'sike, Nothrog: Designed both for attack and defense, the Nothrog s'sike can either provide a +1 shield bonus to AC or can be swung as a weapon. The s'sike is too small to make a shield bash attack. In a round that the s'sike is used as a weapon, its shield bonus to AC is lost. A regular shield can be carried in addition to the s'sike, but the character does not gain the benefits of both.

Staff, chained: This is a quarterstaff with a 5-foot length of chain attached to one end. As a quarterstaff, the chained staff is a double weapon. Characters can fight with it as if fighting with two weapons, but incur all the normal attack penalties associated with fighting with two weapons, as if they were wielding a one-handed weapon and a light weapon (*see Attacking with Two Weapons on page 160 of Player's Handbook*). A creature using a double weapon in one hand, such as a Large Nothrog using a chained staff, cannot use it as a double weapon.

Using the attached chain deals 1d6 points of bludgeoning damage (×2 critical). When using the chain, the chained staff has reach. Characters can attack opponents 10 feet away with it. Unlike other weapons with reach, however, the chain can also be used against an adjacent foe.

A character with the Weapon Finesse feat may apply his Dexterity modifier instead of his Strength modifier to attack rolls with the chain attack of a chained staff.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at his option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

Swingblade, elven: Essentially a crescent sword on a length of chain, the elven swingblade generates as much inertial force as a polearm. The elven swingblade has reach. Characters can strike foes 10 feet away with it. By pulling in on the length of chain, they can also attack adjacent opponents. Because of the difficulty of using a swingblade effectively, non-proficient characters are almost as dangerous to themselves as their enemies. Such a character suffers an additional –2 circumstance penalty to attack rolls, beyond the normal non-proficiency penalties for using an exotic weapon untrained.

Characters can make trip attacks with the swingblade by using the chain to wrap around your enemy's legs. If a character is tripped during his own trip attempt, the swingblade can be dropped to avoid being tripped.

A character with the Weapon Finesse feat may apply his Dexterity modifier instead of his Strength modifier to attacks with a swingblade.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, chained: This specially reinforced longsword has a 5-foot length of chain added near the extra wide square tip. The chain adds mass and momentum to attacks made with the sword blade, resulting in increased damage. Characters unused to having the extra mass extending beyond the sword's blade suffer an additional –3 circumstance penalty to attack rolls, beyond the normal non-proficiency penalties for using an exotic weapon untrained. Using the attached chain deals 1d6 points of bludgeoning damage (×2 critical). When using the chain, the chained sword has reach. Characters can attack opponents 10 feet away with it. Unlike other weapons with reach, however, the chain can also be used against an adjacent foe.

A chained sword is too heavy to use in one hand without special training. A Medium character can use a chained sword two-handed as a martial weapon, or one-handed as an exotic weapon. A Large creature can use the chain sword one-handed as a martial weapon.

A character with the Weapon Finesse feat may apply his Dexterity modifier instead of his Strength modifier to attack rolls with the chain attack of a chained sword.

Sword, crescent: Like the Loris dagger, a crescent sword's handle is in the center of the weapon. A curved blade juts out beyond the handle at either end, connecting with a gentle arc in front. The crescent sword can make piercing attacks with its points sticking out beyond the handle, dealing 1d8 points of damage (×2 critical). It can also deal 1d6 points of slashing damage along its long blade (18-20/×2 critical). Many who use the crescent sword prefer to fight with one in each hand.

Sword, Short: This sword is popular as an off-hand weapon or as a primary weapon for Small characters.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Urgrosh, Dwarven: A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon — only one end of the weapon can be used in any given round.

If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

Dwarves treat dwarven urgroshes as martial weapons.

Wakizashi: This slightly curved short sword is made with a skill only masterful weaponsmiths possess. It counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Waraxe, Dwarven: A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

Weapon Accessories

These weapon accessories can be added to most weapons at the time of creation for an additional cost. (*See* TABLE 6-6: *Weapon Accessories and Features*).

Assassin's point: Adding an assassin's point to a weapon costs 50 gp, but finding a blacksmith willing to make such a modification requires a Gather Information check (DC 20). This tiny hole holds poison in the tip of a weapon's blade. The addition of an assassin's point reduces the chance of the character accidentally poisoning himself to 2%. Many Deverenian nobles, Elves, and mercenary companies keep blacksmiths on retainer to create assassin's points when necessary.

Barbed tip: A barbed weapon, when pulled free, deals its base damage again, without any modifiers (not even enhancement bonuses). In a typical battle a barbed weapon deals its initial damage, plus one extra die of damage (without any modifiers) in a single round. A character struck by a barbed weapon may make an opposed Strength check against the attacker in order to hold the weapon in place in the wound and prevent the additional damage. Only a piercing weapon with a haft (not a dagger or sword, for example) can be fitted with a barbed tip instead of a normal one. A barbed weapon costs double.

Basket hilt: Running from crossguard to pommel, a basket hilt engulfs the hand wielding the sword. A basket hilt adds a +2 circumstance bonus to resist a disarm attempt. In addition, the sword's wielder may make an unarmed attack using the cage of the basket hilt. When used in this manner, the basket hilt is considered to be a gauntlet that all characters are not proficient with, and thus suffer a −4 penalty on their attack rolls. The Exotic Weapon Proficiency feat can be gained in punching with a basket hilt.



Blade slit: A blade slit runs about half the length of the blade, centered between grip and tip. Some have a hole at the grip end large enough for a rope to pass through. Weapons with a rope hole usually have a similar hole in the scabbard, so it may be used even when the sword is sheathed. Most warriors consider blade slits decorations, but clever ones find uses for them. Rangers and rogues often employ blade slits to secure a rope. Blade slits are popular throughout the Free Kingdoms, and are especially prized in Llyr.

Crossguard spikes: Running parallel to the blade from the ends of the crossguard, these spikes are used to disarm opponents. They give a +2 circumstance bonus to disarm attempts. Warriors from all factions use crossguard spikes, but humans seem to prefer them over other races.

Haft banding: Thick iron bands wrapped around the long shafts of spears and polearms strengthen and protect them. Haft banding provides +1 hardness to the weapon.

Hammer spike: Rather than carrying an extra weapon made for piercing, some dwarves prefer to add a spike at the top of their hammer's head, directly above the handle. The spike deals 1d4 points of piercing damage and is considered a martial weapon. Spikes are commonly seen on hammers, but they can also be placed atop maces and axes.

Hollow grip: Capped with a latching pommel, or in the case of dwarven swords a screw on pommel, a hollow grip allows the weapon's bearer to hide small items. For most swords, the hollow grip can only hold a few coins, a ring, or similarly small objects. The handles of bastard swords and greatswords can hold objects up to the size of a potion vial. The cost listed is to add a hollow grip to an existing sword. To craft a new sword with a hollow grip, add 5 gp to the price. A new sword can be crafted with a long handle which can hold an object up to the size of a potion vial.

Masterwork: A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls.

You can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (*see the Craft skill*). The masterwork quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (+600 gp).

Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All magic weapons are automatically considered to be masterwork quality. The enhancement bonus granted by the masterwork quality doesn't stack with the enhancement bonus provided by the weapon's magic.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.

Staff head, decorative: Used to increase the value of a staff or similar object, a decorative staff head of high enough value can impress others. Most decorative staff heads are made of precious metals, elaborately carved, and studded with gems. For every 1,000 gp of value in a decorative staff head, the wielder receives a +1 competence bonus (maximum +5) to Charisma-based skills when dealing with creatures of the same type. Decorative staff heads worth less than 1,000 gp increase the value of the item they are added to, but have no other effects. A staff head may be added to a cane, rod, staff, or wand. Though created and favored by elves, Deverenian nobles and some mercenary leaders favor them as well.

Staff head, martial: Designed for function over form, a martial staff head adds a heavy weight and occasionally short spikes or spines to the end of a staff or similar item. A martial staff head increases the damage die for the weapon by one step. For example, a quarterstaff shod with a martial staff head deals 1d8 points of damage instead of 1d6. For items not usually intended for melee combat (such as most rods and wands), the addition of a martial staff head makes the item the equivalent of a light mace. Dwarven clerics first created these weapon additions, but clerics and wizards of all factions use them now.

TABLE 6–6: WEAPON ACCESSORIES AND FEATURES

Accessory	Cost	Weight
Assassin's point	50 gp	—
Barbed tip	×2	—
Basket hilt	8 gp	½ lb.
Blade slit	10–20 gp	—
Crossguard spikes	5 gp	½ lb.
Haft banding	5–10 gp	3–5 lb.
Hammer spike	3 gp	1 lb.
Hollow grip	30 gp	—
Masterwork	300 gp	—
Staff head, decorative	50+ gp	½ lb.
Staff head, martial	6 gp	2 lb.

Armor

Armor protects you in combat, but it can also slow you down. See TABLE 6-7: Armor and Shields for the list of armors available. The information given on this table is for armor sized to fit Medium creatures. The time it takes to get into or out of armor depends on its type (*see Table 6-8: Donning Armor*).

Armor Qualities

Depending on a character's class, the character may be proficient in the use of all, some, or no armors, including shields. To wear heavier armor effectively, select the Armor Proficiency feats.

Cost: The cost of the armor.

Armor/Shield Bonus: The protective value of the armor. Bonuses from armor and a shield stack. This bonus is an armor bonus, so it does not stack with other effects that increase an armor bonus, such as the *mage armor* spell or *bracers of armor*.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing a character's ability to dodge blows.

Even if a Dexterity bonus drops to 0, a character is not considered to have lost the Dexterity bonus.

Shields: Shields do not affect the maximum Dexterity bonus.

Armor Check Penalty: Anything heavier than leather hurts the ability to use some skills.

Skills: The armor check penalty number is the armor check penalty applied to certain skill checks.

Shields: Both armor check penalties apply to a character wearing both armor and a shield.

Nonproficient with Armor Worn: If armor is worn with which a character is not proficient, the character suffers the armor's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

Sleeping in Armor: If a character sleeps in a suit of armor with an armor check penalty of –5 or worse, the character is automatically fatigued the next day. The character suffers a –2 penalty on Strength and Dexterity, and can't charge or run.

Arcane Spell Failure: Armor interferes with the gestures that are needed to make to cast an arcane spell.

Casting an Arcane Spell in Armor: When casting an arcane spell while wearing armor, a character must make an arcane spell failure roll. The percentage under Arcane Spell Failure is the chance that the spell fails and is ruined. If the spell lacks a somatic (S) component it can be cast without making the arcane spell failure roll.

Shields: Spell failure chances stack for a character wearing both armor and a shield.

Speed: Medium and heavy armor slows a character down. The number on TABLE 6–7: Armor is a character's top speed while wearing the armor.

Shields: Shields do not affect speed.

Weight: The weight of the armor. Armor fitted for Small characters weighs half as much.

Getting Into and Out of Armor

The time required to don and remove armor depends on its type; see TABLE 6-8: Donning Armor.

Don: This column records how long it takes to put the armor on. (One minute is 10 rounds.)

Don Hastily: This column records how long it takes to put the armor on in a hurry. Hastily donned armor has an armor check penalty and armor bonus each 1 point worse than normal.

Remove: This column records how long it takes to get the armor off.

TABLE 6–7: ARMOR AND SHIELDS

Armor	Cost	Armor/Shield Bonus	Max Dex Bonus	Armor Check Penalty	Arcane spell Failure chance	— Speed — (30ft)	(20ft)	Weight
Light armor								
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	–1	15%	30 ft.	20 ft.	20 lb.
Chain shirt	100gp	+4	+4	–2	20%	30 ft.	20 ft.	25 lb.
Medium armor								
Hide	15 gp	+3	+4	–3	20%	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	–4	25%	20 ft.	15 ft.	30 lb.
Chainmail	150gp	+5	+2	–5	30%	20 ft.	15 ft.	40 lb.
Breastplate	200gp	+5	+3	–4	25%	20 ft.	15 ft.	30 lb.
Heavy armor								
Splint mail	200gp	+6	+0	–7	40%	20 ft.*	15 ft.*	45 lb.
Banded mail	250gp	+6	+1	–6	35%	20 ft.*	15 ft.*	35 lb.
Half–plate	600gp	+7	+0	–7	40%	20 ft.*	15 ft.*	50 lb.
Full plate	1,500gp	+8	+1	–6	35%	20 ft.*	15 ft.*	50 lb.
Shields								
Buckler	15 gp	+1	—	–1	5%	—	—	5 lb.
Shield, small, wooden	3 gp	+1	—	–1	5%	—	—	5 lb.
Shield, small, steel	9 gp	+1	—	–1	5%	—	—	6 lb.
Shield, large, wooden	7 gp	+2	—	–2	15%	—	—	10 lb.
Shield, large, steel	20 gp	+2	—	–2	15%	—	—	15 lb.
Shield, tower	30 gp	+4**	—	–10	50%	—	—	45 lb.
Extras								
Armor spikes	+50gp	—	—	—	—	—	—	+10lb.
Gauntlet, locked	8 gp	—	—	Special	†	—	—	+5lb.
Shield spikes	+10gp	—	—	—	—	—	—	+5lb.

* When running in heavy armor, a character moves only triple speed, not quadruple.
** A tower shield can instead grant you cover. See the description.
† Hand not free to cast spells.

Bonemail

Bonemail is available to Elven characters (and only Elven characters) in a variety of forms comparable to chain shirt, scale mail, chainmail, splint mail and banded mail. The cost for the Bonemail is multiplied by ×0.25 and the weight is multiplied by ×0.75. Additionally in each instance the armor value of the armor is reduced by 1 and the Max Dex rating of the armor is increased by 1. Further the armor check penalty of the armor is reduced by 1 and the Max Speed ratings of the armor are increased by 5. Bonemail comparable to banded mail would have the following game effects cost: 62.5gp, Armor Bonus: +5, Max Dex Bonus+2, Armor Check Penalty: –5, Max Speed (30 ft.)25 ft. * (20 ft.) 20 ft.*, Weight: 26.25 lb. Shields made from bone are treated as though they were made from wood for game effect purposes.

Armor for Unusual Creatures

The information on TABLE 6–7: Armor is for Medium creatures. Armor for Tiny or smaller creatures costs half as much as that for Medium creatures, provides half as much protection, and weighs one-tenth or less as much. Armor for Large characters costs double and weighs twice as much, and for Huge creatures it costs quadruple and weighs five times as much. Armor for even larger creatures must be specially made and has no standard price or weight.

Armor for a nonhumanoid creature costs twice as much as the same armor for a humanoid.

TABLE 6–8: DONNING ARMOR

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute*
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes*	1 minute	1 minute*
Half-plate or full plate	4 minutes**	4 minutes*	1d4+1 minutes*

*If a character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

**A character must have help to don this armor. Without help, it can only be donned hastily.

Armor Descriptions

The types of armor found on TABLE 6–7: Armor are described below.

Armor Spikes: Spikes can be added to armor. They deal 1d6 points of piercing damage (×2 critical) with a successful grapple attack. The spikes count as a martial weapon. If a character is not proficient with them, the character suffers a –4 penalty on grapple checks when trying to use them. A regular melee attack (or off-hand attack) can be made with the spikes, and they count as a light weapon in this case.

An enhancement bonus on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Banded Mail: This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. It includes gauntlets.

Breastplate: A breastplate itself covers the front and back torso. It comes with a helmet and matching greaves (plates to cover the lower legs). A light suit or skirt of studded leather beneath the breastplate protects limbs without restricting movement much.

Buckler: This small metal shield is strapped to the forearm, so its wearer can still use the hand. A bow or crossbow can be used without penalty. An off-hand weapon can be used, but a –1 penalty on attack rolls is imposed because of the extra weight. This penalty stacks with those for fighting with the off hand and, if appropriate, for fighting with two weapons. If a weapon is used in the off-hand, the character doesn't get the buckler's AC bonus for the rest of the round.

Chain Shirt: A shirt of chainmail (*see below*) protects the torso while leaving the limbs free and mobile. A layer of quilted fabric underneath it prevents chafing and cushions the impact of blows. It comes with a steel cap.

Chainmail: This armor is made of interlocking metal rings. It includes a layer of quilted fabric underneath it to prevent chafing and to cushion the impact of blows. Several layers of mail are hung over vital areas. Most of the armor's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time. It includes gauntlets.

Full Plate: This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, heavy leather boots, and a visored helmet.

Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of (2d4)×100 gp.

Full plate is also known as field plate.

Gauntlet, Locked: This armored gauntlet has small chains and braces to which the wearer can attach his weapon. It adds a +10 bonus to any roll to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon



to a locked gauntlet is a full-round action that provokes attacks of opportunity. The price given is for a single locked gauntlet. The weight given only applies if the character is wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet the character already has as part of the armor.

While the gauntlet is locked, the hand it's on can't be used for casting spells or employing skills.

Like a normal gauntlet, a locked gauntlet deals normal damage rather than subdual damage with an unarmed strike.

Half-Plate: This armor is a combination of chainmail with metal plates covering vital areas. Buckles and straps hold the whole suit together and distribute the weight, but the armor still hangs more loosely than full plate. It includes gauntlets.

Hide: This armor is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in.

Leather: The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is softer and more flexible leather.

Padded: Padded armor features quilted layers of cloth and batting.

Scale Mail: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. It includes gauntlets.

Small Shield: A small shield's light weight lets a character carry other items in that hand (although the character still cannot use a weapon in that hand).

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks (such as *warp wood* and *heat metal*).

Shield Bash Attacks: Characters can bash opponents with a shield, using it as an off-hand weapon. A Medium character deals 1d4 points of damage (×2 critical) with a large shield or 1d3 (x2 critical) with a small one. (The tower shield cannot be used to perform the bash action.) A Small character deals 1d3 points of damage (x2 critical) with a large shield or 1d2 (×2 critical) with a small one. Used this way, the shield is a martial bludgeoning weapon. For purposes of attack penalties, treat a shield as a light weapon. If the shield is used as a weapon, the character loses its AC bonus until his next action (usually until the next round).

Large Shield: A large shield is too heavy to use the shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks (such as *warp wood* and *heat metal*).

Shield Bash Attacks: Characters can bash opponents with a shield, using it as an off-hand weapon. A Medium character deals 1d4 points of damage (×2 critical) with a large shield or 1d3 (x2 critical) with a small one. (The tower shield cannot be used to perform the bash action.) A Small character deals 1d3 points of damage (x2 critical) with a large shield or 1d2 (×2 critical) with a small one. Used this way, the shield is a martial bludgeoning weapon. For purposes of attack penalties, treat a shield as a light weapon. If the shield is used as a weapon, the character loses its AC bonus until his next action (usually until the next round).

Shield Spikes: These spikes turn a shield into a martial piercing weapon that deals 1d6 points of damage (×2 critical) no matter whether the shield is small or large. Buckler and tower shields cannot have shield spikes.

Shield, Tower: This massive wooden shield is nearly as tall as the wielder. Basically, it is a portable wall meant to provide cover. It can provide up to total cover, depending on how far a character comes out from behind it. A tower shield does not provide cover against targeted spells; a spellcaster can cast a spell on a character by targeting the shield. A tower shield cannot be used for the shield bash action.

Splint Mail: This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chainmail protects the joints. It includes gauntlets.

Studded Leather: This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.

Special and Superior Items

TABLE 6–9: SPECIAL AND SUPERIOR ITEMS

Weapon or Armor	Cost
Weapon, masterwork	+300 gp*
Arrow, bolt, or bullet, masterwork	7 gp
Arrow, bolt, or bullet, silvered	1 gp
Dagger, silvered	10 gp
Mighty composite shortbow	
(+1 Str bonus)	150 gp
(+2 Str bonus)	225 gp
Mighty composite longbow	
(+1 Str bonus)	200 gp
(+2 Str bonus)	300 gp
(+3 Str bonus)	400 gp
(+4 Str bonus)	500 gp
Armor or shield, masterwork	+150 gp

TABLE 6–10: GRENADELIKE WEAPONS

Weapon*	Cost	Damage: Direct Hit	Damage: Splash	Range Increment	Weight
Acid (flask)	10 gp	1d6	1 pt**	10 ft.	1¼ lb.
Alchemist's fire (flask)	20 gp	1d6	1 pt**	10 ft.	1¼ lb.
Holy water (flask)	25 gp	2d4	1 pt**	10 ft.	1¼ lb.
Tanglefoot bag	50 gp	Entangles	—	10 ft.	4 lb.
Thunderstone	30 gp	Sonic	—	20 ft.	1 lb.

*Grenadelike weapons require no proficiency to use. See text for full details on using these weapons.

**Grenadelike weapons deal splash damage to all creatures within 5 feet of where they land.

Armor or Shield, Masterwork: These well-made items function like the normal versions except that their armor check penalties are reduced by 1.

Arrow, Bolt, or Bullet, Masterwork: A masterwork projectile functions like a normal projectile of the same type except that it is so aerodynamically sound that a +1 bonus on attack rolls is added when using it. This bonus stacks with any bonus a character might get by using a masterwork bow, crossbow, or sling. The projectile is damaged (effectively destroyed) when it is used.

Arrow, Bolt, or Bullet, Silvered: A silvered projectile functions like a normal projectile, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons.
Dagger, Silvered: A silvered dagger functions like a normal dagger, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons.

Holy Water: Holy water damages undead and evil outsiders almost as if it were acid. Typically, a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider on a direct hit or 1 point of damage if it splashes such a creature. Also, holy water is considered *blessed*, which means it has special effects on certain creatures. A flask of holy water can be thrown as a grenadelike weapon. A flask breaks if thrown against the body of a corporeal creature, but against an incorporeal creature, the flask must be opened and the holy water poured out onto it. Thus, a character can only douse an incorporeal creature with holy water if he is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

Temples to good deities sell holy water at cost because they are happy to supply people with the tools they need to battle evil.

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube. The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod: This 1-foot-long gold-tipped iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: This round leather bag full of alchemical goo is thrown like a grenadelike weapon. When the bag is thrown against a creature (as a ranged touch attack), the bag comes apart and the goo bursts out, entangling the target and hardening on exposure to air. An entangled creature suffers a –2 penalty to attack rolls and a –4 penalty to effective Dexterity. The entangled character must make a Reflex save (DC 15) or be glued to the floor, unable to move. Even with a successful save, it can only move at half speed.

A character who is glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon. A character trying to scrape goo off himself, or another character assisting, does not need to make an attack roll; hitting the goo is automatic, after which the character who hit makes a damage roll to see how much of the goo he scraped off. Once free, a character can move at half speed. A character capable of spellcasting who is bound by the goo must make a Concentration check (DC 15) to cast a spell. The goo becomes brittle after 10 minutes and can simply be brushed off.

Thunderstone: This stone is thrown like a grenadelike weapon. When it strikes a hard surface (or is struck hard), it creates a deafening bang (a sonic attack). Creatures within a 10-foot radius must make Fortitude saves (DC 15) or be deafened. Deaf creatures, in addition to the obvious effects, suffer a –4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that they try to cast.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one takes at least a standard action.

Goods and Services

Weights for all the items listed on TABLE 6–11 and 6–12 are their filled weights (except where otherwise designated).

TABLE 6–11: GOODS AND SERVICES (ADVENTURING GEAR)

Item	Cost	Weight
Acid (flask)	10 gp	*
Adventuring Harness		
Basic	20 gp	5 lb.
Druid's	20 gp	4 lb.
Nothrog	20 gp	5 lb.
Ranger's	25 gp	6 lb.
Rogue's	35 gp	6 lb.
Spellcaster's	25 gp	4 lb.
Alchemist's fire (flask)	20 gp	*
Antitoxin (vial)	50 gp	*
Backpack (empty)	2 gp	2 lb.
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.
Bell	1 gp	*
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	*
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Camping Kit	40 gp	10 lb.
Refill Kit	15 gp	7 lb.
Candle	1 cp	*
Item	**Cost**	**Weight**
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	½ lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	*
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	*
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask	3 cp	*
Flint and steel	1 gp	*
Grappling hook	1 gp	4 lb.

Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	*
Inkpen	1 sp	*
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock†		
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	½ lb.
Mug/tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	*
Parchment (sheet)	2 sp	*
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	½ lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt	1 gp	3 lb.
Ram, portable	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb.
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	½ lb.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	*
Signal whistle	8 sp	*
Signet ring†	5 gp	*
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb.
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	*
Waterskin	1 gp	4 lb.
Whetstone	2 cp	1 lb

*No weight worth noting.

TABLE 6–12: GOODS AND SERVICES (CONTAINERS AND CARRIERS)

Item	Cost	Weight	Holds or Carries
Drygoods			
Backpack	2 gp	2 lb.	1 cu. ft.
Barrel	2 gp	30 lb.	10 cu. ft.
Basket	4 sp	1 lb.	2 cu ft.
Bucket	5 sp	2 lb.	1 cu. ft.
Chest	2 gp	25 lb.	2 cu. ft.
Pouch, belt	1 gp	½ lb.	⅕ cu. ft.
Sack	1 sp	½ lb.	1 cu. ft.
Saddlebags	4 gp	8 lb.	5 cu. ft.
Spell component pouch	5 gp	¼ lb.	1/8 cu. ft.
Liquids			
Bottle, wine, glass	2 gp	*	1½ pints
Flask	3 cp	*	1 pint
Jug, clay	3 cp	1 lb.	1 gallon
Mug/tankard, clay	2 cp	*	1 pint
Pitcher, clay	2 cp	1 lb.	½ gallon
Pot, iron	5 sp	2 lb.	1 gallon
Vial, ink or potion	1 gp	*	1 ounce
Waterskin	1 gp	*	½ gallon

*No weight worth noting.

Adventuring Gear

Acid: A flask of acid is thrown like a grenadelike weapon.

Adventuring Harnesses: The adventuring harness consists of numerous straps, pockets, and attachment points, allowing the wearer to keep a number of items nearby without interfering with movement or combat. Several different configurations of the basic adventuring harness exist, each custom-fit to a specific class or group. They are further customizable to allow the individual wearer to configure the harness for maximum usability. All prices shown are for Medium harnesses. Small harnesses cost and weigh half as much, while Large harnesses are cost and weigh twice as much. Wearing any harness other than those meant for rogues applies a –2 circumstance penalty to the wearer's Move Silently check.

All harnesses have the same basic shape: two straps worn over the shoulders connecting to a thick belt that fastens about the waist. Depending on the specific harness, the straps and belt vary in weight, strength, and material. Small straps allow the wearer to tie various small items (such as scroll tubes) to A small pouch on a harness can hold up a half pound of gear no larger than 10 candles or a potion bottle; a medium pouch holds twice that amount (a pound of gear no larger than 20 candles), and a large harness pouch can contain four times as much (two pounds and 40 candles). Connection points allow for things such as a length of rope, a belt pouch, or similar items to be tied to the harness.

A harness lets its wearer access certain items hung from it as either a move-equivalent or a free action. In the descriptions below, different connection points, pouches, and tie-down straps are identified as being on the front of the shoulder straps, the back of the shoulder straps, or the belt. Items attached, held, or hung from the front of the shoulder straps can be retrieved as a free action; those on the belt require a move action, and those on the back of the shoulder straps require a full-round action.

Basic Harness: Two thin straps of leather hold the basic harness tight to its wearer's shoulders and chest. Each strap has a connection point, small pouch, and tie-down strap on the front. The backs of the shoulder straps have two connection points, a large pouch, and two tie-down straps. The thick leather belt has five connection points evenly distributed around it and three locations where a scabbard or sheath can hang.

Druid's Harness: A druid's harness has all the features of a basic harness while being completely metal-free.

Nothrog Harness: Nothrog often have thicker bodies than most other humanoids, so the Nothrog harness fits more loosely over the shoulders and chest. The wide, thick belt has five locations

where a scabbard or sheath can hang. A quick-release connection point at the rear of the shoulder straps allows the scabbards of large weapons to be worn across the back. Finally, the Nothrog harness has two medium pouches on the front of its shoulder straps, rather than the small pouches of the basic harness. In all other ways, it functions like the basic harness.

Ranger's Harness: The ranger's harness has thick silk shoulder straps that cross at the mid-back, and adds two straps that hang down from the wide belt and tie around the wearer's thighs. Where the shoulder straps meet in the back hangs a thick steel ring. Other steel rings dangle off the harness. These rings hold ropes taut, granting the wearer a +2 circumstance bonus when making a Climb check using rope. In addition, the wearer can let go of the rope without falling, allowing him to retain his Dexterity bonus when attacked, as well as making a retaliatory strike.

Three connection points run down the front of the shoulder straps, as do a small and a medium pouch and two tie-down straps. The backs of the shoulder straps hold two connection points each, as well as a special removable pack half the size of a normal backpack that hangs between the two straps. The belt has two scabbard or sheath hangers, four connection points, a large pouch on the right-hand side, and three tie-down straps on the left. A small pouch hangs off the left leg strap, while the right leg strap has two tie-down straps.

Rogue's Harness: Also called a spider, the rogue's harness is identical to the ranger's harness, except that it has dozens of small leather cords and flaps of cloth to silence the equipment. It takes 1d4 minutes for a fully equipped rogue's harness to be silenced enough to remove the Move Silently penalty.

Spellcaster's Harness: This lightweight silk harness has all the same accessories as the basic harness, but also has two watertight scroll tubes connected to the front of each shoulder strap, four on the back, and six on the belt.

Alchemist's Fire: Alchemist's fire is a sticky substance that ignites when exposed to air. A flask of alchemist's fire is thrown like a grenadelike weapon.

On the round following a direct hit, the target takes an additional 1d6 points of damage. The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. It takes a successful Reflex save (DC 15) to extinguish the flames. Rolling on the ground affords the character a +2 bonus. Leaping into a lake or magically extinguishing the flames automatically smothers the flames.

Antitoxin: After drinking antitoxin, a character gets a +5 alchemical bonus on all Fortitude saves against poison for 1 hour.

Caltrops: Caltrops resemble large metal jacks with sharpened points rather than balls on the ends of their arms. They are essentially iron spikes designed so that one point is always facing up. Characters scatter them on the ground in the hope that enemies step on them or are at least forced to slow down to avoid them. One bag of caltrops (the 2-pound unit listed on TABLE 6–11: Goods and Services) covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), the creature may step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonus do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 1 day, until the creature is successfully treated with the Heal skill (DC 15), or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The GM judges the effectiveness of caltrops against unusual opponents.

Camping Kit: This metal case contains everything necessary to comfortably support three people encamped for a week. A new camping kit contains reusable cooking equipment and general comfort gear as well as food and other consumable stock. Two small pans, a pot, a rolled-up hammock, a small teapot, three spoons, six eating knives (if used as weapons: 1d3 piercing damage, critical ×2, Tiny size), six needles, a shovel, and three tin cups make up the reusable goods. The refill kit replenishes the brand new camping kit's several pounds of dried food, spices, flint and steel, half-pound of soap, thread, five candles, cotton patches for clothing, and bottle of inexpensive wine or ale.

Candle: A candle clearly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has a hardness of 10 and 5 hit points. It can be burst with a Strength check (DC 26).

Flask: A ceramic, glass, or metal container fitted with a tight stopper. It holds 1 pint of liquid.

Flint and Steel: Striking the steel and flint together creates sparks. By knocking sparks into tinder, a character can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Ink: This is black ink. Ink in other colors costs twice as much.

Jug, Clay: A basic ceramic jug fitted with a stopper. It holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates things in a 15-foot radius and burns for 6 hours on a pint of oil. It burns with a more even flame than a torch, but, unlike a lantern, it uses an open flame and it can spill easily, making it too dangerous for most adventuring. It can be carried in one hand.

Lantern, Bullseye: A bullseye lantern has only a single shutter, with its other sides being highly polished inside to reflect the light in a single direction. It illuminates a cone 60 feet long and 20 feet wide at the end, and it burns for 6 hours on a pint of oil. It can be carried in one hand.

Lantern, Hooded: A hooded lantern is a standard lantern with shuttered or hinged sides. It clearly illuminates a 30-foot radius and burns for 6 hours on a pint of oil. It can be carried in one hand.

Lock: A lock is worked with a large, bulky key. The DC to open this kind of lock with the Open Locks skill depends on the lock's quality: very simple (DC 20), average (DC 25), good (DC 30), amazingly good (DC 40).

Manacles and Manacles, Masterwork: These manacles can bind a Medium creature. The manacled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). To break the manacles requires success at a Strength

check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most manacles have locks; add the cost of the lock to the cost of the manacles.

For the same price, one can buy manacles for Small creatures. For Large creatures, manacles cost ten times this amount, and for Huge creatures, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can only be held by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. A flask of oil can be thrown like a grenadelike weapon: use the rules for alchemist's fire, except that it takes a full-round action to prepare a flask with a fuse. There is only a 50% chance that a thrown flask ignites successfully.

A pint of oil poured on the ground covers an area 5 feet square (provided the surface is smooth). If lit, the oil burns for 2 rounds and deals 1d3 points of damage to each creature in the area.

Piton: When a wall doesn't offer handholds and footholds, a climber can make his or her own. A piton is a steel spike with an eye through which a rope can be looped.

Ram, Portable: This iron-shod wooden beam is the perfect tool for battering down doors. Not only does it provide a +2 circumstance bonus on a Strength check to break open a door, but it allows a second person to help without having to roll, adding another +2 to the check.

Rope, Hemp: This rope has 2 hit points and can be burst with a successful Strength check (DC 23).

Rope, Silk: This rope has 4 hit points and can be burst with a successful Strength check (DC 24). It is so supple that it adds a +2 circumstance bonus to Use Rope checks.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Tent: This simple tent sleeps two.

Torch: A wooden rod capped with twisted flax soaked in tallow or a similar item. A torch clearly illuminates a 20-foot radius and burns for 1 hour.

Vial: A ceramic, glass, or metal vial fitted with a tight stopper. The stoppered container usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

TABLE 6–13: SPELLS FOR HIRE

Spell	Cost
Spell, 0-level	Caster level × 5 gp*
Spell, 1st-level	Caster level × 10 gp*
Spell, 2nd-level	Caster level × 20 gp*
Spell, 3rd-level	Caster level × 30 gp*
Spell, 4th-level	Caster level × 40 gp*
Spell, 5th-level	Caster level × 50 gp*
Spell, 6th-level	Caster level × 60 gp*
Spell, 7th-level	Caster level × 70 gp*
Spell, 8th-level	Caster level × 80 gp*
Spell, 9th-level	Caster level × 90 gp*

*See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not generally available.

Cost: This is how much it costs to get a spellcaster to cast a spell for hire. This cost assumes that a character can go to the spellcaster and have the spell cast at his convenience.

The cost listed is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of the component to the cost of the spell. If the spell requires a focus component (other than a divine focus), add ⅒ the cost of the focus to the cost of the spell. If the spell requires an XP cost, add 5 gp per XP lost.

TABLE 6–14: CLASS TOOLS AND SKILL KITS

Item	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb.
Disguise kit	50 gp	8 lb.
Healer's kit	50 gp	1 lb.
Holly and mistletoe	—	*
Holy symbol, wooden	1 gp	⅒ lb.
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	*
Tool, masterwork	+50 gp	*
Musical instrument, common	5 gp	3 lb.
Musical instrument, masterwork	100 gp	3 lb.
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	3 lb.
Spellbook, wizard's (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Water clock	1,000gp	200 lb.

* No weight worth noting, or no additional weight.

Alchemist's Lab: This includes beakers, bottles, mixing and measuring equipment and a miscellany of chemicals and substances. This is the perfect tool for the job, adding a +2 circumstance bonus to Craft (alchemy) checks, but it has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: This is the set of special tools needed for any craft. Without these tools, a character has to use improvised tools (–2 penalty on the Craft check) if the job can be done at all.

Artisan's Tools, Masterwork: As artisan's tools, but these are the perfect tools for the job, so the character gets a +2 circumstance bonus on the Craft check.

Climber's Kit: Special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing. This is the perfect tool for climbing, adding a +2 circumstance bonus to Climb checks.

Disguise Kit: A bag containing cosmetics, hair dye, and small physical props. This is the perfect tool for disguise, adding a +2 circumstance bonus to Disguise checks. It's exhausted after ten uses.

Healer's Kit: This kit is full of herbs, salves, bandages and other useful materials. It is the perfect tool for anyone attempting a Heal check, adding a +2 circumstance bonus to the check. It's exhausted after ten uses.

Holly and Mistletoe: Sprigs of holly and mistletoe are used by druids as the default divine focus for druid spells. Holly and mistletoe plants are easily found in wooded areas by druids, and sprigs from them are harvested essentially for free.

Holy Symbol, Silver or Wooden: A holy symbol focuses positive energy. Clerics use them as the focuses for their spells and as tools for turning undead. Each religion has its own holy symbol, and a sun symbol is the default holy symbol for clerics not associated with any particular religion.

A silver holy symbol works no better than a wooden one, but it serves as a mark of status for the wielder.

Unholy Symbols: An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead). A skull is the default unholy symbol for clerics not associated with any particular religion.

Magnifying Glass: This simple lens allows a closer look at small objects. It is useful as a substitute for flint, steel, and tinder when starting fires (though it takes light as bright as direct sunlight to focus, tinder to light, and at least a full-round action to light a fire with a magnifying glass). It grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem.

Musical Instrument, Common or Masterwork: A masterwork instrument is of superior make. It adds a +2 circumstance bonus to Perform checks and serves as a mark of status.

Scale, Merchant's: This scale includes a small balance and pans and a suitable assortment of weights. A scale grants a +2 circumstance bonus to Appraise checks involving items that are valued by weight, including anything made of precious metals.

Spell Component Pouch: A small, watertight leather belt pouch with many small compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses he needs except those that have a listed cost, divine focuses, or focuses that don't fit in a pouch.

Spellbook, Wizard's (Blank): A large leatherbound book that serves as a wizard's reference. A spellbook has 100 pages of parchment, and each spell takes up two pages per level (one page for 0-level spells).

Thieves' Tools: These are the tools needed to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer. Without them a character must improvise tools, and suffers a –2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job, adding a +2 circumstance bonus to a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water. It is primarily an amusement for the wealthy and a tool for the student of arcane lore. Most people have no way to tell exact time, and there's little point in knowing that it is 2:30 P.M. if nobody else does.

TABLE 6–15: CLOTHING

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.
Cleric's vestments	5 gp	6 lb.
Cold weather outfit	8 gp	7 lb.
Courtier's outfit	30 gp	6 lb.
Entertainer's outfit	3 gp	4 lb.
Explorer's outfit	10 gp	8 lb.
Monk's outfit	5 gp	2 lb.
Noble's outfit	75 gp	10 lb.
Peasant's outfit	1 sp	2 lb.
Royal outfit	200 gp	15 lb.
Scholar's outfit	5 gp	6 lb.
Traveler's outfit	1 gp	5 lb.

Artisan's Outfit: A shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. This outfit may include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: Ecclesiastical clothes for performing priestly functions, not for adventuring.

Cold Weather Outfit: A wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. Characters wearing a cold weather outfit add a +5 circumstance bonus to Fortitude saves against exposure to cold weather.

Courtier's Outfit: Fancy tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it. Without jewelry (costing perhaps an additional 50 gp), the character looks like an out-of-place commoner.

Entertainer's Outfit: A set of flashy, even gaudy, clothes for entertaining. While the outfit looks whimsical, its practical design lets a character tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn instead over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items a character might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. Though it looks casual, the outfit is designed to give a character maximum mobility, and it's made of high-quality fabric. A monk can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes. Depending on the monk's style, the outfit may be decorated with designs that indicate lineage or philosophical outlook.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs jewelry worth at least 100 gp, or at least appearing to be worth that much. And it would be advisable to not show up in the same noble's outfit twice.

Peasant's Outfit: A loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothes, not the royal scepter, crown, ring, and other accouterments. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: A robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: Boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

TABLE 6–16: FOOD, DRINK, AND LODGING

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet, per person	10 gp	—
Bread, per loaf	2 cp	½ lb.
Cheese, per hunk	1 sp	½ lb.
Inn stay, per day		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals, per day		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, per chunk	3 sp	½ lb.
Rations, trail, per day	5 sp	1 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1½ lb.

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket. Common accommodations are a place on a raised, heated floor, the use of a blanket and a pillow, and the presence of a higher class of company. Good accommodations are a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew (light on the chicken), carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

TABLE 6–17: MOUNTS AND RELATED GEAR

Item	Cost	Weight
Barding		
Medium creature	×2	×1
Large creature	×4	×2
Bit and bridle	2 gp	1 lb.
Cart	15 gp	200 lb.
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse		
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	—
Wagon	35 gp	400 lb.

TABLE 6–18: HAULING VEHICLES

Item	Cost	Weight	Holds or Carries
Cart	15 gp	200 lb.	½ ton
Sled	20 gp	300 lb.	1 ton
Wagon	35 gp	400 lb.	2 tons

Barding, Medium and Large Creatures: Barding is armor covering the head, neck, chest, body, and possibly legs of a horse. Heavier types provide better protection at the expense of speed. Barding comes in most of the types found on TABLE 6–7: Armor. As with any nonhumanoid Large creature, a horse's armor costs four times what a human's armor costs and also weighs twice as much as the armor found on TABLE 6–7: Armor. (If the barding is for a pony, which is Medium, the cost is only double, and the weight is the same.)

Medium or heavy barding slows mounts:

	Original Speed		
Barding	**40 ft.**	**50 ft.**	**60 ft.**
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.*	35 ft.*	40 ft.*

*A mount wearing heavy armor moves at only triple normal rate when running instead of quadruple.

Flying mounts can't fly in medium or heavy barding.

Barded animals require special attention. Care must be taken to prevent chafing and sores caused by the armor. The armor must be removed at night and ideally should not be put on the mount except to prepare for a battle. Removing and fitting barding takes five times as long as the figures given on TABLE 6–7: Donning Armor. Barded animals cannot be used to carry any load other than the rider and normal saddlebags. Because of this, a mounted warrior often leads a second mount for carrying gear and supplies.

Cart: A two-wheeled vehicle drawn by a single horse (or other beast of burden). It comes with a harness.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider (not a dwarf). It is brave in combat like a warhorse. No damage is taken when falling from a riding dog.

Donkey or Mule: The best pack animal around, a donkey or mule is solid in the face of danger, hardy, sure-footed, and capable of carrying heavy loads over vast distances. Unlike horses, they're willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them (such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself. Mounts sustained by grazing rather than with feed can only move at 75% of their long-distance speed. Riding dogs must be fed some meat, which may cost more or less than the given amount.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same type except that it is designed for an unusual mount, such as a pegasus. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, adding a +2 circumstance bonus to Ride checks related to staying in the saddle. A character who is knocked unconscious while in a military saddle has a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Stabling: Includes a stable, feed, and grooming.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Poisons

There are four methods of delivering poison: injury, contact, ingested, and inhaled. Injury poisons enter the bloodstream through a puncture or cut. Contact poisons need only be touched and often affect the skin. Ingested poisons are introduced through eating or drinking them. Inhaled poisons are sprayed into the air and affect those who breathe them in. Any time a character is exposed to poison, that character must succeed at a Fortitude save at the DC listed on Table 6–19: Poisons or suffer the effects listed under Initial Damage. One minute (10 rounds) later, a second Fortitude save must be made or the character suffers the secondary damage.

In the Accordlands, there are three types of poison: natural poisons, toxins, and created. Natural poisons come from creatures and plants, harvested by humanoids or introduced in the way nature intended them. Toxins are non-organic poisons created as byproducts of industry or introduced into the environment from the natural workings of the world. Created poisons are often-deadly mixtures made from cleverly combined ingredients.

Specific Poisons

Blood boil: As the name implies, this poison makes its victim feel like his blood is boiling within his body. It is a weak form of heat poison.

Chlorine gas: Clouds of this gas exist in volcanic areas. It has a strong odor, and can be avoided by carefully sniffing the air and walking around the cloud.

Crypt wine: Created from the blood of necromancers. Despite its name, crypt wine is not a wine, though anyone foolish enough to drink it suffers from its effects.



TABLE 6–19: POISONS

Poison Name	Type	Save DC	Initial Damage	Secondary Damage	Price	Brew DC
Baneberry extract	Injury Natural	DC 15	1d4 Con + 1d4 Dex	0	140 gp	12
Blood boil	Injury Created	DC 14	1d4 hp (Fire)	2d4 hp (Fire)	100 gp	14
Crypt wine	Injury Created	DC 21	2d6 Con	2d6 Con*	4500 gp	27
Dragonkin saliva	Injury Natural	DC 21	1d2 Con	Paralysis	200 gp	15
Misearan blood poison	Injury Created	DC 17	0	2d6 Con	600 gp	19
Senek's ointment	Injury Created	DC 18	1d6 Dex	3d4 Str	1100 gp	21
SS-saurth scale extract	Injury Natural	DC 12	1d2 Str	1d2 Str	150 gp	13
Wyvernsteed poison	Injury Natural	DC 14	1d6 Con	1d6 Con	1300 gp	18
Dark energy	Contact Toxin	DC 20	0	1d6 Str* + 1d6 Con* + 1d6 Int*	0**	—**
Poison ivy	Contact Natural	DC 24	0	1d2 Cha + Irritation	30 gp	15
Quicksilver	Contact Toxin	DC 12	1d6 Int + 1d4 Wis	1d4 Int* + 1d6 Wis*	500 gp	21
Senek's touch	Contact Created	DC 24	0	3d6 Con	2500 gp	23
Storm rain	Contact Toxin	DC 21	1d4 Cha	2d4 Cha	0**	—**
Sunboil cream	Contact Created	DC 19	4d6 hp (Fire)	4d6 hp (Fire)	1400 gp	17
Black willow bark	Ingested Natural	DC 14	2d4 Dex + 1d2 Str	2d4 Con	1900 gp	18
Hellebore extract	Ingested Natural	DC 15	1d6 Con	1d4 Con + 1d4 Str	200 gp	13
Misearan powder	Ingested Created	DC 24	0	2d6 Con*	3600 gp	30
Senek's drought	Ingested Created	DC 20	2d6 Str	2d4 Con	900 gp	15
Chlorine gas	Inhaled Toxin	DC 27	1d4 Str + 1d6 Con	2d6 Con + Blindness	0**	—**
Senek's powder	Inhaled Created	DC 15	4d4 hp	2d4 Con	400 gp	18
Storm mist	Inhaled Toxin	DC 23	2d4 Cha	3d4 Cha	0**	—**

**This is a naturally occurring toxin with a source that is unknown or impossible to harvest.

Type: The poison's method of delivery, the way it is created, and the DC needed to save.

Initial Damage: The damage taken immediately after being exposed to the poison and failing the save. Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent ability drain.

Secondary Damage: Damage taken one minute (10 rounds) after the Initial Damage if the second Fortitude save is failed. As with Initial Damage, losses marked with an asterisk are permanent. Paralysis lasts 2d6 rounds. Blindness is permanent and can only be cured by a remove *blindness/deafness* spell.

Price: The cost of obtaining one dose (one vial or pouch of powder) of the poison. Using less than one dose causes no damage. Poison is a heavily controlled substance, but while illegal in most nations, every one of them uses it.

Brew DC: This is the DC to brew a single dose of the poison with the Poison skill, or in the case of a natural poison, the DC to safely harvest it with the Poison skill.

Dark energy: This invisible, odorless, non-magical energy is continually emitted from certain rare stones found deep in the earth. Seers within the Accordlands know nothing of it, or of its source. Dwarven clerics call it "dark energy" because those miners in their care that suffer from its effects cannot tell the clerics how they became poisoned. Because nobody knows the source of dark energy, it is impossible to purchase. GMs should use it only as a natural hazard.

Misearan blood poison: A weaker form of the Misearan powder, this form of the poison is meant to be smeared on weapon blades.

Misearan powder: This powder has a sweet taste, and is often added to pastries to mask its flavor.

Poison ivy: The irritation caused by poison ivy lasts for 2d4 days. During that time, any attempt to cast a spell requires a successful Concentration check (DC 10 + spell level). This entry also covers poison oak and poison sumac. If carefully harvested, the oil in the poison ivy leaves remains potent for 24 hours, and can be made into a powder meant for ingestion.

Quicksilver: This extremely rare metal is also called mercury.

Senek's poisons: One of the most well known poison-wielding assassins, Senek has a reputation for creating his own concoctions. Occasionally, he sells them to other assassins.

Storm toxins: These are toxins created by the eternal Storm. Occasionally, the Storm spawns smaller versions of itself, which create these toxins. The toxin remains potent for only seconds at a time, barely long enough to affect creatures nearby.

Sunboil cream: Often smeared on the inside of clothing or armor, this is the most common variety of heat poison. It reacts to body heat, warming it to a temperature that blisters skin.



Chapter Eight: Magic

Totems

Much like a wizard's familiar, a totem is an ally, guide, and companion through the tribulations of an adventuring career.

Roleplaying Characters with Totem Animals: Characters with totem animals are extremely devoted to their totem. A physical and spiritual bond develops between character and totem animal, and over time the character takes on aspects of his totem.

Bonus Ability: While anyone can revere a totem, only barbarians, druids, and shamans gain special benefits from having a totem animal. Each totem has a bonus ability associated with it. As soon as a character takes one level of barbarian, shaman, or druid, he chooses a totem animal (unless he already has one) and gains that totem's associated bonus ability. Bonus abilities vary from totem animal to totem animal, but all of them grant the character a useful ability or quality.

Familiar/Animal Companion: Barbarians, druids, and shamans receive the benefit listed here. Even if a character gains a totemic animal familiar, if he is not a member of one of those three classes, he does not gain the benefits associated with having a totem animal; the bond with the animal is simply of a different sort.

A character with animal companions must have more than half of his available hit dice of animal companions represented by animals of his totem's type. No character can have animal companions that are his totem animal's natural enemies or his totem animal's prey. For example, a 10th level druid can have up to 20 hit dice worth of animal companions. If such a druid took Baboon as his totem animal, he would have to have at least eleven hit dice worth of baboons as animal companions. The remaining 9 hit dice could be any animals, except animals that are natural enemies or prey of the baboon. If a character has a class that requires him to select a totem animal and then takes a level in a class that grants him a familiar (like wizard), he does not have to select the totem animal as his familiar, but his familiar cannot be a natural enemy or prey of his totem animal. For example, a druid with Eagle as his totem animal takes a level of wizard, which grants him a familiar. His familiar could not be a mouse (because eagles eat mice).

Familiar/Animal Companion Special Abilities: If a character takes a totem animal as a familiar (which requires the Totemic Familiar feat), he gains this ability. If he has an animal as a totem as well as a familiar, he may gain both the Bonus Ability and the Familiar/Animal Companion Special Ability.

Wild Shapes: This entry describes what additional wild shapes a druid or barbarian with the relevant totem can adopt. While a character can assume a variety of shapes with his wild shape ability (barbarian 17th level; druid 5th level), the size alteration abilities (Wild Shape +/– size class) are only available when the character is using the shape of his totem animal. Partial Wild Shapes allow the character to adopt some characteristics of his totem animal, so that he can gain certain benefits without completely adopting animal form. Uses of Partial Wild Shape count against the character's daily uses of Wild Shape. Each entry under Partial Wild Shape requires one of the character's Wild Shape uses for the day.

Bonus Feat: Each totem animal has a bonus feat associated with it. These feats are only available to characters that gain the benefits of a totem animal. See Chapter 5 for these feats, all of which have the [Totem] tag.

Lost Totem Animals: If a character loses, dismisses, or severely mistreats or neglects his totem animal (not just his animal companion or familiar, but any animal of that type), he immediately loses all benefits of the totem animal. To regain his abilities, he must regain the correct type of animal companion or familiar. If the loss was due to neglect or mistreatment, he must receive *atonement* from a cleric of the proper alignment. If the character kills an animal (of his totem) that was initially hostile to him, he only loses his abilities if he initiated combat with the animal.

Totem Animals

Baboon

Baboons are territorial and protective of their own. Further, they have a tendency to be aggressive and domineering. Those who follow Baboon develop the same mannerisms. They are staunch defenders of their friends and loved ones. When they feel threatened, they often grow dangerously aggressive. They usually try to dominate any situation.

Bonus Ability: Brachiation. You can swing through wooded areas on vines. While in a wooded area, you gain an additional movement type and speed: Swing 20 feet. This ability can be used in conjunction with the Climb and Jump skills. When used with the Climb skill, you get a competence bonus equal to your Dexterity bonus on Climb checks. When used with the Jump skill, your jumping distance is not bounded by your height.

Familiar/Animal Companion Special Abilities: You gain +1 to Strength.

WILD SHAPES
- Wild Shape: Large Baboon
- Wild Shape Dire: Dire Baboon
- Wild Shape Partial: Climb 30 ft.; 2 Claw attacks (1d4 + Str bonus), Bite attack (1d6 + one-half Str bonus); Scent
- Wild Shape –1 Size: Medium Baboon
- Wild Shape +1 Size: Large Baboon
- Wild Shape –2 Size: Small Baboon
- Wild Shape +2 Size: Huge Baboon

Badger

Badgers are calm and mild-mannered until they are attacked. Those who take Badger as their totem animal are, for the most part, imperturbable until they are harmed. When assaulted, they become violently angry.

Bonus Ability: Combat Rage. After you take damage in combat equal to 25% of your current hit points, you fly into a berserk fury on the following round. You gain +1 Strength, +1 Constitution, and –2 AC. The fury lasts until you die, you are healed to your maximum hit points, or the combat ends. This ability may be used a number of times per day equal to 1 + your Con modifier.

Familiar/Animal Companion Special Abilities: You gain Burrow 5 ft. as a movement type and speed.

WILD SHAPES
- Wild Shape: Tiny Badger
- Wild Shape Dire: Dire Badger
- Wild Shape Partial: Burrow 10 ft.; 2 claw attacks (1d2 + Str mod), bite attack (1d3 + one-half Str mod); Scent
- Wild Shape –1 Size: Diminutive Badger
- Wild Shape +1 Size: Small Badger
- Wild Shape –2 Size: Fine Badger
- Wild Shape +2 Size: Medium Badger

Bat

Bats are nocturnal, pack-oriented creatures who inhabit dark, secluded places. Bat people are inclined to sleep during the day and come out only at night. While they tolerate others, they prefer the company of bats and other people who follow Bat.

Bonus Ability: Echolocation. For five rounds a day (they do not need to be consecutive), you can use the blindsight ability to a range of 60 feet. This ability works through echolocation (emitting high-frequency sounds inaudible to most creatures). Blindsight allows you to maneuver and fight targets within range, ignoring invisibility and darkness effects. You gain a +2 circumstance bonus to all Spot and Listen checks to detect creatures within 60 feet. You may not use this ability if you cannot speak.

Familiar/Animal Companion Special Abilities: You gain a +2 competence bonus to Spot and Listen checks.

WILD SHAPES
- Wild Shape: Diminutive Bat
- Wild Shape Dire: Dire Bat
- Wild Shape Partial: Fly 40 ft. (good)
- Wild Shape –1 Size: Fine Bat
- Wild Shape +1 Size: Tiny Bat
- Wild Shape –2 Size: N/A
- Wild Shape +2 Size: Small Bat

Bear

When bears are full and rested, they are jovial, gregarious creatures that love the company of others. When they are tired or hungry, they are bad-tempered and irritable. Bear people tend to be exactly the same. They are often heavy sleepers, and can become violently angry when roused from sleep. When content, they are thick-skinned, ignoring most threats and insults.

Bonus Ability: Hibernation. You can enter into a hibernating sleep. Before you enter the sleep, you must designate how long you wish to sleep. While you are in this sleep, you cannot be disturbed or awakened. While hibernating, you heal 1 hit point per hour and do not require food or water.

Familiar/Animal Companion Special Abilities: You gain +1 to Constitution.

WILD SHAPES
- Wild Shape: Medium Black Bear
- Wild Shape Dire: Dire Bear
- Wild Shape Partial: Speed (40 ft.); 2 claw attacks (1d4 + Str mod), bite attack (1d6 + half Str mod); Improved Grab; Scent
- Wild Shape –1 Size: Small Black Bear
- Wild Shape +1 Size: Large Black Bear
- Wild Shape –2 Size: Tiny Black Bear
- Wild Shape +2 Size: Huge Black Bear

Boar

Boars are ill-tempered and usually charge anyone who disturbs them. Even when among friends, followers of Boar are surly and irritable. They tend to "fly off the handle" and take action against anyone or anything that disturbs them.

Bonus Ability: Raging Charge. You can harness the power and ferocity of the wild boar, making your charges more powerful than normal. When charging, you gain a +3 bonus to attack and a +1 bonus to damage. These bonuses do not stack with the normal charge bonuses.

Familiar/Animal Companion Special Abilities: You gain a +2 competence bonus on Wilderness Lore checks.

WILD SHAPES
- Wild Shape: Medium Boar
- Wild Shape Dire: Dire Boar
- Wild Shape Partial: Speed 40 ft.; Gore attack (1d8 + 1.5 × Str mod); Natural Armor +2
- Wild Shape –1 Size: Small Boar
- Wild Shape +1 Size: Large Boar
- Wild Shape –2 Size: Tiny Boar
- Wild Shape +2 Size: Huge Boar

Cheetah

Cheetahs are fast, agile creatures that live and hunt on the open plains. Like most cats, they are extremely well groomed. Cheetah people love speed, and enjoy running and other fast modes of travel. They prefer to roam the open plains, but travel into other geographical areas when the situation warrants it. They are always immaculately clean.

Bonus Ability: Sprinting Assault. You can charge with the speed of the cheetah. When you take a charge action, you can move three times your normal speed before making your attack.

Familiar/Animal Companion Special Abilities: Your base speed increases by 5 ft.

WILD SHAPES

- Wild Shape: Medium Cheetah
- Wild Shape Dire: Dire Cheetah
- Wild Shape Partial: Speed 50 ft.; Bite attack (1d6 + half Str mod), 2 claw attacks (1d2 + one-half Str mod); Natural Armor +1; Trip
- Wild Shape –1 Size: Small Cheetah
- Wild Shape +1 Size: Large Cheetah
- Wild Shape –2 Size: Tiny Cheetah
- Wild Shape +2 Size: Huge Cheetah

Crocodile

Crocodiles are aggressive predators that lie in wait and ambush prey. Similarly, Crocodile people frequently wait to attack until their target is weak, wounded, or occupied with other matters. Like their totem, followers of Crocodile prefer to live in swamps, marshy areas, or other places that are close to rivers or lakes.

Bonus Ability: Improved Swimming. You may add your Dexterity modifier as a bonus to your Swim checks.

Familiar/Animal Companion Special Abilities: You gain a +2 competence bonus to all saving throws when in water.

WILD SHAPES

- Wild Shape: Medium Crocodile
- Wild Shape Dire: Dire Crocodile
- Wild Shape Partial: Bite attack (1d6 + 1.5 times Str mod), Tail Slap attack (1d12 + 1.5 times Str mod); Natural Armor +3
- Wild Shape –1 Size: Small Crocodile
- Wild Shape +1 Size: Large Crocodile
- Wild Shape –2 Size: Tiny Crocodile
- Wild Shape +2 Size: Huge Crocodile

Eagle

Eagles inhabit nearly every type of climate and terrain, preferring to nest in high, secluded places. They love to swoop down on their prey unexpectedly. Eagle people generally make their homes in mountainous areas. Like Eagle, followers of this totem like to wait until their prey doesn't suspect an attack. Then they swoop upon their target and strike to kill.

Bonus Ability: Eagle Eyes. You gain a +4 competence bonus on Spot checks during daylight.

Familiar/Animal Companion Special Abilities: You take two fewer dice of falling damage when falling from any height.

WILD SHAPES

- Wild Shape: Small Eagle
- Wild Shape Dire: Dire Eagle
- Wild Shape Partial: Fly 80 ft. (average); 2 Claw attacks (1d3 damage), Bite attack (1d4 damage)
- Wild Shape –1 Size: Tiny Eagle
- Wild Shape +1 Size: Medium Eagle
- Wild Shape –2 Size: Diminutive Eagle
- Wild Shape +2 Size: Large Eagle

Elephant

Elephants are thick-skinned but unpredictable. They live in warm, tropical regions and are often used as beasts of war or burden. Followers of Elephant tend to ignore insults and threats, but are powerful opponents when roused to violence. They are sometimes capricious, and they are definitely unpredictable. They could laugh off a bloodcurdling threat, and moments later fly off the handle at a mere slight. While they do not necessarily share their totem's might, they usually think of themselves as being pillars of strength, so they take on great burdens, shouldering cumbersome problems all on their own.

Bonus Ability: Tough Hide. You gain a +1 natural armor bonus to AC.

Familiar/Animal Companion Special Abilities: You gain a +1 bonus to Fortitude saving throws.

WILD SHAPES

- Wild Shape: Huge Elephant
- Wild Shape Dire: Dire Elephant
- Wild Shape Partial: Slam attack (2d6 damage), 2 Stamp attacks (2d6 + one-half Str mod), Gore attack (2d8 + 1.5 × Str mod); Trample
- Wild Shape –1 Size: Large Elephant
- Wild Shape +1 Size: Gargantuan Elephant
- Wild Shape –2 Size: Medium Elephant
- Wild Shape +2 Size: Colossal Elephant

Hawk

Hawks are similar to eagles. They are smaller, but they make up for it with ferocity and speed. Hawk people are ferocious fighters who strike quickly whenever they are threatened or must hunt. They live in mountainous areas, high up in secluded places. They are aggressive predators who descend upon their prey when an attack is least suspected.

Bonus Ability: Hawk's Talons. Your hands grow small, sharp talons. Your unarmed attacks deal +1 damage.

Familiar/Animal Companion Special Abilities: You gain +1 to Listen and Spot checks.

WILD SHAPES

- Wild Shape: Tiny Hawk
- Wild Shape Dire: Dire Hawk
- Wild Shape Partial: Fly 60 ft. (average); Claw attack (1d4 + Str modifier damage); Natural Armor +2
- Wild Shape –1 Size: Diminutive Hawk
- Wild Shape +1 Size: Small Hawk
- Wild Shape –2 Size: Fine Hawk
- Wild Shape +2 Size: Medium Hawk

Leopard

Leopards are quick, agile jungle predators. Like most cats, they are proud creatures that meticulously groom themselves. Leopard people wear fancy clothes and have excellent hygiene. They love running and swift travel. They hunt and fight when it is absolutely necessary, but they prefer to lay about the plains, where they frequently make their homes. When they do attack, they prefer to spring from an ambush.

Bonus Ability: Pounce. Once per day, you can leap upon a foe in the first round of combat, making a full attack action even if he has moved during the round.

Familiar/Animal Companion Special Abilities: You gain a +1 competence bonus to Hide and Move Silently checks.

WILD SHAPES

- Wild Shape: Medium Leopard
- Wild Shape Dire: Dire Leopard
- Wild Shape Partial: Climb 20 feet; Bite attack (1d6 damage), 2 claw attacks (1d3 + one-half Str mod); Natural Armor +1; Improved Grab; Rake; Scent
- Wild Shape –1 Size: Small Leopard
- Wild Shape +1 Size: Large Leopard
- Wild Shape –2 Size: Tiny Leopard
- Wild Shape +2 Size: Huge Leopard

Lion

Lions are proud felines that hunt when necessary. They are territorial and ferociously protective of their family units. Lion people are prideful and a bit lazy. They fight only when it is absolutely necessary, though they are loath to do so. When aroused to anger, they fight nobly and ferociously. They never fail to protect their family, friends, and territory from interlopers and dangers.

Bonus Ability: Speed of the Lion. Your base speed increases by +5 ft.

Familiar/Animal Companion Special Abilities: Whenever you are in areas of tall grass or heavy undergrowth, you gain a +2 bonus to Hide and Move Silently checks.

WILD SHAPES

- Wild Shape: Large Lion
- Wild Shape Dire: Dire Lion
- Wild Shape Partial: Claw attack (1d4 damage), Bite attack (1d8 + ½ Str mod); Natural Armor +3; Pounce, Improved Grab, Rake; Scent
- Wild Shape –1 Size: Medium Lion
- Wild Shape +1 Size: Huge Lion
- Wild Shape –2 Size: Small Lion
- Wild Shape +2 Size: Gargantuan Lion



Rhinoceros

The rhinoceros is ill-tempered and violent; they are famous for their willingness to charge those who threaten them or intrude upon their territory. Those who follow Rhinoceros are tough combatants, grumpy and ill-tempered. They are entirely willing to attack those who bother them. Followers of this totem are thick-skinned and feel supremely able to handle almost any situation that they are presented with. They prefer to live in and roam warm, tropical areas.

Bonus Ability: Rhino's Hide. You gain a +1 natural armor bonus to AC.

Familiar/Animal Companion Special Abilities: You gain +1 to Strength.

WILD SHAPES

- Wild Shape: Large Rhinoceros
- Wild Shape Dire: Dire Rhinoceros
- Wild Shape Partial: Gore attack (2d6 + 1.5 × Str bonus); Natural Armor +3
- Wild Shape –1 Size: Medium Rhinoceros
- Wild Shape +1 Size: Huge Rhinoceros
- Wild Shape –2 Size: Small Rhinoceros
- Wild Shape +2 Size: Gargantuan Rhinoceros

Snake

Most snakes flee when threatened, but venomous snakes bite while retreating. Like their totem, Snake people are not aggressive and prefer to avoid violence. When they are threatened, they usually retreat, seeking safety. However, people who select Viper as their totem animal attack their foes while they are retreating. Though they attack their opponents, they always do so while they are seeking safety. Snake people live in a wide variety of locations.

Bonus Ability: Skin Shed. You can bring yourself back from the brink of death a limited number of times. When you are between 0 and –10 hit points, your body splits open and you, fully healed, emerge from the shell of your former self. This process takes 2 rounds and is not without side effects: you lose 1d3 points from every ability score. If this loss would cause any ability score to drop below 1, you are permanently dead and cannot benefit from this ability.

Familiar/Animal Companion Special Abilities: You gain a +1 competence bonus to Swim and Climb checks.

WILD SHAPES

- Wild Shape: Medium Constrictor or Tiny Viper
- Wild Shape Dire: Dire Constrictor or Dire Viper
- Wild Shape Partial (Constrictor): Bite attack (1d4 + 1.5 × Str mod); Natural Armor +2; Improved Grab, Constrict; Scent
- Wild Shape Partial (Viper): Bite attack (poison); Natural Armor +2; Scent
- Wild Shape –1 Size: Small Constrictor or Diminutive Viper
- Wild Shape +1 Size: Large Constrictor or Small Viper
- Wild Shape –2 Size: Tiny Constrictor or Fine Viper
- Wild Shape +2 Size: Huge Constrictor or Medium Viper

Wolf

Wolves are pack hunters that are infamous for their persistence and cunning. They live in forested and wooded areas. Wolf people are gregarious and love the company of others, especially others who follow Wolf. They are usually non-violent and non-aggressive when alone, but a group never fails to attack when they feel threatened. Wolf people are cunning and persistent. They concoct devious plans before they attack their foes, and once they commit themselves to a course of action, they are almost impossible to divert. Wolf people's stubbornness is legendary... almost as legendary as their prowess.

Bonus Ability: Run With the Wolves. Your base speed increases by +5 ft.

Familiar/Animal Companion Special Abilities: You gain a +1 bonus to all Reflex saving throws.

WILD SHAPES

- Wild Shape: Medium Wolf
- Wild Shape Dire: Dire Wolf
- Wild Shape Partial: Bite attack (1d6 damage); Natural Armor +2; Trip; Scent
- Wild Shape –1 Size: Small Wolf
- Wild Shape +1 Size: Large Wolf
- Wild Shape –2 Size: Tiny Wolf
- Wild Shape +2 Size: Huge Wolf

Wolverine

Wolverines are calm until they are harmed. Those who take Wolverine as their totem animal are, for the most part, level-headed and mild-mannered until they are harmed. While they don't react in exactly the same way as wolverines, they do become violently angry and extremely aggressive when they are harmed or attacked. Like their totem animal, they are ferocious combatants that become enraged at the slightest hint of injury.

Bonus Ability: Rage. You can fly into a fury. Once per day, you can whip yourself into a rage as a full-round action spend, gaining the following bonuses: +2 Strength, +2 Constitution, and –2 AC. The rage lasts for three rounds. After the rage ends, you suffer a –2 to Strength and Dexterity until the end of the combat, and cannot charge or run until after you rest for at least half an hour. If you already possess the rage ability, the benefits from this ability stack with the normal rage bonuses and the duration is increased to your normal rage duration.

Familiar/Animal Companion Special Abilities: You gain the movement type and rate Climb (10 ft.).

WILD SHAPES

- Wild Shape: Medium Wolverine
- Wild Shape Dire: Dire Wolverine
- Wild Shape Partial: Claw attacks (1d4 damage), Bite attack (1d6 damage); Natural Armor +2; Scent
- Wild Shape –1 Size: Small Wolverine
- Wild Shape +1 Size: Large Wolverine
- Wild Shape –2 Size: Tiny Wolverine
- Wild Shape +2 Size: Huge Wolverine

Spells

Special Terms

Components: Aspects of a spell casting description, including Verbal (spoken), Somatic (motions or gestures), Material (various physical ingredients), Focus (a specific object of power), and Divine Focus (a specific object of religious significance).

Spell: A description of a specific magical effect.

Spell Resistance: A special ability that may negate the effect of certain spells when cast on characters with Spell Resistance.

The Eight Schools of Magic: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy and Transmutation.

Abilities and Spellcasters

Each spellcasting class has spellcasting capability tied to a specific ability, as described by that class (*see Chapter 3*). If a character's score in that ability is 9 or lower, the character can't cast spells tied to that ability.

TABLE 7–1: BONUS SPELLS

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

etc.

Casting a Spell

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, the character must concentrate to cast a spell. (*See below for details.*)

If a spell has multiple versions, the character chooses which version to use when he casts it. The character doesn't have to prepare (or learn, in the case of a bard or shaman) a specific version of the spell.

Once the character has cast a prepared spell, he can't cast it again until it is prepared again. (If the character has prepared multiple copies of a single spell, each copy can be cast only once.) If the character is a bard or shaman, casting a spell counts against the character's daily limit for spells of that level, but the character can cast the same spell again if he hasn't reached his limit.

Spell Slots: The various character class tables show how many spells of each level a character can cast per day. The character always has the option to fill a higher-level spell slot with a lower-level spell.

CASTING TIME

The character can cast a spell with a casting time of 1 action as a standard action.

A spell that takes 1 full round to cast is a full-round action. It comes into effect just before the beginning of the character's turn in the round after he began casting the spell. The character then acts normally after the spell is completed. A spell that takes 1 minute to cast comes into effect just before the character's turn 1 minute later (and for each of those 10 rounds, the character is casting a spell as a full-round action).

The character must make all pertinent decisions about a spell (range, target, area, effect, version, etc.) when he begins casting.

RANGE

A spell's range indicates how far from the character it can reach, as defined on the Range line of the spell description. A spell's range is the maximum distance from the character that the spell's effect can occur, as well as the maximum distance at which the character can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted. Standard ranges include:

Personal: The spell affects only the character.

Touch: The character must touch a creature or object to affect it.

Close: The spell can reach up to 25 feet away from the character. The maximum range increases by 5 feet for every two full caster levels.

Medium: The spell can reach up to 100 feet + 10 feet per caster level.

Long: The spell can reach up to 400 feet + 40 feet per caster level.

Unlimited: The spell can reach anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

AIMING A SPELL

The character must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell.

Target or Targets: Some spells have a target or targets. The character casts these spells directly on creatures or objects, as defined by the spell itself. The character must be able to see or touch the target, and he must specifically choose that target. However, he does not have to select his target until the moment he finishes casting the spell.

If the character casts a targeted spell on the wrong sort of target the spell has no effect.

If the target of a spell is the character ("Target: the character"), the character does not receive a saving throw, and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells.

Effect: Some spells create or summon things rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays. The character aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. The character doesn't have to see the creature he is trying to hit, as he does with a targeted spell. Intervening creatures and obstacles can block the character's line of sight or provide cover for the creature he is aiming at.

If a ray spell has a duration, it is the duration of the effect that the ray causes, not the length of time the ray itself persists.

Spread: Some effects spread out from a point of origin to a distance described in the spell. The effect can extend around corners and into areas that the character can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes.

The character must designate the point of origin for such an effect but need not have line of effect (*see below*) to all portions of the effect.

Area: Some spells affect an area. The character selects where the spell starts, but doesn't otherwise control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually an area falls into one of the categories below.

Burst: As with an effect, the character selects the spell's point of origin. The spell bursts out from this point, affecting whatever it catches in its area. A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

Cone: When the character casts a spell with a cone area, the cone shoots away from the character in the direction the character designates. A cone starts as a point directly before the character, and it widens out as it goes. A cone's width at a given distance from the character equals that distance. Its far end is as wide as the effect is long.

Creatures: Some spells affect creatures directly, but they affect creatures in an area of some kind rather than individual creatures the character selects. The area might be a burst, a cone, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead. If a spell has a limited amount of targets it can affect, it will ignore those that it cannot affect.

Cylinder: As with a burst, the character selects the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder.

Emanation: Some spells have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the spell.

Objects: Some spells affect objects within an area the character selects.

Spread: Some spells spread out like a burst but can turn corners. The character selects the point of origin, and the spell spreads out a given distance in all directions. Figure distance by actual distance traveled, taking into account turns the spell effect takes.

Other: A spell can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)," the character can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except it's not blocked by fog, darkness, and other factors that limit normal sight.

The character must have a clear line of effect to any target that he casts a spell on or to any space in which he wishes to create an effect. The character must have a clear line of effect to the point of origin of any spell he casts. For bursts, cones, cylinders, and emanating spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanating spell's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening makes a 5-foot length of wall no longer considered a barrier for purposes of a spell's line of effect (though the rest of the wall farther from the hole can still block the spell).

Saving Throw

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw line in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on an affected creature that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

(Object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, etc.) by a creature resisting the spell, in which case the object gets the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can only be cast on objects. Some spells of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half its caster level.

(Harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Saving Throw Difficulty Class: A saving throw against the character's spell has a DC of 10 + the level of the spell + the character's bonus for the relevant ability. A spell's level can vary depending on the character's class. Always use the spell level applicable to the character's class.

Succeeding at a Saving Throw: A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if

a creature's saving throw succeeds against a targeted spell, the caster senses that the spell has failed. The caster does not sense when creatures succeed at saving throws against effect and area spells.

Voluntarily Giving Up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this if he wants to.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried and worn are assumed to survive a magical attack. If a character rolls a natural 1 on his saving throw, however, an exposed item is harmed (if the attack can harm objects). The four items nearest the top on Table 8–2: Items Affected by Magical Attacks are the most likely to be struck. Determine which four objects are most likely to be struck and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deals.

If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

TABLE 7–2: ITEMS AFFECTED BY MAGICAL ATTACKS

Order*	Item
1st	Shield
2nd	Armor
3rd	Magic helmet
4th	Item in hand (including weapon, wand, etc.)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

*In order of most likely to least likely to be affected.

Spell Resistance

Spell resistance is a special defensive ability. If the character's spell is being resisted by a creature with spell resistance, the character must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance rating for the spell to affect that creature. The defender's spell resistance rating is like an AC against magical attacks.

The Spell Resistance line and descriptive text of a spell tell the character if spell resistance protects creatures from it. In many cases, SR applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

The terms "Object" and "Harmless" mean the same thing as for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a spell noted as Harmless without the caster level check described above.

The Spell's Result

Once the character knows which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any), the character can apply whatever results a spell entails.

Many spells affect particular sorts of creatures. These terms, and terms like them, refer to specific creature types that are defined by these rules.

Duration

A spell's Duration line tells the character how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable the GM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*.

Concentration: The spell lasts as long as the character concentrates on it. Concentrating to maintain a spell is a standard action that doesn't provoke attacks of opportunity.

Anything that could break the character's concentration when casting a spell can also break his concentration while he is maintaining one, causing the spell to end (*see Concentration, below*). The character can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell keeps going for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell, but he can't maintain it for more than the stated duration in any event.

Subjects, Effects, and Areas: If the spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed prior to when their durations end. If the spell affects an area, then the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and become no longer subject to it when they leave.

Touch Spells and Holding the Charge: If the character doesn't discharge a touch spell on the round he casts the spell, he can hold the discharge of the spell (hold the charge) indefinitely.

The character can make touch attacks round after round. The character can touch one friend (or touch himself) as a standard action, or touch up to six friends as a full-round action. If the character touches anything with his hand while holding a charge, the spell discharges. If the character casts another spell, the touch spell dissipates.

Discharge: A few spells last for a set duration or until triggered or discharged.

(D): If the Duration line ends with "(D)," the character can dismiss the spell at will. The character must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. If the spell has no verbal component, the character dismisses the spell with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the character has to do to end the spell is to stop concentrating).

Components

A spell's Components line includes abbreviations that tell the character what type of components it has. Specifics for material, focus, and XP components are given at the end of the descriptive text. Usually the character doesn't worry about components, but when he can't use a component for some reason or when a material or focus component is expensive, then they count.

V (Verbal): A verbal component is a spoken incantation. To provide a verbal component, the character must be able to speak in a strong voice. A silence spell or a gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

S (Somatic): A somatic component is a measured and precise movement of the hand or some other part of the body. The character must have at least one hand free to provide a somatic component.

M (Material): A material component is a physical substance or object that is annihilated by the spell energies in the casting process. Unless a cost is given for a material component, the cost is negligible. Assume the character has all negligible-cost components that he needs as long as he has a spell component pouch.

F (Focus): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a specific price is listed. Assume that focus components of negligible cost are in the character's spell component pouch.

DF (Divine Focus): A divine focus component is an item of spiritual significance. The divine focus for a cleric or a paladin is a holy symbol appropriate to the character's faith. For an evil cleric, the divine focus is an unholy symbol. The default divine focus for a druid or a ranger is a sprig of mistletoe or some holly.

If the Components line includes F/DF or M/DF, the arcane version of the spell has a focus component or a material component and the divine version has a divine focus component.

XP (XP Cost): Some powerful spells entail an experience point (XP) cost to the character. No spell can restore the lost XP. The character cannot spend so much XP that he loses a level, so he cannot cast the spell unless he has enough XP to spare. However, the character may, on gaining enough XP to attain a new level, use the XP for casting a spell rather than keeping the XP and advancing a level. The XP are treated just like a material component—expended when the character casts the spell, whether or not the casting succeeds.

Concentration

To cast a spell, the character must concentrate. If something interrupts the character's concentration while he is casting, the character must make a Concentration check or lose the spell. The more distracting the interruption and the higher the level of the spell the character is trying to cast, the higher the DC is. If the character fails the check, the character loses the spell just as if he had cast it to no effect.



Injury: Getting hurt or being affected by hostile magic while trying to cast a spell can break the character's concentration and ruin a spell. If while trying to cast a spell the character takes damage, fails a saving throw, or is otherwise successfully assaulted, the character must make a Concentration check. The DC is 10 + points of damage taken + the level of the spell the character is casting. If the character fails the check, he loses the spell without effect. The interrupting event strikes during spellcasting if it comes between when the character starts and completes a spell (for a spell with a casting time of 1 full round or more) or if it comes in response to the character casting the spell (such as an attack of opportunity provoked by the spell or a contingent attack, such as a readied action).

If the character is taking continuous damage, half the damage is considered to take place while he is casting a spell. The character must make a Concentration check (DC 10 + one-half the damage that the continuous source last dealt + the level of the spell the character is casting). If the last damage dealt was the last damage that the effect could deal, then the damage is over, and it does not distract the character. Repeated damage does not count as continuous damage.

Spell: If the character is affected by a spell while attempting to cast a spell, he must make a Concentration check or lose the spell being cast. If the spell affecting the character deals damage, the DC of the Concentration check is 10 + points of damage taken + the level of the spell the character is casting. If the spell interferes with the character or distracts the character in some other way, the DC is the spell's saving throw DC + the level of the spell the character is casting. For spells with no saving throw, it's the DC that the spell's saving throw would have if it did allow a saving throw.

Grappling or Pinned: The only spells the character can cast while grappling or pinned are those without somatic components and whose material components (if any) the character has in hand. Even then, the character must make a Concentration check (DC 20 + the level of the spell the character is casting) or lose the spell.

Vigorous Motion: If the character is riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, the character must make a Concentration check (DC 10 + the level of the spell the character is casting) or lose the spell.

Violent Motion: If the character is on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, the character must make a Concentration check (DC 15 + the level of the spell the character is casting) or lose the spell.

Violent Weather: If the character is in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the spell the character is casting. If the character is in wind-driven hail, dust, or debris, the DC is 10 + the level of the spell the character is casting. The character loses the spell if the character fails the Concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

Casting Defensively: If the character wants to cast a spell without provoking any attacks of opportunity, the character needs to dodge and weave. The character must make a Concentration check (DC 15 + the level of the spell the character is casting) to succeed. The character loses the spell if he fails the check.

Entangled: If the character wants to cast a spell while entangled, he must make a Concentration check (DC 15) to cast the spell. The character loses the spell if he fails.

Counterspells

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of the same spell by another character. Counterspelling works even if one spell is divine and the other arcane.

How Counterspells Work: To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. (You may still move your speed, since ready is a standard action.)

If the target of your counterspell tries to cast a spell, make a Spellcraft check (DC 15 + the spell's level). This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the action, you must then cast the correct spell. As a general rule, a spell can only counter itself. If you are able to cast the same spell and you have it prepared (if you prepare spells), you cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

Counterspelling Metamagic Spells: Metamagic feats are not taken into account when determining whether a spell can be countered.

Specific Exceptions: Some spells specifically counter each other, especially when they have diametrically opposed effects.

***Dispel Magic* as a Counterspell:** You can use *dispel magic* to counterspell another spellcaster, and you don't need to identify the spell he or she is casting. However, *dispel magic* doesn't always work as a counterspell (*see the spell description*).

Caster Level

A spell's power often depends on its caster level, which is generally equal to the character's class level.

The character can cast a spell at a lower caster level than normal, but the caster level must be high enough for the character to cast the spell in question, and all level-dependent features must be based on the same caster level.

Spell Failure

If the character ever tries to cast a spell in conditions where the characteristics of the spell (range, area, etc.) cannot be made to conform, the casting fails and the spell is wasted.

Spells also fail if the character's concentration is broken and might fail if the character is wearing armor while casting a spell with somatic components.

Special Spell Effects

Many special spell effects are handled according to the school of the spells in question. Certain other special spell features are found across spell schools.

Attacks: Some spells refer to attacking. All offensive combat actions, even those that don't damage opponents, are attacks. Attempts to turn or rebuke undead count as attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks.

Bonus Types: Many spells give their subjects bonuses on ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the spell grants the bonus. Two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and bonuses granted by a suit of armor and a shield used in conjunction by a creature, only the better bonus works. The same principle applies to penalties — a character suffering two or more penalties of the same type applies only the worst one.

Descriptors: Some spells have descriptors indicating something about how the spell functions. Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

The descriptors are acid, chaotic, cold, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and teleportation.

A language-dependent spell uses intelligible language as a medium. The spell fails if the target cannot understand the language being spoken by the caster.

Bringing Back the Dead: Several spells have the power to restore slain characters to life. Divine spells are better at reviving the dead than arcane spells are. Any creature brought back to life usually loses one level of experience. The character's new XP total is midway between the minimum needed for his new level and the minimum needed for the next one. If the character was 1st level, he loses 1 point of Constitution instead of losing a level. This level loss or Constitution loss cannot be repaired by any mortal spell, even *wish* or *miracle*. Still, the revived character can improve his Constitution normally and earn experience by further adventuring to regain the lost level.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using *raise dead* or *resurrection* to restore the slain character to life. Casting *trap the soul* prevents any sort of revivification unless the soul is first released.

Revivification Against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Combining Magical Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains the effect. Several other general rules apply when spells or magical effects operate in the same place:

Stacking Effects: Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves.

More generally, two bonuses of the same type don't stack even if they come from different spells (or from effects other than spells). The character uses whichever bonus gives the character the better score.

Different Bonus Names: The bonuses or penalties from two different spells do stack if the effects are of different types.

A bonus that isn't named (just a "+2 bonus" rather than a "+2 resistance bonus") stacks with any named bonus or any other unnamed one.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area, but at different strengths, only the best one applies.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes one spell can render a later spell irrelevant.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each other irrelevant. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability (and to the extent of the control each effect allows). If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells that have opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other completely. This is a special effect that is noted in a spell's description.

Instantaneous Effects: Two or more magical effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

Schools of Magic

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells are universal, belonging to no school.

Abjuration

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject to another plane of existence.

If more than one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, the barrier cannot be used to push away those creatures. If the character forces the barrier against such a creature, the character feels a discernible pressure against the barrier. If the character continues to apply pressure, the character breaks the spell.

Conjuration

Conjurations bring manifestations of objects, creatures, or some form of energy to the character (summoning), actually transport creatures from another plane of existence to the character's plane (calling), heal (healing), or create such objects or effects on the spot (creation). Creatures the character conjures usually, but not always, obey the character's commands.

A creature or object brought into being or transported to the character's location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range.

Calling: The spell fully transports a creature from another plane to the plane the character is on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances under which this is possible. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (*see below*). The duration of a calling spell is instantaneous, which means that the called creature can't be dispelled.

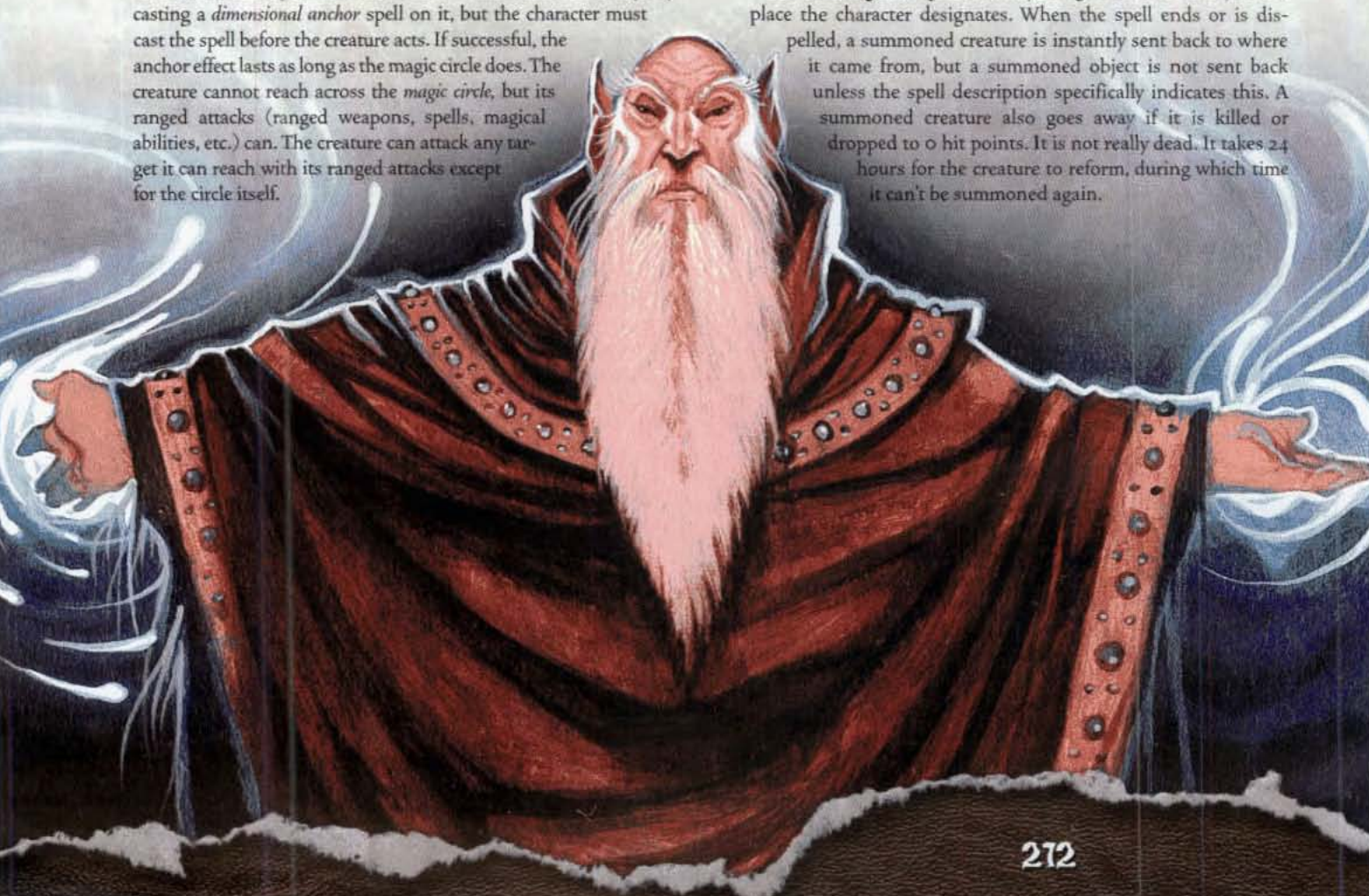
Spells that call powerful extraplanar creatures are most useful when the conjurer has a magical trap to hold the summoned creature. The simplest type of trap is a *magic circle* spell (*magic circle against chaos, magic circle against evil,* etc.). When focused inward, a *magic circle* spell binds a called creature for a maximum of 24 hours per caster level, provided that the character casts the spell that calls the creature within 1 round of casting the *magic circle*. However, if the circle laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If the character fails to overcome the spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel can simply leave the circle through that means. The character can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but the character must cast the spell before the creature acts. If successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, etc.) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

The character can use a special diagram to make the trap more secure. Drawing the diagram by hand takes 10 minutes and requires a Spellcraft check (DC 20). The GM makes this check secretly. If the check fails, the diagram is ineffective. The character can take 10 when drawing the diagram if he is under no particular time pressure to complete the task. This also takes 10 full minutes. If time is no factor at all, and the character devotes 3 hours and 20 minutes to the task, he can take 20. A successful diagram allows the character to cast a *dimensional anchor* spell on the trap during the round before casting any calling spell. The anchor holds any called creatures in the diagram for 24 hours per caster level. A creature cannot use its spell resistance against a trap prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap, the DC increases by 5. The creature is immediately released if anything disturbs the diagram — even a straw laid across it. However, the creature cannot disturb the diagram itself either directly or indirectly, as noted above.

Creation: The spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above for conjurations). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends or is dispelled, the conjured creature or object --vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Healing: Certain divine conjurations heal creatures or even bring them back to life. These include *cure* spells, which good clerics can cast spontaneously.

Summoning: The spell instantly brings a creature or object to a place the character designates. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or dropped to 0 hit points. It is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again.



Sorcerers

In *Warlords of the Accordlands*, the sorcerer class does not exist. Sorcerer characters in other games who wish to use spells in this book may choose any spell from the wizard class spell list: that is, spells marked "Common Arcane" or "Wiz". If such a spell ordinarily calls for an effect based upon the wizard's Intelligence modifier, a sorcerer instead uses his Charisma modifier.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast end (if they haven't already). A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells or use any spell-like abilities that would cost it XP.

Divination

Divination spells enable the character to learn forgotten secrets, to predict the future, to find hidden things, and to foil deceptive spells.

Many divination spells have cone-shaped areas. These move with the character and extend in the direction the character looks. The cone defines the area that the character can sweep each round. If the character studies the same area for multiple rounds, the character can often gain additional information, as noted in the descriptive text for the spell.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior.

All enchantments are mind-affecting spells. Two types of enchantment spells grant the character influence over a subject creature:

Charm: The spell changes the way the subject views the character, typically making the subject sees the character as a good friend.

Compulsion: The spell forces the subject to act in some manner or changes the way his mind works. Some spells determine the subject's actions (or the effects on the subject), some allow the character to determine the subject's actions when the character casts the spell, and others give the character ongoing control over the subject.

Evocation

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened. Illusions come in five types: figments, glamers, patterns, phantasms, and shadows.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language the character can speak. If the character tries to duplicate a language that he cannot speak, the image produces gibberish. Likewise, the character cannot make a visual copy of something unless he knows what it looks like.

Because figments and glamers *(see below)* are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly.

Glamer: A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern: Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

Phantasm: A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm at all. All phantasms are mind-affecting spells.

Shadow: A shadow spell creates something that is partially real (quasi-real). The caster weaves it from extradimensional energies. Such illusions can have real effects. If a creature takes damage from a shadow illusion, that damage is real.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

Necromancy

Necromancy spells manipulate the power of death. Spells involving undead creatures make up a large part of this school.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition. A transmutation usually changes only one property at a time, but it can be any property.

Spell Lists

Assassin Spells

1st-Level Assassin Spells

Detect Poison. Detects poison in one creature or small object.
Disguise Self. Changes the caster's appearance.
Ghost Sound. Figment sounds.
Obscuring Mist. Fog surrounds the caster.
Spider Climb. Grants ability to walk on walls and ceilings.

2nd-Level Assassin Spells

Alter Self. As *disguise self*, plus more drastic changes.
Darkness. 20-ft. radius of supernatural darkness.
Pass without Trace. One subject/level leaves no tracks.
Undetectable Alignment. Conceals alignment for 24 hours.

3rd-Level Assassin Spells

Deeper Darkness. Object sheds absolute darkness in 60-ft. radius.
Invisibility. Subject is invisible for 10 min./level or until it attacks.
Misdirection. Misleads divinations for one creature or object.
Nondetection. Hides subject from divination, scrying.

4th-Level Assassin Spells

Dimension Door. Teleports the caster and up to 500 lb.
Freedom of Movement. Subject moves normally despite impediments.
Invisibility, Greater. As *invisibility*, but subject can attack and stay invisible.
Poison. Touch deals 1d10 Con damage, repeats in 1 min.

Bard Spells

0-Level Bard Spells (Cantrips)

Dancing Lights. Figment torches or other lights.
Daze. Creature loses next action.
Detect Magic. Detects spells and magic items within 60 ft.
Flare. Dazzles one creature (–1 attack).
Ghost Sound. Figment sounds.
Light. Object shines like a torch.
Mage Hand. 5-pound telekinesis.
Mending. Makes minor repairs on an object.
Message. Whispered conversation at distance.
Open/Close. Opens or closes small or light things.
Prestidigitation. Performs minor tricks.
Read Magic. Read scrolls and spellbooks.
Resistance. Subject gains +1 on saving throws.

1st-Level Bard Spells

Alarm. Wards an area for 2 hours/level.
Appraisal. Gives caster the true worth of object touched.
Arcane Artistry. Caster transfers image from mind onto paper.
Begone. Wave of force knocks subject creature away doing 1d4 subdual damage per 10 feet moved.
Cause Fear. One creature flees for 1d4 rounds.
Charm Person. Makes one person the caster's friend.
Cones of Silence. Allows Caster and subject to speak without being overheard. Also +20 to Read Lips skill DC check against caster.
Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
Curse of the Lady. Subject gains a –2 penalty to all skill checks.
Detect Secret Doors. Reveals hidden doors within 60 ft.
Erase. Mundane or magical writing vanishes.
Expeditious Retreat. Doubles the caster's speed.
Feather Fall. Objects or creatures fall slowly.
Grease. Makes 10-ft. square or one object slippery.
Heightened Senses. Senses expand by 150%, subject gains +1 to Intuit Direction, Listen, Search and Spot skills.
Hypnotism. Fascinates 2d4 HD of creatures.
Identify. Determines single feature of magic item.
Manacles of Might. Manacles gain bonus to their break DC equal to wearer's Strength modifier.
Obscure Object. Masks object against divination.
Silent Image. Creates minor illusion of the caster's design.
Sleep. Put 2d4 HD of creatures into comatose slumber.
Summon Monster I. Calls outsider to fight for the caster.
Unnerve. One creature per 2 levels becomes shaken.
Unseen Servant. Creates invisible force that obeys the caster's commands.
Ventriloquism. Throws voice for 1 min./level.

2nd-Level Bard Spells

Animal Trance. Fascinates 2d6 HD of animals.
Blindness/Deafness. Makes subject blind or deaf.
Blur. Attacks miss subject 20% of the time.
Bull's Grace. Subject receives a penalty to Dexterity of 1d4+1 points.
Cat's Grace. Subject gains 1d4+1 Dex for 1 hr./level.
Cat's Strength. Subject receives a penalty to Strength of 1d4+1 points.
Clarion Call. Allows those up to 1 mile/level away to hear caster's voice.
Concentrate. Gives the caster +10 to Concentration checks.
Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).
Darkness. 20-ft. radius of supernatural darkness.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Detect Thoughts. Allows "listening" to surface thoughts.
Enthrall. Captivates all within 100 ft. + 10 ft./level.
Glitterdust. Blinds creatures, outlines invisible creatures.
Hideous Laughter. Subject loses actions for 1d3 rounds.
Hold Person. Holds one person helpless for 1 round/level.
Hypnotic Pattern. Fascinates 2d4+1 HD/level of creatures.
Insight. Subject gains a +20 bonus to next skill check.
Invisibility. Subject is invisible for 10 min./level or until it attacks.
Kiss of Lethe. Kiss attack paralyzes subject.
Locate Object. Senses direction toward object (specific or type).
Magic Mouth. Speaks once when triggered.
Minor Image. As *silent image*, plus some sound.
Mirror Image. Creates decoy duplicates of the caster (1d4 +1/three levels, max 8).
Misdirection. Misleads divinations for one creature or object.
Oath Bond. Compels subject to complete or perform a task.

Object Read. Reveals who last touched a subject item.
Pyrotechnics. Turns fire into blinding light or choking smoke.
Quick and Deadly. Subject gains extra movement and attack bonus for a charge attack.
Scare. Panics creatures up to 5 HD (15-ft. radius).
See Invisibility. Reveals invisible creatures or objects.
Shatter. Sonic vibration damages objects or crystalline creatures.
Silence. Negates sound in 15-ft. radius.
Silver Tongue. Charisma is increased by 1 for every four Bard class levels of caster.
Song of Blood. Subjects bleed from existing wounds doing extra damage.
Sound Burst. Deals 1d8 sonic damage to subjects; may stun them.
Stalker's Bow. Turns a mundane bow into a +1 magical bow with further enhancements.
Suggestion. Compels subject to follow stated course of action.
Summon Monster II. Calls outsider to fight for the caster.
Summon Swarm. Summons swarm of small crawling or flying creatures.
Supernatural Skill. Provides subject with 3+ character level skill points in chosen skill.
Tongues. Speak any language.
True Stealth. Subject gains +10 to Hide and Move Silently.
Undetectable Alignment. Conceals alignment for 24 hours.
Whispering Wind. Sends a short message one mile/level.
Words of Woe. Target suffers -5 to all attacks, tests, and saving throws.

3rd-Level Bard Spells

Arcane Archery. Allows spells to be cast with greater range.
Arcane Senses. Caster always succeeds Spellcraft checks to counterspell.
Battle Cry. Allies gain +4 to fear saving throws and +2 to damage.
Blink. The caster randomly vanishes and reappears for 1 round/level.
Charm Monster. Makes monster believe it is the caster's ally.
Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.
Confusion. Makes subject behave oddly for 1 round/level.
Crushing Despair. Targets receive morale penalty.
Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).
Daylight. 60-ft. radius of bright light.
Death Becomes Me. Caster trades facial appearance with recently dead creature of similar type.
Dishearten. Opposing creatures receive a –4 to charm and fear saves and –1 to attack and damage rolls.
Dispel Magic. Cancels magical spells and effects.
Displacement. Attacks miss subject 50%.
Fear. Subjects within cone flee for 1 round/level.
Gaseous Form. Subject becomes insubstantial and can fly slowly.
Good Hope. Targets gain morale bonus.
Greater Identify. Gives all features of a single magic item.
Haste. One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Illusory Script. Only intended reader can decipher.
Inspiration. Subjects within 30ft. gain a bonus to skill checks equal to Bard level (max +20).
Invisibility Sphere. Makes everyone within 10 ft. invisible.
Lesser Geas. Commands subject of 7 HD or less.
Locate Horde. Caster can locate largest and most valuable treasure collection in the area.
Maddening Scream. -4 penalty to skill checks.
Magic Circle against Chaos/Evil/Good/Law. As *protection* spells, but 10-ft. radius and 10 min./level.
Major Image. As *silent image*, plus sound, smell and thermal effects.
Mud Slick. Slows creature's movement that enter effected area.
Nourishment. Subjects do not need to eat for 12 hours.
Phantom Steed. Magical horse appears for 1 hour/level.
Premonition. Reveals future actions for a number of subjects equal to caster's Intelligence modifier.
Pull the Strings. Control target intelligent humanoid.
Remove Curse. Frees object or person from curse.
Rhythm of Defiance. Those within area receive –2 penalty to attack, damage, ability checks, skill checks and saving throws.
Scourge of Dythanus. Subjects within 10ft. take damage when caster does.
Scrying. Spies on subject from a distance.
Sculpt Sound. Creates new sounds or changes existing ones.
Sepia Snake Sigil. Creates text symbol that immobilizes reader.
Slow. One subject/level takes only partial actions, –2 AC, –2 melee rolls.
Summon Monster III. Calls outsider to fight for the caster.
Tiny Hut. Creates shelter for 10 creatures.

4th-Level Bard Spells

Aggression. Creature goes into frenzied rage.
Asp Arm. Caster's arm turns into poisonous snake.
Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification.
Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).
Detect Scrying. Alerts the caster of magical eavesdropping.
Dimension Door. Teleports the caster and up to 500 lb.
Dominate Person. Controls humanoid telepathically.
Hold Monster. As *hold person*, but any creature.
Invisibility, Greater. As *invisibility*, but subject can attack and stay invisible.
Legend Lore. Learn tales about a person, place, or thing.
Locate Creature. Indicates direction to familiar creature.
Modify Memory. Changes 5 minutes of subject's memories.
Neutralize Poison. Immunizes subject against poison or detoxifies venom on or in subject.
Rainbow Pattern. Lights prevent 24 HD of creatures from attacking or moving away.
Secure Shelter. Creates sturdy cottage.
Shout. Deafens all within cone and deals 2d6 damage.
Summon Monster IV. Calls outsider to fight for the caster.
Entropic Blade. Weapon gains +2 luck bonus to hit and +2d6 damage against Lawful aligned creatures.
Telepathy. Allows caster to communicate with other creatures with their mind.
Hallucinatory Terrain. Makes one type of terrain appear like another (field into forest, etc.).

5TH-LEVEL BARD SPELLS

Cure Light wounds, Mass. Cures 1d8 +1/level damage in all directions.
Dance of the Dead. Song played turns, bolsters, or rebukes undead.
Deadly Focus. Damage done to caster allows spells to be cast at high level.
Dispel Magic, Greater. As *dispel magic*, but +20 on check.
Dream. Sends message to anyone sleeping.
False Vision. Fools scrying with an illusion.
Greater Bull's Strength. Subject gains 2d4+2 for 1hour/level.
Imperviousness. Subject absorbs 5 damage per caster level of chosen weapon type.
Mind Fog. Subjects in fog get –10 Wis, Will checks.
Mirage Arcana. As *hallucinatory terrain*, plus structures.
Mislead. Turns the caster invisible and creates illusory double.
Nightmare. Sends vision dealing 1d10 damage, fatigue.
Persistent Image. As *major image*, but no concentration required.
Speed of the Gods. Creatures within area of spell gain extra attack and +2 AC bonus.
Spirit Singing. Spells cast on subject after Spirit Singing have caster level increased by caster's Charisma modifier.
Summon Monster V. Calls outsider to fight for the caster.
War Chant. Allies gain +8 to charm and fear save checks, +2 to attack, damage and AC.

6TH-LEVEL BARD SPELLS

Anger. Subjected creatures gain a more powerful rage.
Control Weather. Changes weather in local area.
Cure Lethal Wounds. Cures4d8+1/level damage (max +20), but may effect creatures that have dropped below –10 hit points.
Deathshriek. Scream kills subject creature.
Eyebite. One subject becomes panicked, sickened, and comatose.
Geas/Quest. As *lesser geas*, plus it affects any creature.
Greater Scrying. As *scrying*, but faster and longer.
Mass Suggestion. As *suggestion*, plus one/level subjects.
Permanent Image. Includes sight, sound, and smell.
Programmed Image. As *major image*, plus triggered by event.
Project Image. Illusory double can talk and cast spells.
Summon Monster VI. Calls outsider to fight for the caster.
Veil. Changes appearance of group of creatures.

Cleric Spells

0-LEVEL CLERIC SPELLS (CANTRIPS)

Inflict Pain. 1d8 subdual damage to subject touched.
Strangled Steel. Weapons take Full Round action to draw if effected.

1ST-LEVEL CLERIC SPELLS

Begone. Wave of force knocks subject creature away doing 1d4 subdual damage per 10 feet moved.
Bless Arms. Provides a Paladin with a replacement for a lost weapon.
Blind Faith. Subjects attacks ignore half of concealment.
Curse of the Lady. Subject gains a –2 penalty to all skill checks.
Minor Necromantic Regeneration. Heals undead for 2d8+1 damage (max +10).
Soothe Pain. Heals all subdual damage on subject but 1d4 subdual damage.
Summon Object. Summons object to caster's hand.

2ND-LEVEL CLERIC SPELLS

Bull's Grace. Subject receives a penalty to Dexterity of 1d4+1 points.
Concentrate. Gives the caster +10 to Concentration checks.
Firebombs. Small items in container become explosives that explode on impact for 2d4+1 damage.
Gift from Above. Subject gains bonus to attacks and armor class equal to half caster's level, rounded up.
Phantom Touch. Touched weapon gains the Ghost Touch enhancement.
Scourge of Dythanus. Subjects within 10ft. take damage when caster does.
Silent Guardian. Raises subjected corpse that animates and protects caster.
Water Weird. Animates water into an arm that can attack, grapple and trip.
Weakness. Subject receives a penalty to Constitution of 1d4+1 points.

3RD-LEVEL CLERIC SPELLS

Acid Blood. Slashing or piercing attacks cause 1d6 extra damage to subject.
Apathy. Subjects of this spell can only take partial actions and fail any Concentration checks for 1 round per level.
Banish the Wound. Spell heals all hit point damage from one attack.
Divine Protection. Creatures within area gain +4 bonus to armored class.
Divine Senses. Caster always succeeds Spellcraft checks to counterspell.
Entropic Blade. Weapon gains +2 luck bonus to hit and +2d6 damage against Lawful aligned creatures.
Floralight. Summons sunlight from surface to subject area.
Hember's Hammer. Melee attack does 1d8 damage for each point of Wisdom modifier of caster.
Holy Energy. Removes status effects from one subject.
Insight. Subject gains a +20 bonus to next skill check.
Mass Blessing. Allies gain +2 to attack and damage rolls and against fear effects.
Righteous Faith. Subjects within 30ft gain a bonus to skill checks equal to caster's level (max +20).
Spirit Singing. Spells cast on subject after Spirit Singing have caster level increased by caster's Charisma modifier.
Strength in Numbers. Creatures in area all have Strength score of creature with highest Strength.
Wall of Bone. 2hp/four level wall of human bones.
Whirlwind. objects and creatures coming into area of whirlwind are thrown away from subject.

4TH-LEVEL CLERIC SPELLS

Aggression. Creature goes into frenzied rage.
Armor of Faith. Summons armor with AC bonus of ½ caster level and save bonus equal to ¼ caster level.
Battle Cry. Allies gain +4 to fear saving throws and +2 to damage.
Conversion. Subject's alignment and deity become that of caster's.
Decay. Ranged Touch Attach destroys nonmagical object.

Death Rune. Rune attached to weapon gives wielder 1d8 temporary hit points and +2 Strength for 10/Hit Dice of creature killed.
Dishearten. Opposing creatures receive a –4 to charm and fear saves and –1 to attack and damage rolls.
Hand of the Sun. Subject gains bonus to saving throws equal to caster level (max 10), caster receives a –2 penalty to saving throws.
Inferno. Hits up to 3 subjects for 1d4 fire and holy damage per caster level (max 15d6).
Locate Horde. Caster can locate largest and most valuable treasure collection in the area.
Minister the Wounds. Cure spells gain range 25ft. +5ft./2 levels.
Rally of the Damned. Reverses effects of turning or rebuking on undead.
Run with the River. Subject takes the form of water for travel in water.
Second Wind. Allows subject to use special ability one more time.
Soul Binding. Subject creatures share effects of actions done to either creature.

5TH-LEVEL CLERIC SPELLS
Airless Breath. Subjects do not need to breathe for 2hrs./level.
Celestial Weapon. Summons deity's favored weapon as a +1 Holy or Unholy weapon.
Cure Lethal Wounds. Cures4d8+1/level damage (max +20), but may effect creatures that have dropped below –10 hit points.
Divine Vindication. Allies within 30ft. gain bonus to saves against chosen spell types.
Ethereal Drain. Subject's spells are cast at 2 levels lower.
Exhaustion. Does caster's level in subdual damage and gives subjects –1 to attack and damage as well as armor class.
Greater Bull's Strength. Subject gains 2d4+2 for 1hour/level.
Hermetic Armor. Subject creatures' armor gains damage reduction.
Ship of Tears. Creates a boat out of water for travel.
Spectral Advisor. Caster may ask spirits for tactical advice.

6TH-LEVEL CLERIC SPELLS
Divine Selection. Subject is immune to damage for one round.
Ethereal Assault. Makes 8 creatures and yourself Ethereal, allowing passage through objects.
Hand of Destruction. Rays cast at subject do multiple effects.

7TH-LEVEL CLERIC SPELLS
Anger. Subjected creatures gain a more powerful rage.
Death Beyond Death. Subjected corpse can not be brought back to life.
Divine Intervention. Subject's last action is as though it never happened.
Greater Ethereal Drain. Subject must make Spellcraft checks to cast spells, also, spells are cast at 3 levels lower.
Strength of the Dead. Subject gains undead immunities for duration.
War Chant. Allies gain +8 to charm and fear save checks, +2 to attack, damage and AC.
Will of Neus. Transfers prepared spells to subject that they may cast.

8TH-LEVEL CLERIC SPELLS
Despair. Subject is can not take actions and can only move at half speed and receives many penalties to armor class.
Divine Wrath. +20 bonus to attack and +1 damage per 2 caster level to damage rolls. Increases against those alignments that the caster opposes.

9TH-LEVEL CLERIC SPELLS
Entropic Field. Spells cast in the area of spell have uncontrollable random results.

Cleric Domains

AIR DOMAIN
Granted Powers: Turn or destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + the character's Charisma modifier.

AIR DOMAIN SPELLS
1. **Obscuring Mist.** Fog surrounds the caster.
2. **Wind Wall.** Deflects arrows, smaller creatures, and gases.
3. **Gaseous Form.** Subject becomes insubstantial and can fly slowly.
4. **Air Walk.** Subject treads on air as if solid (climb at 45-degree angle)
5. **Control Winds.** Change wind direction and speed.
6. **Chain Lightning.** 1d6 damage/level; secondary bolts.
7. **Control Weather.** Changes weather in local area.
8. **Whirlwind.** Cyclone inflicts damage and can pick up creatures.
9. **Elemental Swarm.*** Summons multiple elementals.

*Cast as an air spell only.

ANIMAL DOMAIN
Granted Powers: The character can cast *speak with animals* once per day. Knowledge (nature) is a class skill.

ANIMAL DOMAIN SPELLS
1. **Calm Animals.** Calms 2d4 +1/level HD of animals, beasts, and magical beasts
2. **Hold Animal.** Hold one animal helpless; 1 round/level.
3. **Dominate Animal.** Subject animal obeys silent mental commands.
4. **Repel Vermin.** Insects stay 10 ft. away.
5. **Commune with Nature.** Learn about terrain for 1 mile/level.
6. **Antilife Shell.** 10-ft. field hedges out living creatures.
7. **Animal Shapes.** One ally/level polymorphs into chosen animal.
8. **Creeping Doom.** Carpet of insects attacks at the caster's command.
9. **Shapechange.** Transforms the caster into any creature, and change forms once per round.

CHAOS DOMAIN
Granted Power: The character casts chaos spells at +1 caster level.

Chaos Domain Spells

1. **Protection from Law.** +2 AC and saves, counter mind control, hedge out elementals and outsiders
2. **Shatter.** Sonic vibration damages objects or crystalline creatures.
3. **Magic Circle against Law.** As *protection* spells, but 10-ft. radius and 10 min./level
4. **Chaos Hammer.** Damages and staggers lawful creatures.
5. **Dispel Law.** +4 bonus against attacks by lawful creatures.
6. **Animate Objects.** Objects attack the caster's foes.
7. **Word of Chaos.** Kills, confuses, stuns, or deafens nonchaotic subjects.
8. **Cloak of Chaos.** +4 AC, +4 resistance, SR 25 against lawful spells.
9. **Summon Monster IX.*** Calls outsider to fight for the caster.

*Cast as a chaos spell only.

Death Domain

Granted Power: The character may use a death touch once per day. The character's death touch is a spell-like ability that is a death effect. The character must succeed at a melee touch attack against a living creature (using the rules for touch spells). When the character touches, roll 1d6 per the character's cleric level. If the total at least equals the creature's current hit points, it dies.

Death Domain Spells

1. **Cause Fear.** One creature flees for 1d4 rounds.
2. **Death Knell.** Kill dying creature and gain 1d8 temp. hp, +2 Str, and +1 caster level
3. **Animate Dead.** Creates undead skeletons and zombies.
4. **Death Ward.** Grants immunity to death spells and effects.
5. **Slay Living.** Touch attack kills subject.
6. **Create Undead.** Unclean spirits, spirit walkers, and gaunts.
7. **Destruction.** Kills subject and destroys remains.
8. **Create Greater Undead.** Khrutyk steeds, nekrasts, and bog ghosts.
9. **Wail of the Banshee.** Kills one creature/level.

Destruction Domain

Granted Power: The character gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to the character's cleric level (if the character hits). The character must declare the smite before making the attack. It is usable once per day.

Destruction Domain Spells

1. **Inflict Light Wounds.** Touch attack, 1d8 +1/level damage (max +5).
2. **Shatter.** Sonic vibration damages objects or crystalline creatures.
3. **Contagion.** Infects subject with chosen disease.
4. **Inflict Critical Wounds.** Touch attack, 4d8 +1/level damage (max +20).
5. **Inflict Light Wounds, Mass.** Deals 1d8 +1/level damage in all directions.
6. **Harm.** Deals 10 points/level damage to target.
7. **Disintegrate.** Makes one creature or object vanish.
8. **Earthquake.** Intense tremor shakes 5-ft./level radius.
9. **Implosion.** Kills one creature/round.

Earth Domain

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + the character's Charisma modifier.

Earth Domain Spells

1. **Magic Stone.** Three stones become +1 projectiles, 1d6+1 damage.
2. **Soften Earth and Stone.** Turns stone to clay or dirt to sand or mud.
3. **Stone Shape.** Sculpts stone into any form.
4. **Spike Stones.** Creatures in area take 1d8 damage, may be slowed.
5. **Wall of Stone.** Creates a stone wall that can be shaped.
6. **Stoneskin.** Stops blows, cuts, stabs, and slashes.
7. **Earthquake.** Intense tremor shakes 5-ft./level radius.
8. **Iron Body.** The character's body becomes l-iving iron.
9. **Elemental Swarm.*** Summons multiple elementals.

*Cast as an earth spell only.

Evil Domain

Granted Power: The character casts evil spells at +1 caster level.

Evil Domain Spells

1. **Protection from Good.** +2 AC and saves, counter mind control, hedge out elementals and outsiders
2. **Desecrate.** Fills area with negative energy, making undead stronger.
3. **Magic Circle against Good.** As *protection* spells, but 10-ft. radius and 10 min./level.
4. **Unholy Blight.** Damages and sickens good creatures.
5. **Dispel Good.** +4 bonus against attacks by good creatures.
6. **Create Undead.** Unclean spirits, spirit walkers, and gaunts.
7. **Blasphemy.** Kills, paralyzes, weakens, or dazes nonevil subjects.
8. **Unholy Aura.** +4 AC, +4 resistance, SR 25 against good spells.
9. **Summon Monster IX.*** Calls outsider to fight for the caster.

*Cast as an evil spell only.

Fire Domain

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + the character's Charisma modifier.

Fire Domain Spells

1. **Burning Hands.** 1d4 fire damage/level (max 5d4).
2. **Produce Flame.** 1d4 +1/two levels damage, touch or thrown.
3. **Resist Energy.*** Ignore first 12 damage from one energy type each round.
4. **Wall of Fire.** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.
5. **Fire Shield.** Creatures attacking the caster take fire damage; the caster is protected from heat or cold.
6. **Fire Seeds.** Acorns and berries become bombs.
7. **Fire Storm.** Deals 1d6 fire damage/level.
8. **Incendiary Cloud.** Cloud deals 4d6 fire damage/round.
9. **Elemental Swarm.**** Summons multiple elementals.

*Resist cold or fire only.

**Cast as a fire spell only.

Good Domain

Granted Power: The character casts good spells at +1 caster level.

Good Domain Spells

1. **Protection from Evil.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Aid.** +1 attack, +1 on saves against fear, 1d6 temporary hit points.
3. **Magic Circle against Evil.** As *protection* spells, but 10-ft. radius and 10 min./level.
4. **Holy Smite.** Damages and blinds evil creatures.
5. **Dispel Evil.** +4 bonus against attacks by evil creatures.
6. **Blade Barrier.** Blades encircling the caster deal 1d6 damage/level.
7. **Holy Word.** Kills, paralyzes, weakens, or dazes nongood subjects.
8. **Holy Aura.** +4 AC, +4 resistance, and SR 25 against evil spells.
9. **Summon Monster IX.*** Calls outsider to fight for the caster.

*Cast as a good spell only.

Healing Domain

Granted Power: The character casts healing spells at +1 caster level.

Healing Domain Spells

1. **Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).
2. **Cure Moderate Wounds.** Cures 2d8 +1/level damage (max +10).
3. **Cure Serious Wounds.** Cures 3d8 +1/level damage (max +15).
4. **Cure Critical Wounds.** Cures 4d8 +1/level damage (max +20).
5. **Cure Light Wounds, Mass.** Cures 1d8 +1/level damage in all directions.
6. **Heal.** Cures 10 points/level of damage, all diseases, and mental conditions.
7. **Regenerate.** Subject's severed limbs grow back.
8. **Mass Heal.** As *heal*, but with several subjects.
9. **True Resurrection.** As *resurrection*, plus remains aren't needed.

Knowledge Domain

Granted Power: All Knowledge skills are class skills. The character casts divinations at +1 caster level.

Knowledge Domain Spells

1. **Detect Secret Doors.** Reveals hidden doors within 60 ft.
2. **Detect Thoughts.** Allows "listening" to surface thoughts.
3. **Clairaudience/Clairvoyance.** Hear or see at a distance for 1 min./level.
4. **Divination.** Provides useful advice on to specific proposed actions.
5. **True Seeing.** See all things as they really are.
6. **Find the Path.** Shows most direct way to a location.
7. **Legend Lore.** Learn tales about a person, place, or thing.
8. **Discern Location.** Exact location of creature or object.
9. **Foresight.** "Sixth sense" warns of impending danger.

Law Domain

Granted Power: The character casts Law spells at +1 caster level.

Law Domain Spells

1. **Protection from Chaos.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Calm Emotions.** Calms 1d6 creatures/level, negating emotion effects.
3. **Magic Circle against Chaos.** As *protection* spells, but 10-ft. radius and 10 min./level
4. **Order's Wrath.** Damages and dazes chaotic creatures.
5. **Dispel Chaos.** +4 bonus against attacks by chaotic creatures.
6. **Hold Monster.** As *hold person*, but any creature.
7. **Dictum.** Kills, paralyzes, weakens, or dazes nonlawful subjects.
8. **Shield of Law.** +4 AC, +4 resistance, and SR 25 against chaotic spells.
9. **Summon Monster IX.*** Calls outsider to fight for the caster.

*Cast as a law spell only.

Luck Domain

Granted Power: The character gains the power of good fortune, which is usable once per day. This extraordinary ability allows the character to reroll one roll that the character has just made. The character must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells

1. **Entropic Shield.** Ranged attacks against the caster suffer 20% miss chance.
2. **Aid.** +1 attack, +1 against fear, 1d8 temporary hit points.
3. **Protection from Energy.** Absorb 12 damage/level from one kind of energy.
4. **Freedom of Movement.** Subject moves normally despite impediments.
5. **Break Enchantment.** Frees subjects from enchantments, alterations, curses,and petrification.
6. **Mislead.** Turns the caster invisible and creates illusory double.
7. **Spell Turning.** Reflect 1d4+6 spell levels back at caster.
8. **Moment of Prescience.** Gain an momentary insight bonus.
9. **Miracle.** Requests a deity's intercession.

Magic Domain

Granted Power: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half the character's cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if the character is also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells

1. **Magic Aura.** Masks magic item's aura.
2. **Identify.** Determines single feature of magic item.
3. **Dispel Magic.** Cancels magical spells and effects.
4. **Imbue with Spell Ability.** Transfer spells to subject.
5. **Spell Resistance.** Subject gains +12 +1/level SR.
6. **Antimagic Field.** Negates magic within 10 ft.
7. **Spell Turning.** Reflect 1d4+6 spell levels back at caster.
8. **Protection from Spells.** Confers +8 resistance bonus.
9. **Disjunction.** Dispels magic, disenchants magic items.

Plant Domain

Granted Powers: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use these abilities a total number of times per day equal to 3 + the character's Charisma modifier.

Knowledge (nature) is a class skill.

Plant Domain Spells

1. **Entangle.** Plants entangle everyone in 40-ft.-radius circle.
2. **Barkskin.** Grants +3 natural armor bonus (or higher).
3. **Plant Growth.** Grows vegetation, improves crops.
4. **Command Plants.** Talk to and control plants & fungi.
5. **Wall of Thorns.** Thorns damage anyone who tries to pass.
6. **Repel Wood.** Pushes away wooden objects.
7. **Changestaff.** The caster's staff becomes a treant on command.
8. **Control Plants.** Plants animate and vegetation entangles.
9. **Shambler.** Summons 1d4+2 shambling mounds to fight for the caster.

Protection Domain

Granted Power: The character can generate a protective ward, a spell-like ability to grant someone the character touches a resistance bonus equal to the character's level on the recipient's next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells

1. **Sanctuary.** Opponents can't attack the caster, and the caster can't attack.
2. **Shield Other.** The caster takes half of subject's damage.
3. **Protection from Energy.** Absorb 12 damage/level from one kind of energy.
4. **Spell Immunity.** Subject is immune to one spell/four levels.
5. **Spell Resistance.** Subject gains +12 +1/level SR.
6. **Antimagic Field.** Negates magic within 10 ft.
7. **Repulsion.** Creatures can't approach the caster.
8. **Mind Blank.** Subject is immune to mental/emotional magic and scrying.
9. **Prismatic Sphere.** As *prismatic wall*, but surrounds on all sides.

Strength Domain

Granted Power: The character can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to the character's level. Activating the power is a free action, the power lasts 1 round, and is usable once per day.



STRENGTH DOMAIN SPELLS

1. **Endure Elements.** Exist comfortably in hot or cold environments.
2. **Bull's Strength.** Subject gains 1d4+1 Str for 1 hr./level.
3. **Magic Vestment.** Armor or shield gains +1 enhancement three level.
4. **Spell Immunity.** Subject is immune to one spell/four levels.
5. **Righteous Might.** The caster's size increases and gains bonuses in combat.
6. **Stoneskin.** Stops blows, cuts, stabs, and slashes.
7. **Grasping Hand.** Hand provides cover, pushes, or grapples.
8. **Clenched Fist.** Large hand attacks the caster's foes.
9. **Crushing Hand.** As *grasping hand*, but stronger.

SUN DOMAIN

Granted Power: Once per day, the character can perform a greater turning against undead in place of a regular turning (or rebuking) attempt. The greater turning is like a normal turning (or rebuking) attempt except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead.

SUN DOMAIN SPELLS

1. **Endure Elements.*** Exist comfortably in hot or cold environments.
2. **Heat Metal.** Make metal so hot it damages those that touch it.
3. **Searing Light.** Ray deals 1d8/2 levels, more against undead.
4. **Fire Shield.** Creatures attacking the caster take fire damage; the caster is protected from heat or cold.
5. **Flame Strike.** Smite foes with divine fire (1d6/level).
6. **Fire Seeds.** Acorns and berries become bombs.
7. **Sunbeam.** Beam blinds and deals 3d6 damage.
8. **Sunburst.** Blinds all within 10 ft., deals 3d6 damage.
9. **Prismatic Sphere.** As *prismatic wall*, but surrounds on all sides.

*Endure cold or fire only.

TRAVEL DOMAIN

Granted Powers: For a total time per day of 1 round per the character's cleric level, the character can act normally regardless of magical effects that impede movement (similar to the effect of the spell freedom of movement). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This is a spell-like ability.

Wilderness Lore is a class skill.

TRAVEL DOMAIN SPELLS

1. **Expeditious Retreat.** Doubles the caster's speed.
2. **Locate Object.** Senses direction toward object (specific or type).
3. **Fly.** Subject flies at speed of 90.
4. **Dimension Door.** Teleports the caster and up to 500 lb.
5. **Teleport.** Instantly transports the caster anywhere.
6. **Find the Path.** Shows most direct way to a location.
7. **Teleport, Greater.** As *teleport*, but no off-target arrival.
8. **Phase Door.** Invisible passage through wood or stone.
9. **Gate.** Connects two planes for travel or summoning.

TRICKERY DOMAIN

Granted Power: Bluff, Disguise, and Hide are class skills.

TRICKERY DOMAIN SPELLS

1. **Disguise Self.** Change own appearance.
2. **Invisibility.** Subject invisible 10 min./level or until it attacks.
3. **Nondetection.** Hides subject from divination, scrying.
4. **Confusion.** Makes subjects behave oddly for 1 round/level.
5. **False Vision.** Fools scrying with an illusion.
6. **Mislead.** Turns the caster invisible and creates illusory double.
7. **Screen.** Illusion hides area from vision, scrying.
8. **Polymorph Any Object.** Changes any subject into anything else.
9. **Time Stop.** The caster acts freely for 1d4+1 rounds.

WAR DOMAIN

Granted Power: Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

WAR DOMAIN SPELLS

1. **Magic Weapon.** Weapon gains +1 bonus.
2. **Spiritual Weapon.** Magical weapon attacks on its own.
3. **Magic Vestment.** Armor or shield gains +1 enhancement/three levels.
4. **Divine Power.** The caster gain attack bonus, 18 Str, and 1 hp/level.
5. **Flame Strike.** Smite foes with divine fire (1d6 damage/level).
6. **Blade Barrier.** Blades encircling the caster deal 1d6 damage/level.
7. **Power Word Stun.** Stuns creature with up to 150 hp.
8. **Power Word Blind.** Blinds 200 hp worth of creatures.
9. **Power Word Kill.** Kills one tough subject or many weak ones.

WATER DOMAIN

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + the character's Charisma modifier.

WATER DOMAIN SPELLS

1. **Obscuring Mist.** Fog surrounds the caster.
2. **Fog Cloud.** Fog obscures vision.
3. **Water Breathing.** Subjects can breathe underwater.
4. **Control Water.** Raise or lower bodies of water.
5. **Ice Storm.** Hail deals 5d6 damage in cylinder 40 ft. across.
6. **Cone of Cold.** 1d6 cold damage/level.
7. **Acid Fog.** Fog deals acid damage.
8. **Horrid Wilting.** Deals 1d8 damage/level within 30 ft.
9. **Elemental Swarm.*** Summons multiple elementals.

*Cast as a water spell only.

Common Arcane Spells

0-Level Common Arcane Spells (Cantrips)

Abjur **Resistance.** Subject gains +1 on saving throws.

Div **Detect Magic.** Detects spells and magic items within 60 ft.
Detect Poison. Detects poison in one creature or small object.
Read Magic. Read scrolls and spellbooks.

Ench **Daze.** Creature loses next action.

Evoc **Flare.** Dazzles one creature (–1 attack).
Light. Object shines like a torch.
Ray of Frost. Ray deals 1d3 cold damage.

Illus **Dancing Lights.** Figment torches or other lights.
Ghost Sound. Figment sounds.

Necro **Disrupt Undead.** Deals 1d6 damage to one undead.

Trans **Mage Hand.** 5-pound telekinesis.
Mending. Makes minor repairs on an object.
Message. Whispered conversation at distance.
Open/Close. Opens or closes small or light things.

Univ **Arcane Mark.** Inscribes a personal rune (visible or invisible).
Prestidigitation. Performs minor tricks.

1st-Level Common Arcane Spells

Abjur **Alarm.** Wards an area for 2 hours/level.
Endure Elements. Exist comfortably in hot or cold environments.
Emperor's Will. Return a successfully saved effect to caster.
Hold Portal. Holds door shut.
Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
Shield. Invisible disc gives cover and blocks magic missiles.

Conj **Grease.** Makes 10-ft. square or one object slippery.
Mage Armor. Gives subject +4 armor bonus.
Mount. Summons riding horse for 2 hr./level.
Obscuring Mist. Fog surrounds the caster.
Summon Monster I. Calls outsider to fight for the caster.
Unseen Servant. Creates invisible force that obeys the caster's commands.

Div **Comprehend Languages.** Understands all spoken and written languages.
Detect Secret. Doors Reveals hidden doors within 60 ft.
Detect Undead. Reveals undead within 60 ft.
Identify. Determines single feature of magic item.
True Strike. Adds +20 bonus to the caster's next attack roll.

Ench **Charm Person.** Makes one person the caster's friend.
Hypnotism. Fascinates 2d4 HD of creatures.
Sleep. Put 2d4 HD of creatures into comatose slumber.

Evoc **Blast.** 1d6 fire damage.
Burning Hands. 1d4 fire damage/level (max: 5d4).
Curse of Heartless Lies. 1d6 energy damage.
Floating Disk. 3-ft.-diameter horizontal disk that holds 100 lb./level.
Magic Missile. 1d4+1 damage; +1 missile/two levels above 1st (max 5).
Power Bolt. 1d6 electrical damage, number of bolts increases with level.

Illus **Color Spray.** Knocks unconscious, blinds, or stuns 1d6 weak creatures.
Disguise Self. Changes the caster's appearance.

Magic **Aura.** Grants object false magic aura.
Silent Image. Creates minor illusion of the caster's design.
Magic Aura. Masks magic item's aura.
Ventriloquism. Throws voice for 1 min./level.

Necro **Cause Fear.** One creature flees for 1d4 rounds.
Chill Touch. 1 touch/level deals 1d6 damage and possibly 1 Str damage.
Ray of Enfeeblement. Ray reduces Str by 1d6 points +1 point/two levels.

Trans **Animate Rope.** Makes a rope move at the caster's command.
Enlarge Person. Creature grows +10%/level (max +50%).
Erase. Mundane or magical writing vanishes.
Expeditious Retreat. Doubles the caster's speed.
Feather Fall. Objects or creatures fall slowly.
Jump. Subject gets +30 on Jump checks.
Magic Shifting. Increase DC of spell by 3 or +3 bonus to any ranged touch attack.
Magic Weapon. Weapon gains +1 bonus.
Reduce Person. Creature halves in size.
Shocking Grasp. Touch delivers 1d8 +1/level electricity.
Spider Climb. Grants ability to walk on walls and ceilings.

2nd-Level Common Arcane Spells

Abjur **Arcane Lock.** Magically locks a portal or chest.
Obscure Object. Masks object against divination.
Protection from Arrows. Subject immune to most ranged attacks.
Resist Energy. Ignores 12 damage/round from one energy type.

Conj **Acid Arrow.** Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.
Fog Cloud. Fog obscures vision.
Glitterdust. Blinds creatures, outlines invisible creatures.
Summon Monster II. Calls outsider to fight for the caster.
Summon Swarm. Summons swarm of small crawling or flying creatures.
Web. Fills 20-ft-radius spread with sticky spider webs.

Div **Detect Thoughts.** Allows "listening" to surface thoughts.
Locate Object. Senses direction toward object (specific or type).
See Invisibility. Reveals invisible creatures or objects.

Ench **Hideous Laughter.** Subject loses actions for 1d3 rounds.
Memory's Flame. Target loses a spell for rest of day.

Evoc **Continual Flame.** Makes a permanent, heatless torch.
Darkness. 20-ft. radius of supernatural darkness.
Flaming Sphere. Rolling ball of fire, 2d6 damage, lasts 1 round/level. **Push.** Pushs target up to 30 ft./level.
Shatter. Sonic vibration damages objects or crystalline creatures. **Wizard's Duel.** 1d6 force damage per caster level up to 10d6 vs arcane caster, 1d4 otherwise.

Illus **Blur.** Attacks miss subject 20% of the time.
Glimmer. Reduce target's attack and add skill test penalty.
Hypnotic Pattern. Fascinates 2d4+1 HD/level of creatures.
Invisibility. Subject is invisible for 10 min./level or until it attacks.

Magic Mouth. Speaks once when triggered.
Minor Image. As *silent image*, plus some sound.
Mirror Image. Creates decoy duplicates of the caster (1d4 +1/three levels, max 8).
Misdirection. Misleads divinations for one creature or object.
Trap. Makes item seem trapped.

Necro **Essence Flow.** Channel dying beings life into spell, increasing DC. **Ghoul Touch.** Paralyzes one subject, who exudes stench (–2 penalty) nearby.
Scare. Panics creatures up to 5 HD (15-ft. radius).
Spectral Hand. Creates disembodied glowing hand to deliver touch attacks.

Trans **Alter Self.** As *disguise self*, plus more drastic changes.
Bear's Endurance. Gain 1d4+1 Con for 1 hr./level.
Blindness/Deafness. Makes subject blind or deaf.
Bull's Strength. Subject gains 1d4+1 Str for 1 hr./level.
Cat's Grace. Subject gains 1d4+1 Dex for 1 hr./level.
Darkvision. See 60 ft. in total darkness.
Knock. Opens locked or magically sealed door.
Levitate. Subject moves up and down at the caster's direction.
Pyrotechnics. Turns fire into blinding light or choking smoke.
Rope Trick. Up to eight creatures hide in extradimensional space.
Rune of Swift Striking. Enchants weapon allowing for one extra attack at any time.
Viper's Strike. Target gains feat Quick Shot.
Whispering Wind. Sends a short message one mile/level.

3rd-Level Common Arcane Spells

Abjur **Dispel Magic.** Cancels magical spells and effects.
Explosive Runes. Deals 6d6 damage when read.
Magic Circle against Chaos/Evil/Good/Law. As *protection* spells, but 10-ft. radius and 10 min./level.
Nondetection. Hides subject from divination, scrying.
Protection from Energy. Absorb 12 damage/level from one kind of energy.
Symbol of Warding. Traps ground, causing 3d6 damage to all creatures within 10 ft.

Conj **Phantom Steed.** Magical horse appears for 1 hour/level.
Sepia Snake Sigil. Creates text symbol that immobilizes reader.
Sleet Storm. Hampers vision and movement.
Stinking Cloud. Nauseating vapors, 1 round/level.
Summon Monster III. Calls outsider to fight for the caster.

Div **Clairaudience/Clairvoyance.** Hear or see at a distance for 1 min./level.
Tongues. Speak any language.

Ench **Hold Person.** Holds one person helpless; 1 round/level.
Suggestion. Compels subject to follow stated course of action.

Evoc **Daylight.** 60-ft. radius of bright light.
Fireball. 1d6 damage per level, 20-ft. radius.
Gust of Wind. Blows away or knocks down smaller creatures.
Lightning Bolt. Electricity deals 1d6 damage/level.
Maddening Scream. -4 penalty to skill checks.
Shadow Bolts. 1d6 force damage + sneak attack damage as rogue of caster's level.
Tiny Hut. Creates shelter for 10 creatures.
Wind Wall. Deflects arrows, smaller creatures, and gases.

Illus **Displacement.** Attacks miss subject 50%.
Illusory Script. Only intended reader can decipher.
Invisibility Sphere. Makes everyone within 10 ft. invisible.
Major Image. As *silent image*, plus sound, smell and thermal effects.

Necro **Gentle Repose.** Preserves one corpse.
Halt Undead. Immobilizes undead for 1 round/level.
Sigil of Bonding. Enchants item with a blast glyph.
Vampiric Touch. Touch deals 1d6/two caster levels; caster gains damage as hp.

Trans **Blink.** The caster randomly vanishes and reappears for 1 round/level.
Flame Arrow. Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).
Fly. Subject flies at speed of 90.
Gaseous Form. Subject becomes insubstantial and can fly slowly.
Greater Magic Weapon. +1/three levels (max +5).
Haste. One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Keen Edge. Doubles normal weapon's threat range.
Secret Page. Changes one page to hide its real content.
Shrink Item. Object shrinks to one-twelfth size.
Slayer's Curse. Turns any bonuses on an item to equivalent penalty.
Slow. One subject/level takes only partial actions, –2 AC, –2 melee rolls.
Water Breathing. Subjects can breathe underwater.

4th-Level Common Arcane Spells

Abjur **Dimensional Anchor.** Bars extradimensional movement.
Fire Trap. Opened object deals 1d4 +1/level damage.
Lesser Globe of Invulnerability. Stops 1st- through 3rd-level spell effects.
Remove Curse. Frees object or person from curse.
Rune of Protection. Grants target item DR 10/magic.
Stoneskin. Stops blows, cuts, stabs, and slashes.

Conj **Black Tentacles.** 1d4 +1/level tentacles grapple randomly within 15 ft.
Dimension Door. Teleports the caster and up to 500 lb.
Minor Creation. Creates one cloth or wood object.
Secure Shelter. Creates sturdy cottage.
Solid Fog. Blocks vision and slows movement.
Summon Monster IV. Calls outsider to fight for the caster.

Div **Arcane Eye.** Invisible floating eye moves 30 ft./round.
Detect Scrying. Alerts the caster of magical eavesdropping.
Locate Creature. Indicates direction to familiar creature.
Scrying. Spies on subject from a distance.

Ench **Charm Monster.** Makes monster believe it is the caster's ally.
Confusion. Makes subject behave oddly for 1 round/level.
Crushing Despair. Targets suffer morale penalty.
Good Hope. Targets receive morale bonus.
Lesser Geas. Commands subject of 7 HD or less.
Pull the Strings. Control target intelligent humanoid.

Evoc **Fire Shield.** Creatures attacking the caster take fire damage; the caster is protected from heat or cold.
Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.
Resilient Sphere. Force globe protects but traps one subject.
Shout. Deafens all within cone and deals 2d6 damage.
Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.
Wall of Ice. Ice plane creates wall with 15 hp +3/level, or hemisphere can trap creatures inside.

Illus **Face of Mirrors.** Removes combatant's ability to tell friend from foe.
Fireflies. Create swarm of insects to dazzle foe.
Hallucinatory Terrain. Makes one type of terrain appear like another (field into forest, etc.).
Illusory Wall. Wall, floor, or ceiling looks real, but any thing can pass through.
Invisibility, Greater. As *invisibility*, but subject can attack and stay invisible.
Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 damage.
Rainbow Pattern. Lights prevent 24 HD of creatures from attacking or moving away.
Shadow Conjuration. Mimics conjuring below 4th level.

Necro **Animate Dead.** Creates undead skeletons and zombies.
Bestow Curse. –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of losing each action.
Contagion. Infects subject with chosen disease.
Enervation. Subject gains 1d4 negative levels.
Fear. Subjects within cone flee for 1 round/level.

Trans **Gravity Flux.** Remove effects of gravity on target.
Mnemonic Enhancer. Prepares extra spells or retains one just cast. Wizard only.
Polymorph. One creature assumes a new form.

5th-Level Common Arcane Spells

Abjur **Dismissal.** Forces a creature to return to native plane.

Conj **Cloudkill.** Kills 3 HD or less; 4–6 HD save or die.
Faithful Hound. Phantom dog can guard, attack.
Lesser Planar Binding. Traps outsider until it performs a task.
Major Creation. As *minor creation*, plus stone and metal.
Summon Monster V. Calls outsider to fight for the caster.
Secret Chest. Hides expensive chest on Ethereal Plane; the caster retrieves it at will.
Teleport. Instantly transports the caster anywhere.
Wall of Iron. 30 hp/four levels; can topple onto foes.
Wall of Stone. Creates a stone wall that can be shaped.

Div **Prying Eyes.** 1d4 floating eyes +1/level scout for the caster.
Telepathic Bond. Link lets allies communicate.

Ench **Dominate Person.** Controls humanoid telepathically.
Feeblemind. Subject's Int drops to 1.
Hold Monster. As *hold person*, but any creature.
Mind Fog. Subjects in fog get –10 Wis, Will checks.
Symbol of Sleep. Creatures within 60 ft. fall asleep.
Wave of Pain. Cripples target with illusory pain.

Evoc **Arc Lightning.** 5d6 electrical damage.
Cone of Cold. 1d6 cold damage/level.
Fell Blow. +1 melee weapon attacks target creature.
Sending. Delivers short message anywhere, instantly.
Vae Victus! 1d6 + caster level sonic damage to any dazed, dazzled, stunned, or suffering fear effects.
Wall of Force. Wall is immune to damage.

Illus **Dream.** Sends message to anyone sleeping.
False Vision. Fools scrying with an illusion.
Greater Shadow Conjuration. As *shadow conjuration*, but up to 4th level and 40% real.
Mirage Arcana. As *hallucinatory terrain*, plus structures.
Nightmare. Sends vision dealing 1d10 damage, fatigue.
Persistent Image. As *major image*, but no concentration required.
Seeming. Changes appearance of one person/two levels.
Shadow Evocation. Mimics evocation less than 5th level.

Necro **Magic Jar.** Enables possession of another creature.
Symbol of Pain. –4 to skill checks, ability checks, and attacks for creatures within 60 ft.

Trans **Animal Growth.** One animal/2 levels doubles in size, HD.
Energy Arrow. imbue arrow wih ability to knock target prone.
Fabricate. Transforms raw materials into finished items.
Passwall. Breaches walls 1 ft. thick/level.
Rockhide. Creates carapace that limits damage from one source to 10.
Stone Shape. Sculpts stone into any form.
Telekinesis. Lifts or moves 25 lb./level at long range.
Transmute Mud to Rock. Transforms two 10-ft. cubes/ level.
Transmute Rock to Mud. Transforms two 10-ft. cubes/ level.

Univ **Permanency.** Makes certain spells permanent; costs XP.

6th-Level Common Arcane Spells

Abjur **Antimagic Field.** Negates magic within 10 ft.
Dispel Magic, Greater. As *dispel magic*, but +20 on check.
Globe of Invulnerability. As *lesser globe*, plus 4th level.
Guards and Wards. Array of magic effects protect area.
Repulsion. Creatures can't approach the caster.

Conj **Acid Fog.** Fog deals acid damage.
Planar Binding. As *lesser planar binding*, but up to 16 HD.
Summon Monster VI. Calls outsider to fight for the caster.

Div **Analyze Dweomer.** Reveals magical aspects of subject.
Extentions. Plane of Secrets spirit answers questions.
Legend Lore. Learn tales about a person, place, or thing.
True Seeing. See all things as they really are.

Ench **Geas/Quest.** As *lesser geas*, plus it affects any creature.
Mass Suggestion. As *suggestion*, plus one/level subjects.
Symbol of Persuasion. Charms creatures within 60 ft.

Evoc **Chain Lightning.** 1d6 damage/level; secondary bolts.
Contingency. Sets trigger condition for another spell.
Forceful Hand. Hand pushes creatures away.
Freezing Sphere. Freezes water or deals cold damage.
Prismatic Surge. 10d6+level damage to target.

Illus **Greater Shadow Evocation.** As *shadow evocation*, but up to 5th level.
Mislead. Turns the caster invisible and creates illusory double.
Permanent Image. Includes sight, sound, and smell.
Programmed Image. As *major image*, plus triggered by event.
Project Image. Illusory double can talk and cast spells.

Shades. As *shadow conjuration*, but up to 5th level and 60% real.
Veil. Changes appearance of group of creatures.

Necro **Circle of Death.** Kills 1d4 HD/level.
Eyebite. One subject becomes panicked, sickened, and comatose.
Symbol of Fear. Panics creatures within 60 ft.

Trans **Control Water.** Raises or lowers bodies of water.
Control Weather. Changes weather in local area.
Disintegrate. Makes one creature or object vanish.
Flesh to Stone. Turns subject creature into statue.
Intuition. Additional standard or move action next turn.
Lucubration. Recalls spell of 5th level or less. Wizard Only.
Move Earth. Digs trenches and build hills.
Stone to Flesh. Restores petrified creature.
Warrior's Transformation. The caster gains combat bonuses.

7th-Level Common Arcane Spells

Abjur **Banishment.** Banishes 2 HD/level extraplanar creatures.
Sequester. Subject is invisible to sight and scrying.
Spell Turning. Reflect 1d4+6 spell levels back at caster.

Conj **Instant Summons.** Prepared object appears in the caster's hand.
Magnificent Mansion. Door leads to extradimensional mansion.
Phase Door. Invisible passage through wood or stone.
Plane Shift. Up to eight subjects travel to another plane.
Summon Monster VII. Calls outsider to fight for the caster.
Teleport, Greater. As *teleport*, but no off-target arrival.
Teleport Object. As *teleport*, but affects a touched object.

Div **Greater Scrying.** As *scrying*, but faster and longer.
Vision. As *legend lore*, but quicker and strenuous.

Ench **Insanity.** Subject suffers continuous confusion.
Power Word Blind. Blinds 200 hp worth of creatures.
Symbol of Stunning. Stuns creatures within 60 ft.

Evoc **Bands of Force.** Magical vise + 1d6 crushing damage/round.
Calling the Fury. Summon Storm, 10d6 electrical damage.
Delayed Blast Fireball. 1d6 fire damage/level; the caster can delay blast for 5 rounds.
Grasping Hand. Hand provides cover, pushes, or grapples.
Forcecage. Cube of force imprisons all inside.
Prismatic Spray. Rays hit subjects with variety of effects.
Sword. Floating magic blade strikes opponents.

Illus **Mass Invisibility.** As *invisibility*, but affects all in range.
Simulacrum. Creates partially real double of a creature.

Necro **Control Undead.** Undead don't attack the caster while under the caster's command.
Finger of Death. Kills one subject.
Symbol of Weakness. 3d6 Str damage to creatures within 60 ft.

Trans **Revel of Bascaron.** Creatures in affected area gain monstrous humanoid as creature type.
Reverse Gravity. Objects and creatures fall upward.
Statue. Subject can become a statue at will.

Univ **Limited Wish.** Alters reality, within spell limits.

8th-Level Common Arcane Spells

Abjur **Mind Blank.** Subject is immune to mental/emotional magic and scrying.
Prismatic Wall. Wall's colors have array of effects.
Protection from Spells. Confers +8 resistance bonus.

Conj **Greater Planar Binding.** As *lesser planar binding*, but up to 24 HD.
Incendiary Cloud. Cloud deals 4d6 fire damage/round.
Maze. Traps subject in extradimensional maze.
Summon Monster VIII. Calls outsider to fight for the caster.
Trap the Soul. Imprisons subject within gem.

Div **Discern Location.** Exact location of creature or object.

Ench **Antipathy.** Object or location affected by spell repels certain creatures.
Binding. Array of techniques to imprison a creature.
Charm Monster, Mass. As *charm monster*, but all within 30 ft.
Demand. As *sending*, plus the caster can send suggestion.
Irresistible Dance. Forces subject to dance.
Power Word Stun. Stuns creature with up to 150 hp.
Symbol of Insanity. Causes insanity in creatures within 60 ft.
Sympathy. Object or location attracts certain creatures.

Evoc **Clenched Fist.** Large hand attacks the caster's foes.
Telekinetic Sphere. As *resilient sphere*, but the caster moves sphere telekinetically.
Sunburst. Blinds all within 10 ft., deals 3d6 damage.

Illus **Screen.** Illusion hides area from vision, scrying.

Necro **Clone.** Duplicate awakens when original dies.
Horrid Wilting. Deals 1d8 damage/level within 30 ft.
Symbol of Death. Slays creatures within 60 ft.

Trans **Etherealness.** Travel to Ethereal Plane with companions.
Iron Body. The caster's body becomes living iron.
Polymorph Any Object. Changes any subject into anything else.

9th-Level Common Arcane Spells

Abjur **Disjunction.** Dispels magic, disenchants magic items.
Freedom. Releases creature suffering imprisonment.
Imprisonment. Entombs subject beneath the earth.
Prismatic Sphere. As *prismatic wall*, but surrounds on all sides.

Conj **Gate.** Connects two planes for travel or summoning.
Summon Monster IX. Calls outsider to fight for the caster.
Teleportation Circle. Circle teleports any creature inside to designated spot.

Div **Foresight.** "Sixth sense" warns of impending danger.

Ench **Dominate Monster.** As *dominate person*, but any creature.
Power Word Kill. Kills one tough subject or many weak ones.

Evoc **Crushing Hand.** Creates large hand to protect and attack.
Meteor Swarm. Deals 24d6 fire damage, plus bursts.

Illus **Weird.** As *phantasmal killer*, but affects all within 30 ft.

Necro **Energy Drain.** Subject gains 2d4 negative levels.
Soul Bind. Traps newly dead soul to prevent resurrection.
Wail of the Banshee. Kills one creature/level.

Trans **Blood Purge.** Removes temporary effects.
Refuge. Alters item to transport its possessor to the caster.
Shapechange. Transforms the caster into any creature, and change forms once per round.
Temporal Stasis. Puts subject into suspended animation.
Time Stop. The caster acts freely for 1d4+1 rounds.

Univ **Wish.** As *limited wish*, but with fewer limits.

Common Divine Spells

0-Level Common Divine Spells (Orisons)

Create Water. Creates 2 gallons/level of pure water.
Cure Minor Wounds. Cures 1 point of damage.
Detect Magic. Detects spells and magic items within 60 ft.
Detect Poison. Detects poison in one creature or small object.
Guidance. +1 on one roll, save, or check.
Inflict Minor Wounds. Touch attack, 1 point of damage.
Light. Object shines like a torch.
Mending. Makes minor repairs on an object.
Purify Food and Drink. Purifies 1 cu. ft./level of food or water.
Read Magic. Read scrolls and spellbooks.
Resistance. Subject gains +1 on saving throws.
Virtue. Subject gains 1 temporary hp.

1st-Level Common Divine Spells

Bane. Enemies suffer –1 attack, –1 on saves against fear.
Bless. Allies gain +1 attack and +1 on saves against fear.
Bless Water. Makes holy water.
Cause Fear. One creature flees for 1d4 rounds.
Command. One subject obeys one-word command for 1 round.
Comprehend Languages. Understand all spoken and written languages.
Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
Curse Water. Makes unholy water.
Deathwatch. Sees how wounded subjects within 30 ft. are.
Detect Chaos/Evil/Good/Law. Reveals creatures, spells, or objects.
Detect Undead. Reveals undead within 60 ft.
Divine Favor. The caster gains attack, damage bonus, +1/three levels.
Doom. One subject suffers –2 on attacks, damage, saves, and checks.
Endure Elements. Exist comfortably in hot or cold environments.
Entropic Shield. Ranged attacks against the caster suffer 20% miss chance.
Hide from Undead. Undead can't perceive one subject/level.
Inflict Light Wounds. Touch, 1d8 +1/level damage (max +5).
Magic Stone. Three stones gain +1 attack, deal 1d6+1 damage.
Magic Weapon. Weapon gains +1 bonus.
Obscuring Mist. Fog surrounds the caster.
Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
Quick Shielding. +1 deflection bonus per minute/caster level.
Remove Fear. +4 on saves against fear for one subject +1/four levels.
Sanctuary. Opponents can't attack the caster, and the caster can't attack.
Shield of Faith. Aura grants +2 or higher deflection bonus.
Summon Monster I. Calls outsider to fight for the caster.

2nd-Level Common Divine Spells

Aid. +1 attack, +1 on saves against fear, 1d8 temporary hit points.
Augury. Learns whether an action will be good or bad.
Bear's Endurance. Gain 1d4+1 Con for 1 hr./level.
Bull's Strength. Subject gains 1d4+1 Str for 1 hr./level.
Calm Emotions. Calms 1d6 subjects/level, negating emotion effects.
Consecrate. Fills area with positive energy, making undead weaker.
Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).
Darkness. 20-ft. radius of supernatural darkness.
Death Knell. Kills dying creature; the caster gain 1d8 temporary hp, +2 Str, and +1 level.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Desecrate. Fills area with negative energy, making undead stronger.
Enthrall. Captivates all within 100 ft. + 10 ft./level.
Find Traps. Notice traps as a rogue does.
Gentle Repose. Preserves one corpse.
Hold Person. Holds one person helpless; 1 round/level.
Inflict Moderate Wounds. Touch attack, 2d8 +1/level damage (max +10).
Lesser Restoration. Dispels magic ability penalty or repairs 1d4 ability damage.
Make Whole. Repairs an object.
Quick Strength. Grants enhancement bonus to strength equal to caster level.
Remove Paralysis. Frees one or more creatures from paralysis, hold, or slow.
Resist Energy. Ignores 12 damage/round from one energy type.
Shatter. Sonic vibration damages objects or crystalline creatures.
Shield Other. The caster takes half of subject's damage.
Silence. Negates sound in 15-ft. radius.
Sound Burst. Deals 1d8 sonic damage to subjects; may stun them.
Spiritual Weapon. Magical weapon attacks on its own.
Summon Monster II. Calls outsider to fight for the caster.
Undetectable Alignment. Conceals alignment for 24 hours.
Zone of Truth. Subjects within range cannot lie.

3rd-Level Common Divine Spells

Animate Dead. Creates undead skeletons and zombies.
Bestow Curse. –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of losing each action.
Blindness/Deafness. Makes subject blind or deaf.
Contagion. Infects subject with chosen disease.
Continual Flame. Makes a permanent, heatless torch.
Create Food and Water. Feeds three humans (or one horse)/level.
Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).
Daylight. 60-ft. radius of bright light.
Deeper Darkness. Object sheds absolute darkness in 60-ft. radius.

Dispel Magic. Cancels magical spells and effects.
Glyph of Warding. Inscription harms those who pass it.
Helping Hand. Ghostly hand leads subject to the caster.
Inflict Serious Wounds. Touch attack, 3d8 +1/level damage (max +15).
Invisibility Purge. Dispels invisibility within 5 ft./level.
Kor's Forge. Constricts armor causing 1d6 damage/round.
Locate Object. Senses direction toward object (specific or type).
Magic Circle against Chaos/Evil/Good/Law. As *protection* spells, but 10-ft. radius and 10 min./level.
Magic Vestment. Armor or shield gains +1 enhancement/three levels.
Meld into Stone. The caster and the caster's gear merge with stone.
Obscure Object. Masks object against divination.
Prayer. Allies gain +1 on most rolls, and enemies suffer –1.
Protection from Energy. Absorb 12 damage/level from one kind of energy.
Remove Blindness/Deafness. Cures normal or magical conditions.
Remove Curse. Frees object or person from curse.
Remove Disease. Cures all diseases affecting subject.
Searing Light. Ray deals 1d8/two levels, more against undead.
Speak with Dead. Corpse answers one question/two levels.
Stone Shape. Sculpts stone into any form.
Summon Monster III. Calls outsider to fight for the caster.
Water Breathing. Subjects can breathe underwater.
Water Walk. Subject treads on water as if solid.
Whirlwind. Creates small whirlwind around target, stunning, but granting immunity to melee and +4 vs ranged strikes.
Wind Wall. Deflects arrows, smaller creatures, and gases.

4TH-LEVEL COMMON DIVINE SPELLS

Air Walk. Subject treads on air as if solid (climb at 45-degree angle).
Control Water. Raises or lowers bodies of water.
Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).
Death Ward. Grants immunity to death spells and effects.
Dimensional Anchor. Bars extradimensional movement.
Discern Lies. Reveals deliberate falsehoods.
Dismissal. Forces a creature to return to native plane.
Divination. Provides useful advice for specific proposed actions.
Divine Power. The caster gains attack bonus, 18 Str, and 1 hp/level.
Forest's Hunger. Animate all plant life in small area.
Freedom of Movement. Subject moves normally despite impediments.
Giant Vermin. Turns insects into giant vermin.
Greater Magic Weapon. +1 bonus/three levels (max +5).
Imbue with Spell Ability. Transfer spells to subject.
Inflict Critical Wounds. Touch attack, 4d8 +1/level damage (max +20).
Lesser Planar Ally. Exchange services with an 8 HD outsider.
Neutralize Poison. Immunizes subject against poison or detoxifies venom on or in subject.
Oathbound. Target must refrain from harming caster and allies.
Poison. Touch deals 1d10 Con damage, repeats in 1 min.
Repel Vermin. Insects stay 10 ft. away.
Restoration. Restores level and ability score drains.
Sending. Delivers short message anywhere, instantly.
Spell Immunity. Subject is immune to one spell/four levels.
Status. Monitors condition, position of allies.
Summon Monster IV. Calls outsider to fight for the caster.
Tongues. Speak any language.



5th-Level Common Divine Spells

Atonement. Removes burden of misdeeds from subject.
Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification.
Commune. Deity answers one yes-or-no question/level.
Cure Light Wounds, Mass. Cures 1d8 +1/level damage in all directions.
Curse of Rage. Allies gain attack bonus equal to caster wisdom modifer.
Dispel Chaos/Evil/Good/Law. +4 bonus against attacks.
Flame Strike. Smites foes with divine fire (1d6/level).
Greater Command. As *command*, but affects one subject/level.
Hallow. Designates location as holy.
Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.
Inflict Light Wounds, Mass. Deals 1d8 +1/level damage in all directions.
Mark of Justice. Designates action that will trigger curse on subject.
Plane Shift. Up to eight subjects travel to another plane.
Raise Dead. Restores life to subject who died up to 1 day/level ago.
Righteous Might. The caster's size increases and gains bonuses in combat.
Scrying. Spies on subject from a distance.
Slay Living. Touch attack kills subject.
Spell Resistance. Subject gains +12 +1/level SR.
Summon Monster V. Calls outsider to fight for the caster.
Symbol of Pain. –4 to skill checks, ability checks, and attacks for creatures within 60 ft.
Symbol of Sleep. Creatures within 60 ft. fall asleep.
True Seeing. See all things as they really are.
Unhallow. Designates location as unholy.
Wall of Stone. Creates a stone wall that can be shaped.

6th-Level Common Divine Spells

Animate Objects. Objects attack the caster's foes.
Antilife Shell. 10-ft. field hedges out living creatures.
Banishment. Banishes 2 HD/level extraplanar creatures.
Blade Barrier. Blades encircling the caster deal 1d6 damage/level.
Create Undead. Unclean spirits, spirit walkers, and gaunts.
Dispel Magic, Greater. As *dispel magic*, but up to +20 on check.
Find the Path. Shows most direct way to a location.
Forbiddance. Denies area to creatures of another alignment.
Geas/Quest. As *lesser geas*, plus it affects any creature.
Greater Glyph of Warding. As *glyph of warding*, but up to 10d8 damage or 6th level spell.
Harm. Deals 10 points/level damage to target.
Heal. Cures 10 points/level of damage, all diseases, and mental conditions.
Heroes' Feast. Food for one creature/level cures and blesses.
Lady's Doom. -4 AC to all creatures in affected area.
Planar Ally. As *lesser planar ally*, but up to 16 HD.
Summon Monster VI. Calls outsider to fight for the caster.
Symbol of Fear. Panics creatures within 60 ft.
Symbol of Persuasion. Charms creatures within 60 ft.
Vision of Thunder. Grants two standard actions beyond normal.
Wind Walk. The caster and the caster's allies turn vaporous and travel fast.
Word of Recall. Teleports the caster back to designated place.

7th-Level Common Divine Spells

Blasphemy. Kills, paralyzes, weakens, or dazes nonevil subjects.
Blood Beneath Your Wings. Grants one additional action every round to all creatures in affected area as well as removing adverse conditions. **Cleanse.** Ends all temporary magical effects and all non-magical effects with duration (poison, disease, etc.).
Control Weather. Changes weather in local area.
Destruction. Kills subject and destroys remains.
Dictum. Kills, paralyzes, weakens, or dazes nonlawful subjects.
Greater Restoration. As *restoration*, plus restores all levels and ability scores
Greater Scrying. As *scrying*, but faster and longer.
Holy Word. Kills, paralyzes, weakens, or dazes nongood subjects.
Planar Tides and Currents. Grants onuses to goodaligned and penalties to evil aligned, or vice versa.
Refuge. Alters item to transport its possessor to the caster.
Regenerate. Subject's severed limbs grow back.
Repulsion. Creatures can't approach the caster.
Resurrection. Fully restore dead subject.
Summon Monster VII. Calls outsider to fight for the caster.
Symbol of Stunning. Stuns creatures within 60 ft.
Symbol of Weakness. 3d6 Str damage to creatures within 60 ft.
Word of Chaos. Kills, confuses, stuns, or deafens nonchaotic subjects.

8th-Level Common Divine Spells

Antimagic Field. Negates magic within 10 ft.
Cloak of Chaos. +4 AC, +4 resistance, and SR 25 against lawful spells.
Create Greater Undead. Khrutyk steeds, nekrasts, and bog ghosts.
Discern Location. Exact location of creature or object.
Earthquake. Intense tremor shakes 5-ft./level radius.
Fire Storm. Deals 1d6 fire damage/level.
Greater Planar Ally. As *lesser planar ally*, but up to 24 HD.
Holy Aura. +4 AC, +4 resistance, and SR 25 against evil spells.
Mass Heal. As *heal*, but with several subjects.
Shield of Law. +4 AC, +4 resistance, and SR 25 against chaotic spells.
Summon Monster VIII. Calls outsider to fight for the caster.
Symbol of Death. Slays creatures within 60 ft.
Symbol of Insanity. Causes insanity in creatures within 60 ft.
Unholy Aura. +4 AC, +4 resistance, and SR 25 against good spells.

9th-Level Common Divine Spells

Energy Drain. Subject gains 2d4 negative levels.
Etherealness. Travel to Ethereal Plane with companions.
Gate. Connects two planes for travel or summoning.
Implosion. Kills one creature/round.
Miracle. Requests a deity's intercession.
Soul Bind. Traps newly dead soul to prevent resurrection.
Storm of Vengeance. Storm rains acid, lightning, and hail.
Summon Monster IX. Calls outsider to fight for the caster.
True Resurrection. As *resurrection*, plus remains aren't needed.

Druid Spells

0-Level Druid Spells (Cantrips)

Create Water. Creates 2 gallons/level of pure water.
Cure Minor Wounds. Cures 1 point of damage.
Detect Magic. Detects spells and magic items within 60 ft.
Detect Poison. Detects poison in one creature or small object.
Flare. Dazzles one creature (–1 attack).
Guidance. +1 on one roll, throw, or check.
Know Direction. The caster discerns north.
Light. Object shines like a torch.
Mending. Makes minor repairs on an object.
Purify Food and Drink. Purifies 1 cu. ft./level of food or water.
Read Magic. Read scrolls and spellbooks.
Resistance. Subject gains +1 on saving throws.
Strangled Steel. Weapons take Full Round action to draw if effected.
Virtue. Subject gains 1 temporary hp.

1st-Level Druid Spells

Calm Animals. Calms 2d4 +1/level HD of animals, beasts, and magical beasts.
Charm Animal. Makes one animal the caster's friend.
Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
Curse of the Lady. Subject gains a –2 penalty to all skill checks.
Detect Animals or Plants. Detects species of animals or plants.
Detect Snares and Pits. Reveals natural or primitive traps.
Endure Elements. Exist comfortably in hot or cold environments.
Entangle. Plants entangle everyone in 40-ft.-radius circle.
Expeditious Journey. Subjects movement is doubled in natural surroundings, also ignores fatigue.
Faerie Fire. Outlines subjects with light, canceling blur, concealment, etc.
Foxfire. Provides lighted trail that is easily followed
Goodberry. 2d4 berries each cure 1 hp (max 8 hp/24 hours).
Heightened Senses. Senses expound by 150%, subject gains +1 to Intuit Direction, Listen, Search and Spot skills.
Hide from Animals. Animals can't perceive one subject/level.
Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage.
Nature Provides. Turns vegetation into weapon of caster's choice.
Obscuring Mist. Fog surrounds the caster.
Pass without Trace. One subject/level leaves no tracks.
Shillelagh. Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 minute/level.
Soothe Pain. Heals all subdual damage on subject but 1d4 subdual damage.
Stone Hands. Hands do 2d4 damage in melee but can not per form delicate actions.
Summon Object. Summons object to caster's hand.
Summon Nature's Ally I. Calls creature to fight.

2nd-Level Druid Spells

Animal Messenger. Sends a Tiny animal to a specific place.
Animal Trance. Fascinates 2d6 HD of animals.
Barkskin. Grants +3 natural armor bonus (or higher).
Chill Metal. Cold metal damages those who touch it.
Concentrate. Gives the caster +10 to Concentration checks.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Fire Trap. Opened object deals 1d4 +1/level damage.
Flame Blade. Touch attack deals 1d8 +1/two levels damage.
Flaming Sphere. Rolling ball of fire, 2d6 damage, lasts 1 round/level.
Flashing Hooves. Subjected mount does 1d6 extra fire damage with hoof attacks, gains 1 to critical threat range and may catch opponents on fire.
Floralight. Summons sunlight from surface to subject area.
Forest's Hunger. Animate all plant life in small area.
Heat Metal. Hot metal damages those who touch it.
Hold Animal. Holds one animal helpless; 1 round/level.
Lesser Restoration. Dispels magic ability penalty or repairs 1d4 ability damage.
Nature's Way. Subject may use Animal Empathy and Knowledge (Nature) also gain +2 to Animal Empathy, Handle Animal, Hide, Listen, Move Silently, Search, Spot and Wilderness Lore.
Produce Flame. 1d4 +1/two levels damage, touch or thrown.
Resist Energy. Ignores first 12 damage from one energy type each round.
Sheep's Clothing. Caster's appearance alters to that of animal of caster's choice.
Soften Earth and Stone. Turns stone to clay or dirt to sand or mud.
Soul Link. Damage can be transferred between subjects.
Speak with Animals. he caster can communicate with natural animals.
Stone Tell. Caster may ask question to earth spirits.
Summon Nature's Ally II. Calls creature to fight.
Summon Swarm. Summons swarm of small crawling or flying creatures.
Tail Strike. Subject grows a prehensile tail that can attack.
Tree Shape. The caster looks exactly like a tree for 1 hour/level.
True Path. Subject gains +20 to next Wilderness Lore check or Intuit Direction check.
True Stealth. Subject gains +10 to Hide and Move Silently.
Viper's Strike. Target gains feat Quick Shot.
Warp Wood. Bends wood (shaft, handle, door, plank).
Whirlwind. Creates small whirlwind around target, stunning, but granting immunity to melee and +4 vs ranged strikes.
Wilderness Stride. Subjects may move through thorns and non-magical briars without impediment or damage.
Wood Shape. Rearranges wooden objects to suit the caster.

3rd-Level Druid Spells

Call Lightning. Directs lightning bolts (3d6/bolt) from sky.
Contagion. Infects subject with chosen disease.
Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).
Diminish Plants. Reduces size or blights growth of normal plants.
Divine Senses. Caster always succeeds Spellcraft checks to counterspell.
Dominate Animal. Subject animal obeys silent mental commands.
Firebombs. Small items in container become explosives that explode on impact for 2d4+1 damage.
Fiery Whip. Creates whip that does 1d6 fire damage per 3 caster levels.
Forgotten Trail. Tracks any subject creature caster knows the name of.
Greater Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5)

Inferno. Hits up to 3 subjects for 1d4 fire and holy damage per caster level (max 15d6).
Lone Wolf. Subject gains +2 Strength, Dexterity and Constitution, –6 Charisma, +2 Listen, Hide, Move Silently, Search and Spot, +6 Wilderness Lore.
Lose the Path. Tricks those tracking subject into following false path.
Meld into Stone. The caster and the caster's gear merge with stone.
Neutralize Poison. Immunizes subject against poison or detoxifies venom on or in subject. Nourishment. Subjects do not need to eat for 12 hours.
Plant Growth. Grows vegetation, improves crops.
Poison. Touch deals 1d10 Con damage, repeats in 1 min.
Protection from Energy. Absorb 12 damage/level from one kind of energy.
Remove Disease. Cures all diseases affecting subject.
Snare. Creates a magical booby trap.
Speak with Plants. The caster can talk to normal plants and plant creatures.
Spike Growth. Creatures in area take 1d4 damage, may be slowed.
Stone Shape. Sculpts stone into any form.
Summon Nature's Ally III. Calls creature to fight.
Tremor. Causes earthquake that knocks creatures prone and does 1d6 damage.
Water Breathing. Subjects can breathe underwater.
Words of Woe. Target suffers -5 to all attacks, tests, and saving throws.

4th-Level Druid Spells

Airless Breath. Subjects do not need to breath for 2hrs./level.
Antiplant Shell. Keeps animated plants at bay.
Banish the Wound. Spell heals all hit point damage from one attack.
Command Plants. Talk to and control plants & fungi.
Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).
Dispel Magic. Cancels magical spells and effects.
Flame Strike. Smites foes with divine fire (1d6/level).
Freedom of Movement. Subject moves normally despite impediments.
Giant Vermin. Turns insects into giant vermin.
Howling Rain. Summons large storm that hampers vision and ranged attacks and other effects.
Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.
A Line in the Sand. Creates wall of force that creatures can not pass, but objects can.
Quench. Extinguishes nonmagical fires or one magic item.
Reincarnate. Brings dead subject back in a random body.
Repel Vermin. Insects stay 10 ft. away.
Run with the River. Subject takes the form of water for travel in water.
Rusting Grasp. The caster's touch corrodes iron and alloys.
Scrying. Spies on subject from a distance.
Sleet Storm. Hampers vision and movement.
Spike Stones. Creatures in area take 1d8 damage, may be slowed.
Summon Nature's Ally IV. Calls creature to fight.
Track the Hawk. Allows caster to track flying creature.

5th-Level Druid Spells

Acid Storm. Creates storm that rains acid for 6d4 damage.
Animal Growth. One animal/two levels doubles in size, HD.
Atonement. Removes burden of misdeeds from subject.
Awaken. Animal or tree gains human intellect.
Blend Into Shadows. Subject gains +20 to hide checks and 9/10th concealment.
Blindsight. Subject can see creatures in darkness and that are invisible.
Commune with Nature. Learn about terrain for one mile/level.
Control Winds. Change wind direction and speed.
Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).
Death Ward. Grants immunity to all death spells and effects.
Hallow. Designates location as holy.
Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.
Minister the Wounds. Cure spells gain range 25ft. +5ft./2 levels.
Second Wind. Allows subject to use special ability one more time.
Summon Nature's Ally V. Calls creature to fight.
Transmute Mud to Rock. Transforms two 10-ft. cubes/level.
Transmute Rock to Mud. Transforms two 10-ft. cubes/level.
Tree Stride. Step from one tree to another far away.
Unhallow. Designates location as unholy.
Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.
Wall of Thorns. Thorns damage anyone who tries to pass.

6th-Level Druid Spells

Antilife Shell. 10-ft. field hedges out living creatures.
Cure Lethal Wounds. Cures4d8+1/level damage (max +20), but may effect creatures that have dropped below –10 hit points.
Cure Light Wounds, Mass. Cures 1d8 +1/level damage in all directions.
Dispel Magic, Greater. As *dispel magic*, but +20 on check.
Find the Path. Shows most direct way to a location.
Fire Seeds. Acorns and berries become bombs.
Hate. Subjects gain bonuses to attack and saves against choose opponents.
Cure Light Wounds, Mass. Cures 1d8 +1/level damage in all directions.
Ironwood. Magical wood is strong as steel.
Liveoak. Oak becomes treant guardian.
Repel Wood. Pushes away wooden objects.
Spellstaff. Stores one spell in wooden quarterstaff.
Stone Tell. Talk to natural or worked stone.
Summon Nature's Ally VI. Calls creature to fight.
Transport via Plants. Move instantly from one plant to another of the same species.
Wall of Stone. Creates a stone wall that can be shaped.

7th-Level Druid Spells

Breath Weapon. 2d4 damage per level (max 30d4) in chosen element.
Changestaff. The caster's staff becomes a treant on command.
Control Weather. Changes weather in local area.
Creeping Doom. Carpet of insects attacks at the caster's command.
Divine Intervention. Subject's last action is as though it never happened.

Divine Selection. Subject is immune to damage for one round.
Fire Storm. Deals 1d6 fire damage/level.
Gaze of the Infinite. Gaze kills first creature to look upon caster's eyes.
Greater Scrying. As *scrying*, but faster and longer.
Harm. Deals 10 points/level damage to target.
Heal. Cures 10 points/level of damage, all diseases, and mental conditions.
Summon Nature's Ally VII. Calls creature to fight.
Sunbeam. Beam blinds and deals 3d6 damage.
Transmute Metal to Wood. Metal within 40 ft. becomes wood.
True Seeing. See all things as they really are.
Wind Walk. The caster and the caster's allies turn vaporous and travel fast.

8TH-LEVEL DRUID SPELLS
Animal Shapes. One ally/level polymorphs into chosen animal.
Choking Cloud. Summon clouds chokes victim and drops them to 0 hp then –1, then killing those in the area of effect.
Control Plants. Plants animate and vegetation entangles.
Corrosion. Touch attack dissolves metal instantly.
Earthquake. Intense tremor shakes 5-ft./level radius.
Finger of Death. Kills one subject.
Repel Metal or Stone. Pushes away metal and stone.
Reverse Gravity. Objects and creatures fall upward.
Summon Nature's Ally VIII. Calls creature to fight.
Sunburst. Blinds all within 10 ft., deals 3d6 damage.
Whirlwind. Cyclone inflicts damage and can pick up creatures.
Word of Recall. Teleports the caster back to designated place.

9TH-LEVEL DRUID SPELLS
Antipathy. Object or location affected by spell repels certain creatures.
Divine Wrath. +20 bonus to attack and +1 damage per 2 caster level to damage rolls, increases against those alignments that the caster opposes.
Elemental Swarm. Summons multiple elementals.
Foresight. "Sixth sense" warns of impending danger.
Mass Heal. As *heal*, but with several subjects.
Shambler. Summons 1d4+2 shambling mounds to fight for the caster.
Shapechange. Transforms the caster into any creature, and change forms once per round.
Summon Nature's Ally IX. Calls creature to fight.
Sympathy. Object or location attracts certain creatures.

Illusionist Spells

0-LEVEL ILLUSIONIST SPELLS (CANTRIPS)
Fool's Gold. Glamer makes any form of currency to look like another.

1ST-LEVEL ILLUSIONIST SPELLS
Cones of Silence. Allows Caster and subject to speak without being overheard. Also +20 to Read Lips skill DC check against caster.
Heightened Senses. Senses expound by 150%, subject gains +1 to Intuit Direction, Listen, Search and Spot skills.
Sheep's Clothing. Caster's appearance alters to that of animal of caster's choice.
True Stealth. Subject gains +10 to Hide and Move Silently.

2ND-LEVEL ILLUSIONIST SPELLS
Death Becomes Me. Caster trades facial appearance with recently dead creature of similar type.
Face of Mirrors. Removes combatant's ability to tell friend from foe.
Intimidating Aura. Subject gains +3 bonus to Intimidation checks and +2 to Bluff, Diplomacy and Innuendo checks. Opponents attacking subject receive –1 to initiative.
Quickening. Gives +10 to initiative to 1 creature per level within 30ft.
Telepathy. Allows caster to communicate with other creatures with their mind.
Vertigo. Subject must make Reflex save to perform actions, or fall prone.
Words of Woe. Target suffers -5 to all attacks, tests, and saving throws.

3RD-LEVEL ILLUSIONIST SPELLS
Clockwork Mind. Subject is forced to repeat an action or behavior for 1 round/2 caster levels.
Lose the Path. Tricks those tracking subject into following false path.
Magnify Pain. Subject must make Fortitude save every time they are struck for damage or become stunned for one round.
Primal Fear. Gaze frightens onlookers into cowering.
Sinful Dreams. Subjects dreams provide caster with skill bonuses against subject.

4TH-LEVEL ILLUSIONIST SPELLS
Death Trance. Paralyzes subject and then kills subject.
Fireflies. Create swarm of insects to dazzle foe.

5TH-LEVEL ILLUSIONIST SPELLS
Blend Into Shadows. Subject gains +20 to hide checks and 1/10 concealment.
Commanding Presence. Subject gains +10 Charisma and gives bonuses to troops.
Intemperate Mind. Subject's Wisdom score is lowered to 1.
Repulsive Manner. Subject's Charisma score is lowered to 1.

6TH-LEVEL ILLUSIONIST SPELLS
Hate. Subjects gain bonuses to attack and saves against choose opponents.

7TH-LEVEL ILLUSIONIST SPELLS
Despair. Subject is can not take actions and can only move at half speed and receives many penalties to armor class.

8TH-LEVEL ILLUSIONIST SPELLS
No special illusionist-only spells at this level. See the Common Arcane spell list for available spells.

9TH-LEVEL ILLUSIONIST SPELLS
No special illusionist-only spells at this level. See the Common Arcane spell list for available spells.

Necromancer Spells

0-Level Necromancer Spells (Cantrips)

Inflict Pain. 1d8 subdual damage to subject touched.
Necromancy. Subject receives a –5 penalty to all skill checks for 1 minute.

1st-Level Necromancer Spells

Bleeding. Spell's subject loses 1 hit point per round from existing wound.
Blood Rite. Blood heals caster or raises ability scores.
Drain Soul. Ray lowers subject's Strength and Constitution score by 2.
Essence Flow. Channel dying beings life into spell,increasingDC.
Minor Necromantic Regeneration. Heals undead for 2d8+1 damage (max +10).
Resist Turning. Bolsters undead with +4 turn resistance.
Unnerve. One creature per 2 levels become shaken.

2nd-Level Necromancer Spells

Bone Spikes. Spiky growths on undead do 1d6 extra damage with melee strikes.
Cloak of Fear. Fear keeps creatures from attacking subject.
Concentrate. Gives the caster +10 to Concentration checks.
Death Becomes Me. Caster trades facial appearance with recently dead creature of similar type.
Limb Disruption. Subject loses the use of one limb, takes 3 points of damage.
Necromancer's Minor Blessing. Subjects 1 HD/level of undead and gives them one of many bonuses.
Nourishment. Subjects do not need to eat for 12 hours.
Phantom Touch. Touched weapon gains the Ghost Touch enhancement.
Silent Guardian. Raises subjected corpse that animates and protects caster.
Song of Blood. Subjects bleed from rounds doing extra damage.
Words of Woe. Target suffers -5 to all attacks, tests, and saving throws.

3rd-Level Necromancer Spells

Blood Lattice. When subject bleeds, their blood explodes out, charged with electricity doing 1d4 damage per level.
Deadly Focus. Damage done to caster allows spells to be cast at high level.
Death Rune. Rune attached to weapon gives wielder 1d8 temporary hit points and +2 Strength for 10/Hit Dice of creature killed.
Death Stench. Creatures effected by the stench can not perform actions other than movement.
Necromantic Regeneration. Heals undead for 4d8+1 damage (max +20).
Rally of the Damned. Reverses effects of turning or rebuking on undead.
Restful Death. Subject's corpse will not be animated as undead.
Shard Storm. 1d4 damage per level (max 10d4).
Soul Knife. Melee touch attack does 2d4 damage and drains creatures of one level.
Soul Snare. Subject gains temporary hit points equal to 1/10 of maximum hit points of dying creatures in 50ft. radius.
Undead Attraction. Undead within 100ft. of subject are attracted to subject.
Wall of Bone. 2 hp/four levels wall of human bones.



4TH-LEVEL NECROMANCER SPELLS

Draining Weapon. Subject regains lost hit points equal to damage done in melee to opponents.
Exhaustion. Does caster's level in subdual damage and gives subjects –1 to attack and damage as well as armor class.
Hold Undead. One undead creature is unable to perform actions.
Lifetap. Allows caster to recall and immediately cast previously cast spell.
Necromancer's Blessing. Subjects 3HD of undead per level, gives them one of many bonuses.
Soul Link. Damage can be transferred between subjects.
Spirit Link. Subject and caster share Hit Points, Strength or Constitution.
Twice-Fatal Blast. Subject of spell explodes for 5d6 damage if subject's hit points drop to 0 or below.
Wither. Vegetation in 5ft./level area dies.

5TH-LEVEL NECROMANCER SPELLS

Acid Storm. Creates storm that rains acid for 6d4 damage.
Clinging Miasma. Inescapable deadly cloud.
Deathly Apparition. Creates undead clone of caster.
Duplicate. Summons duplicate of creature touched.
Gaze of the Infinite. Gaze kills first creature to look upon caster's eyes.
Greater Bull's Strength. Subject gains 2d4+2 for 1hour/level.
Leech Life. 1d6 damage per caster level, damage done is gained as temporary hit points to caster.
Lethargic Gait. Subject's Dexterity score is lowered to 1.
Necromantic Channel. Nearby undead that drain the living have their power siphoned to caster.
Release the Lifeblood. 1d4 damage per level to creatures below maximum hit points.
Sickly Physique. Subject's Constitution score is lowered to 1.
Stealing Breath. Subject's lungs collapse and subject may only take partial actions and receives a –10 penalty to rolls.

6TH-LEVEL NECROMANCER SPELLS

Create Undead. Unclean spirits, spirit walkers, and gaunts.
Death is but a Door. Caster brings back to life recently dead, but with Outsider template.
Deathshriek. Scream kills subject creature.
Despair. Subject is can not take actions and can only move at half speed and receives many penalties to armor class.
Mass Animation. All corpses within area are temporarily animated.
Profane Vigor. Animates corpse under caster's control. Corpse retains some of creatures abilities.
Strength of the Dead. Subject gains undead immunities for duration.
The Weight of Ages. Subject ages 1d3 years.

7TH-LEVEL NECROMANCER SPELLS

Animation Field. Creatures dying within effects of radius are animated as Zombies.
Choking Cloud. Summon clouds chokes victim and drops them to 0 hp then –1, then killing those in the area of effect.
Death Beyond Death. Subjected corpse can not be brought back to life.
Necromancer's Great Blessing. Subjects all undead within range giving them many bonuses.
Possession. Caster leaves his body and gains control over subject's body.
Tomb of Earth. Prevents subject taking physical actions.

8TH-LEVEL NECROMANCER SPELLS

Blight Person. Touched creatures are diseased and lose 1d6 Constitution every four hours.
Create Greater Undead. Khrutyk steeds, nekrasts, and bog ghosts.
Disrupt Soul. Subject's soul is forced from body, leaving it in comatose state.
Evil Eye. Gaze from caster kills subjects who look at caster.
Fierce Blood of the Earth. Halts aging for one year by sacrificing one intelligent creature.
Undead Champion. Turns subject into undead type of caster's choice.

9TH-LEVEL NECROMANCER SPELLS

Life Drain. Drains the life out of the subject and reverses the age of caster.

Paladin Spells

1ST-LEVEL PALADIN SPELLS

Bless. Allies gain +1 attack and +1 on saves against fear.
Bless Arms. Provides a Paladin with a replacement for a lost weapon.
Bless Water. Makes holy water.
Bless Weapon. Weapon gains +1 bonus.
Blind Faith. Subjects attacks ignore half of concealment.
Clarion Call. Allows those up to 1mile/level away to here caster's voice.
Create Water. Creates 2 gallons/level of pure water.
Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
Detect Poison. Detects poison in one creature or small object.
Detect Undead. Reveals undead within 60 ft.
Divine Favor. The caster gains attack, damage bonus, +1/three levels.
Endure Elements. Exist comfortably in hot or cold environments.
Magic Weapon. Weapon gains +1 bonus.
Protection from Evil. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
Read Magic. Read scrolls and spellbooks.
Resistance. Subject gains +1 on saving throws.
Soothe Pain. Heals all subdual damage on subject but 1d4 subdual damage.
Summon Object. Summons object to caster's hand.
Virtue. Subject gains 1 temporary hp.

2ND-LEVEL PALADIN SPELLS

Battle Cry. Allies gain +4 to fear saving throws and +2 to damage.
Concentrate. Gives the caster +10 to Concentration checks.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Remove Paralysis. Frees one or more creatures from paralysis, hold or slow.
Resist Energy. Ignores 12 damage/round from one energy type.
Shield Other. The caster takes half of subject's damage.
Undetectable Alignment. Conceals alignment for 24 hours.

3rd-Level Paladin Spells

Armor of Faith. Summons armor with AC bonus of ½ caster level and save bonus equal to ¼ caster level.
Cure Moderate Wounds. Cures 2d8 +1/level (max +10).
Discern Lies. Reveals deliberate falsehoods.
Dispel Magic. Cancels magical spells and effects.
Greater Magic Weapon. +1 bonus/three levels (max +5).
Heal Mount. As *heal* on warhorse or other mount.
Holy Energy. Removes status effects from one subject.
Magic Circle against Evil/Good. As *protection* spells, but 10-ft. radius and 10 min./level.
Mass Blessing. Allies gain +2 to attack and damage rolls and against fear effects.
Prayer. Allies gain +1 on most rolls, enemies suffer –1.
Remove Blindness/Deafness. Cures normal or magical conditions.

4th-Level Paladin Spells

Conversion. Subject's alignment and deity become that of caster's.
Cure Serious Wounds. Cures 3d8 +1/level (max +15*).
Death Ward. Grants immunity to death spells and effects.
Dispel Evil. +4 bonus against attacks by evil creatures.
Dispel Good. +4 bonus against attacks by good creatures.
Freedom of Movement. Subject moves normally despite impediments.
Hember's Hammer. Melee attack does 1d8 damage for each point of Wisdom modifier of caster.
Holy Sword. Weapon becomes +5, does double damage against evil.
Neutralize Poison. Immunizes subject against poison or detoxifies venom on or in subject.
Unholy Sword. Weapon becomes +5, does double damage against good.
War Chant. Allies gain +8 to charm and fear save checks, +2 to attack, damage and AC.
*Paladin's maximum effective caster level is 10

Ranger Spells

1st-Level Ranger Spells

Alarm. Wards an area for 2 hours/level.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Detect Animals or Plants. Detects species of animals or plants.
Detect Snares and Pits. Reveals natural or primitive traps.
Entangle. Plants entangle everyone in 40-ft.-radius circle.
Expeditious Journey. Subjects movement is doubled in natural surroundings, also ignores fatigue.
Foxfire. Provides lighted trail that is easily followed
Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage.
Pass without Trace. One subject/level leaves no tracks.
Read Magic. Read scrolls and spellbooks.
Resist Energy. Ignores first 12 damage from one energy type each round.
Speak with Animals. The caster can communicate with natural animals.
Summon Nature's Ally I. Calls animal to fight for the caster.
Summon Object. Summons object to caster's hand.

2nd-Level Ranger Spells

Animal Messenger. Sends a Tiny animal to a specific place.
Concentrate. Gives the caster +10 to Concentration checks.
Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
Detect Chaos/Evil/Good/Law. Reveals creatures, spells, or objects.
Hold Animal. Holds one animal helpless; 1 round/level.
Nature's Way. Subject may use Animal Empathy and Knowledge (Nature) also gain +2 to Animal Empathy, Handle Animal, Hide, Listen, Move Silently, Search, Spot and Wilderness Lore.
Protection from Energy. Absorb 12 damage/level from one kind of energy.
Snare. Creates a magical booby trap.
Speak with Plants. The caster can talk to normal plants and plant creatures.
Stalker's Bow. Turns a mundane bow into a +1 magical bow with further enhancements.
Summon Nature's Ally II. Calls animal to fight for the caster.
True Path. Subject gains +20 to next Wilderness Lore check or Intuit Direction check.
True Stealth. Subject gains +10 to Hide and Move Silently.
Wilderness Stride. Subjects may move through thorns and non-magical briars without impediment or damage.

3rd-Level Ranger Spells

Command Plants. Talk to and control plants & fungi.
Cure Moderate Wounds. Cures 2d8+1/level damage (max +10).
Diminish Plants. Reduces size or blights growth of normal plants.
Firebombs. Small items in container become explosives that explode on impact for 2d4+1 damage.
Flashing Hooves. Subjected mount does 1d6 extra fire damage with hoof attacks, gains 1 to critical threat range and may catch opponents on fire.
Floralight. Summons sunlight from surface to subject area.
Greater Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5).
Hate. Subjects gain bonuses to attack and saves against choose opponents.
Lesser Whirlwind. Objects and creatures coming into area of whirlwind are thrown away from subject.
Lone Wolf. Subject gains +2 Strength, Dexterity and Constitution, –6 Charisma, +2 Listen, Hide, Move Silently, Search and Spot, +6 Wilderness Lore.
Lose the Path. Tricks those tracking subject into following false path.
Neutralize Poison. Immunizes subject against poison or detoxifies venom on or in subject.
Plant Growth. Grows vegetation, improves crops.
Remove Disease. Cures all diseases affecting subject.
Stone Tell. Caster may ask question to earth spirits.
Summon Nature's Ally III. Calls animal to fight for the caster.
Track the Hawk. Allows caster to track flying creature.
Tree Shape. The caster looks exactly like a tree for 1 hour/level.
Water Walk. Subject treads on water as if solid.

4TH-LEVEL RANGER SPELLS

Blend Into Shadows. Subject gains +20 to hide checks and 1/10 concealment.
Blindsight. Subject can see creatures in darkness and that are invisible.
Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).
Freedom of Movement. Subject moves normally despite impediments.
Hember's Hammer. Melee attack does 1d8 damage for each point of Wisdom modifier of caster.
Nondetection. Hides subject from divination, scrying.
Polymorph. One creature assumes a new form.
Run with the River. Subject takes the form of water for travel in water.
Summon Nature's Ally IV. Calls animal to fight for the caster.
Tree Stride. Step from one tree to another far away.
Wind Wall. Deflects arrows, smaller creatures, and gases.

Seer Spells

0-LEVEL SEER SPELLS (CANTRIPS)

Age Estimation. Reveals subject's age.
Appraisal. Gives caster the true worth of object touched.

1ST-LEVEL SEER SPELLS

Blind Faith. Subjects attacks ignore half of concealment.
Insight. Subject gains a +20 bonus to next skill check.
Know History. Reveals history of item, creature, or place of note.
Know Life. Reveals current status of subject, Living, Dead or Undead.
Supernatural Skill. Provides subject with 3+ character level skill points in chosen skill.

2ND-LEVEL SEER SPELLS

Arcane Senses. Caster always succeeds Spellcraft checks to counterspell.
Cloak of Destiny. Provides wearer a bonus equal to caster level.
Concentrate. Gives the caster +10 to Concentration checks.
Divine Fate. Caster knows subject's current wellbeing.
Kharma. Subject's natural 20s are considered 1s for duration.
Locate Horde. Caster can locate largest and most valuable treasure collection in the area.
Mind's Eye. Sight reveals magic items and can gauge their power.
Object Read. Reveals who last touched a subject item.
Penetrate the Veil. Helps scry though magical protection.
Premonition. Reveals future actions for a number of subjects equal to caster's Intelligence modifier.
Stone Hands. Hands do 2d4 damage in melee but can not per form delicate actions.
True Path. Subject gains +20 to next Wilderness Lore check or Intuit Direction check.

3RD-LEVEL SEER SPELLS

Divine Senses. Caster always succeeds Spellcraft checks to counterspell.
Forgotten Trail. Tracks any subject creature caster knows the name of.
Fortune Favors the Bold. Allows for re-roll of attack, skill or saving throw.
Greater Identify. Gives all features of a single magic item.
Portal Trace. Reveals location of portal destination.
Replay. Shows actions of the past in the area of casting.
Stone Tell. Caster may ask question to earth spirits.
Telepathy. Allows caster to communicate with other creatures with their mind.
Track the Hawk. Allows caster to track flying creature.
Weakness Won. Subject's weaknesses are revealed to caster.

4TH-LEVEL SEER SPELLS

Aggression. Creature goes into frenzied rage.
Armor of Faith. Summons armor with AC bonus of half caster level and save bonus equal to ° caster level.
Battle Cry. Allies gain +4 to fear saving throws and +2 to damage.
Greater Premonition. Subject gains a glimpse of the future, up to a week ahead.
Riddle's Bane. Answers any one question.
Sinful Dreams. Subjects dreams provide caster with skill bonuses against subject.
Spectral Advisor. Caster may ask spirits for tactical advice.
Turn of the Wheel. Changes die roll results.

5TH-LEVEL SEER SPELLS

Blindsight. Subject can see creatures in darkness and that are invisible.
Prophecy. Foretells future and provides subject with +2 to attack, damage and saving throws when working towards that future.

6TH-LEVEL SEER SPELLS

Anger. Subjected creatures gain a more powerful rage.
Hate. Subjects gain bonuses to attack and saves against choose opponents.
Vision. As *legend lore,* but quicker and strenuous.
The Weight of Ages. Subject ages 1d3 years.
Word of Recall. Teleports the caster back to designated place.

7TH-LEVEL SEER SPELLS

Divine Intervention. Subject's last action is as though it never happened.
War Chant. Allies gain +8 to charm and fear save checks, +2 to attack, damage and AC.

8TH-LEVEL SEER SPELLS

Despair. Subject is can not take actions and can only move at half speed and receives many penalties to armor class.

9TH-LEVEL SEER SPELLS

No special seer-only spells at this level. See the Common Arcane spell list for available spells.

Shaman Spells

0-Level Shaman Spells (Cantrips)

No special shaman-only spells at this level. See the Common Arcane spell list for available spells.

1st-Level Shaman Spells

Begone. Wave of force knocks subject creature away doing 1d4 subdual damage per 10 feet moved.
Curse of the Lady. Subject gains a –2 penalty to all skill checks.
Expeditious Journey. Subjects movement is doubled in natural surroundings, also ignores fatigue.
Foxfire. Provides lighted trail that is easily followed
Manacles of Might. Manacles gain bonus to break DC equal to wearer's Strength modifier.
Stone Hands. Hands do 2d4 damage in melee but can not per form delicate actions.

2nd-Level Shaman Spells

Clumsiness. Subject loses all weapon proficiencies for 1d6+1 round/level.
Concentrate. Gives the caster +10 to Concentration checks.
Flashing Hooves. Subjected mount does 1d6 extra fire damage with hoof attacks, gains 1 to critical threat range and may catch opponents on fire.
Nature Provides. Turns vegetation into weapon of caster's choice.
Nature's Way. Subject may use Animal Empathy and Knowledge (Nature) also gain +2 to Animal Empathy, Handle Animal, Hide, Listen, Move Silently, Search, Spot and Wilderness Lore.
Phantom Touch. Touched weapon gains the Ghost Touch enhancement.
Shard Storm. 1d4 damage per level (max 10d4).
Sharpen. Increases critical threat range of a weapon.
Sheep's Clothing. Caster's appearance alters to that of animal of caster's choice.
Supernatural Skill. Provides subject with 3+ character level skill points in chosen skill.
Tail Strike. Subject grows a prehensile tail that can attack.
True Path. Subject gains +20 to next Wilderness Lore check or Intuit Direction check.
Viper's Strike. Target gains feat Quick Shot.
Words of Woe. Target suffers -5 to all attacks, tests, and saving throws.

3rd-Level Shaman Spells

Acid Spittle. Ranged touch attack for 1 acid projectile per four levels that do 6d4 damage.
Cloak of Fear. Fear keeps creatures from attacking subject.
Conjuration. Removes organs from recently dead creatures.
Dishearten. Opposing creatures receive a –4 to charm and fear saves and –1 to attack and damage rolls.
Firebombs. Small items in container become explosives that explode on impact for 2d4+1 damage.
Forgotten Trail. Tracks any subject creature caster knows the name of.
Hail of Thorns. Thorns hit subject doing damage, doing half as much each round afterwards.
Lesser Whirlwind. Objects and creatures coming into area of whirlwind are thrown away from subject.
Lone Wolf. Subject gains +2 Strength, Dexterity and Constitution, –6 Charisma, +2 Listen, Hide, Move Silently, Search and Spot, +6 Wilderness Lore.
Lose the Path. Tricks those tracking subject into following false path.
Oath Bond. Compels subject to complete or perform a task.
Object Read. Reveals who last touched a subject item.
Premonition. Reveals future actions for a number of subjects equal to caster's Intelligence modifier.
Soul Link. Damage can be transferred between subjects.
Stone Tell. Caster may ask question to earth spirits.
Tremor. Causes earthquake that knocks creatures prone and does 1d6 damage.
War Rune. Rune on subject weapon gives one of magical effects.
Wilderness Stride. Subjects may move through thorns and non-magical briars without impediment or damage.

4th-Level Shaman Spells

Acid Storm. Creates storm that rains acid for 6d4 damage.
Banish the Wound. Spell heals all hit point damage from one attack.
Claws of Ash. A cloud of ash is inhaled by the subject doing 3d4 damage to their organs.
Decay. Ranged Touch Attach destroys nonmagical object.
Death Rune. Rune attached to weapon gives wielder 1d8 temporary hit points and +2 Strength for 10/Hit Dice of creature killed.
Fiery Whip. Creates whip that does 1d6 fire damage per 3 caster levels.
Hand of the Sun. Subject gains bonus to saving throws equal to caster level (max 10), caster receives a –2 penalty to saving throws.
Inferno. Hits up to 3 subjects for 1d4 fire and holy damage per caster level (max 15d6).
A Line in the Sand. Creates wall of force that creatures can not pass, but objects can.
Mounts for All. Summons 1 light horse or pony per level, for mounts.
Primal Fear. Gaze frightens onlookers into cowering.
Run with the River. Subject takes the form of water for travel in water.
Soul Binding. Subject creatures share effects of actions done to either creature.
Spectral Advisor. Caster may ask spirits for tactical advice.
Spirit Link. Subject and caster share Hit Points, Strength or Constitution.
Track the Hawk. Allows caster to track flying creature.
Weakness Won. Subject's weaknesses are revealed to caster.

5th-Level Shaman Spells

Clinging Miasma. Inescapable deadly cloud.
Ethereal Drain. Subject's spells are cast at 2 levels lower.
Greater Bull's Strength. Subject gains 2d4+2 for 1hour/level.
Hate. Subjects gain bonuses to attack and saves against choose opponents.
Hermetic Armor. Subject creatures' armor gains damage reduction.
Howling Rain. Summons large storm that hampers vision and ranged attacks and other effects.
Sinful Dreams. Subjects dreams provide caster with skill bonuses against subject.

6TH-LEVEL SHAMAN SPELLS

Ethereal Assault. Makes 8 creatures and yourself Ethereal, allowing passage through objects.
Exposure. Subject is encased in ice and then takes up to 5d4 damage for one minute.
Strangulation. Hand of force does variable damage to target over 5 rounds.

7TH-LEVEL SHAMAN SPELLS

Acid Burst. 1d6 damage per level (max 20d6). Explosion may be delayed.
Choking Cloud. Summon clouds chokes victim and drops them to 0hp then –1, then killing those in the area of effect.
Despair. Subject is can not take actions and can only move at half speed and receives many penalties to armor class.
Greater Ethereal Drain. Subject must make Spellcraft checks to cast spells, also, spells are cast at 3 levels lower.

8TH-LEVEL SHAMAN SPELLS

Breath Weapon. 2d4 damage per level (max 30d4) in chosen element.
Corrosion. Touch attack dissolves metal instantly.

9TH-LEVEL SHAMAN SPELLS

Entropic Field. Spells cast in the area of spell have uncontrollable random results.
Possession. Caster leaves their body behind and takes control of subject's body.

Summoner Spells

0-LEVEL SUMMONER SPELLS (CANTRIPS)

No special summoner-only spells at this level. See the Common Arcane spell list for available spells.

1ST-LEVEL SUMMONER SPELLS

Begone. Wave of force knocks subject creature away doing 1d4 subdual damage per 10 feet moved.
Summon Object. Summons object to caster's hand.
Grease. Makes 10-ft. square or one object slippery.

2ND-LEVEL SUMMONER SPELLS

Acid Arrow. Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.
Concentrate. Gives the caster +10 to Concentration checks.
Lesser Whirlwind. objects and creatures coming into area of whirlwind are thrown away from subject.
Mounts for All. Summons 1 light horse or pony per level, for mounts.
Phantom Touch. Touched weapon gains the Ghost Touch enhancement.
Quickening. Gives +10 to initiative to 1 creature per level within 30ft.
Stalker's Bow. Turns a mundane bow into a +1 magical bow with further enhancements.
Water Weird. Animates water into an arm that can attack, grapple and trip.

3RD-LEVEL SUMMONER SPELLS

Floralight. Summons sunlight from surface to subject area.
Conjuration. Removes organs from recently dead creatures.
Spectral Advisor. Caster may ask spirits for tactical advice.
Weapon Grab. Summons weapon into caster's hand.
Flame Arrow. Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).

4TH-LEVEL SUMMONER SPELLS

Claws of Ash. A cloud of ash is inhaled by the subject doing 3d4 damage to their organs.
Ethereal Drain. Subject's spells are cast at 2 levels lower.
Howling Rain. Summons large storm that hampers vision and ranged attacks and other effects.
Second Wind. Allows subject to use special ability one more time.
Black Tentacles. 1d4 +1/level tentacles grapple randomly within 15 ft.

5TH-LEVEL SUMMONER SPELLS

Clinging Miasma. Inescapable deadly cloud.
Duplicate. Summons duplicate of creature touched.
Strangulation. Hand of force does variable damage to target over 5 rounds.

6TH-LEVEL SUMMONER SPELLS

Choking Cloud. Summon clouds chokes victim and drops them to 0 hp then –1, then killing those in the area of effect.

7TH-LEVEL SUMMONER SPELLS

Instant Summons. Prepared object appears in the caster's hand.

8TH-LEVEL SUMMONER SPELLS

No special summoner-only spells at this level. See the Common Arcane spell list for available spells.

9TH-LEVEL SUMMONER SPELLS

No special summoner-only spells at this level. See the Common Arcane spell list for available spells.

Wizard Spells

0-LEVEL WIZARD SPELLS (CANTRIPS)

Trans **Arcane Artistry.** Caster takes image from mind and puts onto paper.

1ST-LEVEL WIZARD SPELLS

Div **Age Estimation.** Reveals subject's age.
Appraisal. Gives caster the true worth of object touched.
Evoc **Power Spike.** Ranged touched attack does damage and other effects.
Necro **Unnerve.** One creature per 2 levels become shaken.
Trans **Cones of Silence.** Allows Caster and subject to speak without being overheard. Also +20 to Read Lips skill DC check against caster.
Heightened Senses. Senses expound by 150%, subject gains +1 to Intuit Direction, Listen, Search and Spot skills.
Manacles of Might. Manacles gain bonus to break DC equal to wearer's Strength modifier.

2ND-LEVEL WIZARD SPELLS

Conj **To the Ground.** Knocks a creature down with a trip attack.

Div **Know History.** Reveals history of item, creature, or place of note.

Know Life. Reveals current status of subject, Living, Dead or Undead.

Supernatural Skill. Provides subject with 3+ character level skill points in chosen skill.

Ench **Clumsiness.** Subject loses all weapon proficiencies for 1d6+1 round/level.

Concentrate. Gives the caster +10 to Concentration checks.

Evoc **Begone.** Wave of force knocks subject creature away doing 1d4 subdual damage per 10 feet moved.

Fireeyes. Gaze panics creatures of 4HD or less. Strikes subject for 1d6 damage.

Shard Storm. 1d4 damage per level (max 10d4).

Stalker's Bow. Turns a mundane bow into a +1 magical bow with further enhancements.

Trans **Acid Blood.** Slashing or piercing attacks cause 1d6 extra damage to subject.

Bull's Grace. Subject receives a penalty to Dexterity of 1d4+1 points.

Cat's Strength. Subject receives a penalty to Strength of 1d4+1 points.

Flame Arrow. Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).

Quick and Deadly. Subject gains extra movement and attack bonus for a charge attack.

Quickening. Gives +10 to initiative to 1 creature per level within 30ft.

Sharpen. Increases critical threat range of a weapon.

Water Weird. Animates water into an arm that can attack, grapple and trip.

Weakness. Subject receives a penalty to Constitution of 1d4+1 points.

3RD-LEVEL WIZARD SPELLS

Abjur **Cloak of Fear.** Fear keeps creatures from attacking subject.

Lesser Whirlwind. objects and creatures coming into area of whirlwind are thrown away from subject.

Conj **Floralight.** Summons sunlight from surface to subject area.

Conjuration. Removes organs from recently dead creatures.

Imperviousness. Subject absorbs 5 damage per caster level of chosen weapon type.

Mud Slick. Slows creature's movement that enter effected area.

Wall of Bone. 2hp/four level wall of human bones.

Water Skin. Water seeks out subject to drown them.

Div **Arcane Senses.** Caster always succeeds Spellcraft checks to counterspell.

Greater Identify. Gives all features of a single magic item.

Locate Horde. Caster can locate largest and most valuable treasure collection in the area.

Mind's Eye. Sight reveals magic items and can gauge their power.

Object Read. Reveals who last touched a subject item.

Premonition. Reveals future actions for a number of subjects equal to caster's Intelligence modifier.

Ench **Apathy.** Subjects of this spell can only take partial actions and fail any Concentration checks for 1 round per level.

Kiss of Lethe. Kiss attack paralyzes subject.

Oath Bond. Compels subject to complete or perform a task.

Telepathy. Allows caster to communicate with other creatures with their mind.

Truth is a Scourge. Subject must speak the truth for duration.

Vertigo. Subject must make Reflex save to perform actions, or fall prone.

Evoc **Aurora Flame.** Mind blast stuns and reduces subject's Intelligence and Wisdom.

Hail of Thorns. Thorns hit subject doing damage, doing half as much each round afterwards.

Illus **Death Becomes Me.** Caster trades facial appearance with recently dead creature of similar type.

Intimidating Aura. Subject gains +3 bonus to Intimidation checks and +2 to Bluff, Diplomacy and Innuendo checks. Opponents attacking subject receive –1 to initiative.

Trans **Acid Spittle.** Ranged touch attack for 1 acid projectile per four levels that do 6d4 damage.

Arcane Archery. Allows spells to be cast with greater range.

Asp Arm. Caster's arm turns into poisonous snake.

Entropic Blade. Weapon gains +2 luck bonus to hit and +2d6 damage against Lawful aligned creatures.

Martial Arcane. Unattended weapon animates and fights for subject.

Phantom Touch. Touched weapon gains the Ghost Touch enhancement.

4TH-LEVEL WIZARD SPELLS

Abjur **Ironed Fortification.** Gives metal or metallic substances extra damage reduction.

Scourge of Dythanus. *Subjects within 10ft. take damage when caster does.*

Conj **Claws of Ash.** A cloud of ash is inhaled by the subject doing 3d4 damage to their organs.

Legion Assault. Subject grows extra arms with swords that can attack or defend.

Mounts for All. Summons 1 light horse or pony per level, for mounts.

Tidal Blast. Wave summoned knocks creatures down and pushes them away.

Weapon Grab. Summons weapon into caster's hand.

Div **Portal Trace.** Reveals location of portal destination.

Replay. Shows actions of the past in the area of casting.

Weakness Won. Subject's weaknesses are revealed to caster.

Ench **Clockwork Mind.** Subject is forced to repeat an action or behavior for 1 round/2 caster levels.

Evoc **Ice Bolt.** Hits subject for 1d6 damage/caster level (max 15d6) and also Slows subject.

Twice-Fatal Blast. Subject of spell explodes for 5d6 damage if subject's hit points drop to 0 or below.

Illus **Primal Fear.** Gaze frightens onlookers into cowering.

Necro **Blood Lattice.** When subject bleeds, their blood explodes out, charged with electricity doing 1d4 damage per level.

Death Stench. Creatures effected by the stench can not perform actions other than movement.

Soul Knife. Melee touch attack does 2d4 damage and drains creatures of one level.

Trans **Poison Blood.** Subject receives injected poison from afar.

Seize the Day. Gives subject a bonus to attack or extra attacks.

5th-Level Wizard Spells

Conj **Clinging Miasma.** Inescapable deadly cloud.

Duplicate. Summons duplicate of creature touched.

Talons of the Wind. Does 1d8+1 damage per level (max 15d8+15).

Ench **Aggression.** Creature goes into frenzied rage.

Intemperate Mind. Subject's Wisdom score is lowered to 1.

Repulsive Manner. Subject's Charisma score is lowered to 1.

Evoc **Acid Breath.** Breathes 1d6 acid damage per caster level (max 15d6).

Acid Storm. Creates storm that rains acid for 6d4 damage.

Ball Lightning. Lightning hits up to 4 creatures for 1d6 damage per level.

Deadly Focus. Damage done to caster allows spells to be cast at high level.

Hand of Destruction. Rays cast at subject do multiple effects.

Sorcerous Epiphany. Transfers memorized spell to subject that they may cast.

Illus **Blend Into Shadows.** Subject gains +20 to hide checks and 1/10 concealment.

Death Trance. Paralyzes subject and then kills subject.

Necro **Exhaustion.** Does caster's level in subdual damage and gives subjects –1 to attack and damage as well as armor class.

Rally of the Damned. Reverses effects of turning or rebuking on undead.

Trans **Airless Breath.** Subjects do not need to breath for 2hrs./level.

Empower the Weapon. Caster temporarily gives subjected weapon a special ability dependent on level.

Greater Bull's Strength. Subject gains 2d4+2 for 1hour/level.

Hermetic Armor. Subject creatures' armor gains damage reduction.

Lower Resistance. Lowers Will save and Spell Resistance of subject.

Magical Disruption. Next spell cast by subject has random effects.

Penetrate the Veil. Helps scry though magical protection.

Share the Arcane. Transfers spells cast on caster to subject creature.

Speed of the Gods. Creatures within area of spell gain extra attack and +2 AC bonus.

Wheel of Fate. Change memorized spells.

6th-Level Wizard Spells

Conj **Strangulation.** Hand of force does variable damage to target over 5 rounds.

Evoc **Exposure.** Subject is encased in ice and then takes up to 5d4 damage for one minute.

Illus **Commanding Presence.** Subject gains +10 Charisma and gives bonuses to troops.

Necro **Gaze of the Infinite.** Gaze kills first creature to look upon caster's eyes.

Sickly Physique. Subject's Constitution score is lowered to 1.

Trans **Exhausted Potency.** Subject's Strength score is lowered to 1.

Lethargic Gait. Subject's Dexterity score is lowered to 1.

Slimeshroud. Transforms subject's skin into slime where they begin to take damage unless skin is kept moist.

7th-Level Wizard Spells

Conj **Death is but a Door.** Caster brings back to life recently dead, but with Outsider template.

Ench **Anger.** Subjected creatures gain a more powerful rage.

Evoc **Acid Burst.** 1d6 damage per level (max 20d6). Explosion may be delayed.

Necro **Deathly Apparition.** Creates undead clone of caster.

Trans **Backdraft.** Does damage to opposing creature that did damage in the same round with a spell.

8th-Level Wizard Spells

Conj **Choking Cloud.** Summon clouds chokes victim and drops them to 0hp then –1, then killing those in the area of effect.

Chromatic Blade. Summons Vorpal bastard sword that gains Enhancement Bonus equal to caster's Intelligence modifier.

Evoc **Mirror Magic.** Subject may cast any spell seen cast during duration that is on spell list.

Trans **Blight Person.** Touched creatures are diseased and lose 1d6 Constitution every four hours.

Corrosion. Touch attack dissolves metal instantly.

Ethereal Assault. Makes 8 creatures and yourself Ethereal, allowing passage through objects.

9th-Level Wizard Spells

Abjur **Entropic Field.** Spells cast in the area of spell have uncontrollable random results.

Ench **Possession.** Caster leaves their body behind and takes control of subject's body.

Necro **Evil Eye.** Gaze from caster kills subjects who look at caster.

Spell Descriptions

Each spell description follows the same format. This section discusses that format and some of the fine points of how spells work.

Name: This is the name by which the spell is generally known.

School, Subschool, and Descriptors: This is the school to which the spell belongs. "Universal" refers to a spell that belongs to no school. If the spell is a subtype within a school, the subschool is given here (in parentheses).

Any descriptors that apply are given here [in brackets].

Schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation.

Subschools: Conjuration: creation, healing, and summoning; Enchantment: charm and compulsion; Illusion: figment, glamer, pattern, phantasm, and shadow.

Descriptors: Acid, chaotic, cold, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and teleportation.

Level: This is the relative power level of the spell. This entry includes an abbreviation for each class that can cast this spell. The "Level" entry also indicates if a spell is a domain spell and, if so, what its level is.

Class Abbreviations: Ass (assassin), Brd (bard), Clr (cleric), Drd (druid), Ill (illusionist), Nec (necromancer), Pal (paladin), Rgr (ranger), See (seer), Sha (shaman), Sum (summoner), Wiz (wizard).

Domains: Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, and Water.

Components: This entry indicates what the character must have or do to cast the spell. If the necessary components are not present, the casting fails. Spells can have verbal (V), somatic (S), material (M), focus (F), divine focus (DF), or experience point cost (XP) components, or any combination thereof.

If the material component, focus or divine focus has a GP cost, the cost is listed; otherwise the character can assume that the actual materials involved are at the discretion of the caster and have no significant monetary value.

Material components are always consumed during the casting of a spell; a focus or divine focus is not. If a special focus or divine focus is required, it will be unique to the spell and cannot be used as the focus for other spells.

Casting Time: The time required to cast a spell.

Range: The maximum distance from the character at which the spell can affect a target.

Target or Targets/Effect/Area: This entry lists the number of creatures, dimensions, volume, weight, and so on, that the spell affects. The entry starts with one of three headings: "Target," "Effect," or "Area." If the target of a spell is "the character," the character does not receive a saving throw, and spell resistance does not apply. The saving throw and spell resistance headings are omitted from such spells.

Duration: How long the spell lasts.

Saving Throw: Whether a spell allows a saving throw, what type of saving throw it is, and the effect of a successful save.

Spell Resistance: Whether spell resistance (SR), a special defensive ability, resists this spell.

Descriptive Text: This portion of the spell description details what the spell does and how it works.

Acid Blood

Transmutation [Acid]
Level: Clr 3, Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

You alter the composition of a foe's blood (or the creature's equivalent fluid), turning it into a deadly chemical that burns like acid when exposed to air. Any slashing or piercing damage done to the target creature causes its blood to boil, inflicting an additional 1d6 points of acid damage. Blunt weapons cause an extra 1d4 points of acid damage from bruising. The "blood acid" burns quickly, and wears off as it does its harm, not carrying over to subsequent rounds. The blood affects only the targeted individual, not other creatures or objects in its proximity. This spell is useless against constructs, undead and oozes.

Acid Breath

Evocation [Acid]
Level: Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As you complete this spell, acid can be seen dripping from your mouth, betraying for a second what is to become of those who stand in your way. You breathe out a blast of metal-dissolving flesh-eating acid, originating at your mouth and extending outward in a cone to the extreme of the range. It burns, corrodes and disintegrates, causing 1d6 points of acid damage per level (maximum 15d6).

Material Component: A pinch of garlic.

Acid Burst

Conjuration (Creation) [Acid]
Level: Sha 7, Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft. radius spread
Duration: Up to five rounds (see text)
Saving Throw: Reflex half
Spell Resistance: Yes

You create a fist-sized ball of gelatinous glowing acid. The ball must be thrown immediately and it falls at any location you desire, within range. It detonates in a burst of destructive acid immediately, or up to five rounds later. You must choose the amount of delay upon the spell's completion and cannot change it once it has been set.

If you wish to delay, the acid ball lies at its destination until it detonates. Any creature can pick up and hurl the glowing acid ball as if it were a thrown weapon (range increment 10 feet). There is a 30% chance that the ball detonates in the face of a creature that handles it, even if that person is you.

The acid burst delivers 1d6 points of damage per level (maximum 20d6).

Material Component: The stomach of a specific species of gelatinous fish, which contains a powerful acidic solution.

Acid Spittle

Transmutation
Level: Sha 3, Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One acid saliva projectile/4 levels
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Acid spittle turns your saliva into a dangerous acidic compound, to which you are immune. At the spell's completion, you can use this lethal saliva to hit your opponents by spitting at them. When spat, the *acid spittle* turns into a small greenish gelatinous ball. The projectile is light but magically enhanced to travel impressive distances. Like any normal ranged weapon, the path between you and your intended target must be clear in order for the spittle to reach your victim.

You must succeed at a ranged touch attack roll to hit your target. A failed attack roll wastes the ball of acid spittle. If you are able to create extra projectiles (at 8th level or higher), all of them must be aimed at creatures that are within 30 feet of one another and you must make a separate attack roll for each of them. The saliva projectile deals 6d4 points of acid damage.

Acid Storm

Evocation [Acid]
Level: Drd 5, Nec 5, Sha 4, Wiz 5
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: Cylinder (30 ft. radius, 100 ft. high)
Duration: Instantaneous
Saving Throw: Fortitude half (*see text*)
Spell Resistance: Yes

Acid storm creates a torrential downpour of burning acid that eats away at the flesh of those caught beneath it. The liquid is thick and viscous, and clings to any surface upon which it falls. Though the magic fluid disappears when it strikes the earth, any character caught in the downpour continues to suffer damage as the acid clings to exposed flesh.

Initially, the spell deals 6d4 points of acid damage. In the first round after the spell is cast, any characters caught in the initial area of effect — even if they have subsequently escaped — suffer half that damage (halved again on a successful Fortitude save). In the round after that, each character suffers half the damage suffered in the first round (again, halved by a Fortitude save). This continues for a number of rounds equal to one-third your level, rounded down.

Age Estimation

Divination
Level: See 0, Wiz 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One creature or object touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

An excellent tool for discovering the age of mysterious relics, with this spell you instantly know the age of any single person or object that you touch. The age given is rounded down, accurate to the nearest year.

Aggression

Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Brd 4, Clr 5, See 4, Wiz 5
Components: V, S, M, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2 rounds/level
Saving Throw: None
Spell Resistance: Yes

You imbue one target with a deep and passionate rage. The creature thus enchanted must be able to hear your whispered words in order for the spell to take effect, so a deafened target cannot be affected by *aggression.*

The creature affected by this spell receives a +4 enhancement bonus to Strength and Constitution scores as well as a –2 circumstance penalty to AC. The enhanced Constitution score effectively provides the enchanted target with 2 additional temporary hit points per character level until the effect of the spell dissipates. These temporary hit points are lost first, before regular hit points, and cannot be healed through normal or magical means.

To complete this spell, you must whisper a magical phrase and throw the dust of a wolverine tooth above the target's shoulder.

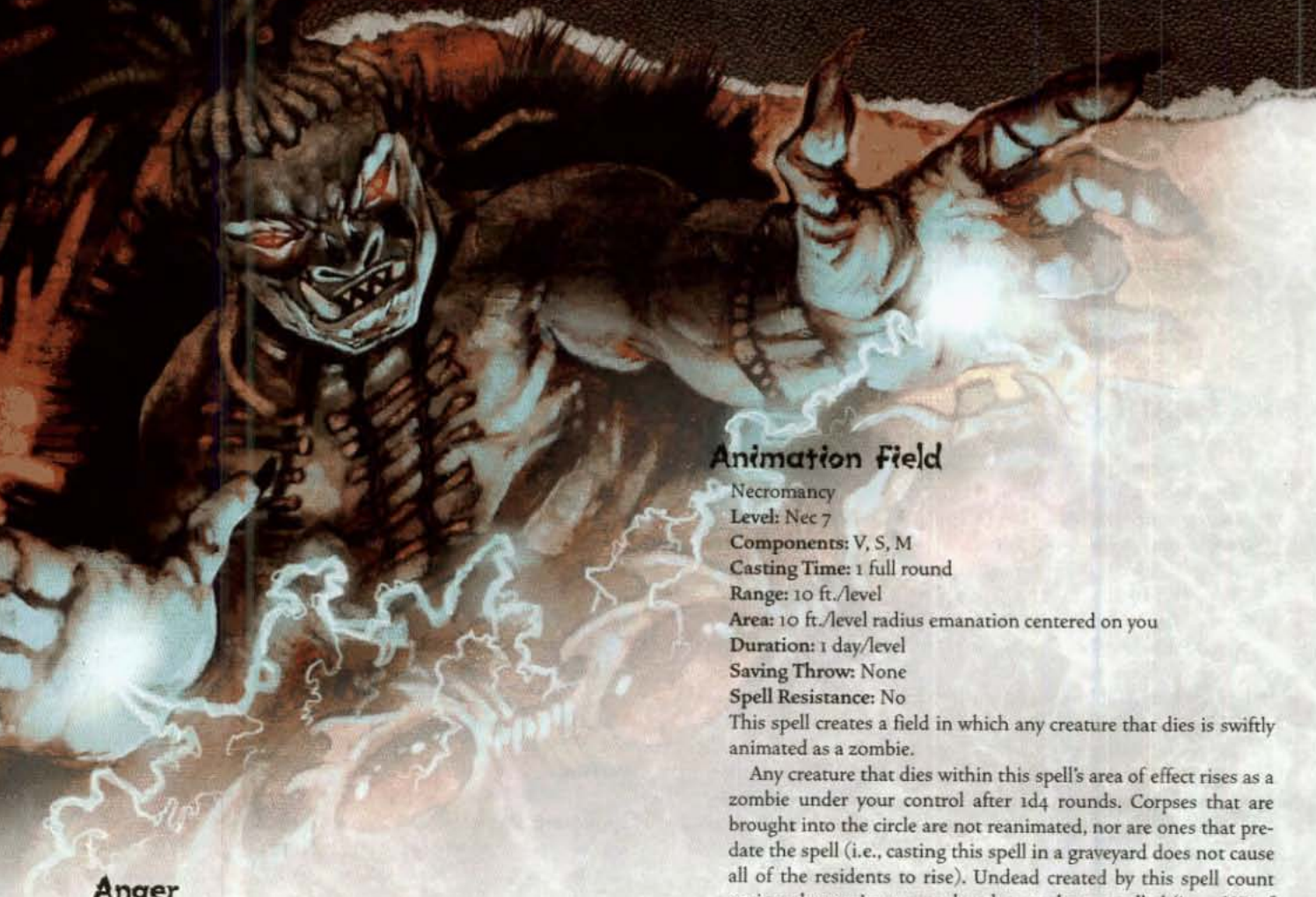
Material Component: A canine from a wolverine, crushed into a fine powder.

Airless Breath

Transmutation
Level: Clr 5, Drd 4, Wiz 5
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: 1 creature/level
Duration: 2 hours/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Airless breath allows any living creature touched to exist for the spell's duration without the benefit of oxygen. The subjects need not breathe, and suffer no damage from drowning. Further, targets of this spell are immune to the effects of gas, whether it is poison gas or a monster's attack.

Arcane Material Component: An empty airtight container.



Anger

Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Brd 6, Clr 7, See 6, Wiz 7
Components: V, S, M, DF
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/4 levels
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

Similar to *aggression* but more powerful, this spell bestows on its recipient an almost overwhelming impression of roaring fury. This strong emotion can only be targeted to a creature able to hear your mumbled words. Up to one living creature for every 4 caster levels (maximum of 5 creatures) may be affected by anger, but they must be within 30 feet of each other at the moment the spell is cast.

An angered recipient receives a +8 enhancement bonus to Strength and Constitution scores, a +4 circumstance bonus to Will saving throws made against fear and enchantment effects, as well as a −4 circumstance penalty to AC. The enhanced Constitution score effectively provides the enchanted target with 4 additional temporary hit points per character level until the effect of the spell dissipates. These temporary hit points are lost first, and cannot be healed through normal or magical means.

In order to cast this enchantment, you must utter a magical phrase and take a bite of the wolverine heart needed to complete the spell.

Material Component: A wolverine's heart.

Animation Field

Necromancy
Level: Nec 7
Components: V, S, M
Casting Time: 1 full round
Range: 10 ft./level
Area: 10 ft./level radius emanation centered on you
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

This spell creates a field in which any creature that dies is swiftly animated as a zombie.

Any creature that dies within this spell's area of effect rises as a zombie under your control after 1d4 rounds. Corpses that are brought into the circle are not reanimated, nor are ones that predate the spell (i.e., casting this spell in a graveyard does not cause all of the residents to rise). Undead created by this spell count against the maximum number that can be controlled (i.e. 2 HD of undead per level — see *animate dead*). If a creature dies and you are already at your maximum, you may choose to animate it, but you do not have control over it.

Arcane Material Focus: A vial of your own blood.

Animation, Mass

Necromancy
Level: Nec 6
Components: V, S, M/DF
Casting Time: 1 full round
Duration: 1 minute/level
Area of Effect: 10 ft./level radius spread centered on you
Saving Throw: None
Spell Resistance: No

This spell animates all of the dead within range for a short period of time. Upon completion, every corpse within the spell's area of effect rises as a skeleton or zombie under your command, as appropriate. This spell ignores all limitations on the amount of undead that may be controlled at one time, placing (potentially) armies of the undead at your fingertips. However, any undead still functional at the end of the spell's duration disintegrate, collapsing into piles of dust. This spell does not supply any form of armament for the undead it creates. Furthermore, the time it takes an animated undead to dig itself out of a grave is part of the spell, so this spell is most useful on battlefields or in crypts.
In all other respects this spell acts as *animate dead.*

Material Component: A black onyx gem worth at least 500 gp.

Apathy

Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 3, Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5 ft. radius + 5 ft./2 levels
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Apathy strikes its victims with an overpowering indifference to their present situation. Characters in relatively safe environs simply cannot muster the energy to do much of anything, even move. They simply find a comfortable spot and sit down to rest.

In combat, the effects are somewhat mitigated by the dangerous situation. Characters affected by *apathy* have their combat options severely limited: they may only take partial actions, and may not take attacks of opportunity. Further, any Concentration checks made by a subject of this spell automatically fail.

Appraisal

Divination
Level: Brd 1, See 0, Wiz 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One or more objects touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Used the world over by arcane practitioners who are also merchants or traders, this spell enables you to instantly know the true worth of a single unattended, non-magical item that you touch to the nearest gold piece. This spell only functions if the item's worth is less than 2,000 gold pieces per level. If the item's worth is higher than that, the *appraisal* gives no estimation at all.

Arc Lightning

Evocation [Electricity]
Level: Common Arcane 5
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. per caster level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates; see text
Spell Resistance: Yes

This spell causes a crackling bolt of lightning to leap from your hand to strike the target, causing 5d6 electrical damage. Arc lightning does not fly directly to the target, however. Instead, it creates a path for itself by jumping between metal surfaces until it strikes home. Though this does not extend its duration or limit its range, its elusiveness makes it relatively difficult to counterspell. If you attempt to counterspell *arc lightning*, you suffer a –2 penalty to your Spellcraft check.

Arc lightning does have an affinity for metal, however. Metal or magic armor serves as a magnet for it. If the spell's target is wearing such armor, he suffers a penalty to the Reflex saving throw to dodge the bolt equal to the armor's AC bonus. If the target is wearing or carrying *blackiron* (see *World Atlas* p. 242), this penalty is equal to double the armor's AC bonus. If the target is carrying *blackiron* but not wearing metal armor, this penalty is –2. Metal weapons and shields have no effect on the saving throw.

Creatures composed entirely of metal are immune to *arc lightning*, as they simply conduct and dissipate all of the spell's energy.

Arcane Archery

Transmutation
Level: Brd 3, Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Touched object
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You ensorcel any nonmagical bow of Large size or smaller that you could normally wield with proficiency. With this bow, you may propel your ranged spells even farther. Within the duration of this spell, your ranged weapon replaces the Somatic component of any spell you cast with a range greater then zero. Pulling the bowstring, or setting the crossbow, replaces the hand gestures or body movements normally required, and the spell's ranged qualities are replaced with the bow's own range increment multiplied by the level of the spell being cast through it. The range increment does diminish the spell's effectiveness somewhat; the DC to save against the spell decreases by 1 for each range increment used to reach the intended target. For example, you could cast a hold person through a longbow with this spell, to affect a target 320 feet away. Since the target is more than three range increments away, the save to resist the spell is decreased by 4. The spell does not have to target a person, and no attack roll is required on your part (unless one is required by the spell in question).

Focus: A nonmagical bow to be wielded for the duration of the spell.

Arcane Artistry

Transmutation
Level: Brd 1, Wiz 0
Components: V, S, F
Casting Time: 1 action
Range: Line of sight
Effect: Image on 1 piece of parchment/paper
Duration: Instantaneous

You cause one image that you are concentrating on (whatever you can clearly see) — including magic in effect or images through low-light or darkvision — to appear on a piece of parchment or vellum as a simple yet aesthetically pleasing line art image.

Focus: A piece of excellent parchment or vellum paper worth at least 1 gp, or a book whose value is at least 1 gp per page.

Arcane Senses

Divination
Level: Brd 3, See 2, Wiz 3
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

This spell makes you immediately aware of any arcane magic an opponent may be preparing to cast. Within the duration of this spell, if you select to hold an action in preparation for a counterspell, you do not need to make a Spellcraft check to identify the spell about to be cast: you inherently know which one it will be and can act accordingly. For reasons unknown, this spell only identifies arcane magic.

Armor of Faith

Conjuration
Level: Clr 4, Pal 3, See 4
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Armor of faith creates a shimmering, tangible field of force around its subject. The armor, which looks more like a priest's vestment than an actual suit of armor, seems to be made of white light. The *armor of faith* does not shed enough light to illuminate an area, but a character wishing to remain hidden in the shadows should think twice before using this spell, which is especially conspicuous in darkness.

Unlike mundane armor, the force field created by this spell causes no armor check penalties, arcane spell failure chances, or speed reduction. Because the *armor of faith* is made of force, intangible creatures may not bypass it the way they do regular armor.

The spell provides a luck bonus to AC of half your caster level, as well as a luck bonus to all saving throws equal to one-fourth your caster level.

Asp Arm

Transmutation
Level: Brd 4, Sha 3, Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round

One of your arms writhes into the form of a poisonous snake. The arm can be elongated to a maximum of 5 feet per level (maximum 50 feet) as a free action, and while it seems unsteady and chaotic, it has a near perfect aim. The snakehead has your base attack bonus. The powerful fangs cause 1d4+1 points of damage per level, to a maximum of 10d4+10. The snake bite also injects poison as per the following chart:

TABLE 7–3: ASP ARM

Your level	Poison
5th	Injury DC 14, Initial and Secondary Damage 1d4 Con
10th	Injury DC 17, Initial and Secondary Damage 1d6 Con
15th	Injury DC 20, Initial and Secondary Damage 1d8 Con

You also gain immunity to any poison with a save DC equal to or less than the type you produce when your arm is in snake form (if you don't qualify for poison based on level, you gain no immunity). Attacks against your snake arm are as normal against you, no matter where your arm may be at the time (it may be possible for someone 20 or more feet away to attack your arm if the arm is in a nearby 5-foot square).

Material Component: A snake scale and fang.

Aurora Flame

Evocation
Level: Wiz 3
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: 1 creature
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

Called 'the arcanist's mind blast' by Orazhuk the wizard of shackles, this spell sends a cacophony of psychic waves streaking towards, and coalescing in, the target's mind, overloading thoughts, memory and motor functions. The target suffers 1d4 points of temporary Wisdom and Intelligence damage and is stunned for 1d4 rounds. Targets who make a successful Will save take only half the ability damage (round down, minimum of 0) and become shaken for 1 round.

Backdraft

Transmutation
Level: Wiz 7
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One spellcasting creature (*see text*)
Duration: Instantaneous
Saving Throw: *See text*
Spell Resistance: Yes

Backdraft serves as a conductor of mystical energies, which are condensed and directed back at an enemy spellcaster that just wove a spell. As such, it must be cast in reaction to another spellcaster's magic. The effect of a *backdraft* does not prevent the opponent's spell from being cast nor stop any damage delivered by that spell.

In order to be effective, *backdraft* must be cast in the same round as the spell against which it is used. Furthermore, this spell must be of no greater than fifth level and must be one that deals damage (such as *magic missile* or *fireball*). When an opponent casts such

a spell, you can use *backdraft* against him to instantly wound him for a number of hit points equal to half of what was dealt by his spell. If the original spell allowed a saving throw, the victim of your *backdraft* may attempt a save (of the same type and of the same DC as his spell required) for a quarter of the damage (instead of half).

Material Component: A small marble pebble shaped like a knight's shield.

Ball Lightning

Evocation [Electricity]
Level: Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target/Area: Up to 4 creatures in a 20-ft. radius
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You form a sphere of electrical energy in your hands and then toss it out to any point within range. At the designated point it bursts, sending four separate arcs of lightning to strike creatures in that area up to 20 feet from the detonation spot. If there are more than four creatures in the area of effect, randomly choose who is struck. If there are fewer than four creatures the extra bolts are wasted, and pass into the ground. Each creature hit takes 1d6 points of electrical damage per level (maximum 15d6); a successful Reflex save cuts this damage in half.

Material Component: A small metal rod.

Bands of Force

Evocation [Force]
Level: Common Arcane 7
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Target: One creature
Duration: Instantaneous (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes

Bands of force produces a magical vise that that slowly squeezes the life out of a foe. If the target fails its saving throw to elude the spell, bands of arcane energy bind it and begin to constrict. The target takes no damage during that round, but it cannot move, make physical attacks, or cast spells with a somatic component, and defends as if flat-footed. Every round thereafter, the target must make a Will save at the beginning of its turn. If it fails, it takes 1d6 + the caster's level in crushing damage. If it succeeds, it breaks out of the spell's grip, and the effects end.

Banish the Wound

Conjuration (Healing)
Level: Clr 3, Drd 4, Sha 4
Components: V, S, F/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half (harmless)
Spell Resistance: Yes (harmless)

As an act of great faith and even greater mercy, you completely heal a single wound received in the previous round. You fully heal any one wound, no matter how large, that you choose. For example, if an ally had taken 35 points of damage from a dragon's breath weapon and 16 from its claw attack in the previous round, you could choose to heal the 16 points of claw damage or the 35 points of breath weapon damage. The wound closes and vanishes instantly.

Battle Cry

Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Brd 3, Clr 4, Pal 2, See 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One or more allies within range, centered on you
Duration: Concentration + 1 round/level
Saving Throw: None
Spell Resistance: Yes (harmless)

By singing, chanting, yelling, or reciting inspiring words, and using subtle hand motions, you compel your allies to fight with more passion. The spell may be maintained through constant repetition of the *battle cry* (and Concentration checks when required), for as long as you want or are able to. While keeping the *battle cry* in effect, you can attack and move normally, but cannot talk or cast spells requiring verbal components.

Only living allies able to hear your voice are affected by this spell, which continues for 1 round per level after your stop reciting the *battle cry* (i.e. after you stop concentrating). All allies within range feel bolder and stronger, gaining a +4 morale bonus to saving throws against charm, fear, and sonic effects as well as a +2 morale bonus to damage rolls.

Begone

Evocation
Level: Brd 1, Clr 1, Sha 1, Sum 1, Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

You hold your hand up, palm outward to one creature who is threatening you, and in a commanding voice intone, "Begone!" A massive wave of concussive force smites the creature, which must make a successful Fortitude save or be knocked away from you 1d4×5 feet, sustaining 1d4 points of subdual damage per 10 feet.

Blast

Evocation [Fire]
Level: Common Arcane 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: No
Spell Resistance: Yes

Blast sends a streak of flame at its target, which causes a small explosion upon contact. The caster must make a successful ranged touch attack to hit the target. The ensuing burst causes 1d6 fire damage.

Bleeding

Necromancy
Level: Nec 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person or animal
Duration: 5 minutes
Saving Throw: Fortitude negates
Spell Resistance: Yes

You increase the flow of blood to a target's wounds, causing the creature to lose vitality at an alarming rate. By casting this spell upon a target who has an existing wound, you cause that wound to bleed freely, resulting in the loss of 1 hit point per round. The target of the spell may roll a Fortitude save each round (DC equal to twice his remaining hit points) to end the effects of the spell.

Material Component: A small vial of warm water.

Blend Into Shadows

Illusion (Glamer)
Level: Drd 5, Rgr 4, Ill 5, Wiz 5
Components: S, M, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Blend into shadows allows the target creature to use the darkness around him to avoid being seen. Although this ability is obviously useful in situations that call for stealth, it is especially so in battle, as the recipient's opponents have a hard time spotting him. The shadows around the subject obey his will and instincts. When he tries to hide or even wishes he would disappear into darkness, the shadow blend takes effect.

During any condition other than full daylight, a creature affected by blend into shadows can disappear into darkness, effectively giving him nine-tenths concealment. When used in combination with the Hide skill, this spell adds a +20 circumstance bonus to the check. Artificial illumination, such as *light* and *continual flame* spells, does not negate *blend into shadows*. A *daylight* spell cancels it.

Material Component: A piece of dried hide or a handful of fur from a jackal of Mourn.

Bless Arms

Transmutation
Level: Clr 1, Pal 1
Components: V, S, M
Casting Time: 1 hour
Range: Touch
Target: Weapon touched
Duration: Instantaneous

This spell designates a weapon as a holy vessel appropriate for a paladin's god to work though. When this weapon is wielded by a paladin of your deity, the paladin may apply all of his blessed armaments bonuses and benefits to the weapon. *Bless arms* may not be cast upon a weapon which has been previously enchanted or *blessed*.

Material Component: A vial of holy (or unholy) water sprinkled on the weapon.

Blessing, Mass

Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 3, Pal 3
Components: V, S, DF
Casting Time: 1 action
Area: Any number of creatures within 100 feet
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Your allies gain a morale bonus of +2 on their attack and damage rolls and a morale bonus of +2 on saving throws against fear effects. *Mass blessing* counters and dispels *bane*.

Blight Person

Transmutation
Level: Nec 8, Wiz 8
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1 round/2 level (*see text*)
Saving Throw: Fortitude negates
Spell Resistance: Yes

Blight person transmits a horrible disease to anyone struck by your hand. The affliction does not take effect immediately, but instead develops over a period of time. An infected target becomes gradually weaker. As the hours pass, his skin becomes increasingly paler until his flesh seems completely devoid of color and life.

This spell stays in effect for one round for every two of your levels. During that time, you may attempt touch attacks against living opponents. Upon a successful hit, the targeted creature must make a Fortitude saving throw to avoid transmission of the *blight person*. An opponent who succeeds his saving throw is immune to the caster's infectious hand for a 24-hour period thereafter. Infected creatures suffer –1d6 temporary damage to their Constitution score four hours after the initial hit, and every four hours thereafter. *Remove disease* negates one die of damage taken, but the *blight person* continues to affect the victim until a *wish* or *limited wish* is cast upon him.

Material Component: A small piece of rotted mummy flesh.

Blind Faith

Divination
Level: Clr 1, Pal 1, See 1
Components: V, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level

With *blind faith*, you call upon your god's divine power to help you in moments when you cannot see clearly. Although this spell does not allow you to see in darkness, see the invisible, or see through walls, your deity guides your strikes against hidden or unseen creatures. *Blind faith* is also useful against opponents crawling behind cover.

Blind faith reduces the benefit of concealment and cover of the creatures you are fighting. The effect functions only for you, so no one else in your party benefits from this spell. The miss chance percentage of concealed opponents is reduced by half, whether the creature is hiding in darkness, fog, foliage, and similar natural conditions or using a *blur*, *obscuring mist*, or *invisibility* spell. Likewise, cover AC bonus and cover Reflex save bonus gained by your foes hiding behind cover are reduced by 50%.

Blindsight

Transmutation
Level: Drd 5, Rgr 4, See 5
Components: V, S, M
Casting Time: 1 action
Range: Touch (*see text*)
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The recipient of this spell gains the ability to sense unseen creatures by relying on hearing, smell, and a heightened sensitivity to vibrations. For as long as *blindsight* remains in effect, darkness and invisibility are irrelevant to the spell's target. Although he cannot see ethereal creatures (since they cannot be heard, smelled, and make no vibrations), he knows exactly where non-ethereal creatures are, just as if he were actually seeing them.

The spell's target may maneuver in the dark without penalty to movement and fight invisible creatures as if he could see them. The range of the *blindsight* is equal to 5 feet per level.

Arcane Focus: The severed head of a bat, imbued with a special paste composed of owl's eyes, rat's muzzles, and a variety of exotic plants.

Blood Beneath Your Wings

Transmutation
Level: Common Divine 9
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. per caster level)
Area: 300 ft. + 3 ft./caster level radius spread
Duration: See text
Saving Throw: No
Spell Resistance: Yes

This powerful spell could turn the tide of battle in your favor by revitalizing your allies, but it could also mean certain doom for you if you misjudge its use. For a number of rounds equal to your Wisdom modifier, all other creatures within the spell's area of effect gain an additional standard action every round. In addition, they are not affected by the following conditions: ability damaged, ability drained, blinded, confused, cowering, dazed, dazzled, defeaned, disabled, energy drained, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, stunned and turned.



Note, however, that *blood beneath your wings* does not grant true immunity to these conditions; instead, it suspends them for the duration of the spell. Creatures affected by these conditions when the spell begins have them returned when the spell ends, with no time elapsed on the duration of the condition. Conditions applied during this spell's duration do not take effect until *blood beneath your wings* ends, at which point their durations begin. Likewise, dying characters are automatically stabilized for the spell's duration, but they must resume checking for stabilization as normal once the spell ends.

Note also that the energies involved in casting this spell are so powerful that they temporarily deprive you of your ability to function on even a basic level. You collapse and are helpless for the spell's duration. After that, you are staggered for a period of time equal to the spell's duration. You cannot be reinvigorated by magical means. The draining effects of this spell occur even if the spell is counterspelled or dispelled.

Blood Lattice

Necromancy [Electricity]
Level: Nec 3, Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Area: 40-ft. spread
Duration: Permanent until discharged
Saving Throw: See text
Spell Resistance: Yes

You cause the recipient of the spell to feel a jolt traveling through their very bones. Small hairs stand on end and the target's voice takes on a crackling hum. If the target bleeds while the spell is in effect, the spell is released. The wound sparks, releasing electricity in all directions out to 40 feet. Creatures within this area take 1d4 points of damage per your caster level (maximum 15d4, halved with a successful Reflex saving throw). Half of this total damage is from electricity. A Free Kingdoms wizard discovered that the individual holding it could suppress the spell. A bleeding target who makes a successful Will save (DC of twice your caster level) keeps the spell from activating.

Material Component: A tiny wire mesh stained with blood.

Blood Purge

Transmutation
Level: Common Arcane 9
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. per caster level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Despite the disturbing appearance of this spell, its uses are usually benign. It purges the target of all current effects through bleeding from the eyes, nose, ears, and mouth. The blood loss does not cause damage or even interfere with the target's senses, but it immediately ends all temporary and reversible magical effects, as well as non-magical effects that would normally end only after a successful saving throw or a cure (such as poisons and diseases). *Blood purge* does not end permanent effects granted by class or race features, or from a template.

If this spell is cast against a foe, he is allowed a Will saving throw to negate its effects. If it is cast against an ally, the target may decline to make a saving throw against it.

Material Component: The material component for this spell is a fresh drop of the caster's own blood.

Blood Rite

Necromancy
Level: Nec 1
Components: V, S, M
Casting Time: 2 actions
Range: Personal
Target: You
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You are able to use blood, the fluid of life, to restore your health and increase your abilities. For each gallon of freshly spilled blood (equal to 15 lost hit points) sacrificed as part of this spell, you may either regenerate 1d4 hit points or add a +1 to any ability of your choice. The hit point gain is permanent, but cannot increase your hit points beyond your current maximum. The ability boost lasts for a single hour.

Material Component: One or more gallons of blood.

Bone Spikes

Necromancy
Level: Nec 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: 2 HD of undead/level
Duration: Permanent
Saving Throw: None
Spell Resistance: No

You cause jagged bony spikes to grow on the bodies of skeletons and zombies, causing extra damage from each physical attack. You may choose to affect any skeletons or zombies within range, up to 2 HD per caster level. The spikes that form on these undead deal and additional 1d6 points of damage per strike. Even when wielding a weapon, the bony spikes add to the damage, as if the undead we attacking with its fists.

Material Component: A piece of sharpened bone.

Breath Weapon

Evocation
Level: Drd 7, Sha 8
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Upon casting this spell, you choose an energy type: acid, cold, electricity, fire, or sonic. You breathe out your chosen energy weapon in a cone. Every creature in the cone's wake is affected by it. The cone deals damage of 2d4 per level (maximum of 30d4).

Material Component: A vial of acid (acid), a vial of vampire's blood (cold), a vial of quicksilver (electricity), a vial of heat poison (fire), or a vial of harpy blood (sonic), worth at least 500 gp.

Bull's Grace

Transmutation
Level: Brd 2, Clr 2, Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

The creature affected by this spell feels like he's carrying a heavy burden or wearing a suit of armor made out of stone. The target of *bull's grace* becomes less graceful, clumsier, and uncoordinated, as if his muscles and joints were numbed from lack of use. He feels the effect of the spell as soon as it is cast and for the entire duration. The people around the target can see a change in his posture and in the way he carries himself; he is obviously less agile than he used to be.

Bull's grace imposes an enhancement penalty to Dexterity of 1d4+1 points, which modifies all the usual benefits granted by Dexterity, such as AC, Reflex saves, and all other uses of the character's Dexterity modifier. This spell never drops a character's Dexterity score below 1, so *bull's grace* alone never prevents a targeted character from moving, as is the case with a character whose Dexterity score is lowered to 0. *Bull's grace* and cat's grace dispel and counter each other.

Material Component: A piece of rough hide from a bull.

Bull's Strength, Greater

Transmutation
Level: Brd 5, Clr 5, Nec 5, Sha 5, Wiz 5
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/2 levels
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Nicknamed 'Titanic Vengeance' by the dwarven priest Gnorrow Yaw, this spell grants an enhancement bonus to Strength of 2d4+2 points, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Arcane Material Component: The tooth of a giant.

Calling the Fury

Evocation [Electricity]
Level: Common Arcane 7
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. per caster level)
Area: 400 ft. + 40 ft. per caster level radius spread
Duration: 1 round
Saving Throw: Reflex half
Spell Resistance: Yes

This spell may only be cast outdoors. You call upon the fury of the Storm, creating a terrible, rainless electrical storm for a few brief moments. Lightning flashes constantly within the area of effect, but it only strikes at those who take a move action, causing 10d6 electrical damage. In addition, Shamans suffer a penalty to their saving throws equal to half of their shaman levels, rounded up.

Cat's Strength

Transmutation
Level: Brd 2, Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

The subject of this spell suddenly becomes weaker, as though he had traveled for days with little rest or worked for hours on end at a laborious task. The effect of a *cat's strength* spell is obvious through the posture and mannerisms of the target, who walks with shoulders slumped as if he were carrying the weight of the world. Especially strong characters may not suffer as much from this spell as weaker ones, but to them the change is nevertheless laborious, as they are unaccustomed to weakness.

Cat's strength imposes an enhancement penalty to Strength of 1d4+1 points, which modifies all the usual benefits granted by Strength, such as melee attack rolls, melee damage rolls, and all other uses of the character's Strength modifier. This spell never drops a character's Strength score below 1, so cat's strength alone may not render a victim totally helpless. *Cat's strength* and *bull's strength* dispel and cancel each other.

Material Component: A claw or piece of paw from a small, domesticated cat.

Celestial Weapon

Evocation [Force]
Level: Clr 5
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Effect: Magical weapon of force
Duration: 2 rounds/level (D)
Saving Throw: None
Spell Resistance: No

You summon pure celestial energy in the form of your deity's favored weapon. This is similar to *spiritual weapon* in several respects, but more powerful, as the weapon you summon is considerably more potent than a standard weapon of its type. The weapon summoned is a *+1 weapon* of the type favored by your deity. In addition, the weapon has either the *holy* or *unholy* enchantment depending upon the nature of the deity you follow. The weapon is luminescent and appears to be constructed of pure light energy or darkness, again dependent upon the deity you revere, and cannot be mistaken for a mundane weapon.

Choking Cloud

Conjuration (Creation)
Level: Drd 8, Nec 7, Sha 7, Sum 6, Wiz 8
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft/level)
Area: Cloud spreads 40 ft. wide and 10 ft. high
Duration: 1 round/2 levels
Saving Throw: Fortitude partial (see text)
Spell Resistance: No

A cloud of thick mist billows up around the target. The cloud is so thick that creatures trapped within it cannot breathe. All creatures within the area of effect (provided they require air to live) must make a Fortitude save every round. The first time a character fails, he falls unconscious and is reduced to 0 hp. The second failure drops the victim to −1 hp, at which point he is dying. On a third failure, the victim drowns, dying immediately.

Chromatic Blade

Conjuration (Creation)
Level: Wiz 8
Components: V, S
Casting Time: 1 action
Range: Personal
Effect: 1 chromatic blade
Duration: 1 round/level (D)

You summon a shining blade that pulses with all the colors of the spectrum in a visually stunning array of light. It acts as if it were a bastard sword with an enhancement bonus equal to your Intelligence modifier. You are immediately proficient with the blade, which vanishes in a flash of colored lights when the spell duration ends.

Clarion Call

Evocation [Sonic]
Level: Brd 2, Pal 1
Components: V
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Clarion call allows you to project your voice over incredible distances without raising it above a normal tone. You may speak for one round, and your voice is heard by any character within 1 mile/caster level. Further, your words are magically translated into each listener's native language, unless no translation is necessary.

While you may voluntarily limit the area in which your voice can be heard (down to as little as 5 feet), all creatures within that area, whether friend or foe, hear your words. Further, *clarion call* may allow you to override magical silences. In order to do so, you must win an opposed level check (1d20 + your level) against the character level of the silence effect.

Clarion call has no effect on those who would not normally be able to hear you, including the deaf or those creatures without any sort of aural perception.

Claws of Ash

Conjuration (Creation)
Level: Sha 4, Sum 4, Wiz 4
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/2 levels (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You create a hazy cloud of ash that swirls in the air around the target's head. The target must succeed at a Fortitude save or inhale part of this ashen cloud. Once inside the victim, it solidifies into a claw or talon and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. The affected creature can attempt another Fortitude save each subsequent round to cough out the semi-vaporous menace.

Focus: A mummified, slightly burnt monkey paw.

Cleanse

Transmutation
Level: Common Divine 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell causes a blue wave of soothing energy to course over and through the target, restoring him to normal. It immediately ends all temporary and reversible magical effects, as well as non-magical effects that would normally end only after a successful saving throw or a cure (such as poisons and diseases). *Cleanse* does not end permanent effects granted by class or race features, or from a template.

If this spell is cast against a foe, he is allowed a Will saving throw to negate its effects. If it is cast against an ally, the target may decline to make a saving throw and experience its effecs.

Clinging Miasma

Conjuration
Level: Nec 5, Sha 5, Sum 5, Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 10 ft. radius + 5 ft./4 levels
Duration: 1 round/level
Saving Throw: Fortitude negates (*see text*)
Spell Resistance: No

Clinging miasma, much like *stinking cloud* and *cloudkill,* allows you to create a cloud of poisonous gas within its area of effect. However, characters within this cloud cannot escape simply by leaving the area of effect; the gas clings to any character who passes through the cloud. Any character caught within the area of effect, whether at the time the spell is cast or any time while it remains in effect, suffers the full effects of the spell for its entire duration, even if he escapes the initial area of effect.

Living creatures are nauseated by the gas (Fortitude negates), making them unable to attack, cast spells, and so on. Nauseated characters are only able to take a single move (or move-equivalent) action per turn. These effects last for 1d4 rounds after the character fails his save (during which time he need not make additional saves). A character who has made a successful Fortitude save against the gas must continue to save every round until the spell's duration expires, regardless of where he moves, as the gas clings to his clothing, hair, and equipment.

Material Component: A fist-sized chunk of sulfur.

Cloak of Destiny

Conjuration (Creation)
Level: Sor 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: No
Spell Resistance: No

Seers are gifted with foresight, but *cloak of destiny* allows you to protect yourself or an ally with the force of destiny itself. Characters affected by this spell are protected by fate against the hour that their destiny will be fulfilled. *Cloak of destiny* provides an armor bonus to AC equal to your caster level. *Cloak of destiny* causes no armor check penalty, arcane spell failure chance, or speed reduction. Further, creatures normally able to bypass armor or otherwise ignore Armor Bonuses cannot do so in this case, as the character's protection is woven from the very strands of fate itself.

Cloak of Fear

Abjuration
Level: Nec 2, Sha 3, Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: See text
Spell Resistance: No

Cloak of fear shrouds the subject in a protective field of nearly tangible fear. Any creature that attempts to attack the subject in melee combat must make a Will save. If successful, the attacker may act freely for the duration of the round. If failed, the character may not attack the subject of this spell for the same period.

Arcane Material Component: A scrap of cloth once worn by the dead, such as a burial shroud.

Clockwork Mind

Enchantment (Compulsion) [Mind-Affecting]
Level: Ill 3, Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/2 levels
Saving Throw: Will negates
Spell Resistance: Yes

Clockwork mind forces its victim to repeat an action or behavior for the duration of the spell, regardless of any change in the target's situation. A soldier so enchanted, for example, will continue to march even when his column is called to a halt. This behavior continues until either the spell expires, or the action becomes impossible (for example, the soldier marches into a wall).

Any character affected by this spell in combat must take the same action each round. If he charges his foes, for example, he must once again charge in the following round, even if this action provokes an attack of opportunity from his initial target as he turns away to rush into another part of the battle. Similarly, if a character spends his entire action moving, he must do so again for the duration of the spell (while he need not move in the same direction, he must move the same distance).

If it is impossible for an enemy caster to take the same action (such as if he has just cast a memorized spell, and therefore cannot cast it again), the spell does not expire automatically. Instead, the next action he takes becomes his new compulsory action, though in this case he may attempt another Will save to negate the effects of the spell.

Clumsiness

Enchantment (Compulsion) [Mind-Affecting]
Level: Sha 2, Wiz 2
Components: S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One character
Duration: 1d6 rounds + 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Clumsiness, though it does not affect the subject's overall agility, renders him unable to wield weapons with any effectiveness. For the duration of the spell, he gains no benefit from weapon proficiency. All of his attacks suffer the attendant –4 penalty to the roll. For the duration of the spell, he also loses the benefit of any feats that require weapon proficiency.

Commanding Presence

Illusion (Glamer)
Level: Ill 5, Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Personal (*see text*)
Area: 50-foot radius centered on you
Target: Living creatures within the area (*see text*)
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

You gain an aura of authority, nobility, and strength that others around you admire, fear, or respect. While the *commanding presence* is in effect, you appear taller, richer, and stronger than you actually are. People around you believe that you are the reincarnation of a brave hero from the great sagas of old, a cunning and powerful prince in disguise, or a magician holding terrible knowledge.

When you cast *commanding presence,* others instantly perceive you differently. Although your clothes do not actually change, people see them as though they were of a finer fabric, of richer colors, and woven by a great master artisan. Likewise, your general appearance, demeanor, and mannerism improve in their eyes. They also sense power and wisdom in you, traits that instill courage in your allies and fear in your enemies.

While *commanding presence* is in effect, you gain a +10 enhancement bonus to your Charisma score, which modifies all the usual benefits granted by Charisma, such as how others react to you, related skill checks, and all other uses of the character's Charisma modifier. Additionally, your allies gain a +2 morale bonus to all skill checks made in your presence. Likewise, enemies within the spell's area automatically suffer a –2 morale penalty to all skill checks. Furthermore, they also suffer from a –2 morale penalty to their initiative, attack rolls, damage rolls, and saving throws made against you unless they succeed at a Will save. Even if they save successfully, your enemies are still impressed by your presence and you still benefit from the enhanced Charisma score while dealing with them.

Material Component: A dried mixture of turnips, vegetable oil, and a length of hair from a dryad, crushed into the caster's palm upon completion of the spell.

Concentrate

Enchantment
Level: Brd 2, Clr 2, Drd 2, Nec 2, Pal 2, Rgr 2, See 2, Sha 2, Sum 2, Wiz 2
Components: V
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You access a sense of calm, inner peace and mental fortitude. For the duration of this spell you gain a +10 competency bonus to all Concentration skill checks you make. Battlefield mages frequently use this spell before wading into combat alongside their comrades in arms.

Cones of Silence

Transmutation
Level: Brd 1, Ill 1, Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: You and another creature
Duration: Concentration
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You and another creature within range when this spell is cast can communicate with each other in a way that is completely undetectable by any other. You must be within normal speaking range and conditions for the spell to work, and you speak just as you normally would. However, only you and the other creature hear each other's words. The magic also obscures and distorts your lip movements, adding +20 to any Read Lips skill checks made against either of you (essentially a base DC 35 for any read lips skill attempts).

Conversion

Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 4, Pal 4
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 hour/your level
Saving Throw: Will negates
Spell Resistance: Yes

You may convert any target being to your deity and alignment. For the duration of the spell, the affected creature is treated in all ways as having your alignment and it must behave appropriately. It is also temporarily a follower of your deity and must behave accordingly. *Conversion* may only be cast by paladins, good clerics, or other divine spellcasters of good alignment.

Corrosion

Transmutation
Level: Drd 8, Sha 8, Wiz 8
Components: V, S, M
Casting Time: 1 full round
Range: Touch
Duration: 1 round/level
Saving Throw: None (*see text*)
Spell Resistance: Yes

With this spell, you can attempt a touch attack that causes metal to corrode instantly, falling into pieces and becoming utterly useless in seconds regardless of the size of the object targeted. In other words, a full suit of field plate armor dissolves as quickly as a steel needle.

Non-magical metal armors, weapons, gear, and other items (such as tent poles, nails, horseshoes, etc.) you hit with a successful touch attack become automatically useless. The items fall into shards of unrecognizable corroded metal debris. Magical armors, weapons, and other enchanted items made of metal are allowed a Reflex saving throw (DC 20) to avoid being dissolved.

Both your hands must be bare in order for this spell to work, so you may not wear gloves or gauntlets while using *corrosion*. You must also hold the antenna of a rust monster in a clenched fist while you attempt a touch attack with your free hand.

Material Component: A rust monster's antenna.

Cure Lethal Wounds

Conjuration (Healing)
Level: Brd 6, Clr 5, Drd 6
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As *cure critical wounds*, but if applied to a character in the same round he died, it will still work and restore life to the deceased character who has dropped below –10 hit points. For example, if Thobold is reduced to –18 hit points by a blow, and Reginald the cleric tends to him within the round with this spell resulting in 24 points of healing, on his next turn Thobold is at 6 hit points and may act normally. Had Reginald cured Thobold enough to bring him between –1 and –9 hit points, Thobold would be stabilized but still unconscious. If Reginald could not bring Thobold within that range, Thobold would die.



Curse of Heartless Lies

Evocation [Language-Dependent]
Level: Common Arcane 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Effect: Ray
Duration: Instantaneous
Saving Throw: No
Spell Resistance: Yes

This spell originated with the Nothrogs' shamanic ancestors, who felt that even a young adept should have the ability to strike down a fleeing foe with a curse. *Curse of heartless lies* unleashes a bolt of radiant energy at a foe. You must execute a ranged touch attack against the target, but you may ignore any and all penalties from cover. If you succeed, the spell deals 1d6 damage.

Curse of Rage

Enchantment (Compulsion) [Mind-affecting]
Level: Common Divine 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Area: 50-ft. radius emanation
Duration: 1 round/caster level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Curse of rage taps into the dark corners of the target's souls, lending the strength of their anger to the task of armed combat. For the duration of this spell, all allies within the area of effect receive an attack bonus equal to your Wisdom modifier. When the spell is cast, all foes must make a Will saving throw. Those who succeed are similarly affected; those who fail are unaffected.

Unfortunately, rage, once aroused, is not easily tempered. Affected targets may not choose to inflict nonlethal damage, retreat, or accept surrender without first making a successful Will save to end the spell's hold over them.

Curse of the Lady

Transmutation
Level: Brd 1, Clr 1, Drd 1, Sha 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 creature
Duration: 1 day/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You turn someone skilled and competent into a self-doubter, a magnet for poor circumstances and luck and surrounded by a cloud of ill fortune. The unfortunate victim receives a –2 penalty to all skill checks. Effects of this spell stack with multiple castings on the same target.

Dance of the Dead

Necromancy
Level: Brd 5
Components: V, S, F
Casting Time: 1 full action
Range: Personal
Area: 60-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Using music to channel positive or negative energy you turn, bolster, or rebuke undead as a cleric of two levels lower than you. No matter the circumstances, this spell can never be used to command or destroy undead. All other effects work like a normal turning. Items and spells that help or hinder a cleric to turn undead have no effect upon this spell.

Focus: A bone flute, which must be played to cast the spell. The bone flute must be carved from the body of a holy (or unholy) man (who was never raised from the dead), anointed by a priest of an order that opposes (or worships) death, and blessed with the god's holy wards. The bone flute costs at least 1,000 gp and takes 250 XP to create.

Deadly Focus

Evocation
Level: Brd 5, Nec 3, Wiz 4
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You bolster your own arcane resolve by harnessing the magical energy that flows through you. Your command of spellcasting and internal strength become mighty forces to be reckoned with. Any spell you cast within the duration of this spell allows you to decide how much of your resolve to put into the *deadly focus*. For every 5 points of damage you take internally, you cast a spell as if you were one level higher. For example, if you accept 15 points of damage, you may cast a spell as if you were 3 levels higher. This does not allow you to cast spells of a higher level than you normally could, it simply increases your caster level for spells you know. In any round when you use this ability you must use a full round action to complete the spell you are enhancing, or else the spell fails and you lose it.

Death Becomes Me

Illusion (Glamer)
Level: Brd 3, Ill 2, Nec 2, Wiz 3
Components: S
Casting Time: 1 action
Range: Touch
Target: One dead creature
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You may only cast this spell on a dead creature of the same type as you (i.e. humanoid). The creature must have been dead for no more than 1 minute per caster level. You must simultaneously place one hand over the target's face and one hand over your own face. Almost instantly you exchange faces with the creature. Its face looks exactly like yours in its situation, and your face looks like the creature's did when it was alive. If using this spell as a disguise you gain a +10 circumstance bonus to the skill check. When the spell expires, the illusion instantly fades from both of you.

Note: Creatures get Will saves to recognize the glamer as an illusion if they interact with it (such as by touching you or examining your face closely).

Death Beyond Death

Necromancy
Level: Clr 7, Nec 7
Components: V, S, XP
Casting Time: 10 minutes
Range: Touch
Target: Single deceased character
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

Death beyond death enables you to sever a soul's connection to this plane for all time, preventing the deceased from being restored to life by any means. Despite his current status, the target of this spell may make a saving throw, though he does not receive any bonuses from ability scores, magic items, or any other source except his base save modifier. If failed, the target is permanently dead.

In order to cast this spell, you must completely isolate both yourself and the subject from the living. Neither can come in contact with any living thing during this spell's casting time, not even plant life. *Death beyond death* requires intense concentration, and any Concentration check required to cast the spell automatically fails except on a natural 20.

This spell may be overridden with a *true resurrection* spell, which ignores this spell's effects. A *wish* or *miracle* spell can remove the effect, allowing another spell to later revive the target.

XP Cost: 100 times the target's level.

Death is But a Door

Conjuration (Calling)
Level: Nec 6, Wiz 7
Components: V, S, M
Casting Time: 1 full round
Range: Touch
Target: 1 dead humanoid
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The elves introduced this spell eons ago, but its frightful application is still limited to a select few practitioners. With this spell you steal away a humanoid's chance at a final reward but allow him to continue living after his time is up. You cast this spell on a single, dead humanoid (who may have been dead for up to one hour per caster level). The cosmic forces you command call the spirit from the planes of the afterlife back to the material plane, reforming next to the old body and standing in perfect health, naked, but with all the talents, skills, feats and memories of his former life. The new character's type becomes 'outsider' and they gain the celestial or demonic template as applicable to their alignment and behavior (GM's judgment). It never ages naturally but can be killed in the normal fashion. If this form is slain, it permanently vanishes. It never reforms, nor gains its eternal reward, but is instead forever destroyed.

Material Component: A miniature platinum replica of a ship's anchor worth at least 500 gold.

Death Rune

Necromancy [Death, Evil]
Level: Clr 4, Sha 4, Nec 3
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: 1 object
Duration: 10 minutes/level or until discharged
Saving Throw: Will negates and none
Spell Resistance: No (object) and yes

You inscribe a horrific rune on a single Medium or Small metal weapon. The wielder can draw forth the ebbing life force of a badly wounded creature and use it to fuel the characters own power. If the weapon wounds a creature and causes it to drop between –1 to –9 hit points, and if the creature fails its saving throw, it dies, and the wielder gains 1d8 temporary hit points and +2 Strength. These effects last for 10 minutes per HD of the target creature.

Death Stench

Necromancy
Level: Nec 3, Wiz 4
Components: S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Area: 50-foot radius emanation, centered on you
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: No

Death stench creates a sickening stink of death and corruption around you. The smell is so horrible that all living creatures around you are affected by it, even your allies — who might think something terrible has happened to their magician friend.

All living creatures within the area must succeed at a Fortitude saving throw or suffer the consequences of the *death stench.* Affected targets become nauseated and are unable to perform any actions other than a single move or more-equivalent action per round.

Arcane Focus: A bone from the remains of a gaunt.

Death Trance

Illusion (Phantasm)
Level: Ill 4, Wiz 5
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Single character
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

Death trance creates a personal illusion in which the subject experiences his own death. This is not foresight of any kind, but from the moment the spell is cast, the subject believes that the tide of events has turned to lead him inevitably to the grave. A character in combat, for example, believes that he is being overwhelmed by the enemy, and finally believes himself struck down.

For the duration of the spell, the target is considered helpless, as his visions have overwhelmed him. He does not move or speak during this time, but simply stands rooted to his spot (regardless of the nature of the phantasm). This state lasts for a number of rounds equal to the subject's level. At the end of this period, the subject experiences an illusory death, requiring him to make a Will save or die. The illusionist may dispel the phantasm at any time, sparing the victim the saving throw, and freeing him from his helpless state.

Deathly Apparition

Necromancy
Level: Nec 5, Wiz 7
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Duration: 1 hour/level
Saving Throw: No
Spell Resistance: No

You transform a corpse into a simulacrum of yourself. The copy looks like an older version of you, with blazing red eyes in hollow sockets. The zombie-like apparition obeys your verbal commands for as long as the spell remains in effect. When the duration expires, the *deathly apparition* instantly disintegrates into black dust.

A *deathly apparition* is an undead copy of you. It has the same Strength, Dexterity, Wisdom, attack and damage bonuses, and saving throws as you. Its Charisma score is 2 and, like all undead, it has no Constitution or Intelligence score. As an undead creature, the apparition is immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. It is also not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Material Component: One of your fingernails or toenails, which must be swallowed during the casting of the spell.

Deathshriek

Necromancy [Fear, Mind-Affecting, Sonic]
Level: Brd 6, Nec 6
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature/everyone within the emanation's radius (*see text*)
Area: 50-foot radius emanation, centered on you (*see text*)
Duration: Instantaneous
Saving Throw: Fortitude partial/Will negates (*see text*)
Spell Resistance: Yes

Deathshriek allows you to emit an almost deafening, high-pitched, and utterly horrible sound that has the potential to kill instantly. Although all living creatures able to hear your voice in a 50-foot radius area are affected by the frightful cry, you can focus the *deathshriek* at a single living individual, who suffers the spell's full effect.

The target of this spell must succeed at a Fortitude saving throw or instantly die from fright. Even with a successful saving throw, the creature becomes panicked for a number of rounds equal to your level. In addition, all living creatures within 50 feet of you must make a Will save or become panicked themselves for 1 round for every 2 of your of your caster levels.

Arcane Focus: A thick strand of hair from a banshee, which must be woven tightly in a predetermined matter.

Decay

Transmutation
Level: Clr 4, Sha 4
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude negates (object)
Spell Resistance: No

You cause a nonmagical object to corrode, falling to pieces and becoming useless immediately. You must make a successful ranged touch attack to affect the object. Any single item that is no more than six feet long in any dimension may be targeted with this spell. An object that makes a successful Fortitude save is only partially affected, taking 3d6 points of damage (ignoring hardness) instead of decaying. Only one item can be affected per casting.

Despair

Enchantment [Fear, Mind-Affecting]
Level: Clr 8, Ill 7, Nec 6, Sha 7, See 8
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

With this spell, you make one target lose all hope. The affected creature feels utterly depressed, unable to cope with the slightest adversity. He is gloomily quiet, unbelievably bored, and totally antisocial. He is so discouraged that he no longer cares for his own life nor those of his comrades, but can only sigh heavily, moan dramatically, and sob in despair. The victim of *despair* cannot take any action other than walk at half his normal pace.

A creature affected by *despair* may not attack or cast spells, and he cannot move faster than half his normal walking speed. The target is also unable to defend himself properly, suffering a –4 morale bonus to AC and losing the benefit of positive Dexterity modifier and shield (if applicable). Finally, he also has a –4 morale penalty to all saving throws for the duration of the *despair*.

Dishearten

Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Brd 3, Clr 4, Sha 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: All living creatures within range
Duration: Concentration + 1 round/2 levels
Saving Throw: Will negates
Spell Resistance: Yes

This spell is similar to *battle cry*, but instead of bolstering the morale of your allies, you sap the morale of your enemies. For this spell to function, you must chant, cry out, wail, or make some kind of guttural sound or other unnerving noise. Only living enemies able to hear your voice can be affected by the spell, which continues for 1 round for every 2 of your levels after you stop chanting (i.e. after you break your concentration).

Creatures within range failing their saving throws become fearful, losing confidence in their own abilities. In battle situations, some may even question their leader's orders, drop their weapons, and flee, but *dishearten* alone rarely creates such dramatic effects.

Affected targets suffer a –4 morale penalty to saving throws against charm and fear effects as well as a –1 morale penalty to attack and damage rolls.

Disrupt Soul

Necromancy
Level: Nec 8
Components: V, S, F
Casting Time: 1 full round
Range: Touch
Target: 1 person or creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This devastating spell is extremely dangerous for the target. The victim of *disrupt soul* has his essence scattered like a ash in a hurricane. The body is unharmed, but enters a comatose state. Most souls return to the body (90% of the time). The ones that do not are lost forever, dispersed throughout space and time. Only divine intervention or the use of even more powerful reality-altering spells such as *wish* or *miracle* can restore the soul to the body. Even if the soul returns to the body, the victim remains in a state of *confusion* (as per the spell) for a number of days equal to your caster level. GMs may wish to allow a second saving throw should the soul not return to the body.

Focus: A *ghost touch* weapon of the slashing or piercing types, which you drag lightly along the subject's throat during the ritual.

Divine Fate

Divination
Level: See 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Divine fate allows you to determine a single character's well-being with uncanny precision. You know the subject's current hit points and whether he is currently under the effects of any spell, disease, poison, or curse. Though *divine fate* does not necessarily reveal the cure for a poison or disease, identifying them is the first step toward a solution.

Divine Intervention

Conjuration (Calling)
Level: Clr 7, Drd 7, See 7
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: 1 creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You change the outcome of the last moment in time by completely canceling a character or creature's action. The target of the spell must succeed at a Will saving throw, or the very last action it took in the previous round did not happen. Everything that would have affected or been affected by the target changes as reality itself is rewritten. For example, if a foe slays an ally and then moves and you cast this spell, only the move action is cancelled. If a rogue springs a trap and dies and you cast this spell on him, he appears alive and well where he was before activating the trap, and the trap is reset. The target and anyone affected is fully aware of the intervention, and remember what would have happened if you had not cast this spell.

The seer version of this spell is called *interrupt fate*.

Divine Protection

Abjuration
Level: Clr 3
Components: V, S, DF
Casting Time: 1 action
Target: Up to one creature/level
Area: 5 ft. radius/5 caster levels
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Divine protection enfolds you and your companions within the protective hands of your god. All affected characters receive a +4 sacred bonus to their armor class while within the area. You choose who is affected by this spell, and may adjust this selection even if the spell is already in effect. Friendly characters who leave the protected area lose this bonus.

Divine Selection

Abjuration
Level: Clr 6, Drd 7
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

You protect a creature with the power of your deity, making him nearly invincible for a single round. No spell, weapon or situation that would cause damage has any effect on an individual protected by *divine selection.* A spell that would harm the target of this spell is not dispelled or diminished; it simply does not affect the character. Spells or effects that don't cause damage affect the target normally. The only exception to this is any spell with the Death descriptor, which affects the target normally even if the spell causes damage.

Divine Senses

Divination
Level: Clr 3, Drd 3, See 3
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

Devised to allow warrior priests to counterspell the foe's powers, during this spell's duration you are immediately aware of any magic an opponent is preparing. While this spell is active, if you choose to hold an action in preparation for a counterspell, you do not need to make a Spellcraft check to identify the spell about to be cast; you inherently know which one it will be and can act accordingly. Curiously, this spell only identifies divine magic.

Divine Vindication

Abjuration
Level: Clr 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 30-ft. emanation centered on you
Duration: 1 round/level
Saving Throw: None (harmless)
Spell Resistance: Yes

Choose a spell descriptor (i.e. Acid, Death, Evil, Fear, etc.). Your saving throws against the chosen type of spell are doubled. All allies may add your saving throw to theirs against the chosen spell type while they remain in the area of effect.

Example: You have cast *divine vindication,* protecting yourself and your allies from spells with the [Acid] descriptor. Your Fortitude save is +5. An enemy casts acid arrow at a nearby ally with a Fortitude save of +4. The ally saves at +9 (his +4 plus your +5). If the enemy had targeted you instead, your Fortitude save would be +10, twice your normal save.

Divine Wrath

Evocation
Level: Drd 9, Clr 8
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level

By calling upon the divine power of your patron deity, you become imbued with supernatural combat abilities. Against most creatures, *divine wrath* gives you a +20 insight bonus to attack rolls as well as an additional +1 insight bonus for every 2 of your caster levels to damage rolls. Thus, a 16th level cleric would gain a +8 insight bonus to damage rolls in addition to any other bonuses he may already have.

Divine wrath becomes even more powerful against opponents with alignments diametrically opposed to that of your god (lawful good vs. chaotic evil, neutral good vs. neutral evil, etc.) or an opponent serving a deity who is an enemy of your god. Against such foes, the insight bonus to attack rolls increases to +30 and the insight bonus to damage rolls becomes +1 per level.

Drain Soul

Necromancy
Level: Nec 1
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 hour
Saving Throw: Fortitude negates
Spell Resistance: Yes

By attacking the soul, you cripple the body. The target of this spell loses 2 points of both Strength and Constitution for the duration of the spell, thereby decreasing the target's corresponding ability bonuses by 1. Once that time has elapsed, the target's abilities return to normal.

Material Component: A handful of dust from a grave.

Draining Weapon

Necromancy
Level: Nec 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One person
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Draining weapon empowers the subject of the spell to siphon off the life energy of his opponents in melee combat. Once per round,

when the subject strikes an adjacent opponent with a melee weapon, he regains a number of lost hit points equal to the amount of damage dealt by his attack. While the subject may choose which of his attacks triggers this effect, he must decide at the time the blow is struck. If he has multiple attacks, he may not wait to resolve them all, then select the most damaging attack for this effect.

Duplicate

Conjuration (Creation)
Level: Nec 5, Sum 5, Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/2 levels
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With this spell you conjure out of thin air a duplicate of the individual you touch.

The individual's statistics are equal to the touched character's, with the exception that all skill ranks, combat rolls, and saving throws are half those of the touched character (round down). The duplicate retains all actual skills, feats and extraordinary abilities of the host, but not spells, spell-like abilities or supernatural abilities. The duplicate is mute, and has no free will; it will obey basic commands from either you or the duplicated character. If not commanded it stands around helplessly.

Material Component: An eyeball of a doppelganger.

The Emperor's Will

Abjuration
Level: Common Arcane 1
Components: V
Casting Time: 1 free action
Range: Personal
Target: Self and the creature targeting you
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: See text

This spell was created by none other than Vyacheslav Drac, shortly after he seized the Deverenian throne and made himself Emperor. After his ascension, Drac found that his most dangerous rivals were unaffiliated wizards, such as he had been, rather than Deverenian knights. Without the Deverenian code of honor to bind them, these wizards could send any number of dupes to challenge Drac's claim as Emperor. Such catspaws, bolstered by their masters' magic, could defeat Drac himself, only to fall in turn to their treacherous patrons. This spell was a contingency against such effects, and one that helped convince Deverenia's neighbors that this new Emperor was not a toothless threat, as his predecessors had been. The implication of successfully using this spell is clear: the caster has survived a challenge, and turned it against his challenger.

When you succeed in a saving throw against the effects of a spell or magic item, you may immediately cast this spell as in response, as a free action. The caster (or user, in the case of a magic item) now must make the same save, with the same DC, or suffer the same effects as you would have, had you not cast *the Emperor's will*. In the case of mind-affecting spells, you are considered the caster. Only the original caster is affected, even if the spell normally affects or could potentially affect multiple people (such as *fireball*). You may not cast *the Emperor's will* in response to an opponent casting *the Emperor's will*.

Empower the Weapon

Transmutation
Level: Wiz 5
Components: V, S, XP
Casting Time: 1 action
Range: Touch
Target: One weapon touched
Duration: 1 minute/level
Saving Throw: None (object)
Spell Resistance: No

You temporarily imbue a weapon with a special ability that you choose depending on your level:

1st–10th level: defending, flaming, frost, ghost touch, keen, mighty cleaving, shock, spell storing, throwing, or *+1* equivalent bonus special ability.

11th–12th: bane, chaotic, disruption, flaming burst, holy, icy burst, lawful, thundering, unholy, wounding, or +2 equivalent bonus special ability.

13th–14th: brilliant energy, dancing, speed, or +2 or +3 equivalent bonus special ability.

15th+: vorpal, or +4 equivalent bonus special ability.

This spell works on any bladed weapon, even if it's already magical or contains other bonuses, but special abilities cannot stack. For example, you could add *flaming burst* to a *+2 keen longsword*, but you couldn't add *mighty cleaving* to a *+2 mighty cleaving battleaxe*.

The XP cost is different depending on the power you grant the weapon: 10, 20, 30 or 40 XPs based on the four levels of potency described above.

Energy Arrow

Transmutation
Level: Common Arcane 5
Components: V, S, M
Casting Time: 1 standard action or 1 free action
Range: Touch
Target: One case of ranged weapon ammunition, or one missile from it
Duration: Instantaneous or 10 rounds (see below)
Saving Throw: Fortitude negates
Spell Resistance: Yes

With a touch and the invocation of the Word of Power for force, you can, in effect, create instant magic projectiles. You may use *energy arrow* in one of two ways. You may cast it as a standard action on up to 20 arrows or bolts, as long as all of them are bundled together, as in a quiver. Or you may cast it as a free action on a single projectile—for instance, as you draw and aim your bow. In either case, a target struck by a projectile enchanted with *energy arrow* must make a successful Fortitude save or be knocked prone, even if the missiles themselves delivered no damage.

Material Component: A pendulum, which shatters upon casting.

Entropic Blade

Transmutation
Level: Brd 4, Clr 3, Wiz 3
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes (harmless)

Entropic blade enhances a weapon's capabilities when it is used to attack lawful creatures (lawful good, lawful neutral, or lawful evil). The enhancement only applies when fighting lawfully aligned opponents, so the weapon functions as it normally does against all other types of creatures. In other words, a +2 longsword enhanced by this spell remains a +2 longsword when used against non-lawful opponents, but gains the special abilities of the entropic blade when battling lawful foes.

Despite the name of the spell, *entropic blade* may enchant any weapon, not just swords and knives. A ranged weapon, such as a bow or a crossbow, confers the entropic ability on its projectiles, as if the arrows or bolts were enhanced instead.

The weapon affected gains a +2 luck bonus to attack and damage rolls and delivers an additional +2d6 points of chaotic damage to all lawful creatures. *Entropic blade* may not be cast on a natural weapon.



Entropic Field

Abjuration
Level: Clr 9, Sha 9, Wiz 8
Components: V, S, M, DF
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Area: 50-ft. radius emanation centered on a creature, object, or a point in space
Duration: 10 minutes + 1 minute/level
Saving Throw: Will negates or none (object)
Spell Resistance: Yes or no (object)

By means of this spell, you create an area of complete randomness. All spellcasters within this area are affected by the chaotic energy of the field (yourself included). When an arcane or divine spell is cast within an *entropic field*, roll d100 to determine how the chaotic energy affects it:

1–20: The spell fails and is lost from memory, counting towards the caster's daily limit.

21–40: The spell is weak. Range, area of effect, and duration are halved, damage is reduced to 75%, and affected creatures have a +5 luck bonus to any saving throws.

41–60: No effect; the spell is cast normally.

61–80: The spell is more powerful than normal. Range, area of effect, and duration are doubled, damage is improved by 150%, and affected creatures have a –5 luck penalty to any saving throws.

81–100: A random spell is cast instead of the one the caster intended. If the spell affected has an opposite, such as *cure light wounds/cause light wounds*, the reverse spell is cast instead. Otherwise, the GM chooses a random spell from the list available to the character and this spell is cast in place of the one intended.

Material Component: A piece of bone from a creature corrupted by Bascaron.

Essence Flow

Necromancy
Level: Common Arcane 2, Necromancer 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One dying creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

This simple, but clever bit of necromancy allows you to channel a dying being's remaining life force into one of your spells, adding it to your own magical ability. The target of *essence flow* must be dying. If it is dead, it has no life force left to exploit, and if it is helpless but still above the dying threshold, it has enough strength left to brush off the spell. The target is allowed a Will save to negate the spell. But if the target fails, *essence flow* executes a coup de grace against it. You may then immediately cast another spell as a free action and double that spell's save DC. You may not cast *essence flow* in conjunction with another spell that takes longer than 1 standard action to cast.

Material Component: The target of the spell.

Ethereal Assault

Transmutation
Level: Clr 6, Sha 6, Wiz 8
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You and up to 8 other creatures to either side of you
Duration: 1 round (D)
Saving Throw: Will negates
Magic Resistance: Yes

You and up to 8 companions who must be standing in a straight line to either side of you (no more than 4 to a side) become ethereal, along with any equipment. You and your companions enter the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, the characters return to material existence. If, when you end the spell, you and your companions become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you traveled.

Ethereal Drain

Transmutation
Level: Clr 5, Sha 5, Sum 4
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You disrupt the connection between a single spellcaster and his source of magic for the duration of the spell. All spells the target casts while under the effects of this spell perform as if they were two levels lower than they actually are for determining the spell's capabilities (i.e. range, duration, damage, etc.).

Ethereal Drain, Greater

Transmutation
Level: Clr 7, Sha 7
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: 1 creature
Duration: 1 round/5 levels
Saving Throw: Will negates
Spell Resistance: Yes

You disrupt the connection a single spellcaster has with his source of magic for the duration of the spell. The enemy caster must succeed at a concentration check (DC 15) plus the level of his highest possible spell prepared to be able to cast any spell of that level. Even if the enemy succeeds at the concentration check, all spells he casts perform as if he were three levels lower than he actually is for determining the spell's capabilities like range, duration, damage, etc.

Evil Eye

Necromancy
Level: Nec 8, Wiz 9
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude negates death (*see text*)
Spell Resistance: Yes

This powerful spell is called *hag's stare* by some Accordlands sailors, Your gaze becomes a lethal weapon. In order for this spell to function, the targeted creature must not only be within range but it must also able to see you. A blinded opponent may not be the victim of *evil eye.*

The recipient of this spell instantly dies from fright unless he succeeds at a Fortitude saving throw. If the save is successful, the creature survives but falls into a catatonic state. The catatonia lasts until the target succeeds at a Will saving throw (a new save is permitted every 24 hours). Otherwise, *remove curse* or *dispel evil* can restore a catatonic victim's sanity.

Material Component: A length of hair from a sea hag.

Exhausted Potency

Transmutation
Level: Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

The subject's Strength immediately drops to 1. The victim may not use any Strength-based skills, and his melee attack bonus and damage are reduced appropriately. The target remains in this state until a *heal, limited wish, miracle,* or *wish* spell is used to cancel the effects.

Material Component: A flake of rust.

Exhaustion

Necromancy
Level: Clr 5, Nec 4, Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 30-ft. radius burst centered on a creature, object, or a point in space
Duration: Instantaneous, and 1 minute + 1 minute/level (see text)
Saving Throw: Will negates
Spell Resistance: Yes

This spell affects all creatures within the radius of the burst. Even targets with successful saves feel tired and weary, as though they had worked for many hours without rest. They suffer no ill effects from the spell, but they do feel it weighing them down.

Creatures failing their saving throws immediately feel the consequences of the exhaustion spell. They instantly take fatigue subdual damage equal to your caster level, and half that amount in the round following. When the spell ends, the subdual damage dealt remains, but it can be healed as normal. Furthermore, affected targets are so weary that they suffer a –1 luck penalty to all attack and damage rolls as well as a –1 luck penalty to AC. This effect lasts for 1 minute plus 1 additional minute per caster level.

Arcane Focus: The shoulder blade of a dead individual treated in a special red dye primarily made of blood and guts.

Expeditious Journey

Divination
Level: Drd 1, Rgr 1, Sha 1
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: 1 creature touched/4 levels
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: None

The target of an *expeditious journey* spell may double his base speed while traveling through natural surroundings such as plains, clear forests, rolling moors, and gentle hills. This spell does not function in thorns, briars, overgrown areas, and other difficult terrains that normally reduce the characters' movement rate, such as marches or swamps, steep mountainsides, etc.

In effect, the recipient of *expeditious journey* may travel at twice his normal base speed without suffering any fatigue for as long as the spell remains in effect. The creature affected may choose to hustle, which effectively quadruples his movement rate (instead of doubling it), but may never opt to run. While under the enchantment of an *expeditious journey*, recipients do not accumulate fatigue when they travel. When the spell ends, a target may continue to travel as though he had not already spent hours moving at a quickened pace. However, if at any time during the spell's duration a target stops to perform strenuous activities (such as fighting), he accumulates fatigue normally. He may resume his journey in between such activities, until the spell expires.

Material Component: A bit of grease, applied to the heels of the target.

Explosive Runes

Abjuration [Force]
Level: Common Arcane 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One touched object weighing no more than 10 lb.
Duration: Permanent until discharged (D)
Saving Throw: See text
Spell Resistance: Yes

You trace these runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of damage. Anyone next to the runes (close enough to read them) takes this damage with no saving throw. Others within 10 feet of the runes take half damage if they succeed at Reflex saving throws. The object on which the runes were written also takes the damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the runes. You can remove the runes whenever you wish. Others can remove them with a successful *dispel magic* or *erase* spell. However, attempting to *dispel* or *erase* the runes and failing to do so triggers the explosion.

Exposure

Evocation
Level: Sha 6, Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute
Saving Throw: Fortitude half (*see text*)
Spell Resistance: Yes

With this spell, you create an area of utmost cold around a single target. When *exposure* is cast, a thin crust of frost immediately settles upon the affected creature. The white frost quickly turns into ice. A moment later, the ice hardens from the neck (or equivalent) down. During the first round of the spell's effects, the target can move at half speed as the ice forms around him. After that, the target cannot move at all and is considered helpless until the duration ends (and the ice melts). While encased in the ice, the target is only vulnerable to attacks to the head (treat as 75% cover).

Each round, the target takes 1d4 cumulative cold damage (3d4 damage the third round, etc.) up to 5d4 damage per round. A Fortitude save reduces this damage by half, rolled each round.

Material Component: A small crystal or ice shard.

Extensions

Divination
Level: Common Arcane 6
Components: V, S, F
Casting Time: 10 minutes
Range: Personal
Target: Caster
Duration: 1 round/level

Extensions is a powerful, yet potentially dangerous divination. It draws on the only complete source of all secrets: the Bascaron Elemental Plane of Secrets. By casting the spell, you catch the undivided attention of one of that plane's most powerful spirits. The spirit does not manifest, but it may create an illusory proxy (as in *minor image*) if it so wishes. You may ask any question of it you wish, one question a round, to which it answers truthfully and as completely as it can in a single round. While it does twist its answers to promote paranoia and chaos, it never lies, and it has no agenda beyond fostering discord.

At the end of the spell's duration, the spirit may choose to visit any one being related to your questions, and reveal the nature of your conversation.

Arcane Focus: A veil, which you must wear for the casting and the duration of the spell.

Face of Mirrors

Illusion (Glamer)
Level: Common Arcane 4, Ill 2
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: One creature
Duration: Discharge, (D)
Saving Throw: Will disbelief
Spell Resistance: Yes

This spell greatly diminishes a combatant's ability to distinguish between foes. *Face of mirrors* targets a single creature. The target must make a Will saving throw. If it fails, it loses the ability to choose the target of its attack. Any and all of its melee attacks for the duration of the spell must be directed at a randomly determined creature adjacent to it or within reach with a 5-foot step. All of its ranged weapon attacks and spells or spell-like abilities that target an individual creature must be directed at a randomly determined target within range. In all cases, neither allies nor foes are immune to targeting.

Arcane focus: A mirror.

Fell Blow

Evocation [Force]
Level: Common Arcane 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Target: See text
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

Fell blow evokes a magic weapon of pure energy, allowing the caster to strike a distant opponent as if they were right next to each other — and much more effectively than most arcane spellcasters can strike in melee combat. Casting *fell blow* requires a full-round action. Once you have successfully cast it, you have at your disposal a *+1 melee weapon* located immediately in front of the target that you wish to strike. This weapon assumes the form of any medium-sized weapon you wish; from a functional standpoint, it is only important to know whether it is blunt, edged or pointed.

You may then will the magic weapon attack the target creature. You must spend a standard action to do so. Resolve the attack as a melee attack with a *+1 magic weapon* made by a fighter of the same level as the caster. You may shift targets to any creature within 30 feet of the magic weapon, but you must spend a move action to do so. When *fell blow* expires, the weapon disappears without a trace.

Fierce Blood of the Earth

Necromancy
Level: Nec 8
Components: V, S, M, XP
Casting Time: 10 hours
Range: Personal
Effect: Halts aging for 1 year
Duration: 1 year
Saving Throw: No
Spell Resistance: No

This dark ritual requires a single living creature with an Intelligence of 3 or higher to be sacrificed. The spell painfully extracts the life force from the sacrifice and imparts it to you. This stolen life energy completely halts the aging process for you for one full year. During that time, you do not visibly age in any way. Cast on an annual basis, this spell grants virtual immortality to any able to procure suitable sacrifices. There are some side effects: the process desiccates your internal organs, and your skin becomes dried and cracked after a few uses.

Material Component: One living sacrifice.

XP Cost: 500 XP.



Fiery Whip

Evocation [Fire]
Level: Drd 3, Sha 4
Components: V, S, DF
Casting Time: 1 action
Range: 0 ft.
Effect: Magical whip
Duration: 2 rounds/level (D)

This spell creates a magical15-foot-long whip of blazing fire, which remains in your hands for as long as *fiery whip* is in effect. You are considered proficient with the *fiery whip* whether or not you are proficient with mundane whips.

Like a normal whip, this flaming version is kept in hand and treated as a projectile weapon with a range of 15 feet, with no range penalties. Because it is made up of magical flames, this weapon may not be used to trip or disarm an opponent, nor can an opponent disarm you. Instead of dealing subdual damage like its mundane counterpart, the *fiery whip* delivers 1d6 points of fire damage for every 3 caster levels. A 12th-level druid, for instance, would deal 4d6 points of damage on every successful hit. In addition, the whip can ignite combustible materials such as parchment, straw, and cloth.

Fiery whip does not function underwater.

Firebombs

Evocation [Fire, Force]
Level: Clr 2, Drd 3, Rgr 3, Sha 3
Components: V, S
Casting Time: 1 full round
Range: Touch
Target: Up to 5 containers touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes

By casting this spell you turn a handful of Fine containers (e.g., walnuts) into explosive devices. You may enchant 1 container for every 3 caster levels, to a maximum of 5 at 15th level. To activate them you make a ranged attack, throwing them at an opponent. Upon impact a container explodes in a 5-ft.-radius burst, releasing 2d4+1 points of force damage. The containers have a range increment of 10.

Fireflies

Illusion (Figment)
Level: Common Arcane 4, Ill 3
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. per caster level)
Effect: See text
Duration: 1 min./level (D)
Saving Throw: Will disbelief
Spell Resistance: Yes

This spell creates illusory swarms of fireflies to dazzle and distract your opponents. Casting *fireflies* allows you to create one swarm (see *Monster Manual* for characteristics of swarms) of fireflies per three caster levels up to a maximum of six swarms. You may place each swarm anywhere within the spell's range, but each swarm must be within 30 feet of at least one other swarm. Any creature caught in a swarm's area must make a Will save to disbelieve the illusion. Those who fail are dazzled as long as they remain within the swarm.

Fireflies swarms are stationary and cannot move on their own. However, you may spend a standard action to move one swarm up to 30 feet from its current location. It must still be within 30 feet of at least one other swarm. All creatures caught in the swarm's new area must make Will saves versus being dazzled, even if they have already made successful saves against this spell.

Material component: One dead firefly husk per swarm.

Fireyes

Evocation [Fear] [Fire] [Mind-Affecting]
Level: Ill 3, Wiz 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: 1 creature within 50 feet
Duration: 2 rounds
Saving Throw: Will negates/Reflex half (*see text*)
Spell Resistance: Yes

Your eyes light up with a demonic green fire, your pupils become slits like a cat's, and you grow uncomfortably warm all over. Any creature of 4 HD or less meeting your gaze must make a successful Will save or become panicked. In the second round you may fire two blasts of energized green fire at a single target within range, which strike unerringly. This deals 1d6 points of damage to the target (Reflex save for half). Half of this damage is considered actual fire damage. There is no chance of setting anything ablaze with this spell.

Flashing Hooves

Transmutation
Level: Drd 2, Rgr 3, Sha 2
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: 1 mount
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You transform the normal hoof attacks of your mount (who can be no larger than Large) into fiery weapons of destruction. First, you increase the threat range of your hoofed mount's attack by 1 (normally this results in a threat range of 19–20). The hooves are also wreathed in white-hot flames that do +1d6 fire damage to any creature they successfully strike. Additionally, any target struck must succeed at a Reflex save DC 15 or combustibles he is wearing or carrying may catch on fire (*see catching on fire in Chapter 11*). A mount not normally used for war or combat that is the beneficiary of this spell will become panicked if it fails its Will saving throw.

Floralight

Conjuration (Summoning)
Level: Clr 3, Drd 2, Rgr 3, Sum 3, Wiz 3
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: Underground chamber no bigger than 10 sq. ft./level
Duration: Permanent
Saving Throw: None (object)
Spell Resistance: No

The primary function of this spell is to allow surface plants to thrive in an otherwise sunless environment. You open an amazing portal to the sunlight conditions above. The chamber forever lights on its own as if it were open to the surface world, sunlight beaming down and following a cycle of morning, noon, evening and nighttime that exactly mirrors current surface conditions. The light emanates from the ceiling or roof of the chamber and mimics the amount of daylight at the appropriate time to the outside world... if it's a cloudy day, the light is dim, etc. No weather conditions are represented, just the sunlight. This spell can only be cast indoors or underground.

Material Component: A small silver mirror worth at least 50 gp.

Fool's Gold

Illusion (Glamer)
Level: Ill 0
Components: S
Casting Time: 1 action
Range: Touch
Effect: A handful of coins
Duration: 2 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

Fool's gold allows you to pass off any currency as another. Not only is this useful while traveling in distant lands, where your money may be no good, but it allows you to spend copper as if it were gold. Of course, as the spell's duration is rather short, a careless illusionist is likely to land in a great deal of trouble. *Fool's gold* affects only a single handful of coins when cast (about 10 coins).

Forest's Hunger

Transmutation
Level: Common Divine 4, Druid 2, Plant 2
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. per caster level)
Target: Plants in a 50-ft. radius spread
Duration: 1 min./level (D)
Saving Throw: Reflex partial; see text
Spell Resistance: No

This spell, a particular creation of druids but accessible to any divine spellcaster, animates the plant life in a small area and rallies them to the caster's cause. The plants move, grab and pin creatures within the area of effect and exhibit a fearsome aspect that can paralyze their will.

Forest's hunger must be cast on an area that has some plant life in it. It need not be a patch of forest or woods, but it should at least have some weeds, bushes or vines in it. The plants take a hold of any creature in this area when the spell is cast, or any creature that enters the area during the duration of the spell. The creature becomes entangled unless it makes a successful Reflex save. The creature can break free and move at half its normal speed by using a full-round action and making a successful DC 20 Strength check or DC 20 Escape Artist check. Creatures that are not entangled can still only move at half speed within the area of effect. Each round, on the caster's turn, the plants attempt to entangle all creatures in the area of effect that are not presently entangled.

In addition, any creature that becomes entangled as a result of this spell must make a second saving throw, a Will save against the fearsome aspect of enchanted plants. Those who fail become too afraid to act. They cannot flee or attempt to break themselves free and are treated as dazed. Creatures immune to mind-affecting effects are immune to this aspect of the spell, though may still be entangled.

Forgotten Trail

Divination
Level: Drd 3, Rgr 3, Sha 3, See 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Forgotten trail enables the subject to perceive the passage of a single creature. Upon casting the spell, you must name the creature to be tracked. This spell cannot track a creature whose name you do not know. Thereafter, until the spell expires, the subject perceives signs of that creature's passage clearly, which glow faintly blue. The target can easily follow the tracks for as long as the effect lasts.

While *forgotten trail* can unearth even very old tracks, newer trails are brighter, so it is easy to discern the creature's most recent passage from older tracks. Even forgotten trail cannot reveal tracks more than a year old.

Fortune Favors the Bold

Divination
Level: See 3
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level, until triggered (*see text*)
Saving Throw: No
Spell Resistance: No

You imbue one creature with uncharacteristically good luck in the face of adversity. *Fortune favors the bold* allows the recipient a second chance at success. You must decide whether or not to trigger the spell (and thus the re-roll) before an attack roll, skill check, or saving throw is rolled. If triggered, the target may roll twice and keep whichever result he chooses.

Foxfire

Evocation
Level: Drd 1, Sha 1, Rgr 1
Components: V, S
Casting Time: 1 action
Duration: Special (*see text*)
Saving Throw: No
Spell Resistance: No

You create a trail of phosphorescent glowing marks upon bushes, tree branches, leaves, fungi, bare rocks, and other natural landmarks. As you make your way through the wilderness, the path you follow is automatically marked by the soft and slightly shimmering glow of the *foxfire*. You can continue to trail *foxfire* for 1 hour per level. The *foxfire* lasts for 3 hours per level. The glowing marks of the *foxfire* are visible to anyone within visual range, but their light is too soft to provide any real illumination.

Gaze of the Infinite

Necromancy [Death]
Level: Drd 7, Nec 5, Wiz 6
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 living creature
Duration: Permanent until discharged
Saving Throw: Will negates
Spell Resistance: No

With this horrid spell your transform your eyes into vortices of darkness and negative energy. Any who dare look upon you see their own deaths in your glance, and in a self-fulfilling prophecy die on the spot (Will negates). The spell discharges on the first target to activate it. Covering your eyes with a silk covering or behind a helm where others can't see them ensures this spell won't go off until you want it to. Those who are aware this effect is on you but insist on confronting you anyway may attempt to avert their eyes (meaning each round they have only a 50%

chance of meeting your gaze). If they try to attack you using a blindfold or not looking at you at all, you gain total concealment against that individual.

Material Component: The eye of a vampire.

Gentle Repose

Necromancy
Level: Common Arcane 3, Common Divine 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Corpse touched
Duration: 1 day/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You preserve the remains of a dead creature so that they do not decay. Doing so extends the time limit on raising that creature from the dead. Days spent under the influence of this spell don't count against the time limit.

This spell also works on severed body parts and the like.

Material Component: A pinch of salt.

Gift From Above

Transmutation
Level: Clr 2
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/3 levels
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You impart great offensive skill or defensive capabilities to a creature. The target gains a sacred bonus to its attack rolls or armor class equal to half your caster level (round up).

Glimmer

Illusion (Phantasm) [Mind-affecting]
Level: Common Arcane 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Will disbelief
Spell Resistance: Yes

This spell takes hold of the mind of a single target creature, filling its field of vision with illusory sparks of light. Its purpose is not to harm so much as to distract—something it does quite well.

The target of *glimmer* must make a Will saving throw. If it fails, its movement allowance is halved for the duration of the spell. It also suffers an attack penalty equal to –1/2 caster levels (rounded up) and a penalty to all skill tests equal to –1/caster level.

Gravity Flux

Transmutation
Level: Common Arcane 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell randomly suspends the effects of gravity as they apply to a single target creature. The target of *gravity flux* is allowed a Fortitude saving throw when the spell is first cast. If it fails, it immediately rises straight in the air to a height of 20 feet. Resolve attacks of opportunity against it as called for. The target creature cannot move, even if it has the ability to fly. At the beginning of its next turn (and every turn thereafter for the duration of the spell) the target creature must make another Fortitude saving throw. If it succeeds, it floats straight down to the ground as its move action. If it fails, it remains in the air, fixed in position (or rises straight back up, if it has previously returned to the ground).

Greater [Spell Name]

A spell with a name that begins with the word "Greater" is listed immediately after the core spell. For example, *greater command* can be found immediately after *command*, under the heading *command, greater*.

Hail of Thorns

Evocation
Level: Sha 3, Wiz 3
Components: V, S, DF/M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Cupping your hands together as if you were gathering a drinking water from a pool, then thrusting your palms out toward the target area, you unleash a spray of thorns. 5d4 inch-long thorns find their mark on each target within the area, each inflicting one point of damage (roll separately for each creature; Reflex save for half damage).

The initial shock is only the beginning. On the second round, half of the thorns that hit remain active, burning into the target and inflicting half the first turn's damage (round down). On the third round, half of the active thorns remain active, inflicting one-fourth the first turn's damage (round down). No further damage is inflicted on the fourth and following rounds.

Example: The *hail of thorns* catches an ogre in the effect. You roll 5d4, with a result of 14. The ogre misses its Reflex save, and takes the full 14 points of damage. In round two on your turn, he will suffer an additional 7 points of damage, and on the third round 3 points of damage.

Material Component: A single thorn.

Hand of Destruction

Evocation
Level: Clr 6, Wiz 5
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Concentration (up to 3 rounds)
Saving Throw: None
Spell Resistance: Yes

You violently lash one hand toward the target, fingers spread wide. Two orange arcs streak forth, one from a finger and one from the thumb. You must succeed at a ranged touch attack to hit with the first ray, which deals 2d6 points of damage. You must then succeed at a second ranged touch attack at –2 to hit with the second ray, which has one of two effects. If the target's original hit points are less than yours, half of his remaining hit points are caused in damage. If the target's original hit points are greater than yours, the second blast causes 4d6 points of damage.

Once either of these effects is applied, the spell need not necessarily end. You may choose to maintain concentration for up to three rounds, and thereby continue fanning blasts toward your target (which become a single blast emanating from the end of your hand) which automatically hit and cause 2d6 additional damage each round. If you lose or cease concentration, or you lose line of sight to the target, the spell ends.

Arcane Material Component: The heart of a small animal, crushed in your hand as the spell begins.

Hand of the Sun

Abjuration
Level: Clr 4, Sha 4
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/2 levels
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You increase the target's defenses and resolve. The target receives a bonus to all saving throws equal to your caster level (maximum of 10). You suffer a –2 penalty to all saves while the spell is in effect.

Harvest

Conjuration (summoning)
Level: Sha 3, Sum 3, Wiz 3
Components: V, S
Casting Time: 1 full round
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You wave your hand slowly over a recently dead creature and concentrate on a specific organ or part you wish extracted. The item vanishes from the body and appears in your hand as if you had reached in and pulled it out yourself. You need to know what you are searching for during the spell's casting: you can request "the giant serpent's poison sacs" but not "whatever the thing was that lets this creature spit acid," so some knowledge of anatomy is required. The item harvested must be an internal part, like a leg bone, stomach (with contents) or spleen: *harvest* won't, for instance, extract eyeballs or claws.

Hate

Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Drd 6, Ill 5, Rgr 3, Sha 5, See 6
Components: S, M, DF
Casting Time: 1 full round
Range: Touch
Target: Creature touched or 1 creature touched/4 levels
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This enchantment instills profound hatred into the recipient. This alienation may be directed either at a particular foe or at an entire race, culture, or people, depending on your whim at the time of the casting.

A ranger casting this spell must direct the recipient's hatred toward a species identified as one of his favored enemies. He may elect to target the hatred at a single foe, in which case this opponent can be of any species, and not necessarily one identified as a favored enemy.

If directed towards a single opponent, *hate* instills in its recipient a +4 morale bonus to attack and damage rolls while fighting that particular enemy. The recipient also gains a +4 morale bonus to saving throws to resist this foe's spells and abilities as well as a +8 morale bonus to Wilderness Lore checks made against him.

If an entire species is chosen, up to one recipient for every 4 of your caster levels (5 maximum) may be affected. The enchantment gives the recipients a +2 morale bonus to attack and damage rolls against the selected species.

Affected characters that have a rage class ability must use that rage to attack the hated foe. *Hate* counters and dispels any Enchantment (Charm) effect that would alter the target's attitude toward his hated foe.

Material Component: One target: A strand of hair, piece of nail, or a drop of blood from this particular foe; entire species: a piece of hide from the selected species.

Heightened Senses

Transmutation
Level: Brd 1, Ill 1, Drd 1, Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The recipient of a *heightened senses* spell becomes more alert. His hearing, vision, sense of touch, smell, and taste are improved by 150%. Although the subject of this spell does not gain either darkvision or low-light vision, the range of his normal vision, as well as all other visual capabilities he may possess (including darkvision and low-light vision), is improved by 150%. Likewise, his ears may discern a greater variety of sounds, which might allow him to detect things he would not normally perceive and at greater distances. His senses of touch, smell, and taste are also heightened, so he can detect subtle imperfections upon a smooth surface, a faint smell he had not picked up before, or notice for the first time that the cook uses rosebuds to spice the potatoes.

The creature enchanted by *heightened senses* gains a +1 insight bonus to the following skills: Intuit Direction, Listen, Search, and Spot.

Material Component: You must squash the eye of a bat in the palm of your hand.

Hember's Hammer

Evocation [Force]
Level: Clr 3, Pal 4, Rgr 4
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round

You must be unarmed to use this spell. A huge maul of shimmering force appears in your hands. You motion to attack the target with it, with a reach of up to 10 feet. You roll to attack the creature with your base melee attack bonus, with no modifiers to the roll (no Strength, combat feat bonuses or situation modifiers). The defender, on the other hand, counts only his size to his AC, gaining no other AC bonuses. For each point of your Wisdom modifier, a hit target takes 1d8 points of damage from the spell (no maximum). The weapon remains in your hands throughout the round, allowing you to use it with multiple attacks if your base attack bonus is high enough and to make any attacks of opportunity you would normally be entitled to within that round. The force weapon created by this spell cannot be used to make a sneak attack.

Hermetic Armor

Transmutation
Level: Clr 5, Sha 5, Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./your level)
Target: 1 character
Duration: 1 round/your level
Saving Throw: None
Spell Resistance: No

Hermetic armor seals chinks in the target's armor with a flexible gel that is incredibly resistant to harm. Further, the material of the armor itself is magically reinforced, both lessening the impact of blows and preventing penetration of the armor. The target of the spell gains damage reduction equal to the armor bonus of any armor he is wearing, excluding shields. Enchanted weapons with an enhancement bonus granted by magic of at least half your caster level (rounded up) ignore this damage reduction.

Hold Undead

Necromancy
Level: Nec 4
Components: V, S, F/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell interrupts the flow of negative energy within an undead creature, freezing it in place. While similar in effect to *hold person*, this spell affects the magical energy animating its target, instead of the mind. The result is the same: the target is frozen in place, unable to move. However, the target is also unable to take mental actions (unlike *hold person*). In fact, time does not pass for the undead. The target is unaware of anything between the casting of the spell and its cessation. Intelligent undead, such as liches, may deduce that something has happened.

Focus: A length of chain wrapped around your fist.

Holy Energy

Transmutation
Level: Clr 3, Pal 3
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: 1 creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You channel great healing power into the target creature, which is instantly cured of any hampering conditions it may be suffering when the spell is cast: blinded, *confused*, cowering, dazed, dazzled, deafened, dying (character immediately stabilizes), exhausted, fatigued, frightened, helpless (sleeping, paralyzed ,or unconscious only), nauseated, panicked, paralyzed, shaken, or stunned.

Holy Sword

Evocation
Level: Pal 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell allows you to channel holy power into a weapon you choose. The weapon acts as a +5 magic weapon and deals double damage against evil opponents. It emits a ward that protects creatures within 10 feet. This ward protects a creature from attacks by evil creatures, from mental control, and from summoned or conjured creatures. The ward has three major effects:

First, the subjects get a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by evil creatures.

Second, the barrier blocks any attempt to possess the warded creatures or to exercise mental control over the creature. The protection does not prevent a spell from gaining mental control over a warded character, but it prevents anyone from mentally commanding the protected creature. The barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the ward prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

If the ward ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand for any reason. You cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Howling Rain

Conjuration (summoning)
Level: Drd 4, Sha 5, Sum 4
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Torrential rain storm in a 50 ft. radius
Duration: 1 round/level
Saving Throw: None (*see text*)
Spell Resistance: No

You whip up a massive rainstorm in the area. The combined effects of precipitation and wind that accompany the storm reduces visibility ranges by three-quarters, and imposes a −8 penalty to all Spot, Search, and Listen checks. The storm makes ranged weapon attacks impossible, except for siege weapons, which have a −4 penalty to attack. It automatically extinguishes candles, torches, and similar unprotected flames. It makes protected flames, such as lanterns, dance wildly, and has a 50% chance to extinguish them. All creatures in the area each round must make a successful Fortitude saving throw or suffer the following effects as well:

TABLE 7–4: HOWLING RAIN

Size	Effect
Tiny or Small	Blown away
Medium	Knocked down
Large or Huge	Checked
Colossal and larger	None

Ice Bolt

Evocation [Cold]
Level: Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 level)
Target: 1 creature
Duration: Instantaneous
Saving Throw: Reflex partial (*see text*)
Spell Resistance: Yes

You form a white-cold spear of cold over your head that flies forth unerringly to strike a target of your choice within range. A creature struck takes 1d6 points of cold damage per level (maximum 15d6) and be *slowed* (as per the spell *slow*) for 1d3 rounds: the bolt shatters on impact, and freezing dust clings to every part of the target's body. A successful saving throw halves the damage but does not dispel the *slow* effect. *Slowed* creatures can take only a partial action each turn. Additionally, they suffer −2 penalties to AC, melee attack rolls, melee damage rolls, and Reflex saves. *Slowed* creatures jump half as far as normal. Creatures with the fire subtype take double damage from an ice bolt.

Material Component: A small piece of brown mold.

Identify, Greater

Divination
Level: Brd 3, See 3, Wiz 3
Components: V, S, M
Casting Time: 8 hours
Range: Touch
Target: One touched object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell is similar to the 1st-level spell *identify*, but it tells you all the powers of a single item, no matter how many are present, or the potency of the power.

Material Component: A multifaceted crystal worth at least 150 gp.

Imperviousness

Conjuration
Level: Brd 5, Wiz 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One touched creature
Duration: 5 minute/level or until discharged (*see text*)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Imperviousness allows its recipient to temporarily ignore damage from a specific type of weapon. The spell creates an invisible but tangible force barrier that surrounds the target creature. Because this barrier is invisible, the recipient may not be aware that it is surrounding him unless he recognizes the spell as it is cast or someone informs him of its effect.

The force field created by *imperviousness* is effective against one of the following types of weapons: bludgeoning, piercing, or slashing. You must select the weapon's type at the moment of casting and this cannot be changed at any time while the spell remains in effect. *Imperviousness* absorbs up to 5 points of damage per level (maximum of 50 points of damage) from the chosen weapon type, regardless of whether these are magical or mundane. The spell lasts until either the damage dealt to the recipient exceeds the maximum amount the spell can absorb or 5 minutes per level have gone by, whichever comes first.

Inferno

Evocation [Fire]
Level: Clr 4, Drd 3, Sha 4
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: Up to 3 creatures within 20 feet of each other
Duration: Instantaneous
Saving Throw: Reflex half (*see text*)
Spell Resistance: Yes

Reaching into the heart of the elemental plane of fire, you produce a roaring cacophony of fire and flames to envelop your foes. The spell deals 1d4 points of damage per level (maximum 15d4) to as many as 3 specific targets all within 20 feet of each other. Half the damage is fire damage, but the rest results directly from divine power and is therefore not subject to being reduced by effects that protect against fire. A successful save eliminates the fire damage.

Inflict Pain

Necromancy
Level: Clr 0, Nec 0
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature Touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Inflict pain wracks the subject with violent convulsions and joint spasms. When you lay your hand upon the subject, you channel negative energy that causes 1d8 points of subdual damage.

Since undead are powered by negative energy, this spell cures them of 1d8 points of damage, rather than harming them.

Insight

Divination
Level: Brd 2, Clr 3, See 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 4 hours + 1 hour/level or until triggered

You gain a temporary intuition about the immediate future. After the spell's completion, *insight* remains dormant and takes effect the moment you are required to make a skill check. This check must pertain to a skill you are allowed to use, so any skills in which you have ranks or that you can use untrained may benefit from the *insight* bonus. Attack and damage rolls, saving throws, and other non-skill related checks are not affected by this spell.

The next single skill check you make gains a +20 insight bonus. This bonus applies to the first skill check you make after casting this spell. The check must be made within a period that does not exceed 4 hours plus 1 hour per character level. Thus, an 8th-level bard could benefit from the effect of this spell within a 12-hour period. If the bard did not use any skill within this timeframe, the spell would be lost.

Inspiration

Transmutation [Sonic]
Level: Brd 3
Components: V
Casting Time: 1 action
Range: Personal
Area: 30 ft emanation
Duration: 1 round/level

As long as you are singing this spell (within its duration), the talent and resourcefulness of those around you comes to light. Everyone within 30 feet of you who can hear you gains a competency bonus to all skill checks equal to your bard class levels, to a maximum of +20.

Instant Summons

Conjuration (Summoning)
Level: Common Arcane 7
Components: V, S, M
Casting Time: 1 action
Range: See text
Target: One object weighing up to 10 lb. whose longest dimension is 6 ft. or less
Duration: Permanent until discharged
Saving Throw: None
Spell Resistance: No

You call some nonliving item from virtually any location directly to your hand.

First, you place your *arcane mark* on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a gem worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where he, she, or it is located when the instant summons is cast.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Component: Ink (with which you write your mark upon the object) which must dry without smearing.

Intemperate Mind

Enchantment [Mind-Affecting]
Level: Ill 5, Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./ level)
Area: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The subject's Wisdom score immediately drops to one: he has the cognition and willpower of a gelatinous cube. This is not because his mind is crippled, but because he is unable to concentrate on any task or matter for more than a split second. He automatically fails any Will saves required of him, and may not use Wisdom-based skills. The target remains in this state until a *heal, limited wish, miracle,* or *wish* spell is used to cancel the effects.

Material Component: A drop of quicksilver.

Intimidating Aura

Illusion (Glamer)
Level: Ill 2, Wiz 3
Components: S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level

You weave lights and shadows about you to dramatic effect. Although the spell does not change the ambient illumination of the place in which you stand, an impressive aura appears around your body, and you suddenly look menacingly deadly.

By shaping the lights and shadows to your advantage, you gain certain benefits when dealing with intelligent creatures such as humanoids. While the *intimidating aura* is in effect, you gain a +3 circumstance bonus to Intimidation checks as well as a +2 circumstance bonus to Buff, Diplomacy, and Innuendo checks. If you do not have Innuendo, intimidating aura does not allow you to use it untrained. Furthermore, because you look so menacing, opponents wishing to start a fight with you suffer a –1 morale penalty to their initiative roll for the first round of combat and may not use the Quick Draw feat.

Intuition

Transmutation
Level: Common Arcane 6
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No

This spell creates a subtle, but powerful warp in the flow of time that, in effect, gives its target a glimpse of the immediate future. The

target of *intuition* may take an additional standard or move action during its next turn. *Intuition* may not target constructs or undead.

Ironed Fortification

Abjuration
Level: Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You bestow an unnatural immunity to metal. The spell confers damage reduction of X/+Y upon the recipient, where X is your caster level and Y is half the target's Constitution modifier (if any). Weapons not made of metal, like a wooden club or a stone axe, ignore this damage reduction. If the spell successfully negates any damage from what would otherwise be a successful strike, the attacker may even notice the metal weapon appearing to pass right through the target, as opposed to hitting a solid barrier or being deflected. Any weapon with the power to attack ethereal creatures (e.g. a *ghost touch* weapon) is not affected by this spell's defense. Any metal armor, weapons or devices that the target himself wields are unaffected by this power.
Material Component: A link from masterwork chain mail armor.

Kharma

Transmutation
Level: See 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Sometimes a sure thing just isn't. For the duration of the spell, any natural 20's the target rolls are considered failures, as if a natural 1 had been rolled instead.

Kiss of Lethe

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 2, Wiz 3
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: One humanoid, size Medium or smaller
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

Many courtesans, spies and saboteurs use this beguiling but deadly enchantment. You kiss a target creature (touch attack if necessary) who then freezes in place, helpless (Will negates). The victim is aware and breathes normally but cannot take any physical actions, even speech. The victim can, however, execute purely mental actions (such as casting a spell with no components).

Know History

Divination
Level: See 1, Wiz 2
Components: V, S, F
Casting Time: 1 round
Range: Touch or Close (25 ft. + 5 ft./2 levels) (*see text*)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The *know history* spell reveals the common name, background, lineage, and notable deeds of any item, creature, or place, should the target possess any notable history at all. It does not reveal secret identities, presence of magic, magical abilities, character alignment, etc. If cast on a character, it would tell of his parents, what family he belongs to, and any famous deeds of his ancestors. When cast on an object, it reveals the specific name of the item (if it has one), any notable deeds it was used in, and the name of its maker. The spell has no effect on disguised items or places. When you use this spell on a creature, you must be able to see the creature in question. When you use it on an object, you must be able to handle the item.
Material Component: A pair of carved bones.

Know Life

Divination
Level: See 1, Wiz 2
Components: V, S, F
Casting Time: 1 minute
Range: Unlimited
Effect: Know condition of another creature on same plane
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You write the known proper name of a character or creature (if it has a proper name) on a piece of parchment while casting this spell. The divination magic causes the letters of the name to writhe about until they form a new word describing one of three specific states that creature is currently in: "Living", "Dead", or "Undead". If the result is "Undead", you do not learn what type of undead the creature is. The base chance for receiving an answer is 70% + 1% per level; the GM makes the roll secretly. There is always a 1% chance for non-seers that this spell will provide a false answer (chosen by the GM).
Focus: Parchment and ink worth at least 25 gp.

Kor's Forge

Transmutation
Level: Common Divine 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: See text
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: See text

Dwarves are master smiths by inborn talent. None in the Accordlands know how to bend metal to their will better than they. Dwarven war priests have long had in their arsenal a devious transmutation that turns a foe's metal armor against him.

Kor's forge does not target a creature; it targets a suit of metal armor. Unless the armor is intelligent (in which case it is entitled to a Will save) or has spell resistance, there is no way to resist the spell. The armor immediately begins to constrict, causing 1d6 constriction damage per round for the duration of the spell. The wearer may avoid this damage by taking off the armor.

Knowledge of how to cast *Kor's forge* has spread beyond the Dwarven realms, but only Dwarven clerics may enchant magic items (other than scrolls and potions) with this spell.

The Lady's Doom

Enchantment (Compulsion) [Mind-affecting]
Level: Common Divine 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Area: 50-ft. radius burst
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell infects its victims with a subtle feeling of helplessness, reducing their will to defend themselves. All creatures (except for those immune to mind-affecting effects) caught within *the lady's doom's* area of effect must make a Will saving throw. Those who fail suffer a −4 penalty to AC for the duration of the spell.

Leech Life

Necromancy
Level: Nec 5
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One character
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

You drain the life force of a single target, even at a distance. The target suffers 1d6 damage for every 2 of your caster levels (maximum 10d6); you gain temporary hit points equal to the amount of damage you inflicted. You may not gain more than the subject's current hit points + 10 (which kills the subject). These temporary hit points dissipate after an hour.

Legion Assault

Conjuration (Creation)
Level: Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Personal
target: You
Duration: 1 round/level

For every three of your caster levels, an arm sprouts from your side (maximum of 4 extra arms), each bearing a mighty scimitar (treat as a longsword) of shining silver. These extra arms fight as you do, and each is considered to have the Improved Disarm feat, but they have only your base attack bonus with no strength bonuses or extra feats. Those who are opposing you may target these arms. Each arm is considered to have an AC of 10 plus your Dexterity modifier. Any given arm can sustain 15 points of damage before it is canceled out and vanishes. Each arm is considered to have the Improved Disarm feat. You gain a deflection bonus to your AC equal to the number of these arms that do not attack.

Material Component: The tail of a lizard.

Lesser [Spell Name]

A spell with a name that begins with the word "Lesser" is listed immediately after the core spell. For example, *lesser geas* can be found after *geas*, under the heading *geas, lesser*.

Lethargic Gait

Transmutation
Level: Nec 5, Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

The subject's Dexterity score immediately drops to 1: he is roughly as agile as a gelatinous cube. He may move about freely (and at his normal pace), but his physical memory and reflexes, as well as his fine motor coordination, are shot. He automatically fails any Reflex save required, and is unable to use Dexterity-based skills. The target remains in this state until a *heal, limited wish, miracle,* or *wish* spell is used to cancel the effects.

Material Component: A pinch of sand.

Life Drain

Necromancy
Level: Nec 9
Components: V, S, M
Casting Time: 1 hour
Range: Touch
Target: One Large or smaller living creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

To use this spell, you must prepare an elaborate ritual, which involves binding the victim inside a *magic circle*. You must chant for one hour without interruption, or you lose the spell. If the *magic circle* is broken once the spell has begun, the spell is negated and you suffer 2d10 points of damage from the magical backlash.

This spell draws the youth and life force out of the victim and bestows it permanently on you. If the victim fails his Fortitude save, his effective age increases by 1d4 years for every 2 of your

caster levels. Your effective age is reduced by the same amount. The physical characteristics (Strength, Dexterity, and Constitution) of both you and the victim may be changed according to the Age charts for their respective races, but mental characteristics (Intelligence, Wisdom, and Charisma) are not affected.

The GM must know the victim's maximum age in advance of this spell, because if the victim is advanced to his maximum age or beyond, he dies. If the number of years stolen exceed the number the victim has remaining, you gain only the remaining years and the victim dies.

If this spell is used against an undead creature, its effects steal years away from you.

Arcane Material Component: The fangs of a vampire and five candles made from the fat of a humanoid creature.

Lifetap

Necromancy
Level: Nec 4
Components: V, S, F
Casting Time: 1 action
Range: Personal
Target: You
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

Lifetap allows you to expend your own life force in order to harness additional magical energy, enabling you to cast more spells than would ordinarily be possible. Upon casting this spell, you select another spell of the Necromancy school to cast. This spell must be one you have cast within the last 24 hours, though it can be of any spell level.

Once *lifetap* has been cast, you may cast the selected spell on your next action as if casting a memorized spell. Instead of losing the spell from memory, the extra spell cast drains HP equal to twice the level of the spell cast. If you do not cast a spell on your next action, the effect of *lifetap* is wasted.

Focus: You must gash yourself with a finely crafted dagger (masterwork, bejeweled, etc.) worth no less than 400 gp.

Limb Disruption

Necromancy
Level: Nec 2
Components: S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One person
Duration: 5 minutes/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell painfully and temporarily robs the target of the use of one limb. The target limb must be declared at the time of the spell's casting. If affected, the target takes 3 points of damage and for the duration of the spell has a +10 DC to any task that requires using that limb.

Material Component: A pint of alcohol.

A Line in the Sand

Abjuration
Level: Drd 4, Sha 4
Components: V, S, M
Casting Time: See text
Range: 0 ft.
Effect: 10 ft. line/level
Duration: 1 minute/level
Saving Throw: Will negates (*see text*)
Spell Resistance: Yes

A *line in the sand* creates a magical barrier above a line you draw on the ground. This line may be drawn on any surface. To create the barrier, you sprinkle sand on the ground, creating an invisible wall of force above it which prevents all creatures from approaching you. Any creature may pass from your side to the far side without hindrance.

A creature who wants to cross the line toward you must make a Will save or be driven back. Even characters who make this save cannot disturb the barrier and allow their fellows to pass. The sand is magically held fast.

While *a line in the sand* prevents creatures from passing the barrier, inanimate objects face no restriction. Missile attacks pass through the barrier without hindrance, as does magical energy.

Material Component: A pinch of sand.

Lone Wolf

Transmutation
Level: Drd 3, Rgr 3, Sha 3
Components: V, S
Casting Time: 1 full round
Range: Personal
Target: You
Duration: 1 round/level

This spell allows you to draw upon the essence of the surrounding animal life. You harmlessly access a tiny portion of the strengths and abilities of every bird, fish, and mammal in range.

While *lone wolf* is in effect, your body takes on vaguely animalistic features: thinner face, yellowish eyes, small talons, etc. These subtle transformations are apparent to anyone observing you.

For the duration of the spell, you benefit from a +2 enhancement bonus to Strength, Dexterity, and Constitution scores, a +2 insight bonus to Listen, Move Silently, Hide, Search, and Spot checks, and a +6 insight bonus to Wilderness Lore checks made with combination with the Track feat. Your Charisma score receives a −6 enhancement penalty, which does not apply when dealing with animal life forms.

Lose the Path

Enchantment (Compulsion)
Level: Drd 3, Ill 3, Rgr 3, Sha 3
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

You fool a tracker's mind into believing the trail he's following suddenly goes off in a random direction (roll on the scatter diagram if the precise direction is necessary; *see page 304*). The tracker will be absolutely sure that he is correct in his assumptions as long as the spell is in effect. Even if someone else with the Track feat manages to pick up the correct trail, the ensorcelled target will assume that the original trail is a fake, a decoy, and that he has found the true hidden trail of his quarry.

Lower Resistance

Transmutation
Level: Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature with spell resistance
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You send a wave of magical force meant to overload and drain the spell resistance of a creature or character. Providing this spell gets through, a series of tiny flashing sparks ignites all around the target in circlet form, advertising that the spell has indeed taken effect. The target's spell resistance, if any, is lowered by 1 point for every two of your caster levels. You also add a penalty to the target's Will saving throw equal to your Wisdom ability bonus (if any; minimum 0).

Material Component: Watery mud laced with sulfur.

Maddening Scream

Evocation [Sonic]
Level: Bard 3, Common Arcane 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Area: 10-ft./caster level radius burst
Duration: 1 round/caster level
Saving Throw: Will negates
Spell Resistance: Yes

Not all of a bard's tricks are meant to please the ear. *Maddening scream* projects an unbearable screech that reverberates inside its victims' skulls and makes it difficult for them to concentrate. This horrid wail does not center on the caster, but it is projected, as if the caster is throwing his voice. Creatures that cannot hear are immune to the spell, but all others within the area of effect must make a Will save against it. Those who fail suffer a –4 penalty to all skill checks for the duration of the spell. In addition, spellcasters who are affected by *maddening scream* must make a successful Concentration check (DC equal to *maddening scream's* DC) in order to cast at all; this check, too, suffers a –4 penalty.

Magic Shifting

Transmutation
Level: Common Arcane 1
Components: V, S
Casting Time: Free action
Range: Personal
Target: You
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No



Magic shifting is a simple, but helpful spell. It consists of no more than a couple of words and gestures that can be added onto an incantation to amplify its effect. You may cast magic shifting as a free action immediately before casting any other spell. Magic shifting increases the DC of that spell by +3 and/or gives you a +3 bonus to any ranged touch attacks required by the spell.

Magical Disruption

Transmutation
Level: Wiz 5
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You disrupt the sensitive link a caster has to the arcane energies of the world. If the target fails his Will save, the next spell he attempts to cast is subject to disruption and failure as if the casting had gone horribly awry.

TABLE 7–5: MAGICAL DISRUPTION

1d20	Effect
1–3	Spell explodes at ground zero, causing 1d6 points of damage per spell level to caster.
4–6	Spell affects a random target within 30 feet of the intended target. If no other target within range, treat as a roll of 1.
7–9	Spell goes off at a random point along its range possibility. If range is Touch or 0 ft., treat as a roll of 1.
10–12	Spell does the opposite of its intent: for example, a *flame arrow* might be made of harmless water and simply splash the target with normal water, or *fly* might cause him to sink into a sudden mud pit.
13–15	The spell fails, but for 2d10 minutes (or the duration of the original spell, whichever is longer) the caster suffers a bizarre mishap related to the spell. For example, a disrupted *fly* could have him sprout useless wings from his ears, a *flame arrow* could cause smoke to pour from the caster's clothing, etc.
16–18	Some bizarre item related to the spell takes place at the intended area: a disrupted *flame arrow* spell could cause a dozen arrows which are on fire to fall from the sky, *fly* could cause a ton of feathers to fall on the area, etc.
19–20	The spell takes full, normal effect as the caster originally intended... 1d12 hours later.

Magnify Pain

Illusion (Glamer)
Level: Ill 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Target: Single character
Duration: 1 round/level
Saving Throw: Will save (*see text*)
Spell Resistance: Yes

Magnify pain enhances the subject's sense of touch: each blow he suffers creates intense agony. Each time the subject suffers damage, he must make a Fortitude save (DC equal to the damage dealt), or be stunned for 1 round. This effect is not cumulative.

Manacles of Might

Transmutation
Level: Brd 1, Sha 1, Wiz 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One set of manacles
Duration: Until the manacles are removed
Saving Throw: No
Spell Resistance: No

Manacles of might invests a prisoner's bonds with magical strength, making them nearly impossible to break. You must touch the bonds to be so enchanted, though they may be composed of any material: rope, chain, or anything with which a prisoner can be bound. Once enchanted, the DC to break the bonds is increased by the prisoner's own Strength bonus. The duration of *manacles of might* is indefinite, though the bonds may be loosed normally by the prisoner's captors.

Martial Arcane

Transmutation
Level: Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 weapon
Duration: 1 round/level (D)
Saving Throw: None (object)
Spell Resistance: No

You choose a single nonmagical, unattended melee weapon within range. As if an invisible version of you were wielding the weapon with an expert's skill, it animates and attacks as you direct it. It strikes with amazing accuracy, as a fighter of your level would with your strength bonus and any other bonus you have that affects skill with melee weaponry (Weapon Focus, etc.).

The magic of the spell knows what is a proper weapon and what is not. It won't animate just any object as a weapon (like a broken bottle or a stool), but must animate a device forged as a purposeful weapon (as determined by the GM).

Focus: The melee weapon.

Mass [Spell Name]

A spell with a name that begins with the word "Mass" is listed immediately after the core spell. For example, *mass blessing* can be found after *bless*, under the heading *blessing, mass.*

Memory's Flame

Enchantment (Compulsion) [Mind-affecting]
Level: Common Arcane 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

This spell is specifically designed to erase part of a spellcaster's memory, but it is useful against most any foe. *Memory's flame* affects a single target, who must make a Will saving throw against the spell or suffer its effects. If the target fails and is a spellcaster, he must lose a spell of his choice from those he has remaining for the day. The discarded spell must be of a level no lower than the caster's, or of the highest level for which the target has spells remaining for the day if he has no remaining spells of a sufficient level. If the target fails and is not a spellcaster, he is dazed for 1 round.

Material Component: An owl's feather.

Mind's Eye

Divination
Level: See 2, Wiz 3
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

Your eyes take on an azure hue and glow faintly. After a moment of darkness your vision slowly clears, and any item within your line of sight that has a magical aura is outlined in glowing blue. The power of the item or character can be guessed depending on the strength of the aura:

TABLE 7–6: MIND'S EYE

Strength	Functioning Spell Level	Item/Caster Level
Dim	0-level or lingering aura	Lingering aura
Faint	1st–3rd	1st–5th
Moderate	4th–6th	6th–11th
Strong	7th–9th	12th–20th
Overwhelming	Artifact or deity-level magic	Beyond mortal ken

If the object is a living thing, the spell reveals to you that target's spell list availability if applicable. Combine classes that provide a spell list for the purposes of defining the aura. For example, if you were looking at a 5th level ranger/10th level wizard you could tell that he had access to both ranger and wizard spell lists, and his aura would be "strong." If you gaze upon a creature with spell-like abilities, you are aware that such abilities exist but can't tell what they do. Some casters in the Free Kingdoms indiscriminately use this spell on their daily walks to discover undiscovered arcane talent in young hopefuls. You gain no other information about an item or character with this spell.

Minister the Wounds

Conjuration (Healing)
Level: Clr 4, Drd 5
Components: V, S, DF
Casting Time: 1 full round
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

While this spell is in effect, all of your *cure* spells have their ranges increased to "Close (25 ft. + 5 ft./2 levels)". You form a holy link between you and the target being healed, and you both glow with a pale blue radiance.

Minor Necromantic Regeneration

Necromancy
Level: Clr 1, Nec 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell refreshes the negative energy animating undead. Specifically designed to heal undead, this spell is more effective than the traditional *inflict light wounds*. The undead recipient is healed of 2d8 points of damage + 1 point per necromancer class level (up to +10). If cast upon the living, it has no effect. Undead with Int 0 receive no saving throw against this spell.

Mirror Magic

Evocation
Level: Wiz 8
Components: V, S, XP
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level or until discharged

Some say that magic leaves a residue that can be felt in the air, and sometimes even traced. If you witness any arcane mage casting a spell you do not already know, you can duplicate the casting, using a held action to cast the same spell that they did. You get a glimpse into the formula, a sense of the spell and what it entails, even its strengths and limitations. For all intents and purposes for the next round you know that spell. The spell must be arcane and on your class spell list. You must duplicate only Verbal and Somatic components; no others are required. Instead, you spend 30 XP per level of the spell you are duplicating. You must cast the spell on the round after you witnessed it (if you choose), within the duration of *mirror magic*. Once you cast a spell with the knowledge gained by *mirror magic*, the effects of *mirror magic* end. You lose the knowledge of the spell you duplicated, but if you cast it successfully you gain a +2 competency bonus to checks to learn it in the future.

Mounts for All

Conjuration (Summoning)
Level: Sha 4, Sum 2, Wiz 4
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1 mount/level
Duration: 2 hours/level
Saving Throw: None
Spell Resistance: No

You summon a number of light horses or ponies (your choice) to serve you and your allies as mounts. They are similar to the finest bred mounts in the Free Kingdoms, with the same colorations and stamina. The steeds serve willingly and well. Each mount comes with a bit and bridle and a riding saddle.

Material Component: A handful of horse hair.

Mud Slick

Conjuration (Creation)
Level: Brd 3, Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft. × 30-ft. square
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: No

You cover an area with magically created mud. Any creature entering the area or caught in it when the spell is cast cannot move through the area faster than 10 feet per round, so sticky, thick, and putrid is the spell's creation. A creature can attempt to move at half its normal speed with a successful Reflex save; on a failed save the creature slips and falls prone.

Material Component: A bit of mud.

Nature Provides

Transmutation
Level: Drd 1, Sha 2
Components: S, M
Casting Time: 1 action
Range: Touch
Target: Plant touched
Duration: 2 rounds/level (D)
Saving Throw: Fortitude negates (object)
Spell Resistance: Yes (object)

You are rarely defenseless: your weapon is as close as the nearest vegetation. When this spell is cast, you simply pluck any sort of nearby plant life, whether dead or alive. It can be a weed; a branch, fallen or otherwise; or a rose held in a vase. The plant immediately warps until it becomes your weapon of choice. Though this spell alters the shape and size of the plant to match the weapon of choice, the product's quality is slightly inferior to a proper weapon. The threat range of the weapon is reduced by 1. If the weapon's threat range is already 20, you may not score critical threats. Only you may use the weapon created. As soon as you release it from your grasp, it returns to its original state.

Material Component: The plant.

Nature's Way

Divination
Level: Drd 2, Rgr 2, Sha 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

By reciting a special phrase — usually a prayer to a deity of nature — and crushing the material components into the palm of your hand, you endow the recipient of this spell with a deeper understanding of nature. The target of *nature's way* gains the ability to use the Animal Empathy and Knowledge (nature) skills untrained. For the duration of this spell, the target gains a +2 insight bonus to Animal Empathy, Handle Animal, Hide, Listen, Move Silently, Search, Spot, and Wilderness Lore checks made outdoors.

Material Component: A tree leaf, a length of grass, a piece of bark, or a rock from the environment in which you are using this spell.

Necromancer's Blessing

Necromancy
Level: Nec 4
Components: V, S, M
Casting Time: 1 action
Range: 100 ft.
Targets: 3 HD of undead/level within the range
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

As *necromancer's minor blessing*, but with greater effects. Up to 2 HD/your level of undead within range receive your choice of one of the following bonuses: +3 to attack and damage, +2 to armor class and saves, +4 to initiative checks, or one additional melee attack at their highest attack bonus. If you are undead, you may be the target.

Material Component: A human skull.

Necromancer's Blessing, Greater

Necromancy
Level: Nec 7
Components: V, S, M
Casting Time: 1 full round
Range: 400 ft.
Area: All undead creatures within the range
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

As *necromancer's blessing*, but far more powerful. All undead within range receive all of the following bonuses: +3 bonus to attack and damage, +2 armor class and saves, +4 bonus to initiative checks, and one additional melee attack at their base attack bonus. The negative material energies channeled through this spell are so great that any undead still functional at the end of its duration must make a Will save (DC 15) or be destroyed by its power. For this reason, most self-willed undead avoid casting this spell upon themselves unless it is absolutely necessary. If you are undead, you may elect not to be affected when you cast this spell.

Material Component: A semi-sentient undead (skeleton, zombie, or the like) which is destroyed upon the spell's completion.

Necromancer's Blessing, Minor

Necromancy
Level: Nec 2
Components: V, S, M
Casting Time: 1 action
Range: 60 ft.
Targets: 1 HD of undead/level within the range
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell augments the negative energy animating an undead creature, making it more effective in combat.

Up to 1 HD/your level of undead within range receive your choice of one of the following bonuses: +1 bonus to attack and damage, +1 to armor class and saves, +2 to initiative checks, or +3 hit points, for the spell's duration. If you are undead, you may target yourself with the spell.

Material Component: One ounce of powdered bone.

Necromantic Channel

Necromancy
Level: Nec 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 feet + 5 feet/2 levels of you)
Target: You
Area of Effect: 10 ft. radius/level
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You become a magnet for life energies. When an undead drains a living creature within range, you and not the undead benefit from the drained energy. All benefits normally given to the undead creature instead siphon to you, including temporary levels and hit points. All rules for victims of the draining attack still apply. You can utilize the benefits for the spell's duration; the remaining life energy then dissipates. The undead creature knows that this is happening and might well be upset if it has emotions or can reason.

Material Component: A drop of vampire blood.

Necromantic Regeneration

Necromancy
Level: Nec 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell refreshes the negative energy animating undead, completely restoring lesser creatures.

More effective for healing undead than *inflict serious wounds*, this spell heals 4d8 points of damage +1 point per level (up to +20). If cast upon the living, it has no effect.

Nourishment

Conjuration
Level: Clr 3, Drd 3, Nec 2
Components: S, M, DF
Casting Time: 1 minute
Range: Touch
Target: One creature touched/5 levels
Duration: 12 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Nourishment allows the creatures it targets to function normally without need of food or water. The spell lasts for twelve hours and up to one creature for every 5 of your levels (maximum of 4) may be affected. The recipients of this spell never suffer from either lack of food or a shortage of water (your choice), even under extreme circumstances, for as long as the *nourishment* is in effect. If the creatures were famished before the spell was cast, any ill effects they may have suffered instantly dissipate while *nourishment* lasts. These effects immediately return at the end of the spell unless either another nourishment is cast upon them or they get proper food and drink in the meantime.

Material Component: A tiny scrap of food and a drop of water, which dissolve at the end of the casting.

Oath Bond

Enchantment (Compulsion)
[Language-Dependent, Mind-Affecting]
Level: Brd 2, Sha 3, Wiz 3
Components: V
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels
Target: One living creature of up to 5 HD
Duration: 1 day/level (D)
Saving Throw: Will negates (*see text*)
Spell Resistance: Yes

Oath bond, like *lesser geas*, compels a creature to take a certain course of action. However, unlike *lesser geas*, an *oath bonded* target determines the nature of his own compulsion. The subject of this spell must make a promise or vow before he can be targeted with *oath bond*, though the oath need not be made directly to you. This can be any sort of oath, including a promise never to strike someone, not to leave town, or to lead an army to victory. It doesn't matter if the vow is one the subject of this spell is certain he can keep; just making the promise is enough.

Regardless of the specifics of the vow, *oath bond* must be cast within one round of the oath's utterance, or it has no effect. Once the spell is cast, the subject is magically bound to fulfill his promise as best he can. Though the subject is unaware of the source of this compulsion, he is aware of the consequences should he break his word. Each time the subject of this spell fails to fulfill his vow, whether by choice or chance, he loses XP equal to 100 times your

caster level. This penalty can be suffered no more than once per day, and possibly less often at the GM's discretion. Further breaches of the *oath bond* carry a similar penalty, though after each loss of XP the subject may make a Will save to negate the spell.

Oathbound

Enchantment (Compulsion) [Mind-affecting]
Level: Common Divine 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Target: One creature
Duration: 1 min./level (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell compels a target creature to refrain from taking any hostile action against the caster and his allies. The target of the spell is entitled to a Will saving throw against the effects of the spell. If he fails, he cannot attack or cast harmful spells against the caster or his allies for the duration of the spell. He may move closer or farther away from them at will. He need not attack his own allies or aid the caster; he must simply refrain from harming them.

Object Read

Divination
Level: Brd 2, See 2, Sha 3, Wiz 3
Components: V, S
Casting Time: 1 full round
Range: Touch
Target: Object touched
Duration: Concentration, to a maximum of 1 minute/level (D)
Saving Throw: None (object)
Spell Resistance: No

You get a distinct mental image of the last creature to touch the targeted item before you, exactly as it appeared when it was holding the item. If the creature was invisible when it last held the item, you get no image. You may maintain the image for as long as you concentrate, up to 1 minute per level.

Pain

Necromancy
Level: Nec 0
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute
Saving Throw: Fortitude negates
Spell Resistance: Yes

Another simple and brutal spell taught to beginning necromancers, this wracks the target with intense pains. The target has a −5 morale penalty to all of his skill checks for the spell's duration.
Material Component: A small silver needle.

Penetrate the Veil

Transmutation
Level: See 2, Wiz 5
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: One creature in scrying device
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

A successful casting of this spell allows you to view a subject hidden by anti-scrying or non-detection magic. In effect, as long as you view the intended subject through an appropriate scrying device (crystal ball, mirror, etc) you double your effective caster level to penetrate and thus foil nondetection magic, or to overcome spell resistance for the purposes of divination only.
Focus: A powerful lens worth at least 50 gp.

Phantom Touch

Transmutation
Level: Clr 2, Nec 2, Sha 2, Sum 2, Wiz 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 touched object
Duration: 1 round/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell imbues any weapon you touch with the *ghost touch* special ability. A *ghost touch* weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to *ghost touch* weapons.) Further, it can be picked up and moved by incorporeal creatures. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a *ghost touch* weapon counts as either corporeal or incorporeal at any given time; whichever is more beneficial to the wielder.

Planar Tides and Currents

Transmutation
Level: Common Divine 7
Components: V, S, DF
Casting Time: 1 full round action
Range: Personal
Area: 10-ft./caster level radius emanation
Duration: 1 round/caster level
Saving Throw: Will negates
Spell Resistance: Yes

The name of this spell refers not to the movement of the seas, but to the fact that it allows the caster to manipulate the ebb and flow of energy from which divine magic creates its effects. It is a powerful spell that can be used to benefit either good or evil.

Casting *planar tides and currents* sends waves of divine energy swirling and crashing all around you. You may use it to help all good-aligned beings and hurt all evil-aligned beings caught in the area of effect at the time that you cast it, or vice-versa. But you must choose one or the other at the time of casting, and you cannot change the effect once the spell has been cast. Either way, those whom you wish to help receive a +2 morale bonus against all mind-affecting effects and a +4 bonus to all skill checks, and those whom you wish to hurt receive a -2 morale penalty against all mind-affecting effects and a -4 penalty to all skill tests. Those targets who do not wish to be affected by the spell are entitled to a Will save to negate it.

Poison Blood

Transmutation
Level: Wiz 4
Components: V, S, M
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

You cause a vial of poison that you hold to empty, instantly transporting its contents into the bloodstream of the intended target. The poison in question must be of the injected variety. If the target fails his saving throw for this spell, the poison then takes effect just as if the target had been injected in a conventional manner. That is, he then gets the appropriate saving throws the poison allows; the normal rules for that poison then takes over.

Material Component: A vial of injection-delivered poison.

Portal Trace

Divination
Level: See 3, Wiz 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Know destination of portal
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You know approximately where a magical portal or gate will deposit those who cross its threshold. Locations are given in one of eight directions on the compass (north, southwest, etc.) and the number of miles. You also instinctively know the difference in elevation between the exit point and the portal or gate you are examining. If the portal or gate leads to an extradimensional space or the planes, the spell tells you nothing.

Possession

Enchantment (Compulsion) [Mind-Affecting]
Level: Sha 9, Wiz 9
Components: V, S, M
Casting Time: 1 minutes
Range: 1 mile
Target: Single character
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Possession enables you to take over the body of another. While you are in control of the subject, you have complete power over the victim's words and deeds. The victim is aware of both his situation and what he is doing, but once he fails the initial Will save, he is completely unable to resist your whims.

While *possession* is in effect, your consciousness completely abandons your own body, leaving you helpless. Further, your will is bound to the subject, and you are unable to return to your body by any means until *possession* expires. If, when the duration lapses, your body has been killed, you die immediately (no save).

While in control of the subject, you behave as if you had all of the subject's skills and abilities. The subject's ability scores remain unchanged, as do his skill ranks, classes and levels, memorized spells, feats, and so forth. It is as if you are simply "borrowing" the victim's mind and body for a time. That said, you cannot access the subject's memories, so you gain no information to which you are not already privy. If the subject is killed while under the effects of this spell, you must make a Will save (DC equal to the subject's level) or die. Even if you make this save, you are considered stunned for a number of rounds equal to the subject's character level.

Though you have taken control of the victim, you unconsciously mimic all of the subject's habits, mannerisms, and affectations. It is almost impossible to deduce that the subject is not in control of himself, unless you behave in a manner completely contrary to your usual self. A loyal soldier attacking his commander, for example, would arouse suspicion. Characters who are familiar with the subject, such as friends or business associates, who witness such an act receive a Will save. If successful, it is obvious to that individual that the subject is simply not himself, though a Spellcraft check (DC 29) is required to identify the cause of his strange behavior. This latter check may be attempted by anyone, provided the situation is explained by a character who has made the aforementioned Will save.

Arcane Material Component: A personal belonging of the subject. The nature of the item is unimportant, so long as the subject has owned it for at least a month. A lock of the subject's hair or a vial of his blood suffices.

Power Bolt

Evocation [Electricity]
Level: Common Arcane 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Target: Dependent on caster level; see text
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell allows you to direct bolts of electrical energy at one or (at higher caster levels) more targets. These bolts unerringly strike home, but the target is allowed a Reflex save — with a penalty equal to your caster level — for half damage. They cause 1d6 damage.

At caster levels 1-3, you may only evoke one bolt when you cast this spell. For every three caster levels beyond 1st, you may evoke one additional bolt (i.e., two at 4th level, three at 7th level, four at 10th level, and so on). If you cast more than one bolt, you may target a single creature with all of them, or you may cast them at more than one target. A single bolt can only strike one target. You must declare all targets before checking for spell resistance or rolling damage.

Power Spike

Evocation
Level: Wiz 1
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell causes a 5-inch long metal spike to appear in your hand. It glows with a soft yellow light, not brightly enough to read by. You must make a ranged touch attack against the intended target as you motion to toss the spike at him, gaining a bonus to your attack roll equal to your level, and a penalty of –1 for every 10 feet between you and the target (minimum 0). If it misses, the *power spike* dissipates without effect. If it hits, it causes damage and another detrimental effect depending on your level. You can create a single spike and choose any effect listed for your level or lower (a 3rd level caster could choose the effects of either 1–2 or 3–4). If the save is successful, the extra effect does not happen, but the damage still applies.

TABLE 7–7: POWER SPIKE

Your level	Damage	Effect
1–2	1d4	*Sleep* spell affects target for 1d3 rounds
3–4	2d3	+2d3 points of fire damage
5–6	2d4	*Confusion* spell affects target for 1d3 rounds
7–8	1d8+2	*Slow* spell affects target for 1d4 rounds
9+	2d6	Target is stunned for 1d6 rounds

Premonition

Divination
Level: Brd 3, See 2, Sha 3, Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Personal
Target: You
Duration: Instantaneous

You are immediately aware what action up to one creature per Intelligence modifier is planning to take next. (For example, you may choose a Nothrog, the legion's commander and a legionary shaman if you have an Intelligence modifier of +3.) You must be able to see the targets. You don't have to know the target, just what they appear to be (in the previous example you could simply name "the three Nothrog there"). The GM may tell you the Nothrog is going to charge your ally the paladin, the commander is going to rage and then charge the paladin, and the shaman is going to cast *fear* at the paladin. As a free action, you can shout a warning to your friends as to the actions of the targets, as much as the GM considers reasonable (approximately three seconds of speech is a good rule of thumb). The GM must stick with verbally intended actions unless the circumstances change drastically (i.e., the paladin runs away).

Focus: Five ivory tiles cast at your feet.

Premonition, Greater

Divination
Level: See 4
Components: V, S, DF
Casting Time: 1 hour
Range: Personal
Target: You
Duration: Instantaneous

This spell enables you to gain a glimpse of the future, though never farther ahead than a week. You gain insight into only the most likely course of events. The destiny you see is not inevitable, and can be forestalled (though it is unlikely this fate will be altered through the actions of any who are not privy to your vision, as they have no reason to behave differently).

You have little direct control over the spell. It may show you the events of an hour from now, a day, or even the full week. However, *greater premonition* can only display the future of either your current locale, or an individual with whom you are in physical contact for the duration of the spell's casting time.

Divine Focus: A looking glass or other reflective surface into which the seer must gaze.

Primal Fear

Illusion (Glamour) [Mind-Affecting]
Level: Ill 3, Sha 4, Wiz 4
Components: V, S, F/DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round
Saving Throw: See text
Spell Resistance: No

You appear to be the living embodiment of the thing that onlookers fear most. Any who look upon you without averting their eyes (only a 50% chance per round they meet your gaze) or being blindfolded (in which case you gain total concealment against that creature) must make a successful Will save or cower, losing their Dexterity bonus to AC (if any), and taking no actions. Foes gain a +2 circumstance bonus to hit cowering creatures. Even if they successfully save, onlookers are so shocked by meeting their own nightmare that they remain shaken until their next turn, suffering a –2 morale penalty on attack rolls, checks, and saving throws.

Arcane Focus: A tattered, dirty hat.

Prismatic Surge

Evocation [Force]
Level: Common Arcane 6
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. per caster level)
Area: 30-ft. radius burst; see text
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: Yes

This spell owes its name to the translucent burst of energy that it produces. Light rays passing through the spell's area of effect break up into their constituent colors, producing a multicolored, prismatic effect. However, those who are affected by *prismatic surge* generally have little time or desire to enjoy its aesthetics. The spell must target an individual being, who suffers 10d6 + caster level damage, but is allowed a Reflex save for half damage. All other beings within 30 feet of the target suffer the same amount of damage, but are allowed a Reflex save for no damage.

Profane Vigor

Necromancy
Level: Nec 6
Components: V, S, F/DF
Casting Time: 1 round/target's HD
Range: Touch
Target: One creature or character
Duration: 1 hour/level of caster
Saving Throw: Will negates
Spell Resistance: Yes

Profane vigor grants unholy — albeit temporary — life to a single corpse. The condition of the body to be animated is largely irrelevant, though the newly risen corpse may be hampered by missing limbs or similar impediments. The risen character performs almost exactly as he did in life (for example, a 14th level fighter affected by *profane vigor* retains all of his abilities, bonuses, skills and the like), though he is under your total control. This control is based on a mental connection between you and the target, and no verbalized commands are necessary. You may only exert dominion over the spell's subject within 100 ft. per level. Beyond this distance, the connection is broken, and the risen corpse crumbles once more to the earth.

You may only grant profane vigor to characters or creatures with total hit dice less than twice your level. If you cast the spell on a new target and this limit is exceeded, characters already targeted by this spell are released from its effect, beginning from the first targeted character and proceeding in order to the most recently enchanted subject, until the total hit dice of all of your minions are reduced to equal to or less than this limit.

For the most part, subjects' abilities are unimpeded by undeath, with a few exceptions. The subject may not cast spells nor use any spell-like abilities while affected by *profane vigor*. Further, the victim's Charisma is reduced to 1 for the duration of the spell.

While a corpse has no Will save as such, this spell functions by investing the body with a small portion of the dead being's spirit just enough for the risen creature to maintain the skills, abilities, and habits of its life. As such, it also retains a very small part of its will. Any creature affected by *profane vigor* may attempt a Will save upon being targeted by the spell in order to prevent its effects, despite its deceased state.

Arcane Focus: A small blade, with which you must pierce the flesh of the target.

Divine Focus: A holy symbol, which must be placed between the flesh of the target and you.

Prophecy

Enchantment (Compulsion) [Mind-Affecting]
Level: See 5
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Prophecy allows you to proclaim the future, and in so doing increase the likelihood of that result. When you cast this spell, you describe future events revolving around the target, such as "You shall strike down Uthanak in single combat," or "You will drive the invading Nothrog from the streets of Baraxton."

Whenever the subject of this spell is working toward that goal in a direct and immediate fashion, he gains a +2 morale bonus to all attack rolls, damage rolls, and saving throws. The above prophecies, for example, would grant the bonus if the target were engaged in battle with Uthanak or commanding an army attempting to beat back the Nothrog in Baraxton, respectively.

Prophecy remains in effect indefinitely, until either your proclamation is fulfilled, or it becomes impossible for some reason. No character may be under the effects of more than one *prophecy* at a time. Similarly, you may not cast this spell again until the effects of this spell lapse (though you may elect to end the spell's effect at any time, allowing you to cast it once more).

Pull the Strings

Enchantment (Charm) [Mind-affecting]
Level: Bard 3, Common Arcane 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

Pull the strings is a highly specialized spell that allows the caster to control the actions of another intelligent humanoid, though usually for a limited range of purposes. If you wish to turn an enemy to spy or thief for you for a short period of time, this spell suits the purpose quite well. It functions in all ways as does *dominate person*, but in addition, the target of the spell also receives a +10 bonus to the following skill checks: Balance, Hide, Listen, Move Silently and Spot.

Material component: a small paper or clay humanoid figure.

Push

Evocation [Force]
Level: Common Arcane 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

Like its name, *push* is a simple, blunt spell, but quite effective for its designed purpose. In casting it, you project a wall of force that pushes a single target creature as far as you wish, up to 30 feet per caster level. The target may negate *push* with a successful Will save, but otherwise it is affected as if pushed by a force that it cannot resist. It moves at a rate of 60 feet per round, with the movement resolved on the target's turn. You choose the direction in which the target travels and you may choose to terminate its movement before it reaches the maximum extent to which you may push it. You do not need to concentrate on the spell in order to push the target beyond the round in which you cast it. However, the target must travel in a straight line. You must choose that direction before casting the spell, at the same time that you choose the target.

The target of *push* travels just above the ground and will not fall into holes, ditches, bodies of water or other such terrain features as long as it is under the power of the spell. Opponents receive attacks of opportunity if appropriate (the target may use its Dexterity bonus to AC and does not defend flat-footed). The target may not use skills such as Tumble while under the power of the spell, nor may it cast spells, or make physical attacks. The target may not change the course in which it travels. When the effect of the spell ends, the target falls to the ground and must spend a move action in order to stand up.

Quick and Deadly

Transmutation
Level: Brd 2, Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round
Saving Throw: Fortitude negates
Spell Resistance: Yes

You instill both great speed and weapon competence into the touched creature. By spending a full-round action, the target may charge his foe with his next action, moving twice the normal rate to complete the charge. His attack is both competent and true, and is made at twice his normal attack bonus (including the +2 bonus received from charging, which doubles to +4). The target becomes so reckless that he loses his Dexterity bonus to AC in addition to suffering the standard –2 penalty to AC for charging.

Material Component: A tuft of bull's hair.

Quick Shielding

Abjuration
Level: Common Divine 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes (harmless)

War priests of all factions find this basic divine spell useful as a way of throwing up an ad hoc personal defense in the midst of battle. *Quick shielding* gives the target a +1 deflection bonus to his or her AC for 1 minute per caster level. This stacks with all other AC bonuses the target may have at the time.

Quick Strength

Transmutation
Level: Common Divine 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell is a favorite of war priests, who use it to fortify a warlord or other important leader just before they lead an attack. It grants the target an enhancement bonus to his or her Strength equal to the caster's level.

Quickening

Transmutation
Level: Ill 2, Sum 2, Wiz 2
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 creature/level in a 30-ft.-radius emanation
Duration: Instantaneous
Saving Throw: Reflex negates (harmless)
Spell Resistance: Yes (harmless)

You instill a sense of urgency and immediate action into your allies. All designated allies within the spell's area of effect gain a +10 circumstance bonus to a single initiative roll. If combat is already under way when this spell is cast, all of your allies within the area have their initiative count increased by 10.

Material Component: A pinch of sand.

Rally of the Damned

Necromancy
Level: Clr 4, Nec 3, Wiz 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: All turned undead within a 50-ft.-radius spread.
Duration: Instantaneous
Saving Throw: None (harmless)
Spell Resistance: Yes

You send a wave of negative energy into a group of undead that have recently been turned or rebuked. The negative energy bolsters their resolve and enables them to react normally on their next action as if no longer under the effect or turning or rebuke attempts. You affect a number of hit dice of turned undead equal to your level, affecting the lowest hit dice first. For example, if there are 4 skeletons (HD 2) and 1 crypt gaunt (HD 6) being turned, at 10th level you could rally the skeletons, but would not have the power left over to affect the crypt gaunt. This spell has no effect on undead in the area who are not under the effects of a turning or rebuke attempt.

Release the Lifeblood

Necromancy
Level: Nec 5
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 10 ft. radius/your level
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Release the lifeblood thins the blood of all who fall under its effect, causing previously inflicted wounds to bleed more profusely. Even wounds that have begun to heal reopen, and scabs and stitches fall away. *Release the lifeblood* deals 1d4 damage per caster level to all characters within its radius that are below their maximum hit point total. *Release the lifeblood* has no effect on characters who have suffered only subdual damage.

Replay

Divination
Level: See 3, Wiz 4
Components: V, S, F
Casting Time: 1 round
Range: Personal
Area: 20 foot emanation centered on you
Duration: 1 minute/level

This spell is a powerful divining tool, used mostly by those whom normal wizards would call fanatics. *Replay* allows you to witness an illusionary performance of actions that took place in the area where you stand from any time ranging from a few minutes ago to weeks or even years before. The replay consists of a three-dimensional transparent image superimposed over the area of effect. You can freeze the image, reverse to see it again, or skip ahead or back until you see something that catches your eye.

TABLE 7–8: REPLAY

Your level	Spell Depth
6–10	1 day per level
11–15	1 month per level
16+	1 year per level



The speed of the search is determined by the GM and limited by the magnitude of the event in question. It would be easy to spot the passage of an army while 'scanning' through the image as it plays, even when scanning a month per turn, but spotting a pickpocket in a crowd would require a real-time search, perhaps even a Search skill check.

Focus: A small, ornate hourglass worth at least 100 gold pieces.

Resist Turning

Necromancy
Level: Nec 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 30-ft.-radius spread centered on target
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You bolster the negative energy animating nearby undead creatures, making them more resistant to turning. All undead in range count receive a +4 turn resistance bonus, increasing their effective hit dice by 4. This only applies to turning checks. If you are undead, you may target yourself with it.

Material Component: A pinch of crushed glass.

Restful Death

Necromancy
Level: Nec 3
Components: V, S
Casting Time: 1 full round
Range: Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes

This spell sanctifies and protects a corpse from re-animation. Once cast upon a dead body, that corpse may not be forcibly turned into undead. *Animate dead, create undead, create greater undead,* and other spells that artificially grant undeath do not function upon this corpse. However, the corpse can still become undead if it chooses to. If the deceased had, for example, prepared to become Severed, then he could still become Severed. This spell has no effect on a corpse's ability to be revived with raise dead or similar magic.

The Revel of Bascaron

Transmutation [Chaotic]
Level: Common Arcane 7
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Area: 150-ft. radius spread
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

This odd concoction of the Bascarite mages quite literally turns men into beasts, apparently for no other reason that the sheer pleasure of doing so. *The revel of Bascaron's* area of effect spreads out from the caster to a distance of 150 feet. Those creatures caught in it must make a Will saving throw. All who fail immediately substitute monstrous humanoid for their real creature type for the duration of the spell.

In addition, upon casting the spell the caster must make a successful Fortitude saving throw (DC equals the spell's DC), or else suffer 10-30 points of damage (successful save negates).

Rhythm of Defiance

Enchantment (Compulsion) [Fear, Mind-Affecting]
Level: Brd 3
Components: V
Casting Time: 1 action
Range: Personal
Area: Emanation, all enemies within 50 feet
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

Your droning song fills with a feeling of horrible dread all who can hear you within 50 feet. All targets in the area who fail their Will save suffer a –2 morale penalty to attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws.

Riddle's Bane

Divination
Level: See 4
Components: M, XP
Casting Time: See text
Range: Personal
Target: You
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Riddle's bane enables you to accurately answer any one question put to you, whether it is asked by friend or foe. However, the type of inquiry this spell can address is quite limited. The spell is no help with subjective questions ("Is executing the prisoner warranted?"), nor inquiries to which more than one answer may be accurate ("How can we successfully storm the watch tower?"). Further, if the questioner knows you lack the desired information, this spell is useless. If, for example, your party is searching for Black Tom of Corinth, your companions may not simply ask you where Black Tom can be found (though a stranger who is not aware that you lack this knowledge may ask the question instead, allowing you to make use of this spell). On the other hand, *riddle's bane* always gives the correct answer to a riddle, and is an excellent source of information. Questions like "How many soldiers are housed in the garrison?" or "What is Gottle's opinion of the Free Kingdoms?" are fair game.

The casting time for *riddle's bane* is negligible, and therefore this spell may be cast as a free action. A character questioning you may attempt a Sense Motive check (DC equal to your class level + Bluff skill) to notice the slight hesitation, though only a successful subsequent Spellcraft check (at the same DC) reveals the spell's casting.

Material Component: A bit of ash somewhere on your person.
XP Cost: 500 XP.

Righteous Faith

Transmutation
Level: Clr 3
Components: V, S, DF
Casting Time: 1 full round
Range: Personal
Area: 30-ft. emanation centered on you
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

For the duration of this spell, your words of encouragement and faith awaken the talents of those around you. Everyone within 30 feet of you who can also hear you gains a sacred bonus to all skill checks equal to your cleric levels, to a maximum of +20.

Rockhide

Transmutation
Level: Common Arcane 5
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: See text

This spell creates a carapace that attaches to, but is separate from the caster's skin. Casting *rockhide* gives you a damage-absorbing outer layer of defense that could save your life in combat. But it also disfigures you, making you less attractive in more peaceful situations.

The shield created by *rockhide* limits the damage that you take from any physical or magical attack to 10 points (incorporeal attacks are not affected). Any damage that the attack deals beyond that is absorbed by the carapace. However, when the total damage that it has absorbed exceeds caster level x 10, it is destroyed and the spell's arcane energy dissipates.

Rockhide also has the unfortunate effect of giving your skin the texture, both tactile and visual, of living rock. For the duration of the spell, you suffer a –6 Charisma penalty.

Material Component: A 2-inch diameter chunk of volcanic rock.

Run With the River

Transmutation
Level: Clr 4, Drd 4, Rgr 4, Sha 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

You touch a single recipient who is already in contact with a body of water. Their form and up to 25 pounds per caster level of equipment becomes a watery form and dissolves into the water. Their form changes with the currents but stays together, barely identifiable as a slightly different shade of water. The recipient's swim speed is tripled while the spell is in effect. Further, the recipient is impervious to harm from physical weapons (they splash through him). Only electricity spells do normal damage to the recipient. Fire spells do half damage. Being water, the recipient has no need to breathe air, nor does he suffer any ill effects from depth. He cannot interact any way with the environment, pick up new weapons or goods, or communicate in any way. Once the duration of the spell is complete or the recipient attempts to leave the body of water, he reforms to his natural shape.

Rune of Protection

Abjuration
Level: Common Arcane 4
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: One object touched
Duration: Permanent until dispelled (D)
Saving Throw: None
Spell Resistance: No

This magical inscription protects valuable objects from harm. Inscribing an object with this device gives it DR 10/magic and SR 20 + caster level. It also makes the object a magic item, if it was not already. *Rune of protection* turns a mundane weapon into a *+1 magic weapon* for purposes of overcoming damage reduction. Abjurations such as *dispel magic* may erase the rune, but only if the caster can overcome the spell resistance granted the object by *rune of protection*.

Material component: The design of the rune must be etched into the object being protected by a diamond large and pure enough to be worth 100 gp.

Rune of Swift Striking

Transmutation
Level: Common Arcane 2
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: One edged weapon touched
Duration: Permanent until discharged (D)
Saving Throw: None
Spell Resistance: No

This magical design bestows upon a bladed weapon the capability to slash with a sudden burst of speed, thus giving the wielder a potentially decisive advantage in combat. *Rune of swift striking* can only be inscribed on an edged weapon and turns a mundane weapon into a *+1 magic weapon* for purposes of overcoming damage reduction. Also, the wielder of a weapon thus enchanted may, at a time of his choosing, gain an extra melee attack at his maximum attack bonus. This discharges the rune, and terminates the spell. If the weapon had been a mundane weapon, it becomes so once again. Abjurations such as *dispel magic* may erase a *rune of swift striking*.

Material component: The design of the rune must be traced onto the blade of the weapon with the blood of a hummingbird and then sprinkled with gold dust worth 50 gp.

Scourge of Dythanus

Abjuration
Level: Brd 3, Clr 2, Wiz 3
Components: V, S, F/DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: Permanent until discharged

In the thick of battle you are the bane of foes that dare to attack you. You gain no special defensive immunities, but should a melee blow strike true, the spell's power is unleashed. The attacker rolls damage as normal, and you take damage as usual. The damage you take is also applied to all foes within a 10-foot radius of you (including the attacker) as if the attack had also struck them. Affected foes may make a Fortitude save for half damage, and foes with spell resistance may apply it to the spell's effects. The single successful attack discharges the spell.

An interesting side effect was revealed during the time of the Assassins' Strike. Any assassin who is studying an opponent with this spell in effect has a minute chance of detecting the dweomer. On the second round of study, a Spot check (DC 25) reveals the faint outline of the ward; on the third round the DC is 20. Making this check reveals an unknown defensive magical protection. A Spellcraft check (DC 18) allows the assassin to realize the spell's effect fully.

Arcane Focus: A small hand mirror.

Second Wind

Transmutation
Level: Clr 4, Drd 5, Sum 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Single character
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Second wind reinvigorates the subject, enabling him to push himself a little bit harder than he would otherwise be able to. The subject of *second wind* may use any one of his class abilities one additional time per time interval specified. For example, a 20th-level barbarian targeted by this spell may use his battle cry ability a second time that day, while a 20th-level assassin gains a second use of killing blow that day. The specific ability must be specified at the time second wind is cast, and the spell expires at the end of the period of time specified by the ability (i.e. at the end of the day for the barbarian's battle cry or the assassin's killing blow).

Seize the Day

Transmutation
Level: Wiz 3
Components: V, F
Casting Time: 1 action
Range: Touch
Area: You or 1 creature touched
Duration: 1 round/2 levels
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You or a creature you touch gain temporary, intuitive talent with both weapons and attack form. The target picks a single attack action (within the duration of the spell) that gains an insight bonus of +20, +10/+10, or +5/+5/+5. These bonuses can even allow a target normally not capable of extra attacks to get them providing they use the full attack action. For example, a 5th level fighter with a 16 strength and a base attack bonus of +5 attacks with his +1 sword for a normal attack bonus of +9. He may choose to attack once within the duration of the spell at +29, or +19/+19, or +14/+14/+14.

Shadow Bolts

Evocation [Force]
Level: Common Arcane 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Shadow bolts creates a missile of force energy. Because this missile is barely visible to the naked eye, it usually catches its target by surprise, thus making this spell all the more dangerous. You must make a ranged touch attack against the declared target. The target defends flat-footed. If the bolt hits, it causes 1d6 damage plus sneak attack damage as per a rogue of the caster's level.

Share the Arcane

Transmutation
Level: Wiz 5
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You cause any one arcane spell with a duration longer than "instantaneous" already in effect on you to be transferred to a target creature you touch. The spell transfers immediately upon a failed saving throw, and the spell runs its course on the target from this point forward. While originally intended as a helpful spell to allow self-affecting spells to be 'lent' to comrades in arms, the spell could have insidious effects if the spell affecting you is detrimental!

Shard Storm

Evocation
Level: Nec 3, Sha 2, Wiz 2
Components: V, S, M
Range: 20 ft.
Area: Cone
Duration: Instantaneous
Save: Reflex half
Spell Resistance: Yes

Shard storm creates a shower of glass slivers which erupt from your outstretched hand, peppering friend and foe alike. The spell extends forward in a cone 20 feet wide at its base, extending from your palm. However, as the spell's effect is caused by solid matter, anyone within the cone to whom you cannot draw line of sight is spared *shard storm's* effects.

Though the cloud of glass is extremely dense as it flies from your palm, it expands as it travels, mitigating its effect. *Shard storm* does 1d4 damage per caster level (to a maximum of 10d4) to any victim within 5 feet of you. Creatures 5 to 10 feet away take half damage; creatures 10 to 15 feet away take one-quarter damage; creatures 15 to 20 feet away take one-eighth damage. Beyond 20 feet, the *shard storm* dissipates, and deals no damage.

Material Component: Any glass object small enough to be held in the palm of the hand, and fragile enough to be crushed with a squeeze.

Sharpen

Transmutation
Level: Sha 2, Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5ft./2 levels)
Target: One weapon
Duration: 5 rounds + 1 round/level
Saving Throw: None
Spell Resistance: No

Sharpen subtly alters a target weapon to be more effective in combat. Blades become sharper, bludgeons heavier, and arrows steadier. The target weapon's threat range is increased by one (e.g. a threat range of 20 becomes 19–20, a threat range of 19–20 becomes 18–20, etc.) This effect does not stack with any other magical special abilities, such as a *keen* weapon or the *keen edge* spell.

Sheep's Clothing

Illusion (Glamer)
Level: Drd 2, Ill 1, Sha 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level

Sheep's clothing alters your appearance into that of an animal of your choice. The animal chosen must be within one size category of your own size (i.e. a Medium druid may appear as an animal of Small, Medium, or Large size, while a Small druid must select an animal of Tiny, Small, or Medium). You gain none of the statistics or abilities of the illusory creature. Since your true form remains unchanged, you may act normally while under the effect of this spell: you may attack, move, use any skills you wish, and take any other action you are normally allowed in your own form. However if you behave in a fashion contradictory to the illusion (such as speaking, or turning a doorknob while the illusion lacks the necessary digits), any who observe the activity receive an additional Will save to overcome the illusion immediately. That said, you are not completely restricted. You may, for example, take a full attack action and take any attacks normally allowed you without arousing suspicion. Victims of the glamer assume they have simply encountered a particularly vicious example of the species.

Ship of Tears

Conjuration (Creation)
Level: Clr 5
Components: V, S, DF
Casting Time: 1 full round
Range: 0 ft.
Effect: Forms a watery ship
Duration: Concentration, up to 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

Placing your hands within a suitably-sized body of water (small river, lake, or even the ocean) the water begins to rise and take the shape of a watery vessel for travel. The ship you form appears in the shape of your choice, and it can hold as many as ten passengers per caster level. It can travel swiftly through any large waterway (river, sea, ocean) at a rate of 10 miles per hour.

Long voyages may require multiple castings of this spell. If you are willing, a cleric who recasts this spell while on board may "take over" the maintenance of the vessel, allowing exceptionally long distances to be covered swiftly.

Sickly Physique

Necromancy
Level: Nec 5, Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

The subject's Constitution score immediately drops to one: he is reduced to a frail shadow of his normal self. Though this does not impede the character's mobility or might, his health is extremely vulnerable. He automatically fails Fortitude saves, and is unable to use Constitution-based skills. In addition, the target may be in critical condition after the loss of so many hit points (his Constitution modifier instantly becomes –5; note that the target still receives one hit point per level at the minimum.) The target remains in this state until a *heal, limited wish, miracle,* or *wish* spell is used to cancel the effects.

Material Component: A bit of eggshell.

Sigil of Bonding

Necromancy
Level: Common Arcane 3
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: One object touched



Duration: Permanent until discharged (D)
Saving Throw: Will partial; see text
Spell Resistance: No (object) and Yes; see text

This odd, bothersome bit of necromancy is most often used to curse items, making it (literally) painful for the owner to part with them. An item inscribed with a *sigil of bonding* attaches itself to the first creature that takes possession of it after it is thus enchanted. This owner must keep the item on his person at all times. If it is armor or clothing of any sort, he must wear it. The moment that he loses physical contact with the item, the sigil discharges, exploding as if a *blast glyph*. In fact, the sigil functions in all other ways as a *blast glyph*.

Material component: You inscribe sigil of bonding by tracing the pattern on the target item in blood, then sprinkling sulfur over it.

Silent Guardian

Necromancy
Level: Clr 2, Nec 2
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: 1 corpse touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You touch the mostly-intact corpse of a single dead creature. It animates, rising from the grave with a single purpose: making sure you are kept safe from harm. It immediately takes its place next to you as either a zombie or skeleton (GM's determination based on the corpse's state of decay) of the size it was in life. It is not proficient with any weapons. It may perform the aid another action if you direct it to; otherwise it is a normal undead creature under your control. The *silent guardian* crumbles reverts to an inert form once the duration expires.

Silver Tongue

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 2
Components: V
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Silver tongue grants you preternatural command of any language you know. You become charming, witty, and debonair. If you are already these things, you become even more so. While under the effects of *silver tongue*, your Charisma is increased by one for every four bard class levels you have, rounded up.

Sinful Dreams

Illusion (Phantasm)
Level: Ill 3, See 4, Sha 5
Components: V, S, M
Casting Time: 3 actions
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 24 hours
Saving Throw: Will negates
Spell Resistance: Yes

Sometimes the simplest ploys are the most effective. You focus on a single target; the next time the target goes to sleep, he or she has torrid dreams about you. These extremely intense and graphic dreams shake the target's resolve and self-confidence. If you approach the target within 12 hours of the dreams, you receive +10 to any Bluff, Diplomacy, or Intimidate checks against the target. Such checks made with the intent of seducing the target receive a +15 bonus rather than +10.

Material Component: A black feather.

Slayer's Curse

Transmutation
Level: Common Arcane 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One object
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes

This simple, but distressingly effective spell temporarily reverses the energy of a magical item and hands a nasty surprise to anyone who believes that his enchanted weapon or armor makes him invincible. *Slayer's curse* targets a single magic item that grants an attack or AC bonus and converts that bonus into a penalty and turns the item into a cursed item. A *+2 longsword*, for instance, becomes a *–2 cursed longsword*; *+1 chainmail* becomes *–1 cursed chainmail*, and so on. Item special abilities, however, are not affected by the spell and function normally. This effect lasts for 1 round per caster level.

In most cases, there is no saving throw against *slayer's curse*. However, intelligent items are entitled to a Will save against the spell, and items with spell resistance must have that resistance overcome in order to be affected.

Slayer's curse must be cast on physical magical items. It cannot be cast on spell effects, and it has no effect on non-magical masterwork items.

Material component: A sliver of wood, which must be snapped in two when the spell is cast.

Slimeshroud

Transformation
Level: Wiz 6
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: 1 minute/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

Your touch delivers a mucous membrane of slime that begins crawling over the target creature. On a failed Fortitude save, the creature transforms over the next 1d4+1 minutes, its skin becoming a clear, slimy membrane. A transformed creature must remain moistened with cool, fresh water or suffer 1d12 points of damage every 10 minutes. A *remove disease* spell cast before the transformation is complete restores the afflicted creature to normal. Afterward, however, only *heal* or similar magic can reverse the change.

Song of Blood

Necromancy [Sonic]
Level: Brd 2, Nec 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more creatures, no two of which are more than 20 feet apart
Duration: Concentration plus 1 round/level after concentration ends (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You intone a melody of despair and painful sonic energy, stopping wounds from closing. All affected targets continue to bleed from any wounds they have or may gain (any physical attacks that deal 1 or more points of damage) at a rate of 1 hp per round until healed, bandaged, or the spell ends. Only 1 point of damage is taken per round no matter how many wounds the target has suffered. Deafened creatures may not be affected by *song of blood.*

Soothe Pain

Conjuration (Healing)
Level: Clr 1, Drd 1, Pal 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

By laying hands on a living being, you channel the subject's pain through yourself and dispel it, reinvigorating the target. *Soothe pain* immediately heals all subdual damage save 1d4 points worth.

Sorcerous Epiphany

Evocation
Level: Wiz 5
Components: V, S (*plus see text*)
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: 1 hour/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You transfer one or more of your currently open spell slots, and the ability to cast a single spell you know, to another creature. Only a creature with an Intelligence score of at least 9 and a Wisdom score of at least 5 can receive this bestowal. Only arcane spells with the abjuration, divination, enchantment and illusion schools can be transferred. The number and level of spells that the subject can be granted depends on his HD; even multiple castings of *sorcerous epiphany* can't exceed this limit.

HD of Recipient	Spells Imbued
1–3	One 1st-level spell
4–6	Up to two 1st-level spells
7+	Up to two 1st- and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, etc.) function according to your level, not the level of the recipient. To cast a spell with a verbal component, the recipient must be able to speak. To cast a spell with a somatic component, he must have humanlike hands. To cast a spell with a material component or focus, he must have the materials or focus. Experience components must be paid by the recipient of the spell, not by you.

Soul Binding

Transmutation
Level: Clr 4, Sha 4
Components: V, S, DF
Casting Time: 1 action
Range: 100 feet
Area: 2 creatures within 100 feet of each other
Duration: 1 round/5 levels (D)
Saving Throw: Will negates
Spell Resistance: Yes

You create a holy bond of divine energy between two creatures who are within 100 feet of each other. If one of the creatures is the recipient of a personal- or touch-range spell, the spell also affects the other individual. If one creature takes damage or is healed (no matter the form: weapon, spell or skill) the same damage or healing also applies to the other. Both targets must fail their Will saving throws (if they choose to save) for this spell to have any effect at all.

Soul Knife

Necromancy
Level: Nec 3, Wiz 4
Components: S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

Soul knife creates a shimmering blade of semi-tangible electrical force, which juts out of either your palm or the back of your hand. The magical knife of crackling electricity is of a deep bluish or purplish light and is visible to all, but it does not shed enough illumination to be of any use in darkness (treat as a flame from a single candle).

Upon a successful melee touch attack with the *soul knife*, you cause 2d4 points of electrical damage to the target. The quarry must also succeed at a Fortitude saving throw to avoid suffering one negative level. Creatures may apply spell resistance against the attack. The level drain lasts for a number of days equal to your caster level. Only one negative level may be bestowed by a caster's soul knife, regardless of the number of times a creature is actually hit by it. A creature whose actual level falls to 0 because of the *soul knife* does not die, but instead drops into a comatose state until the level is restored.

Material Component: A small crystal rod worth at least 100 gp, which must be held in the hand at the time of the casting.

Soul Link

Abjuration
Level: Drd 2, Nec 4, Sha 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One person
Duration: 1 hour/level (D)
Saving Throw: No
Spell Resistance: No

Soul link may only be cast on a willing character who is fully aware of its effects. Casting it on a character unfriendly to you, a character unaware of its effects, or a character who has been misled as to its effects causes the spell to fail.

Once *soul link* has been cast, your life force is magically linked to the target's. Whenever you suffer damage, regardless of the source, you may elect to inflict the damage on the target of soul link instead. Similarly, any time the target suffers damage, you may elect to suffer the damage yourself. The target of *soul link* has no control over these effects. Further, you may inflict the results of a failed save upon the target (or suffer the results of the target's failed save yourself) in the same fashion.

Soul link lasts until either you or the target is reduced to zero hit points, you or the target elects to end the spell voluntarily, or the spell expires naturally.

Damage transferred through the *soul link* cannot be divided between you and the target. One or the other must suffer the whole amount each time damage is suffered by either of you. This is even true when reduction to zero hit points ends the spell; damage beyond that which would reduce one of you to zero hit points is still transferred, potentially reducing the character to negative hit points, or even causing death. If either party in a soul link is killed while the spell is still in effect, the survivor must make a Will save (DC 18) or die as well.

Soul link remains in effect regardless of the distance between the two characters. Any effect which cancels the spell (such as an *antimagic field* or *dispel magic*) need only target either you or the target to completely negate the effect.

Soul Snare

Necromancy
Level: Nec 3
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Area: 50-foot radius emanation centered on person, object, or point in space
Target: See text
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes

Soul snare allows you to weave an invisible and intangible web around a specific area. This magical net is connected to your life essence and it ensnares part of the life force of all creatures that die within the area over which it spreads.

In effect, *soul snare* sucks a portion of the essence of all dying victims and transfers it to you. Every time someone dies within the *soul snare's* area of effect, you gain a number of temporary hit points equal to one-tenth the dying creature's maximum hit point total. An ogre with a maximum of 30 hit points dying within the *soul snare's* influence, for instance, would bestow 3 temporary hit points on you. These temporary hit points are lost first when you are wounded. They disappear after a number of hours equal to your class level.

Material Component: A bit of spider web.

Spectral Advisor

Divination [Language-Dependent]
Level: Clr 5, See 4, Sha 4, Sum 3
Components: V, S, DF
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Concentration
Saving Throw: Will negates (*see text*)
Spell Resistance: No

You channel the spirit of a great military leader. For every 2 of your caster levels, others may ask you one question (as the spirit). The spirit's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually tactically sound. If the spirit's alignment was different from yours, the spirit gets a Will save to resist the spell as if it were alive.

This spell actually lets you speak as the spirit that has departed. The spirit can be told of how the enemy is operating, what you know of their forces, and the surrounding terrain or battlefield makeup, and the spirit (through the GM) can impart important information about how best to proceed with various tactics or plans by speaking through you. It won't argue or get caught up in discussion, nor respond to questions not of a military nature. Questions must be spoken with respect and in an official tone at all times, or the spirit may become angry (at which point the GM can either have the spirit make a second Will save at a +4 bonus to end the effect, or stick around and deliberately sabotage the war effort with poor information or advice). Any spirit that has been turned into an undead creature can't be spoken to with *spectral advisor.*

Speed of the Gods

Transmutation
Level: Brd 5, Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: All creatures in a 20-ft.-radius spread
Duration: 1 round
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Affected creatures may make one additional attack in the round at their highest attack bonus. Each creature also gains a +2 haste bonus to AC.

Material Component: A stick of cane sugar.

Spirit Singing

Transmutation [Sonic]
Level: Brd 5, Clr 3
Components: V
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 creature
Duration: 1 round
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You sing a song so profound and meaningful that it strikes a chord in the deepest parts of the hearer's mind. Willing targets have described it as experiencing the feeling you get when you realize true love... unwilling recipients have called it an unnatural intrusion or violation of their soul.

Any spell cast on the subject within the next round gains an effective caster level bonus equal to your Charisma modifier. This is an insight bonus. Deafened creatures may not be affected by *spirit singing.*

For example, a character with a Charisma modifier of +3 casts *spirit singing* on a willing subject. In the next round, the subject receives a *cure minor wounds* spell from a 4th-level cleric. The *cure* spell takes effect as if it had been cast by a 7th-level cleric.

Stalker's Bow

Evocation
Level: Brd 2, Rgr 2, Sum 2, Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 nonmagical bow
Duration: 2 rounds/level
Saving Throw: None (object)
Spell Resistance: No

With a sprinkling of gold dust you transform any type of nonmagical bow into a magical ranged weapon. The bow takes on a +1 enhancement bonus to attacks and damage that its ammunition delivers. Second, once the shot leaves the bow, it becomes invisible

until such time as it strikes something. This makes its missiles difficult to defend against; a target may only count half his Dexterity bonus to AC against a shot fired from a *stalker's bow*.

Material Component: A pinch of gold dust worth about 10 gp.

Stealing Breath

Necromancy
Level: Nec 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

You collapse an enemy's lungs. The target drops to the ground, desperately fighting for breath. The target may only take partial actions, and any actions he takes have a –10 circumstance penalty to the roll until the target can be treated with heal.

Material Component: A cow's bladder.

Stone Hands

Abjuration
Level: Drd 1, Sha 1, See 2
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/2 levels (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

Your hands are transformed into solid stone fists capable of delivering great damage. The skin of your hands and wrists takes on a grayish hue and becomes as hard as solid rock, losing all sensibility. For the duration of *stone hands*, your fists function as bludgeoning weapons that deliver 2d4 points of damage upon impact, plus any other bonuses you may have while fighting unarmed (such as Strength modifier or feats).

While the *stone hands* spell is in effect, you may not wield any weapons or cast spells requiring somatic components. You receive a –10 circumstance penalty to Dexterity-based skills that require the use of your hands (such as Escape Artist and Use Rope, for instance).

Material Component: You must hold a small rock in each of your hands.

Strangled Steel

Abjuration
Level: Drd 0, Clr 0
Components: S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5 ft. radius/level
Duration: See text
Saving Throw: Reflex negates
Spell Resistance: Yes

Strangled steel causes foes' weapons to stick in their sheaths, becoming difficult to draw. *Strangled steel* remains in effect on each subject until he next draws his weapon, which requires a full round action (rather than a move-equivalent action). Once a weapon is unsheathed, that weapon may be stowed and drawn normally.

Strangulation

Conjuration
Level: Sha 6, Sum 5, Wiz 6
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 5 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

When you cast this spell, you create an invisible but tangible hand made up of force, which grasps the throat of an opponent and strangles him. By cutting the flow of air to the victim, the hand deals both real and subdual damage to it. The magical hand can be grasped by any creature but may not be stopped by any normal means. It may, however, be countered or dispelled as any other spell.

The strangulating hand squeezes its target's neck for 5 consecutive rounds, reaching its mightiest grip on the third round and gradually releasing its grasp afterwards. On the round it is cast and on the fifth round, strangulation deals 1d4 points of damage, plus 1d4 points of nonlethal damage to its victim. On the second and fourth rounds, the target takes 2d4 points of damage as well as 2d4 points of nonlethal damage. On the third round, the victim suffers 4d4 points of damage, plus the same amount of nonlethal damage.

Arcane Focus: The mummified claw of a bear or gorilla.

Strength in Numbers

Transmutation
Level: Clr 3
Components: V, S, DF
Casting Time: 1 round
Area: 5 ft. radius/level, centered on you
Target: All creatures within the area of effect
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes

This spell invests each target with Strength equal to the mightiest of their number. Each affected character's Strength is raised until it is equal to the Strength of the strongest character among them. So, if three characters are affected, with Strength scores of 18, 15, and 10, each of the three characters gains an 18 Strength until the strength in numbers expires. This is not a bonus of any sort, but overrides any bonuses already affecting the characters (except for the character with the highest total Strength). In the above example, if the character with a Strength of 10 is under the effects of *enlarge person* (raising his Strength by +2), *strength in numbers* increases his Strength to

18, not 20. Conversely, if the character with 18 Strength is under the effects of the same spell (increasing his Strength to 20), each affected character's Strength rises to 20. The same is true of Strength penalties. Further modifiers applied after *strength in numbers* is cast adjust the target's Strength as dictated by the effect, though the effects of *strength in numbers* are set when it is cast.

Strength of the Dead

Necromancy
Level: Clr 7, Nec 6
Components: V, S, DF/F
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You overload the target with negative energy, which seeps into its flesh, bones, and soul. Like undead, the target is immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and he ignores mind-influencing magic, nor is he subject to ability drain or energy drain. His Constitution score effectively becomes nil (but no loss of hit points results) and is therefore immune to any effect requiring a Fortitude save (unless it affects objects).

Arcane Focus: A pile of at least five corpses of intelligent beings.

Summon Object

Transmutation
Level: Clr 1, Drd 1, Pal 1, Rgr 1, Sum 0
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: Nonmagical, unattended object weighing up to 5 lb.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You cause any single unattended, nonmagical object within range to vanish from its current location and appear in your hand. You intone in a commanding voice, "(object), to me!" If a specific object is named, the spell can tell the difference. You might command "mug, to me!" from a shelf of mugs to have one appear to you, or even "the mug of the hero Blalok at the end of the bar, to me!"

Supernatural Skill

Divination
Level: Brd 2, See 1, Sha 2, Wiz 2
Components: V, S
Casting Time: 1 round
Range: Touch
Area: Self
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You become competent in a specific skill, even if you lack the most basic training. Upon preparing this spell, you must specify which skill *supernatural skill* enhances when cast. When that time comes, your ranks in the chosen skill are raised to be equal to your character level + 3. This spell may not grant skill ranks in exclusive skills that you do not have at least one rank in.

Sword

Evocation [Force]
Level: Common Arcane 7
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One sword
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

You bring into being a shimmering, sword like plane of force. The sword strikes at any opponent within its range, as you desire, starting the round that you cast the spell. The sword attacks its designated target once each round. Its attack bonus is your caster level + your Intelligence bonus with a +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of damage, with a threat range of 19–20 and a crit of ×2.

The sword always strikes from your direction. It does not get a flanking bonus or help a combatant get one. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target. The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, or a *rod of cancellation* affects it. The sword's AC against touch attacks is 13.

If an attacked creature has SR, the resistance is checked the first time the sword strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

Focus: A dagger forged of precious metals, dealing half damage on its own but worth at least 250 gp.

Symbol of Warding

Abjuration
Level: Common Arcane 3
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Area: 25-ft. radius burst centered on symbol; see text
Duration: Permanent until discharged (D)
Saving Throw: See text
Spell Resistance: See text

Symbol of warding is a magical inscription placed on a potential battlefield to trap an enemy army or discourage pursuit. Usually, there is not sufficient time to use this spell in the midst of battle, so it is more often deployed to prepare a battlefield.

Symbol of warding is placed on the ground and exerts its influence over an area around it 10 feet in radius. Treat it as if was a *glyph of warding* for purposes of detecting or disabling it. The first creature who steps into this area of influence discharges the symbol and it explodes, dealing 3d6 damage to all creatures within the area of effect. This damage may take the form of acid, cold, fire, electricity or sonic (caster's choice, made at the time of casting). Affected creatures are allowed a Reflex save for half damage. Spell resistance applies against this effect.

Material component: You must trace or carve the symbol into the ground, then fill the design with powdered sulfur.

Tail Strike

Transmutation
Level: Drd 2, Sha 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The creature you touch when casting this spell grows a 10-foot long black, leathery prehensile tail from its backside. The tail is under the control of the touched creature, which may use the tail to make an additional attack each round at its normal base attack bonus but suffers a –4 nonproficiency penalty when using it (this becomes –2 if the recipient has the Multiattack feat). The tail has a reach of 10 feet, and does 2d6 points of bludgeoning damage (20 ×2) on a successful attack. The tail winks out of existence when the spell's duration expires.

Talons of the Wind

Summoning (Creation)
Level: Sum 6, Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

An abrasive medium of flying glass, sand, spikes and rocks flies forth from your hands, and a strange wind emits demonic keening. The wind tears and claws at everything in its path. Soft material like leaves and clothing are shredded. Creatures and cloth-like objects in its path take 1d8+1 points of damage per level, maximum 15d8+15.

Material Component: A handful of glass shards.

Telepathy

Enchantment [Mind-Affecting]
Level: Brd 4, Ill 2, See 3, Wiz 3
Components: S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level

Telepathy allows you to communicate with others through the power of your mind. Once you cast this spell, you may speak freely with any character in your line of sight without uttering a sound. Further, as the communication is mental and magical, language is not an issue. You can understand and be understood by any character with an Intelligence of 6 or greater, regardless of whether they share a common language with you. Similarly, any character with whom you have initiated this contact with may likewise broadcast his thoughts to you. You cannot use *telepathy* to ply another character's mind for secrets. Characters with whom you communicate may conceal or reveal information as they please, just as if they were speaking aloud.

You may not communicate with more than one individual at a time, but you may choose the conversational partner anew each round.

Material Component: A blackiron circlet, which you must wear for the spell's duration.

Tidal Blast

Conjuration (Creation)
Level: Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Wall of water up to 5 ft. wide/level plus 40 ft. high
Duration: Instantaneous
Saving Throw: Fortitude partial (*see text*)
Spell Resistance: No

You command a wall of water to rise from the ground at the point you specify. Anyone caught in the area as the spell rises must succeed at a Fortitude saving throw or be knocked prone to either side. You then indicate a direction to either side of the wall and it travels in that direction for 40 feet, losing 5 feet of height for every 5 feet traveled. Any creature caught in the wave as it crashes through their area must succeed at a Fortitude saving throw or be knocked down and rolled 1d4×10 feet, sustaining 1d4 points of subdual damage per 10 feet. Even if the save is made, those in the path of the *tidal blast* suffer 5d4 subdual damage. This spell extinguishes any normal fires in the area it travels through.

Material Component: A silver fork worth at least 50 gp.

To The Ground

Conjuration (Creation) [Force]
Level: Wiz 2
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Components: V, S
Casting Time: 1 action
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

You create an instantaneous bar of force at a target's legs, which then trips that opponent. The bar instantly disappears, whether or not the trip attempt was successful. The target creature is then prone (*see page 306*) and may stand up as normal. Creatures with more than three legs are immune to this spell.

Tomb of Earth

Necromancy
Level: Nec 7
Components: V, S, M
Casting Time: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Concentration
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell seizes the target in a mystical grip that prevents any physical action. Mental actions may still be performed. Each round that the spell is maintained, the target takes 1d4 Constitution damage, but you also take 1d4 subdual damage.

Material Component: A handful of fresh earth.

Track the Hawk

Divination
Level: Drd 4, Rgr 3, See 3, Sha 4
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Effect: Allows tracking of flying creature
Duration: 1 hour/level

This amazing spell allows you to track a flying or winged creature or target. You must start from the point where the creature took to the air. From that point forward you may follow the trail while walking on the ground, making tracking rolls as asked for by the GM to follow the mystical 'trail' through the skies. The GM is encouraged to replace tracking modifiers from those listed and apply them to an airborne scenario... cloudy skies, light rain or a clear bright day, etc. instead of those listed for tracking on the ground.

Trap

Illusion (Glamer)
Level: Common Arcane 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. The effect is illusory and nothing happens if the *trap* is "sprung"; its primary purpose is to frighten away thieves or make them waste time.

If another *trap* spell is active within 50 feet when the spell is cast, the casting fails.

Material Component: A silver chain worth at least 50 gp.

Tremor

Evocation
Level: Drd 3, Sha 3
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10 ft. radius/level
Duration: 1 round + 1 round/4 levels
Saving Throw: Reflex negates
Spell Resistance: No

Tremor creates a weak, localized earthquake. Though powerful enough to knock a man prone, *tremor* causes no significant changes in local geography, nor does it significantly disrupt local flora and fauna. After the spell's duration expires, the terrain appears untouched.

All creatures within the area of this spell must make Reflex saves, or fall prone and suffer 1d6 damage. For every 5 points by which the save is failed, the victim suffers an additional 1d6 damage, to a maximum number of dice equal to one-half your caster level. You are immune to your own *tremor*.

Medium creatures receive no modifier to this save. For each size category smaller than Medium a victim is, it receives a –2 size modifier to its Reflex save. Similarly, for every size category larger than Medium, the victim receives a +2 size modifier.

Material Component: A shard of obsidian.

True Path

Divination
Level: Drd 2, Rgr 2, Sha 2, See 2
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: Until discharged, maximum of 1 round/level

You gain a temporary intuitive insight into the immediate future. The intuitive nature transmitted by *true path* relates to your sense of direction and your ability to find hidden trails, lost stretches of roads, and the tracks of your friends and enemies.

During your next Intuit Direction check, or your next Wilderness Lore check pertaining to tracking (assuming you have the Track feat), you gain a +20 insight bonus. *True path* stays in effect for a maximum of 1 round/level, but is automatically discharged when you make your Intuit Direction or Wilderness Lore skill check. Once the appropriate skill check is made, the spell is discharged and lost, whatever the result. If you do not take the time to search for the right path and never make the appropriate skill check while the spell is in effect, *true path* is lost at the end of its duration.

Material Component: A handful of dirt, dust, or rocks from the place where you attempt the check.



True Stealth

Illusion (Glamer)
Level: Brd 2, Drd 2, Ill 1, Rgr 2
Components: S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 3 rounds

You blend into shadows, stones, and vegetation. When moving into poorly lit areas or hiding in shadowy corners, your skin, clothing, and gear darken or lighten to accommodate the environment in which you are standing. While hiding in the woods, hills, or other natural area, your skin and everything you carry changes pigmentation to match trees, rocks, and even sky. Anyone watching someone under the effect of *true stealth* witnesses the strange cloudlike color variations upon him and instantly realizes that magic is the cause. Additionally, you are also lighter on your feet and make little noise when you travel.

For the duration of this spell, you benefit from a +10 circumstance bonus to all Hide and Move Silently checks. For *true stealth* to be effective, however, you must consciously try to hide or move in silence.

Material Component: A piece of hide from a chameleon.

Truth is a Scourge

Enchantment (Compulsion)
Level: Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 3 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

You cause a target to tell the truth. Not only must the target tell the truth, but he speaks exactly what comes into his mind at the very moment he thinks it. For him there is no difference between thought and speech while this spell lasts.

Turn of the Wheel

Evocation
Level: See 4
Components: S
Casting Time: see text
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Turn of the wheel allows you to make minor alterations to the pattern of fate. Though at times you can make only minor changes, the simple gesture of a seer has occasionally turned the fate of kingdoms. You may cast this spell as a free action any time an attack roll, saving throw, or skill check is attempted by a character in your line of sight. The result of the die is altered to be equal to 20 minus the original roll (i.e. a 17 becomes (20 – 17) = 3). That said, only powerful seers can drastically alter events. The difference between the original result and the new result must be equal to or less than the seer's level. Further, *turn of the wheel* can never alter a roll of a natural 1 or a natural 20: some things are simply meant to be.

Twice-Fatal Blast

Evocation
Level: Nec 4, Wiz 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

Evil and ruthless warlords have their wizards ensorcel many of their guards with this spell. After casting this spell, you touch a target creature who becomes a catalyst for the spell. If the target is reduced to 0 or less hit points before the duration ends, the spell is released and the victim explodes, sending bone and viscera in all directions and causing 5d6 points of force damage to every creature within 20 feet. Some vile warlords convince their guards to accept this spell, telling them that it is a protective ward that will aid them in combat.

Undead Attraction

Necromancy
Level: Nec 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 feet + 10 feet/2 levels)
Target: 1 person
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

The unfortunate target of this spell draws the wrath of all uncontrolled undead creatures near him. These creatures stop at nothing to get at the target, not even to attack easier prey. All undead creatures within 100 feet seek out and attack him. Intelligent undead get a Will save to ignore this effect. The undead pursue the victim until the end of the duration or they are restrained. If the victim travels somewhere that the undead cannot follow, they wait as nearby as possible and resume pursuit if the opportunity presents itself. If the target attempts to turn these creatures, treat them as being 4 HD larger than normal.

Material Component: A small lodestone and a pinch of grave dirt.

Undead Champion

Necromancy
Level: Nec 8
Components: V, S, M
Casting Time: 10 hours
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

This spell horribly transforms a living person into an undead monstrosity. The spell requires a living target who must be present during the entire ritual. Upon the spell's completion, the target is transformed into an undead creature of your choice, with HD totaling no more than twice your level.

Material Component: A bone dagger, carved from a member of the subject's race.

Unholy Sword

Evocation
Level: Pal 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell allows you to channel unholy power into a weapon you choose. The weapon acts as a +5 magic weapon and deals double damage against good opponents. It emits a ward that protects creatures within 10 feet. This ward protects a creature from attacks by good creatures, from mental control, and from summoned or conjured creatures. The ward has three major effects:

First, the subjects get a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by good creatures.

Second, the barrier blocks any attempt to possess the warded creatures or to exercise mental control over the creature. The protection does not prevent a spell from gaining mental control over a warded character, but it prevents anyone from mentally commanding the protected creature. The barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the ward prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Evil elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

If the ward ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand for any reason. You cannot have more than one *unholy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Unnerve

Necromancy [Fear, Mind-Affecting, Sonic]
Level: Brd 1, Nec 1, Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One living creature/2 levels, none of whom can be more than 20 ft. apart
Duration: 1 round/4 levels
Saving Throw: Will negates
Spell Resistance: Yes

You create doubt and fear into the hearts of your enemies. Your foes must be within the area of effect and able to hear you for the spell to function, so deafened creatures are not affected by *unnerve*.

Up to one living creature for every 2 of your caster levels (maximum of 10) may be targeted by *unnerve*, as long as they are within the spell's range and able to hear you. Creatures failing their saving throws are shaken and suddenly appear less bold or courageous. They become somewhat fearful, something that is apparent in their demeanor, but not to the point of panic, so they may continue to fight against you and your allies. Shaken targets receive a –2 morale penalty to attack rolls, saves, and skill checks.

Vae Victus!

Evocation [Sonic]
Level: Common Arcane 5
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. per caster level)
Area: 10-ft./caster level spread
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This enchanted battle cry assaults the ears of the vulnerable and fearful, shaking their bones and wrenching at their wounds. All creatures within the area of effect that are dazed, dazzled, stunned or suffering from fear effects must make a Fortitude saving throw (any and all penalties from their altered state apply). Those that are unsuccessful take 1d6 + the caster's level in sonic damage.

Vertigo

Enchantment (Compulsion) [Mind-Affecting]
Level: Ill 2, Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (*see text*)
Spell Resistance: Yes

Vertigo inflicts on its subject a dizzying, sickening loss of balance. When under the effects of this spell, any time a caster attempts an action he must make a Reflex save or fall prone, unable to complete his intended action. To rise again, he must make a further Reflex save or remain prone, and now, helpless.

Viper's Strike

Transmutation
Level: Common Arcane 2, Druid 2, Shaman 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell temporarily confers the speed of a predatory snake upon the target creature. For the duration of the spell, the target gains the feat Quick Shot, if he does not already have it. If he already has it, he gains an extra ranged attack at his maximum attack bonus for the duration of the spell.

Material component: A snake's fang.

Vision of Thunder

Divination
Level: Common Divine 6
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level
Saving Throw: No
Spell Resistance: No

This spell gives the caster a limited ability to anticipate the immediate future and act accordingly. It does not grant the power of prophecy, but it can give you an edge in an urgent situation tat makes the difference between surviving and dying.

Casting *vision of thunder* grants you two standard actions beyond your normal allowance. You must use them within the duration of the spell, or lose them permanently. You may use them both in the same turn, or in separate turns. You may declare use of your extra turns at any time, but you cannot use them to act out of turn.

Wall of Bone

Conjuration (Creation)
Level: Clr 3, Nec 3, Wiz 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Duration: 10 minutes/level (D)
Saving Throw: See text
Spell Resistance: No

You cause a wall formed of tightly packed human bones to appear. Up to 5-ft. square of wall per level can be created with this spell. The wall is 1 inch thick for every 4 of your caster levels, and like other wall spells, can be thickened at the expense of area. You may double the thickness, but this halves the area. Bones, while hard, are quite brittle, and this spell is more useful for slowing an enemy down than outright stopping him. Each 5-ft. segment has 2 hit points per inch of thickness and a hardness of 5 points. If a section of the wall is reduced to 0 hit points, it is breached and crumbles.

Arcane Material Component: Any completely intact human bone.

War Chant

Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Brd 5, Clr 7, Pal 4, See 7
Components: V, S, DF
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Target: One or more allies within range, centered on you
Duration: Concentration + 1 rounds/level
Saving Throw: None
Spell Resistance: Yes (harmless)

When casting this spell, you must initiate a war chant and sing it for one full round before the enchantment takes effect. As per the *battle cry* spell, you must chant, recite, or sing a predetermined motto or song of war, which inspires your allies. You may choose to continue to recite or chant this motto or song for as long as you are able to (i.e. as long as you can concentrate). While chanting, you can act normally but may not talk or trigger spells with verbal components. Allies within range of the enchantment must be able to hear your voice in order for the war chant spell to be effective.

This enchantment functions like *battle cry*. All creatures benefiting from *war chant* are compelled to fight bravely and to the best of their abilities. Allies within range gain a +8 morale bonus to saving throws against charm, fear, and sonic effects, a +2 morale bonus to both attack and damage rolls, as well as a +2 insight bonus to AC.

War Rune

Evocation
Level: Sha 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One weapon
Duration: 1 round/level
Saving Throw: Will negates (object)
Spell Resistance: Yes

You write the word of power for war upon a weapon. At the time of casting, you give a sacred bonus equal to your Wisdom modifier to the weapon's damage, attack bonus, or critical threat range. For example, if you apply *war rune* to a +2 *longsword* and your Wisdom modifier is +3, then you can choose to have one of the following occur: the weapon attacks at +5, or deals 1d8+5 points of damage, or has a critical threat range of 16–20 (3 greater than the normal threat range of the blade). This spell does not increase the enchantment bonus, so it does not affect the ability of weapons to ignore damage resistance.

Warrior's Transformation

Transmutation
Level: Common Arcane 6
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You gain 1d6 temporary hit points per caster level, a +4 natural armor bonus to AC, a +2d4 Strength enhancement bonus, a +2d4 Dexterity enhancement bonus, a +1 base attack bonus for every 2 of your caster levels (which may give you an extra attack), a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. You attack opponents with melee or ranged weapons if you can, even resorting to unarmed attacks if that's all you can do.

You can't cast spells, even from magic items.

Material Component: A *potion of strength*, which you drink (its effects are subsumed by the spell effects).

Water Skin

Conjuration (Creation)
Level: Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Touch
Area/effect: Water attacks out to 50 ft./level
Duration: 3 rounds/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You cause a concentration of liquid to seek out a target in an attempt to drown it. The size of the water must match or exceed the size of the creature to be affected. That is, to affect a Small creature a small water barrel would be needed, etc. You touch the liquid, which immediately animates and makes its way fluidly across whatever solid area is available to a target you designate within the spell's area. The liquid moves at 50 feet per round. If within this round it reaches the target, it begins to envelop the creature like a second skin. A successful Fortitude save breaks the spell, causing the liquid to fall dormant where it was. If the creature fails the save, the liquid seeks out the character's breathing orifice (if any), enters it, and begins to cause drowning damage as if the character were hopelessly submerged (consult the drowning rule in Chapter 9).

Focus: A tentacle from a squid or octopus.

Water Weird

Transmutation
Level: Clr 2, Sum 2, Wiz 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target or effect: Shapeable area of water
Duration: Concentration
Saving Throw: None
Spell Resistance: Yes

You animate and command an area of water. A tendril of concentrated water approximately the mass of an adult human arm rises from a water source at your command and can reach up to 10 feet away from the edge of the source. It can act as a club-like weapon to strike creatures or objects (at your usual attack bonus, as if proficient) for 1d6+4 points of damage. It can initiate a grapple or trip attack against an opponent as if it had a Strength of 15 + 1 per caster level (maximum 30). The watery arm may even pick up and manipulate objects (although any specific weapon wielded by the arm suffers a –4 nonproficiency penalty). Since the water is concentrated, you could even create a flat tendril that stretches across a watery surface up to 20 feet across, and walk across it (requires a Balance skill check at DC 12).

The watery tendril can be attacked, but no damage is caused. If a tendril is attacked to loosen someone from a grapple, consider it AC 10; any attack that does 6 or more points of damage from a single blow breaks the grapple.

The tendril is useless against any water elemental or similar creature.

Arcane Material Component: A pinch of flour.

Wave of Pain

Enchantment (Compulsion) [Mind-affecting]
Level: Common Arcane 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Area: 30-ft. + 10-ft./caster level burst
Duration: 1 round/caster level (D)
Saving Throw: Will negates
Spell Resistance: Yes

Wave of pain temporarily cripples its targets by creating intense sensations of physical discomfort in their minds. These sensations are, in a sense, illusory in that they are not based on actual physical danger; they are simply the result of tripping the proper circuits in the mind. All creatures within the area of effect (except for the caster) must make a successful Will save, or else they are dazed. Creatures that are already dazed or stunned are not affected by *wave of pain*. Each affected creature may make another Will saving throw at the beginning of their turn in each subsequent round to shake off the effects of the spell.

Constructs, undead and other creatures immune to mind-affecting effects are not affected by *wave of pain*.

Weakness

Transmutation
Level: Clr 2, Wiz 2
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

The creature affected by this spell loses vitality and stamina, almost as though part of its life force had been drained. The target of the spell feels as if his immune system were fighting a deadly disease.

Weakness bestows 1d4+1 points of enhancement penalty to Constitution, which modifies all the usual benefit granted by Constitution, such as extra hit points, Fortitude saves, and all other uses of the character's Constitution modifier. *Weakness* and *bear's endurance* cancel each other out.

If a character loses hit points by means of this spell, he reduces both his current hit point and maximum hit point totals. When *weakness* expires, the recipient's maximum hit point total returns to normal but he does not gain new hit points from his current hit point score. Current hit points lost by this spell are considered lost as if the subject had suffered injury. These points may be restored via normal or magical healing.

Weakness Won

Divination
Level: Sha 4, See 3, Wiz 4
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You instantly know what, if any, particular forms of attack will have less than full effect against the target of this spell. Any form of damage or energy reduction, immunities, and any other ability or type that allows the target to reduce, ignore, or rapidly heal damage is divined with this spell.

Focus: A tiny looking glass.

Weapon Grab

Conjuration (Summoning)
Level: Sum 3, Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)



You cause any single weapon within range to vanish from its current location and appear in your own hands. The weapon disappears entirely from its current location and appears in your hands ready for action.

To cast this spell, you must intone, "(weapon), to me!" Note that if a specific weapon is named, the spell can tell the difference. You might command "polearm, to me!" of a rack of them to summon one, or even "the *arrow of dragon slaying* in the quiver of Zikaron the elf, to me!"

The Weight of Ages

Necromancy
Level: Nec 6, See 6
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

The *weight of ages* allows you to smite a creature with the power of its fate. The subject ages 1d3 years per level at an incredible rate. Not only are all aging penalties (but not bonuses) applied as the subject passes each threshold, but the process is incredibly painful and disorienting. For the duration of the spell, the subject is considered helpless.

Arcane Material Component: A handful of ash or dust which you hold in your palm, gradually allowing it to slip between your fingers.

Wheel of Fate

Transmutation
Level: Wiz 5
Components: V, S, F
Casting Time: 1 minute
Range: Personal
Target: You
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

A wizard may use this spell to readjust his repertoire of spells for the day. It is a handy trick for those who never know what challenges a day of adventuring will bring.

Casting *wheel of fate* allows you to choose your spells for the day anew. You may abandon any or all spells that you have remaining from those you have prepared for the day and replace them with appropriate spells from your spellbook. You must replace an abandoned spell with a spell of the same level. You may not replace the *wheel of fate* that you cast to gain this effect. *Wheel of fate* does not require you to spend any time in rest or study.

Arcane focus: Your spellbook.

Whirlwind

Evocation [Force]
Level: Common Divine 3, Druid 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Target: One creature
Duration: 1 round/caster level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes



This spell creates a magical tempest in miniature. It is meant to trap and hinder an individual creature. *Whirlwind* must target an individual, not an area. The target creature must make a successful Fortitude save, or else it is trapped in the whirlwind. It should be treated as stunned, except that it cannot be targeted by melee attacks, and it gains a +4 deflection bonus to AC versus non-magical missile attacks.

Whirlwind, Lesser

Abjuration
Level: Clr 3, Rgr 4, Sha 3, Sum 2, Wiz 3
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Area: 5 ft. emanation
Duration: 1 round/level
Saving Throw: Reflex partial
Spell Resistance: No

This spell creates a whirling vortex of air around you out to a distance of 5 feet. Any creature that comes within that distance must make a successful saving throw or be picked up off its feet and land prone one square back in a random direction as if the victim were a grenadelike object (*roll 1d8 and consult chart on pg 304*). The target also takes 1d6 damage from the impact and is stunned for 1 round. Even if the save succeeds, all in the area are buffeted with high winds and debris and suffer a –2 circumstance penalty on all attacks.

Wilderness Stride

Abjuration
Level: Drd 2, Rgr 2, Sha 3
Components: V, S, M, DF
Casting Time: 1 full round
Range: Touch
Target: 1 creature/2 levels
Duration: 1 hour/2 levels
Saving Throw: None
Spell Resistance: None

You enable a small group of creatures to move through natural surroundings at normal speed and without suffering damage or other impairment.

Recipients have the ability to move without impediment through non-magical briars, thorns, or overgrown areas. If moving through a magically enhanced region, those affected by *wilderness stride* may ignore normal terrain modifiers to their movement rates.

Material Component: A handful of dirt from the area through which you wish to move unhindered, which must be sprinkled upon each recipient of the spell.

Will of Neus

Evocation
Level: Clr 7
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: Creature touched
Duration: Until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 9 and a Wisdom score of at least 14 can receive this bestowal. Any type of divine spell can be transferred. The number and level of spells that the subject can be granted depends on the recipient's HD; even multiple castings of *will of Neus* can't exceed this limit. If your limit of 7th-level spells decreases, and it drops below the current number of active *will of Neus* spells, the more recently cast imbued spells are dispelled.

TABLE 7–11: WILL OF NEUS

HD of Recipient	Spells Imbued
1+	Up to two 1st-level and one 2nd-level spell
4+	Up to two 2nd-level and one 3rd-level spell
7+	Up to two 3rd-level and one 4th-level spell

Once you cast *will of Neus* on another character, you cannot prepare a new 7th-level spell to replace it until the recipient uses the transferred spells or is slain. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. To cast a spell with a verbal component, the recipient must be able to speak. To cast a spell with a somatic component, he must have humanlike hands. To cast a spell with a material component or focus, he must have the materials or focus.

Wither

Necromancy
Level: Nec 4
Components: V, S, M
Casting Time: 1 full round
Duration: Permanent
Area: 5 ft./level radius centered on you
Saving Throw: Fortitude negates
Spell Resistance: No

This spell causes all vegetable matter within the area of effect to wither and die. Plant creatures such as ehnts and shambling mounds must make a Fortitude save or take 6d6+6 damage. Once plant creatures have made their saving throw, they do not need to make it again for the same casting, even if they remain within the area of effect.

Material Component: A twig from a dead ehnt.

Wizard's Duel

Evocation [Force]
Level: Common Arcane 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. per caster level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Wizard's duel is a potentially powerful spell that can be mastered even by inexperienced arcane spellcasters—hence its appeal. However, it has a very real drawback in that widely known techniques allow an arcane spellcaster targeted by the spell to turn its energy back at the caster.

Wizard's duel evokes a ball of force energy that targets a single creature. The caster must make a ranged touch attack; if successful, the spell inflicts 1d6 damage per caster level up to 10d6 if the target is an arcane spellcaster, and 1d4 damage per caster level up to 10d4 if it is not. If *wizard's duel* misses and the target was an arcane spellcaster, the targeted spellcaster may turn the tables on the caster. On his next turn, the target may spend a standard action make a ranged touch attack against the initial caster, causing 1d4 damage per caster level up to 10d4. He may not store this option for use on a later turn, however. He must return fire at the initial caster on his first turn after the casting of *wizard's duel* or forego the right to do so.

Words of Woe

Enchantment (Compulsion) [Mind-affecting]
Level: Brd 2, Druid 3, Ill 2, Nec 2, Sha 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Concentration (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell fills a target creature with a vague, but nonetheless palpable feeling of dread, depressing its ability to function. The target of *words of woe* is entitled to a Will saving throw against the effects, but if it fails, its movement allowance is halved and it suffers a −5 morale penalty to all attacks, checks and saving throws.

Words of woe lasts as long as the caster is willing and able to concentrate on maintaining it, and as long as the target remains within range. An affected target creature may also try to end the spell by spending a standard action to make an opposed Wisdom test against the caster. It suffers the −5 penalty dictated by the spell in resolving this test.





Chapter Nine: Adventuring

This chapter contains rules for death, traps, inclement weather, poisons, and other everyday fantasy role-playing game occurrences.

Condition Summary

The following is a list of the various conditions that can afflict a character. If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged

The character has temporarily lost 1 or more ability score points. These points return at a rate of 1 per day. Ability damage is different from effective ability loss, which is an effect that expires when the condition causing it goes away. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Ability Drained

The character has permanently lost 1 or more ability score points. The character cannot regain these points through natural healing or the passage of time. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded

The character cannot see at all, so everything has full concealment to him. He has a 50% chance to miss in combat, loses his positive Dexterity bonus to AC (if any), and enemies that attack him have a +2 bonus on their attack rolls as if they were invisible. A blinded character moves at half speed and suffers a –4 penalty on most Strength and Dexterity-based skills. He cannot make Spot skill checks or perform any other activity (such as reading) that requires vision.

Blown Away

Depending on their size, creatures can be blown away by winds of high velocity. Creatures on the ground that are blown away are knocked down and roll 1d4×10 feet, sustaining 1d4 points of nonlethal damage per 10 feet. Flying creatures that are blown away are blown back 2d6×10 feet and are buffeted for 2d6 points of nonlethal damage.

Checked

Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the specific effect.

Confused

A confused character's actions are determined by a d10 roll, rerolled each round: 1: wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up); 2–6: do nothing for the round; 7–9: attack the nearest creature for the round; 10: act normally for the round. Any confused creature who is attacked automatically attacks his attackers on his next turn.

Cowering

The character is frozen in fear, loses his Dexterity bonus to AC (if any), drops everything held, and can take no actions. Foes gain a +2 bonus to hit cowering characters.

Dazed

A dazed creature can take no actions (but defends normally). A dazed condition typically lasts 1 round.

Dazzled

Dazzled creatures cannot see well because of overstimulation of the eyes. A dazzled creature suffers a –1 penalty on attack rolls until the effect ends.

Dead

The character's soul leaves his body permanently, or until he is *raised* or *resurrected*. A dead body decays, but magic that allows a dead character to come back to life restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, *resurrected* characters need not worry about rigor mortis, decomposition, and similar unpleasantness. A dead character cannot regain hit points.

Deafened

A deafened character cannot hear, suffers a –4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells with verbal components. He cannot make Listen skill checks.

Disabled

A character with 0 hit points, or one who has negative hit points but has stabilized and then improved, is disabled. He is conscious and able to act but horribly wounded. He can take only a partial action each round, and if he performs any strenuous action, he takes 1 point of damage after completing the act. Strenuous actions include running, attacking, casting a spell, or using any ability that requires physical exertion or mental concentration. Unless the strenuous action increased the character's hit points, he is now dying.

A disabled character with negative hit points recovers hit points naturally if he is being helped. Otherwise, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point. Once an unaided character starts recovering hit points naturally, he is no longer in danger of losing hit points (even if his current hit points are negative).

Dying

When a character's current hit points drop to between –1 and –9 inclusive, the character is dying. The character immediately falls unconscious and can take no actions.

At the end of each round (starting with the round in which the character dropped below 0), roll d% to see whether the character stabilizes. The character has a 10% chance to become stable. Characters who do not stabilize lose 1 hit point.

Energy Drained

The character gains one or more negative levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: –1 competence penalty on attack rolls, saves, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from his highest available level. Negative levels stack.

Negative levels remain for 24 hours or until removed with a spell. After 24 hours, the afflicted character must attempt a Fortitude save. The DC is 10 + one-half the attacker's Hit Dice + the attacker's Charisma modifier. If the DC succeeds, the negative level dissipates with no further effects. If not, the negative level is removed, but the character's level is permanently reduced by 1. The afflicted character makes a separate save for each negative level he has gained.

Entangled

An entangled creature suffers a –2 penalty to attack rolls and a –4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but can't run or charge. An entangled character who attempts to cast a spell must make a Concentration check (DC usually 15) or lose the spell.

Exhausted

Characters who are exhausted move at half normal speed and suffer an effective penalty of –6 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After one hour of complete rest, exhausted characters become fatigued.

Fascinated

A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued

Characters who are fatigued cannot run or charge and suffer an effective penalty of –2 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed

A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any).

Frightened

A creature that is frightened flees as well as it can. If unable to flee, the creature may fight. It suffers a –2 morale penalty on attack rolls, checks, and saves. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee, if possible. Panicked is a more extreme state of fear.

Grappled

Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappled character cannot move, cast a spell, fire a missile, or undertake any action more complicated than making a barehanded attack, attacking with a light weapon, or attempting to break free from the opponent. Grappled characters do not threaten any area and lose any Dexterity bonuses to AC against opponents they aren't grappling.

Held
Held characters are subject to enchantments that make them unable to move. They are helpless. They can perform no physical actions (but they continue to breathe and can take purely mental actions).

Helpless
Bound, held, sleeping, paralyzed, or unconscious characters are helpless. Enemies can make advantageous attacks against helpless characters, or even deliver a usually lethal coup de grace.

A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC was −5 (and a rogue can sneak attack him).

Incapacitated
Characters who are incapacitated are treated as helpless.

Incorporeal
Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magical weapons, spells, spell-like effects, or supernatural effects.

Invisible
Visually undetectable. Invisible creatures gain a +2 bonus to attack rolls and negate Dexterity bonuses to their opponents' AC.

Knocked Down
Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

Nauseated
Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move (or move action) per turn.

Normal
The character is unharmed (except, possibly, for hit points that have been lost) and unafflicted. He acts normally.

Panicked
A panicked creature suffers a −2 morale penalty on saves and must flee. A panicked creature has a 50% chance to drop what he's holding, chooses his path randomly (as long as he is getting away from immediate danger), and flees any other dangers that confront him. If cornered, a panicked creature cowers. A creature may use a special ability or spell to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed
A paralyzed character stands rigid and helpless, unable to move or act physically. He has effective Strength and Dexterity scores of 0 but may take purely mental actions.

Petrified
A petrified character is not dead as long as a majority of his body remains intact. He cannot move or take actions of any kind, not even purely mental ones. His Strength and Dexterity scores are effectively (but not actually) 0. He is unaware of what occurs around him, since all of his senses have ceased operating. If a petrified character cracks or breaks but the broken pieces are joined with him as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete.

Pinned
Held immobile (but not helpless) in a grapple.

Prone
The character is on the ground. He suffers a −4 penalty on melee attack rolls, and the only ranged weapon he can effectively use is a crossbow, which he may use without penalty. Opponents receive +4 bonuses on melee attacks against him but −4 penalties on ranged attacks. Standing up is a move action.

Shaken
A shaken character suffers a −2 morale penalty on attack rolls, checks, and saves. Shaken is a less severe state of fear than frightened or panicked.

Sickened
The character takes a −2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable
A character who was dying but who has stabilized and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character, then the character no longer loses hit points. He has a 10% chance each hour to become conscious and be disabled (even though his hit points are still negative).

If the character stabilized on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance to become conscious and be disabled. Otherwise he loses 1 hit point.

Staggered
A character whose Nonlethal damage exactly equals his current hit points is staggered. He is so badly weakened or roughed up that he can only take a partial action when he would normally be able to take a standard action.

Stunned
The character loses his Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 bonus to hit stunned characters.

TURNED
Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

UNCONSCIOUS
Knocked out and helpless.

Hit Points

All characters (and some items) have a certain number of hit points. Hit points represent a character's luck, health, and basic physical condition.

If a character's Constitution changes, modify that character's hit point total immediately.

Death, Dying and Healing

As a character takes damage, subtract that damage from the character's hit points.

Effects of Hit Point Damage:

- At 1+ hit points, a character is able to act normally.
- At 0 hit points, a character is disabled.
- At from –1 to –9 hit points, a character is dying.
- At –10 or lower, a character is dead.

Massive Damage

If a character ever sustains damage so massive that 50 points of damage or more are inflicted in one deduction, and the character isn't killed outright, the character must make a Fortitude save (DC 15). If this save fails, the character dies regardless of current hit points.

Disabled (0 Hit Points)

When a character's current hit points drop to exactly 0, the character is disabled. The character is not unconscious, but is close to it. The character can only take a partial action each round, and if the character performs any strenuous activity, the character takes 1 point of damage after the completing the act. Strenuous activities include running, attacking, or using any ability that requires physical exertion or mental concentration. If the character takes a strenuous action, the character's hit points drop to –1, and the character is dying.

Dying (–1 to –9 Hit Points)

When a character's current hit points drop to between –1 and –9 inclusive, the character is dying. The character immediately falls unconscious and can take no actions.

At the end of each round (starting with the round in which the character dropped below 0), roll d% to see whether the character stabilizes. The character has a 10% chance to become stable. If the character doesn't, the character loses 1 hit point.

If the character's hit points drop to –10 (or lower), the character is dead.

A character can keep a dying character from losing any more hit points and make the dying character stable with a successful Heal check (DC 15).

If any sort of healing cures the dying character of even 1 point of damage, the dying character stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes the character conscious and disabled. Healing that raises the character's hit points to 1 or more makes the character fully functional again, just as if the character had never been reduced to 0 or less.

Dead (–10 hit points or lower)

When a character's current hit points drop to –10 or lower, or if the character takes massive damage and fails the save (see above), the character is dead. A character can also die from taking ability damage or suffering an ability drain that reduces Constitution to 0.

Stable Characters and Recovery

An hour after a tended, dying character becomes stable, roll d%. The character has a 10% chance of becoming conscious, at which point the character is disabled (as if the character had 0 hit points). If the character remains unconscious, the character has the same chance to revive and become disabled every hour. Even if unconscious, the character recovers hit points naturally. The character is back to normal when his hit points rise to 1 or higher.

A character who stabilizes on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. The character has a 10% chance each hour of becoming conscious. Each time the character misses the hourly roll to become conscious, the character loses 1 hit point. The character also does not recover hit points through natural healing.

Even once the character becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, the character loses 1 hit point.

Once an unaided character starts recovering hit points naturally, the character is no longer in danger of losing hit points (even if the character's current hit point total is negative).

Healing

A character can never get back more hit points than the character lost.

Natural Healing

A character recovers 1 hit point per character level per full night of rest (8 hours). If the character undergoes complete bed rest (doing nothing for 24 hours), the character recovers double the character's character level in hit points.

Magical Healing

Some abilities and spells can give a character back hit points. Each use of the spell or ability restores a different amount of hit points. Magical healing won't raise a character's current hit points higher than a character's hit point total.

Healing Ability Damage

Temporary ability damage returns at the rate of 1 point per day of rest (light activity, no combat or spellcasting). Complete bed rest restores 2 points per day.

Temporary Hit Points

Certain effects give a character temporary hit points. When a character gains temporary hit points, note the character's current hit points. When the temporary hit points go away, the character's hit points drop to that score. If the character's hit points are already below that score at that time, all the temporary hit points have already been lost and the character's hit point score does not drop.

When temporary hit points are lost, they cannot be restored like real hit points.

Nonlethal Damage

Sometimes a character gets roughed up or weakened. This sort of stress won't kill a character, but it can knock him out or make him faint.

Nonlethal damage is nonlethal damage. If a character takes sufficient Nonlethal damage, he falls unconscious, but he doesn't die.

Dealing Nonlethal Damage

Certain attacks deal Nonlethal damage. Other stresses, such as heat or exhaustion, also deal Nonlethal damage. When a character takes Nonlethal damage, keep a running total of how much he has accumulated. Do not deduct the Nonlethal damage number from a character's current hit points. It is not "real" damage. Instead, when a character's Nonlethal damage equals a character's current hit points, the character is staggered, and when it exceeds a character's current hit points, the character goes unconscious. It doesn't matter whether the Nonlethal damage equals or exceeds a character's current hit points because the Nonlethal damage has gone up or because a character's current hit points have gone down.

A character can use a melee weapon that deals normal damage to deal Nonlethal damage instead, but the character suffer a –4 penalty on the attack roll.

A character can use a weapon that deals Nonlethal damage, including an unarmed strike, to deal normal damage instead, but the character suffers a –4 penalty on the attack roll.

Staggered and Unconscious

When a character's Nonlethal damage exactly equals a character's current hit points, the character is staggered. The character is so badly weakened or roughed up that the character can only take a partial action each round. A character ceases being staggered when the character's hit points exceed the character's Nonlethal damage again.

When a character's Nonlethal damage exceeds the character's current hit points, the character falls unconscious. While unconscious, a character is helpless.

Each full minute that a character is unconscious, a character has a 10% chance to wake up and be staggered until the character's hit points exceed a character's Nonlethal damage again. Nothing bad happens to a character who misses this roll.

Spellcasters who are rendered unconscious retain any spellcasting ability they had before going unconscious.

Healing Nonlethal Damage

A character heals Nonlethal damage at the rate of 1 hit point per hour per character level. When a spell or a magical power cures hit point damage, it also removes an equal amount of Nonlethal damage, if any.

Carrying Capacity

Weight

If you want to determine whether your character's gear is heavy enough to slow him down (more than the armor already does), total the weight of all his armor, weapons, and gear. Compare this total to the character's Strength on Table 9–1: Carrying Capacity.

If your character is wearing armor, use the worse figure (from armor or from weight) for each category. Do not stack the penalties.

Lifting and Dragging

A character can lift up to the maximum load over his or her head.

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

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

Bigger and Smaller Creatures

The figures on Table 9–1: Carrying Capacity are for Medium creatures. Larger creatures can carry more weight depending on size category: Large (×2), Huge (×4), Gargantuan (×8), and Colossal (×16). Smaller creatures can carry less weight depending on size category: Small (×¾), Tiny (×½), Diminutive (×¼), and Fine (×⅛).

Creatures with four or more legs have the following modifiers: Fine (×¼), Diminutive (×½), Tiny (×¾), Small (×1), Medium (×1½), Large (×3), Huge (×6), Gargantuan (×12), Colossal (×24).

Tremendous Strength

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

TABLE 9–1: CARRYING CAPACITY

Strength	Light Load	Medium Load	Heavy Load
1 STR	up to 3 lb.	4–6 lb.	7–10 lb.
2 STR	up to 6 lb.	7–13 lb.	14–20 lb.
3 STR	up to 10 lb.	11–20 lb.	21–30 lb.
4 STR	up to 13 lb.	14–26 lb.	27–40 lb.
5 STR	up to 16 lb.	17–33 lb.	34–50 lb.
6 STR	up to 20 lb.	21–40 lb.	41–60 lb.
7 STR	up to 23 lb.	24–46 lb.	47–70 lb.
8 STR	up to 26 lb.	27–53 lb.	54–80 lb.

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

The penalties on Table 9–2: Carrying Loads are suffered at medium and heavy encumbrance levels.

TABLE 9–2: CARRYING LOADS

	Max	Check	Speed		
Load	Dex	Penalty	(30 ft.)	(20 ft.)	Run
Medium	+3	–3	20 ft.	15 ft.	×4
Heavy	+1	–6	20 ft.	15 ft.	×3

Movement

There are three movement scales in the game:

- Tactical, for combat, measured in feet per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or day.

Modes of Movement

While moving at the different movement scales, creatures generally walk, hustle, or run.

TABLE 9–3: MOVEMENT AND DISTANCE

	Base Speed			
	15 ft.	20 ft.	30 ft.	40 ft.
One Round (Tactical)				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (×3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (×4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (×3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (×4)	600 ft.	800 ft.	1200 ft.	1600 ft.
One Hour (Overland)				
Walk	1½ miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

Entries with a "—" indicate that that speed cannot be sustained at that time scale.

Walk: A walk represents unhurried but purposeful movement at three miles per hour for an unencumbered human.

Hustle: A hustle is a jog that is movement at about six miles per hour for an unencumbered human. The double move action represents a hustle.

Run (×3): Moving three times your character's standard speed is a running pace for a character in heavy armor.

Run (×4): Moving four times your character's standard speed is a running pace for a character in light, medium, or no armor.

Obstructions, bad surface conditions, or poor visibility can hamper movement. The GM determines the category that a specific condition falls into (*see Table 9–4: Hampered Movement*). When movement is hampered, multiply the standard distance by the movement penalty (a fraction) to determine the distance covered.

If more than one condition applies, multiply the normal distance covered by all movement penalty fractions that apply.

TABLE 9–4: HAMPERED MOVEMENT

Condition	Example	Movement Penalty
Obstruction		
Moderate	Undergrowth	×¾
Heavy	Thick undergrowth	×½
Surface		
Bad	Steep slope or mud	×½
Very bad	Deep snow	×¼
Poor visibility	Darkness or fog*	×½

*Includes any effects that create a "fog".

Tactical Movement

Use tactical speed during combat. Some creatures have other modes of tactical movement.

BURROW

The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot use the run action while burrowing.

CLIMB

A creature with a climb speed has the Climb skill at no cost and gains a +8 racial bonus to all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The creature climbs at the listed speed while climbing. If it chooses an accelerated climb, it moves at double the listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty. Creatures cannot use the run action while climbing.

FLY

The creature can fly at the listed speed if carrying no more than a medium load. All fly speeds include a parenthetical note indicating maneuverability, as follows.

Perfect: The creature can perform almost any aerial maneuver it wishes.

Good: The creature is very agile in the air (like a housefly or hummingbird), but cannot change direction as readily as those with perfect maneuverability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely fly at all.

Creatures can use the run action while flying, provided they fly in a straight line.

Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability rating that defines how it moves when flying.

Minimum Forward Speed: If a flying creature with Average or worse maneuverability fails to maintain a minimum forward speed of at least half its maximum speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed at a Reflex save (DC 20) to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can "spend" some of its speed to turn in place.

Maximum Turn: How much the creature can rotate in any one combat round.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb, compared to its maximum speed.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down & Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance.

SWIM

A creature with a swim speed can move through water at the listed speed without making Swim checks. It gains a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if rushed or threatened when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

Local Movement

Characters exploring an area use local movement, measured in minutes.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in hours.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute.

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in hours or days. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: Characters can walk 8 hours in a day of travel without a problem.

Hustle: Characters can hustle for an hour without a problem. Hustling for a second hour in between sleep cycles causes the character 1 point of Nonlethal damage, and each additional hour causes twice the damage taken during the previous hour.

Run: Characters cannot run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

TABLE 9–5: FLIGHT MANEUVERABILITY

Type	Perfect	Good	Average	Poor	Clumsy
Example	Invisible Stalker	Reaver	Thunic Roc	Golgoth	Ancient Blue Dragon
Minimum Forward Speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly Backward	Yes	Yes	No	No	No
Reverse	Free	–5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in Place	Any	+90°/–5 ft.	+45°/–5 ft.	No	No
Maximum Turn	Any	Any	90°	45°	45°
Up Angle	Any	Any	60°	45°	45°
Up Speed	Full	Half	Half	Half	Half
Down Angle	Any	Any	Any	45°	45°
Down Speed	Double	Double	Double	Double	Double
Between Down and Up	0	0	5 ft.	10 ft.	20 ft.

Terrain: The terrain through which a character travels affects how much distance the character can cover in an hour or a day.

TABLE 9–6: TERRAIN AND OVERLAND MOVEMENT

Terrain	Highway	Road	Trackless
Plains	×1	×1	×1
Scrub, rough	×1	×1	×¾
Forest	×1	×1	×½
Jungle	×1	×¾	×¼
Swamp	×1	×¾	×½
Hills	×1	×¾	×½
Mountains	×¾	×½	×¼
Sandy desert	×1	—	×½

Forced March: In a day of normal walking, a character walks for 8 hours. The character spends the rest of daylight time making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, the character makes a Constitution check (DC 10 + 1 per extra hour). If the check fails, the character takes 1d6 points of Nonlethal damage. A character can't recover this Nonlethal damage normally until the character halts and rests for at least 4 hours. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A horse bearing a rider can move at a hustle, but the mount takes normal damage, not Nonlethal damage. It can also be force-marched, but its Constitution checks automatically fail, and, again, the damage it takes is normal damage.

See Table 9–7: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table 9–7: Mounts and Vehicles for speeds for water vehicles.

TABLE 9–7: MOUNTS AND VEHICLES

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.)	4 miles	32 miles
Light warhorse (231–690 lb.)	4 miles	32 miles
Heavy horse	5 miles	40 miles
Heavy horse (201–600 lb.)	3½ miles	28 miles
Heavy warhorse	4 miles	32 miles
Heavy warhorse (301–900 lb.)	3 miles	24 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lb.)	3 miles	24 miles
Warpony (101–300 lb.)	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Mule (231–690 lb.)	2 miles	16 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed)*	½ mile	5 miles
Keelboat (rowed)*	1 mile	10 miles
Rowboat	1½ miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2½ miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

*Rafts, barges, and keelboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 mph) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Vision

Characters need a way to see in the dark. See Table 9–8: Light Sources for the radius that a light source illuminates and how long it lasts.

Characters with low-light vision can see objects twice as far away as the given radius.

TABLE 9–8: LIGHT SOURCES

Object	Light	Duration
Candle	5 ft.	1 hr.
Lamp, common	15 ft.	6 hr./pint
Lantern, bullseye	60-ft. cone*	6 hr./pint
Lantern, hooded	30 ft.	6 hr./pint
Sunrod	30 ft.	6 hr.
Torch	20 ft.	1 hr.

*A cone 60 feet long and 20 feet wide at the far end.

Encounters

When an encounter between the PCs and an NPC or creature is imminent, follow these steps:

1. Determine vision conditions and terrain. Choose from the choices on Table 9–9: Spotting Distance.
2. If line of sight or illumination defines the distance at which the encounter occurs (as often happens indoors), start the encounter there. Otherwise, roll for spotting distance on Table 9–9: Spotting Distance.
3. All creatures involved make Spot checks. Success means that creature sees the other creature or group. See Table 9–10: Spotting Difficulty for modifiers on these checks.
4. If neither side succeeds, all creatures spot each other at one-half the rolled range.

TABLE 9–9: SPOTTING DISTANCE

Terrain	Distance
Smoke or heavy fog	2d4 × 5 ft. (avg. 25 ft.)
Jungle or dense forest	2d4 × 10 ft. (50 ft.)
Light forest	3d6 × 10 ft. (105 ft.)
Scrub, brush or bush	6d6 × 10 ft. (210 ft.)
Grassland, little cover	6d6 × 20 ft. (420 ft.)
Total darkness	Limit of sight
Indoors (lit)	Line of sight

The circumstances that can affect the DC of a Spot check are as follows:

Size: Add +4 to the base DC of 20 for each size category the creature being spotted is smaller than Medium or –4 for each size

category larger. The GM can make exceptions for creatures with unusual shapes, such as a Large snake that's low to the ground and thus as hard to see as a Small creature.

Contrast: How starkly the creature's coloring stands out against the surroundings. It's easy to spot a brightly colored couatl in a dark jungle and hard to see winter wolves in the snow.

Stillness: It's harder to see creatures that are not moving.

Six or More Creatures: Groups of creatures are easier to spot, even if the creatures are smaller than Medium.

Moonlight: Nighttime, but with moonlight (or similar light).

Starlight: Nighttime with no moon but a clear, starry sky (or similar light).

Total Darkness: Overcast at night, or otherwise lightless.

TABLE 9–10: SPOTTING DIFFICULTY

Circumstances	DC
Base	20*
Size	+/–4 per size category
Contrast	+/–5 or more
Stillness (not moving)	+5
Six or more creatures	–2
Moonlight**	+5
Starlight†	+10
Total darkness	Impossible‡

*DC 25 if one side is hiding, and ignore size modifiers (see text).

**+5 bonus on Spot check if the spotter has low-light vision or if his darkvision extends far enough.

†+5 bonus on Spot check if the spotter has low-light vision or +10 if his darkvision extends far enough.

‡Unless the spotter has darkvision that extends far enough.

Hiding and Spotting

If creatures are trying not to be seen, it's usually harder to spot them, but creatures that are keeping low to avoid being spotted also are less likely to notice other creatures.

Hiding creatures can move at only half their normal overland speed. They suffer a –2 penalty on their Spot checks to notice other creatures because they are staying low.

Instead of a base DC of 20 for others to spot them at the standard spotting distance, the DC is 25 + the hider's Hide skill modifier. The modifiers from Table 9–10: Spotting Difficulty still apply, except for the size modifier (which is already part of the character's skill modifier). A character whose Hide ranks, Dexterity modifier, and armor check penalty total –6 or lower actually has a lower DC than if he weren't hiding. In such cases, simply calculate the Spot DC as if the character weren't hiding (according to Table 9–10: Spotting Difficulty). If a creature gets a special bonus to Hide because of camouflage, special coloring, and so on, use that bonus rather than the contrast bonus from Table 9–10: Spotting Difficulty.

Other creatures do not automatically spot hiding creatures at one-half the encounter distance. Instead, that is the distance at which the other creatures can make Spot checks to notice the hiding creatures. These are normal Spot checks opposed by the hiders' Hide checks.

Missed Encounters

The rules for spotting creatures assume that both sides will eventually notice each other, and they simply establish the distance at which they do so. But sometimes two groups miss each other entirely.

To handle this possibility, simply let there be a 50% chance that the other creatures encountered and the PCs don't get any closer but rather pass by each other, such as when one group is moving north and the other east. (Creatures following the PCs' trail, of course, always close with them.)

Water

Any character can wade in relatively calm water that isn't over his head, no check required.

Swimming in calm water requires skill checks with a DC of 10. Trained swimmers can just take 10.

Fast-moving water is much more dangerous. On a successful Swim or Strength check (DC 15), it deals 1d3 points of Nonlethal damage per round (1d6 points of normal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under. If the character goes under, the character is drowning (*see below*).

Very deep water is not only generally pitch black, posing a navigational hazard, but also deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute.

Very cold water deals 1d6 points of Nonlethal damage from hypothermia per minute of exposure.

Drowning

Any character can hold his breath for a number of rounds equal to twice his Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding his breath. Each round, the DC increases by 1.

When the character finally fails his Constitution check, he begins to drown. In the first round, he falls unconscious (0 hp). In the following round, he drops to –1 hit points and is dying. In the third round, he dies.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

Starvation and Thirst

In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for one day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or sustain 1d6 points of Nonlethal damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of Nonlethal damage.

Characters who have taken Nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed — not even magic that restores hit points heals this damage.

Heat

Heat deals Nonlethal damage that cannot be recovered until the character gets cooled off. Once rendered unconscious through the accumulation of Nonlethal damage, the character begins to take normal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude save each hour (DC 15, +1 for each previous check) or sustain 1d4 points of Nonlethal damage. Characters wearing heavy clothing or armor of any sort have a –4 penalty to their saves. A character with the Survival skill may receive a bonus to this save and may be able to extend this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour).

In extreme heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of Nonlethal damage. Characters wearing heavy clothing or armor of any sort have a –4 penalty to their saves. A character with the Survival skill may receive a bonus to this save and may be able to extend this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per each 10-minute period).

A character who sustains any Nonlethal damage from heat exposure suffers from heatstroke and is fatigued. Heatstroke penalties end when the character recovers the Nonlethal damage he took from the heat.

Abysmal heat (air temperature over 140° F, fire, boiling water, lava) deals normal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of Nonlethal damage. Those wearing heavy clothing or any sort of armor have a –4 penalty to their saves. Characters wearing metal armor or who come into contact with very hot metal are affected as if by a *heat metal* spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters at risk of catching fire are allowed a Reflex save (DC 15) to avoid it. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex save. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds at his save, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with a cloak or similar item permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make Reflex saves (DC 15) for each item. Flammable items that fail the save sustain the same amount of damage as the character.

Cold

Cold and exposure deal Nonlethal damage to the victim. This Nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of Nonlethal damage, the cold and exposure begins to deal normal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or sustain 1d6 points of Nonlethal damage. A character who has the Survival skill may receive a bonus to this save and may be able to extend this bonus to other characters as well.

In conditions of extreme cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of Nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus to this save and may be able to extend this bonus to other characters as well. Characters wearing winter clothing need check only once per hour for cold and exposure damage.

A character who sustains any Nonlethal damage from cold or exposure suffers from frostbite or hypothermia and is fatigued. These penalties end when the character recovers the Nonlethal damage he took from the cold and exposure.

Weather Hazards

Winds

Winds can create a stinging spray of sand or dust, fan a large fire, capsize a small boat, and blow gases or vapors away. If powerful enough, they can even knock characters down (*see Table 9–11: Wind Effects*), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having no game effect.

Moderate Wind: A steady wind has a 50% chance of extinguishing small unprotected flames, such as candles.

Strong Wind: Strong gusts automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty to ranged attacks and to Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing them. Ranged weapon attacks and Listen checks are at a –4 penalty. This is the velocity of wind produced by the *gust of wind* spell.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty to attack. Listen checks are at a –8 penalty.



Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible except with siege weapons, which have a –8 penalty to attack. Listen checks are impossible; all characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado: All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (*see Table 9–11: Wind Effects*), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph. A tornado uproots trees, destroys buildings, and causes major destruction.

Precipitation

Most precipitation is in the form of rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips below 30° F may produce ice.

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty to Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind (*see above*).

Snow: While falling, snow reduces visibility as rain (–4 penalty to ranged weapon attacks, Spot checks, and Search checks). Once on the ground, it reduces movement by half. Snow has the same effect on flames as moderate wind (*see above*).

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). 5% of the time hail is large enough to deal 1 point of damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three-quarters, imposing a –8 penalty on all Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible, except for with siege weapons, which have a –4 penalty to attack. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table 9–11: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into three types.

Duststorm: These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds (see above) and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance of a greater duststorm accompanied by windstorm-magnitude winds (*see above and Table 9–11: Wind Effects*). Greater duststorms deal 1d3 points of Nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (use the rules for drowning. A character with a scarf or similar protection across his mouth and nose does not begin to choke until after a number of rounds equal to ten times his Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground.

TABLE 9–11: WIND EFFECTS

Wind Force	Wind Speed	Ranged Attacks (Normal/Siege Weapons*)	Creature Size**	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	–2/—	Tiny or smaller	Knocked down	10
			Small or larger	None	
Severe	31–50 mph	–4/—	Tiny	Blown away	15
			Small	Knocked down	
			Medium	Checked	
			Large or larger	None	
Windstorm	51–74 mph	Impossible/–4	Small or smaller	Blown away	18
			Medium	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Hurricane	75–174 mph	Impossible/–8	Medium or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	
Tornado	175–300 mph	Impossible/impossible	Large or smaller	Blown away	30
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

*The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

**Flying or airborne creatures are treated as one size class smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4x10 feet, sustaining 1d4 points of Nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and sustain 2d6 points of Nonlethal damage due to battering and buffeting.

Fort Save DC: Creatures affected by wind must make a Fortitude save at the listed DC or suffer the effects listed in the "Wind Effects on Creatures" column.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electrical damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (*see above*).

Powerful Storms

Very high winds and torrential precipitation reduce visibility to zero, making Spot and Search rolls, Listen checks, and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and even protected flames have a 75% chance of being doused. Creatures caught in the area can make a Fortitude save (DC 20) or face the following effects based on the size of the creature. Powerful storms are divided into four types.

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage (*see Table 9–11: Wind Effects*).

Blizzard: The combination of severe winds (*see Table 9–11: Wind Effects*), heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly to the unprepared.

Hurricane: In addition to high winds (*see Table 9–11: Wind Effects*) and heavy rain, hurricanes are accompanied by flash floods (*see below*). Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado (*see Table 9–11: Wind Effects*).

Other Effects

Fog: Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures within 5 feet have one-half concealment (attacks by or against them have a 20% miss chance).

Flash Floods: Runoff from heavy rain forces creatures in its path to make a Fortitude save (DC 15). Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of Nonlethal damage per round (1d3 points on a successful Swim check). Huge creatures who fail are knocked down and face potential drowning. Gargantuan and Colossal creatures are checked, but they only drown if the waters rise above their heads.

Other Dangers

The following guidelines cover other sorts of dangers a character can face.

Acid

Corrosive acids deal 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhalant poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a Fortitude save (DC 13) or take 1 point of temporary Constitution damage. Characters in the area for 1 full minute take another 1d4 points of temporary Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed.

Falling Objects

Characters take damage when they are hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table 9–12: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.

TABLE 9–12: DAMAGE FROM FALLING OBJECTS

Object Weight	Falling Distances
1–5 lb.	70 ft.
6–10 lb.	60 ft.
11–30 lb.	50 ft.
31–50 lb.	40 ft.
51–100 lb.	30 ft.
101–200 lb.	20 ft.

For each additional increment an object falls, it deals an additional 1d6 points of damage. For example, since a 30-pound metal sphere must fall 50 feet to deal damage (1d6 points of damage), such a sphere that fell 150 feet would deal 3d6 points of damage. Objects weighing less than a pound do not deal damage no matter how far they have fallen.

Ice

Characters walking on ice must make Balance checks (DC 15) to avoid slipping and falling. Over long distances, a character must make a check each minute. Characters in prolonged contact with ice may run the risk of cold damage.

Lack of Air/High Altitude

Characters in conditions of low oxygen, such as on top of a mountain, must roll a Fortitude save each hour (DC 15, +1 per previous check), taking 1d6 points of Nonlethal damage each time they fail.

A character who sustains any Nonlethal damage from lack of oxygen is automatically fatigued. These penalties end when the character recovers the Nonlethal damage he took from low oxygen.

Altitude Sickness: Long-term oxygen deprivation at high altitudes affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 20,000 feet, he must make a Fortitude save (DC 15, +1 per previous check) or take 1 point of temporary damage to all ability scores.

Lava

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to heat or fire serves as an immunity to lava or magma. A creature immune to heat might still drown if completely immersed in lava.

Smoke

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of Nonlethal damage.

Smoke obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Suffocation

A character who has no air to breathe can hold his breath for 2 rounds per point of Constitution. After this period of time, the character must make a Constitution check (DC 10) in order to continue holding his breath. The check must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (0 hp). In the following round, he drops to −1 hit points and is dying. In the third round, he suffocates.

Slow Suffocation: A Medium character can breathe easily for 6 hours in a sealed cubical chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of Nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Thus, two people can last for 3 hours, after which they each take 1d6 points per 15 minutes. If they have a torch (equivalent to another Medium character in terms of the air it uses), the air runs out in only 2 hours.

Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time. So, for instance, if two humans and a gnome are in a sealed chamber measuring 20 feet by 20 feet by 10 feet, and they have a torch, the air will last almost 7 hours (6 hours × 4 10-ft. cubes / 3.5 people and torches = 6.86 hours).

Physical Obstacles

Break Door DCs

DC 10 or lower: a door just about anyone can break open.

DC 11–15: a door that a strong person could break with one try and an average person might be able to break with one try.

DC 16–20: a door that almost anyone could break, given time.

DC 21–25: a door that only a strong or very strong person has a hope of breaking, probably not on the first try.

DC 26+: a door that only an exceptionally strong person has a hope of breaking.

Picking Door Locks

The DC to pick a lock with an Open Lock check often falls into the range of DC 20 to DC 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Locks often are trapped, usually with poison needles that extend out to prick a probing finger.

Traps

Types of Traps: A trap can be either mechanical or magic in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. A mechanical trap can be constructed by a PC through successful use of the Craft (trapmaking) skill (*see Designing a Trap, below, and the skill description*).

Magic traps are further divided into spell traps and magic device traps. Magic device traps initiate spell effects when activated, just as wands, rods, rings, and other magic items do. Creating a magic device trap requires the Craft Wondrous Item feat (*see Designing a Trap and the feat description*).

Spell traps are simply spells that themselves function as traps. Creating a spell trap requires the services of a character who can cast the needed spell or spells, who is usually either the character creating the trap or an NPC spellcaster hired for the purpose.

Mechanical Traps

Dungeons are frequently equipped with deadly mechanical (nonmagical) traps. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the heroes receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design.

Creatures who succeed on a DC 20 Search check detect a simple mechanical trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit.)

A character with the trap sense class feature who succeeds on a DC 21 (or higher) Search check detects a well-hidden or complex mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

Magic Traps

Many spells can be used to create dangerous traps. Unless the spell or item description states otherwise, assume the following to be true.

- A successful Search check (DC 25 + spell level) made by a rogue (and only a rogue) detects a magic trap before it goes off. Other characters have no chance to find a magic trap with a Search check.
- Magic traps permit a saving throw in order to avoid the effect (DC 10 + spell level × 1.5).
- Magic traps may be disarmed by a rogue (and only a rogue) with a successful Disable Device check (DC 25 + spell level).

Elements of a Trap

All traps — mechanical or magic — have the following elements: trigger, reset, Search DC, Disable Device DC, attack bonus (or saving throw or onset delay), damage/effect, and Challenge Rating. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below.

Trigger

A trap's trigger determines how it is sprung.

Location: A location trigger springs a trap when someone stands in a particular square.

Proximity: This trigger activates the trap when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as crypts, where the air is unusually still.

The proximity trigger used most often for magic device traps is the *alarm* spell. Unlike when the spell is cast, an *alarm* spell used as a trigger can have an area that's no larger than the area the trap is meant to protect.

Some magic device traps have special proximity triggers that activate only when certain kinds of creatures approach. For example, a *detect good* spell can serve as a proximity trigger on an evil altar, springing the attached trap only when someone of good alignment gets close enough to it.

Sound: This trigger springs a magic trap when it detects any sound. A sound trigger functions like an ear and has a +15 bonus on Listen checks. A successful Move Silently check, magical *silence*, and other effects that would negate hearing defeat it. A trap with a sound trigger requires the casting of *clairaudience* during its construction.

Visual: This trigger for magic traps works like an actual eye, springing the trap whenever it "sees" something. A trap with a visual trigger requires the casting of *arcane eye*, *clairvoyance*, or *true seeing* during its construction. Sight range and the Spot bonus conferred on the trap depend on the spell chosen, as shown.

TABLE 9–13: TRAP SIGHT

Spell	Sight Range	Spot Bonus
arcane eye	Line of sight (unlimited range)	+20
clairvoyance	One preselected location	+15
true seeing	Line of sight (up to 120 ft.)	+30

If you want the trap to "see" in the dark, you must either choose the *true seeing* option or add *darkvision* to the trap as well. (*Darkvision* limits the trap's sight range in the dark to 60 feet.) If invisibility, disguises, or illusions can fool the spell being used, they can fool the visual trigger as well.

Touch: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not. You can make a magic touch trigger by adding *alarm* to the trap and reducing the area of the effect to cover only the trigger spot.

Timed: This trigger periodically springs the trap after a certain duration has passed.

Spell: All spell traps have this kind of trigger. The appropriate spell descriptions explain the trigger conditions for traps that contain spell triggers.

Reset

A reset element is the set of conditions under which a trap becomes ready to trigger again.

No Reset: Short of completely rebuilding the trap, there's no way to trigger it more than once. Spell traps have no reset element.

Repair: To get the trap functioning again, you must repair it.

Manual: Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most mechanical traps have.

Automatic: The trap resets itself, either immediately or after a timed interval.

Repairing and Resetting Mechanical Traps

Repairing a mechanical trap requires a Craft (trapmaking) check against a DC equal to the one for building it. The cost for raw materials is one-fifth of the trap's original market price. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price.

Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

Bypass (Optional Element)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it's a good idea to build in a bypass mechanism —something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them.

Lock: A lock bypass requires a DC 30 Open Lock check to open.

Hidden Switch: A hidden switch requires a DC 25 Search check to locate.

Hidden Lock: A hidden lock combines the features above, requiring a DC 25 Search check to locate and a DC 30 Open Lock check to open.

Search and Disable Device DCs

The builder sets the Search and Disable Device DCs for a mechanical trap. For a magic trap, the values depend on the highest-level spell used.

Mechanical Trap: The base DC for both Search and Disable Device checks is 20. Raising or lowering either of these DCs affects the base cost (Table: Cost Modifiers for Mechanical Traps) and possibly the CR (Table: CR Modifiers for Mechanical Traps).

TABLE 9–14: WALLS

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points*	Climb DC
Masonry	1 ft.	35	8	90 hp	15
Superior masonry	1 ft.	35	8	90 hp	20
Reinforced masonry	1 ft.	45	8	180 hp	15
Hewn stone	3 ft.	50	8	540 hp	22
Unworked stone	5 ft.	65	8	900 hp	20
Iron	3 in.	30	10	90 hp	25
Paper	Paper-thin	1	—	1 hp	30
Wood	6 in.	20	5	60 hp	21
Magically treated**	—	+20	×2	×2†	—

*Per 10-ft.-by-10-ft. section.

**These modifiers can be applied to any of the other categories and types.

†Or 50, whichever is greater.

Thickness: How thick the average material is. If the specific wall is thinner or thicker, modify hit points by the same percentage.

Break DC: The DC of a Strength check to knock the wall down.

Hardness: The object's hardness. Damage done to an object is reduced by the object's hardness.

Hit Points: The amount of damage that the substance absorbs before it is rendered passable.

Climb DC: The DC of Climb skill checks made to scale the wall.

TABLE 9–15: DOORS

Door Type	Typical Thickness	Hardness	Hit Points	Break DC Stuck	Locked
Simple wooden	1 in.	5	10 hp	13	15
Good wooden	1 1/2 in.	5	15 hp	16	18
Strong wooden	2 in.	5	20 hp	23	25
Stone	4 in.	8	60 hp	28	28
Iron	2 in.	10	60 hp	28	28
Portcullis, wooden	3 in	5	30 hp	25*	25*
Portcullis, iron	2 in.	10	60 hp	25*	25*
Lock	—	15	30 hp		
Hinge	—	15	30 hp		

*DC to lift. Use appropriate door figure for breaking.
Thickness: How thick the average material is. If the specific door is thinner or thicker, modify hit points by the same percentage.
Hardness: The object's hardness. Damage done to an object is reduced by the object's hardness.
Hit Points: The amount of damage that the substance absorbs before it is rendered passable.

Magic Trap: The DC for both Search and Disable Device checks is equal to 25 + the spell level of the highest-level spell used. Only characters with the trap sense class feature can attempt a Search check or a Disable Device check involving a magic trap. These DCs do not affect the trap's cost or CR.

Attack Bonus/Saving Throw DC

A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither (*see Never Miss*).

Pits: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category.

Pits in dungeons come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Climb skill, the Jump skill, or various magical means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a DC 20 Search check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. However, if he was running or moving recklessly at the time, he gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it's back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a DC 13 Strength check is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom. Spikes at the bottom of a pit deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there by the dungeon's designer, or might simply have fallen in and not been able to climb back out.

A secondary trap, mechanical or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when he's least ready for it.

Ranged Attack Traps: These traps fling darts, arrows, spears, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high strength rating which provides the trap with a bonus on damage equal to its strength rating.

Melee Attack Traps: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus.

Damage/Effect

The effect of a trap is what happens to those who spring it. Usually this takes the form of either damage or a spell effect, but some traps have special effects.

Pits: Falling into a pit deals 1d6 points of damage per 10 feet of depth.

Ranged Attack Traps: These traps deal whatever damage their ammunition normally would. If a trap is constructed with a high strength rating, it has a corresponding bonus on damage.

Melee Attack Traps: These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

Spell Traps: Spell traps produce the spell's effect. Like all spells, a spell trap that allows a saving throw has a save DC of 10 + spell level + caster's relevant ability modifier.

Magic Device Traps: These traps produce the effects of any spells included in their construction, as described in the appropriate entries. If the spell in a magic device trap allows a saving throw, its save DC is 10 + spell level × 1.5. Some spells make attack rolls instead.

Special: Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

Alchemical Item: Mechanical traps may incorporate alchemical devices or other special substances or items, such as tanglefoot bags, alchemist's fire, thunderstones, and the like. Some such items mimic spell effects. If the item mimics a spell effect, it increases the CR as shown on Table: CR Modifiers for Mechanical Traps.

Gas: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features (*see below*).

Liquid: Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features (*see below*).

Multiple Target: Traps with this feature can affect more than one character.

Never Miss: When the entire dungeon wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay (*see below*). Most traps involving liquid or gas are of the never miss variety.

Onset Delay: An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

Poison: Traps that employ poison are deadlier than their non-poisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table: CR Modifiers for Mechanical Traps. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

Pit Spikes: Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (*see Average Damage, below*).

Pit Bottom: If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (*see Multiple Traps, below*) with a location trigger that activates on any significant impact, such as a falling character.

Touch Attack: This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

Sample Traps

The costs listed for mechanical traps are market prices; those for magic traps are raw material costs. Caster level and class for the spells used to produce the trap effects are provided in the entries for magic device traps and spell traps. For all other spells used (in triggers, for example), the caster level is assumed to be the minimum required.

CR 1 Traps

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/×3, arrow); Search DC 20; Disable Device DC 20. *Market Price:* 2,000 gp.

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20. *Market Price:* 1,800 gp.

Deeper Pit Trap: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23. *Market Price:* 1,300 gp.

Fusillade of Darts: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20. *Market Price:* 500 gp.

Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18. *Market Price:* 700 gp.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20. *Market Price:* 1,300 gp.

Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. *Note:* Damage applies only to those underneath the portcullis. Portcullis blocks passageway. *Market Price:* 1,400 gp.

Razor-Wire across Hallway: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15. *Market Price:* 400 gp.

Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22. *Market Price:* 1,400 gp.

Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/×3); Search DC 21; Disable Device DC 20. *Market Price:* 1,700 gp.

Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/×3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path. *Market Price:* 1,200 gp.

Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20. *Market Price:* 500 gp.

Wall Blade Trap: CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/×4, scythe); Search DC 22; Disable Device DC 22. *Market Price:* 2,500 gp.

CR 2 Traps

Box of Brown Mold: CR 2; mechanical; touch trigger (opening the box); automatic reset; 5-ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16. *Market Price:* 3,000 gp.

Bricks from Ceiling: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price:* 2,400 gp.

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19. *Market Price:* 3,400 gp.

Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26. *Cost:* 500 gp, 40 XP.

Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18. *Market Price:* 4,800 gp.

Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (*see note*); Search DC 20; Disable Device DC 25. *Note:* Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save. *Market Price:* 3,000 gp.

Pit Trap: CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 2,000 gp.

Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17. *Market Price:* 4,720 gp.

Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15. *Market Price:* 1,600 gp.

Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. Market Price: 3,800 gp. *Note:* This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

Well-Camouflaged Pit Trap: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20. *Market Price:* 4,400 gp.

CR 3 Traps

Burning Hands Trap: CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. *Cost:* 2,500 gp, 200 XP.

Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18. *Market Price:* 4,800 gp.

Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/×3, greataxe); Search DC 15; Disable Device DC 27. *Market Price:* 14,100 gp.

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (*fire trap*, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27. *Cost:* 85 gp to hire NPC spellcaster.

Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27. *Cost:* 3,000 gp, 240 XP.

Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22. *Market Price:* 5,400 gp.

Acid Arrow Trap: CR 3; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (*acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27. *Cost:* 3,000 gp, 240 XP.

Pit Trap: CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 3,000 gp.

Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device DC 15. Market Price: 2,900 gp.

Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20. *Market Price:* 3,600 gp.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. *Market Price:* 5,400 gp.

CR 4 Traps

Bestow Curse Trap: CR 4; magic device; touch trigger (detect chaos); automatic reset; spell effect (bestow curse, 5th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28. *Cost:* 8,000 gp, 640 XP.

Camouflaged Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. *Market Price:* 6,800 gp.

Collapsing Column: CR 4; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24. *Market Price:* 8,800 gp.

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. *Cost:* 350 gp to hire NPC spellcaster.

Lightning Bolt Trap: CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Cost:* 7,500 gp, 600 XP.

Pit Trap: CR 4; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 4,000 gp.

Poisoned Dart Trap: CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22. *Market Price:* 12,090 gp.

Sepia Snake Sigil Trap: CR 4; spell; spell trigger; no reset; spell effect (*sepia snake sigil*, 5th-level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28. *Cost:* 650 gp to hire NPC spellcaster.

Spiked Pit Trap: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price:* 4,000 gp.

Wall Scythe Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/×4, scythe); Search DC 21; Disable Device DC 18. Market Price: 17,200 gp.

Water-Filled Room Trap: CR 4; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23. *Market Price:* 11,200 gp.

Wide-Mouth Spiked Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25. *Market Price:* 7,200 gp.

CR 5 Traps

Camouflaged Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. *Market Price:* 8,500 gp.

Doorknob Smeared with Contact Poison: CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19. *Market Price:* 9,650 gp.

Falling Block Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25. *Market Price:* 15,000 gp.

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (fire trap, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29. *Cost:* 305 gp to hire NPC spellcaster.

Fireball Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Cost:* 12,000 gp, 960 XP.

Flooding Room Trap: CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (*see note below*); Search DC 20; Disable Device DC 25. *Note:* Room floods in 4 rounds. *Market Price:* 17,500 gp.

Fusillade of Darts: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25. *Market Price:* 18,000 gp.

Moving Executioner Statue: CR 5; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +16 melee (1d12+8/×3, greataxe); multiple targets (both arms attack); Search DC 25; Disable Device DC 18. Market Price: 22,500 gp.

Phantasmal Killer Trap: CR 5; magic device; proximity trigger (*alarm* covering the entire room); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29. *Cost:* 14,000 gp, 1,120 XP.

Pit Trap: CR 5; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 5,000 gp.

Poison Wall Spikes: CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21. Market Price: 12,650 gp.

Spiked Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 20. *Market Price:* 13,500 gp.

Spiked Pit Trap (80 Ft. Deep): CR 5; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price:* 5,000 gp.

Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16. *Market Price:* 9,000 gp.

CR 6 Traps

Built-to-Collapse Wall: CR 6; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 14; Disable Device DC 16. *Market Price:* 15,000 gp.

Compacting Room: CR 6; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 25); walls move together (12d6, crush); multiple targets (all targets in a 10-ft.-by- 10-ft. room); never miss; onset delay (4 rounds); Search DC 20; Disable Device DC 22. *Market Price:* 25,200 gp.

Flame Strike Trap: CR 6; magic device; proximity trigger (detect magic); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30. *Cost:* 22,750 gp, 1,820 XP.

Fusillade of Spears: CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 20. *Market Price:* 31,200 gp.

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. *Cost:* 680 gp to hire NPC spellcaster.

Lightning Bolt Trap: CR 6; magic device; proximity trigger (alarm); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Cost:* 15,000 gp, 1,200 XP.

Spiked Blocks from Ceiling: CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20. *Market Price:* 21,600 gp.

Spiked Pit Trap (100 Ft. Deep): CR 6; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price:* 6,000 gp.

Whirling Poison Blades: CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +10 melee (1d4+4/19–20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three preselected 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price:* 30,200 gp.

Wide-Mouth Pit Trap: CR 6; mechanical; location trigger, manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25. *Market Price:* 28,200 gp.

CR 7 Traps

Acid Fog Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

Blade Barrier Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21. *Market Price:* 17,500 gp.

Chain Lightning Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

Black Tentacles Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*black tentacles*, 7th-level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29. *Cost:* 1,400 gp, 112 XP.

Fusillade of Greenblood Oil Darts: CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. *Market Price:* 33,000 gp.

Lock Covered in Dragon Bile: CR 7; mechanical; touch trigger (attached); no reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16. *Market Price:* 11,300 gp.

Summon Monster VI Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VI*, 11th-level wizard), Search DC 31; Disable Device DC 31. *Cost:* 3,300 gp, 264 XP.

Water-Filled Room: CR 7; mechanical; location trigger; manual reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); water; Search DC 20; Disable Device DC 25. *Market Price:* 21,000 gp.

Well-Camouflaged Pit Trap: CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18. *Market Price:* 24,500 gp.

CR 8 Traps

Deathblade Wall Scythe: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19. *Market Price:* 31,400 gp.

Destruction Trap: CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

Earthquake Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*earthquake*, 13th-level cleric, 65-ft. radius, DC 15 or 20 Reflex save, depending on terrain); Search DC 32; Disable Device DC 32. Cost: 45,500 gp, 3,640 XP.

Acid Arrow Trap: CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous *acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (acid arrow, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27. Cost: 83,500 gp, 4,680 XP. *Note:* This trap is really two CR 6 acid arrow traps that fire simultaneously, using the same trigger and reset.

Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32. *Cost:* 4,550 gp, 364 XP.

Prismatic Spray Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

Reverse Gravity Trap: CR 8; magic device; proximity trigger (*alarm*, 10-ft. area); automatic reset; spell effect (*reverse gravity*, 13th-level wizard, 6d6 fall [upon hitting the ceiling of the 60-ft.-high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

Well-Camouflaged Pit Trap: CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18. *Market Price:* 16,000 gp.

Word of Chaos Trap: CR 8; magic device; proximity trigger (*detect law*); automatic reset; spell effect (*word of chaos*, 13th-level cleric); Search DC 32; Disable Device DC 32. *Cost:* 46,000 gp, 3,680 XP.

CR 9 Traps

Drawer Handle Smeared with Contact Poison: CR 9; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC 18; Disable Device DC 26. *Market Price:* 21,600 gp.

Dropping Ceiling: CR 9; mechanical; location trigger; repair reset; ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16. *Market Price:* 12,600 gp.

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33. *Cost:* 60,000 gp, 4,800 XP.

Wide-Mouth Pit Trap: CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. *Market Price:* 40,500 gp.

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 9; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20. *Market Price:* 11,910 gp.

CR 10 Traps

Crushing Room: CR 10; mechanical; location trigger; automatic reset; walls move together (16d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); Search DC 22; Disable Device DC 20. *Market Price:* 29,000 gp.

Crushing Wall Trap: CR 10; mechanical; location trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25. *Market Price:* 25,000 gp.

Energy Drain Trap: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. *Cost:* 124,000 gp, 7,920 XP.

Forcecage and Summon Monster VII trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons a hamatula); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, hamatula); Search DC 32; Disable Device DC 32. *Cost:* 241,000 gp, 7,280 XP. *Note:* This trap is really one CR 8 trap that creates a *forcecage* and a second CR 8 trap that *summons* a hamatula in the same area. If both succeed, the hamatula appears inside the *forcecage*. These effects are independent of each other.

Poisoned Spiked Pit Trap: CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25. *Market Price:* 19,700 gp.

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34. *Cost:* 76,500 gp, 6,120 XP.

Designing a Trap

Mechanical Traps: Simply select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (*see Table: CR Modifiers for Mechanical Traps*) to arrive at the trap's final CR. From the CR you can derive the DC of the Craft (trapmaking) checks a character must make to construct the trap.

Magic Traps: As with mechanical traps, you don't have to do anything other than decide what elements you want and then determine the CR of the resulting trap (*see Table: CR Modifiers for Magic Traps*). If a player character wants to design and construct a magic trap, he must have the Craft Wondrous Item feat. In addition, he must be able to cast the spell or spells that the trap requires — or, failing that, he must be able to hire an NPC to cast the spells for him.

Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (*see the tables below*) to the base CR for the trap type.

Mechanical Trap: The base CR for a mechanical trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

Magic Trap: For a spell trap or magic device trap, the base CR is 1. The highest-level spell used modifies the CR (*see Table 9-16: CR Modifiers for Magic Traps*).

TABLE 9–16: CR MODIFIERS FOR MECHANICAL TRAPS

Feature	CR Modifier
Search DC	
15 or lower	–1
25–29	+1
30 or higher	+2
Disable Device DC	
15 or lower	–1
25–29	+1
30 or higher	+2
Reflex Save DC (Pit or Other Save-Dependent Trap)	
15 or lower	–1
16–24	—
25–29	+1
30 or higher	+2
Attack Bonus (Melee or Ranged Attack Trap)	
+0 or lower	–2
+1 to +5	–1
+6 to +14	—
+15 to +19	+1
+20 to +24	+2
Damage/Effect	
Average damage	+1/7 points*
Miscellaneous Features	
Alchemical device	Level of spell mimicked
Liquid	+5
Multiple target	+1 (or 0 if never miss)
Onset delay 1 round	+3
Onset delay 2 rounds	+2
Onset delay 3 rounds	+1
Onset delay 4+ rounds	–1

Poison	CR of poison (*see below*)
Black adder venom	+1
Black lotus extract	+8
Bloodroot	+1
Blue whinnis	+1
Burnt othur fumes	+6
Deathblade	+5
Dragon bile	+6
Giant wasp poison	+3
Greenblood oil	+1
Insanity mist	+4
Wyvern poison	+5
Large scorpion venom	+3
Malyss root paste	+3
Medium spider venom	+2
Nitharit	+4
Purple worm poison	+4
Sassone leaf residue	+3
Shadow essence	+3
Small centipede poison	+1
Terinav root	+5
Terinav root	+5
Pit spikes	+1
Touch attack	+1

* Rounded to the nearest multiple of 7 (round up for an average that lies exactly between two numbers).

Average Damage: If a trap (either mechanical or magic) does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. Use this value to adjust the Challenge Rating of the trap, as indicated on the tables below. Damage from poisons and pit spikes does not count toward this value, but damage from a high strength rating and extra damage from multiple attacks does.

For a magic trap, only one modifier applies to the CR — either the level of the highest-level spell used in the trap, or the average damage figure, whichever is larger.

Multiple Traps: If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

Multiple Dependent Traps: If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

Multiple Independent Traps: If two or more traps act independently (that is, none depends on the success of another to activate), use their CRs to determine their combined Encounter Level as though they were monsters. The resulting Encounter Level is the CR for the combined traps.

TABLE 9–17: CR MODIFIERS FOR MAGIC TRAPS

Feature	CR Modifier
Highest-level spell	+ Spell level OR +1 per 7 points of average damage per round*

*See the note following Table: CR Modifiers for Mechanical Traps.

Mechanical Trap Cost

The base cost of a mechanical trap is 1,000 gp. Apply all the modifiers from Table 9–18: Cost Modifiers for Mechanical Traps for the various features you've added to the trap to get the modified base cost.

The final cost is equal to (modified base cost × Challenge Rating) + extra costs. The minimum cost for a mechanical trap is (CR × 100) gp.

After you've multiplied the modified base cost by the Challenge Rating, add the price of any alchemical items or poison you incorporated into the trap. If the trap uses one of these elements and has an automatic reset, multiply the poison or alchemical item cost by 20 to provide an adequate supply of doses.

Multiple Traps: If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps (*see the previous section*).

Magic Device Trap Cost

Building a magic device trap involves the expenditure of experience points as well as gold pieces, and requires the services of a spellcaster. Table 9–19: Cost Modifiers for Magic Device Traps summarizes the cost information for magic device traps. If the trap uses more than one spell (for instance, a sound or visual trigger spell in addition to the main spell effect), the builder must pay for them all (except *alarm*, which is free unless it must be cast by an NPC; *see below*).

The costs derived from Table 9–19: Cost Modifiers for Magic Device Traps assume that the builder is casting the necessary spells himself (or perhaps some other PC is providing the spells for free). If an NPC spellcaster must be hired to cast them those costs must be factored in as well.

A magic device trap takes one day to construct per 500 gp of its cost.



TABLE 9–18: COST MODIFIERS FOR MECHANICAL TRAPS

Feature	Cost Modifier
Trigger Type	
Location	—
Proximity	+1,000 gp
Touch	—
Touch (attached)	–100 gp
Timed	+1,000 gp
Reset Type	
No reset	–500 gp
Repair	–200 gp
Manual	—
Automatic	+500 gp (or 0 if trap has timed trigger)
Bypass Type	
Lock	+100 gp (Open Lock DC 30)
Hidden switch	+200 gp (Search DC 25)
Hidden lock	+300 gp (Open Lock DC 30, Search DC 25)
Search DC	
19 or lower	–100 gp × (20 – DC)
20	—
21 or higher	+200 gp × (DC – 20)
Disable Device DC	
19 or lower	–100 gp × (20 – DC)
20	—
21 or higher	+200 gp × (DC – 20)
Reflex Save DC (Pit or Other Save-Dependent Trap)	
19 or lower	–100 gp × (20 – DC)
20	—
21 or higher	+300 gp × (DC – 20)
Attack Bonus (Melee or Ranged Attack Trap)	
+9 or lower	–100 gp × (10 – bonus)
+10	—
+11 or higher	+200 gp × (bonus – 10)
Damage Bonus	
High strength rating (ranged attack trap)	+100 gp × bonus (max +4)
High Strength bonus (ranged attack trap)	+100 gp × bonus (max +8)
Miscellaneous Features	
Never miss	+1,000 gp
Poison	Cost of poison*
Alchemical item	Cost of item*

* Multiply cost by 20 if trap features automatic reset.

TABLE 9–19: COST MODIFIERS FOR MAGIC DEVICE TRAPS

Feature	Cost Modifier
Alarm spell used in trigger	—
One-Shot Trap	
Each spell used in trap	+50 gp × caster level × spell level, +4 XP × caster level × spell level
Material components	+ Cost of all material components
XP components	+ Total of XP components × 5 gp
Automatic Reset Trap	
Each spell used in trap	+500 gp × caster level × spell level, +40 XP × caster level × spell level
Material components	+ Cost of all material components × 100 gp
XP components	+ Total of XP components × 500 gp

Spell Trap Cost

A spell trap has a cost only if the builder must hire an NPC spellcaster to cast it.

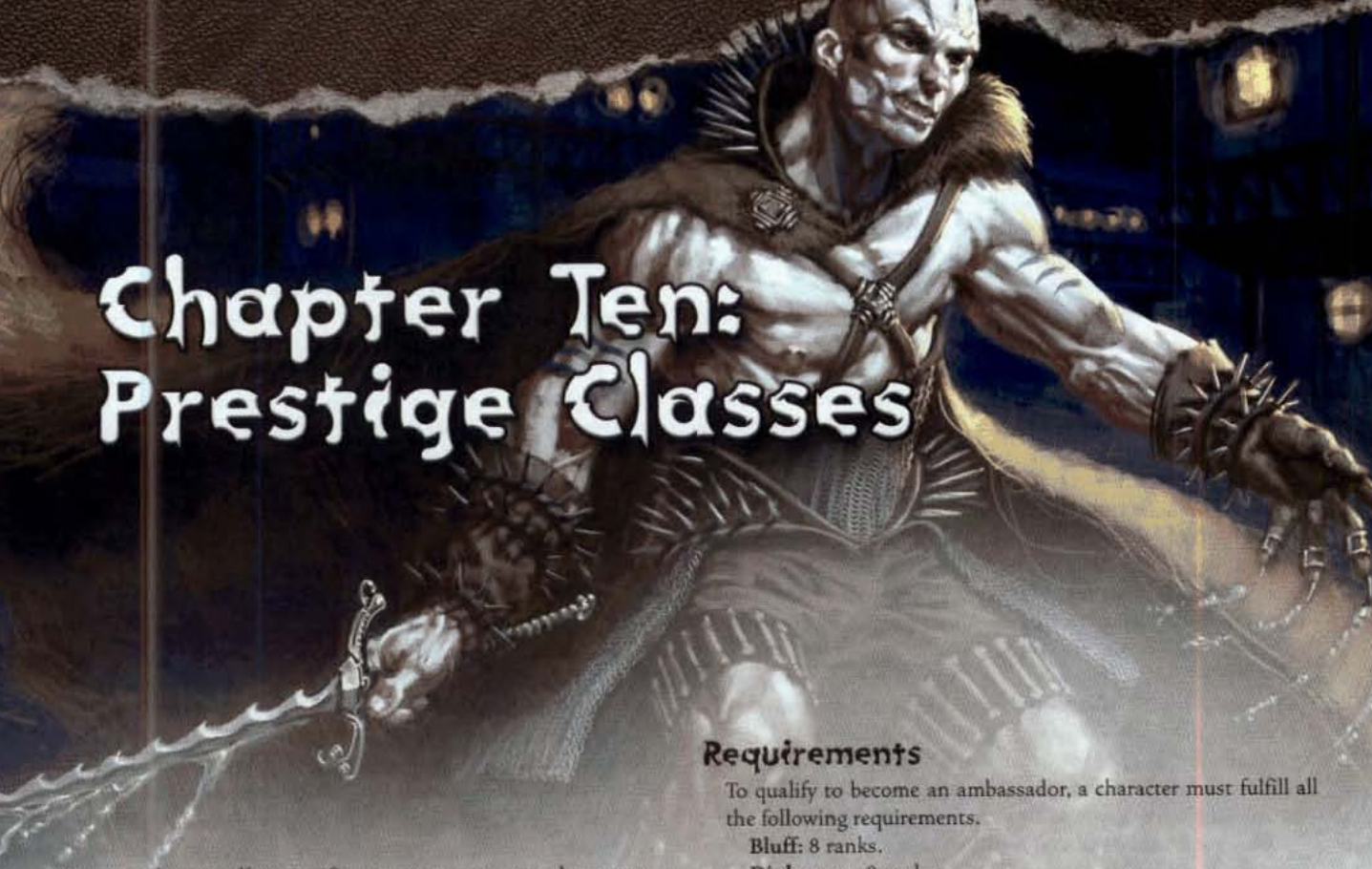
Craft DCs for Mechanical Traps

Once you know the Challenge Rating of a trap determine the Craft (trapmaking) DC by referring to the table and the modifiers given below.

Trap CR	Base Craft (Trapmaking) DC
1–3	20
4–6	25
7–10	30

Additional Components	Modifier to Craft (Trapmaking) DC
Proximity trigger	+5
Automatic reset	+5

Making the Checks: To determine how much progress a character makes on building a trap each week, that character makes a Craft (trapmaking) check. See the Craft skill description for details on Craft checks and the circumstances that can affect them.



Chapter Ten: Prestige Classes

Prestige classes offer specific career avenues to characters. Whether the character seeks to become a bounty hunter tracking criminals for profit, or develops the shape-changing powers of the Yscarites, prestige classes allow them to develop as individuals.

Prestige classes operate much like core classes, with levels, skills, and hit dice. However, unlike multiclassing into a new core class, prestige classes demand certain prerequisites of characters. Skills, feats, base attack bonus minimums, and even deeds may be required. Prestige classes never impose multiclassing experience penalties (*see Chapter 3 for details*), no matter how many prestige classes a character has levels in.

Ambassador

Ambassadors are vital to the political landscape of the Accordlands. They can negotiate peace or grease the wheels of war. They are masters of negotiation on any scale, and are not easily fooled by lies and deceit.

Rogues and bards make excellent ambassadors, as their class skills are well suited to the task.

Hit die: d6

Requirements

To qualify to become an ambassador, a character must fulfill all the following requirements.

Bluff: 8 ranks.
Diplomacy: 8 ranks.
Gather Information: 4 ranks.
Intimidate: 4 ranks.
Sense Motive: 8 ranks.

Class Skills

The ambassador's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (Int), and Swim (Str).

Skill Points at Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the ambassador.

Weapon and Armor Proficiency: Ambassadors gain no new proficiencies with weapons, armor, or shields.

Social Training: Ambassadors receive a competence bonus to their Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive skill checks equal to their ambassador class levels.

Table 6–1: The Ambassador

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Social training, bodyguard
2	+1	+0	+3	+3	Regal presence
3	+2	+1	+3	+3	Cold read
4	+3	+1	+4	+4	Impenetrable facade
5	+3	+1	+4	+4	Improved cold read and impenetrable facade

Bodyguard: At 1st level, the ambassador is assigned an NPC bodyguard by his government. The bodyguard is a fighter of level equal to the ambassador's character levels –2. The bodyguard follows the ambassador's orders to the best of his ability. His ultimate duty is to safeguard the ambassador from harm, and he will risk his own life to achieve that end, even disobeying orders from the ambassador if he must to ensure the ambassador's survival. If the bodyguard is killed, the ambassador does not receive a replacement bodyguard for one month.

Regal Presence: At 2nd level, the first time any opponent attempts to attack an ambassador in a given combat, that opponent must make a Will save (DC 15 + the ambassador's class level + the ambassador's Charisma modifier). If failed, the attack is wasted. If the ambassador has been previously struck in the combat, each opponent receives a +2 circumstance modifier to this saving throw for each successful prior attack against the ambassador made by any character during this combat. Once an opponent makes this saving throw, he need not make another save to attack the ambassador for the duration of combat. If the ambassador has already made an attack during this combat, this ability does not function.

Cold Read: At 3rd level, any Bluff check against the ambassador automatically fails if the ambassador's character level exceeds the acting character's level by at least 7.

Impenetrable Facade: At 4th level, any Sense Motive check against the ambassador automatically fails if the ambassador's character level exceeds the acting character's character level by at least 7.

Improved Cold Read and Impenetrable Facade: At 5th level, any Bluff or Sense Motive check against the ambassador automatically fails if the ambassador's character level exceeds the acting character's.

Bascarite Ascendant

Yscar the Elder once described the greatest and most powerful of Bascaron's cults as manifest madness, and few who have hunted them would disagree. While all that worship Bascaron ultimately are warped by its influence, the Bascarite ascendants immerse themselves in the Broken Moon's gifts. Though monstrous in appearance and ability, the Bascarite ascendants are the highest of the holy in their cults, and gleefully butcher dissidents.

Bascarite ascendants come from the most fanatical or insane cultists, though there is little difference between the two. Though all Bascarites partake of the Blood Moon's power, it takes true greed or passion to willingly abandon one's very nature, becoming a thing of Bascaron in body and mind. Those who have the dedication do so without hesitating, but may eventually regret their choice. Others choose the path of the Blood Moon out of desperation. No actual understanding of Bascaron is necessary, though the cult produces most of these monstrosities.

Though Yscar the Elder frowns upon the practice, many of his students (most notably those who fail to master the more difficult Yscar lycanthrope prestige class) seek to perfect one shape rather than assume many shapes for many tasks. Though it is possible to become a Bascarite ascendant while remaining true to Yscar's teachings, those who attempt it meet nearly universal scorn and distrust.

Bascarite ascendants exist anywhere in the Accordlands, though only the most cunning can survive without drawing attention. Ascendants can prove either wily, elusive foes, or brutal and demanding brigands. Their needful grasps for power usually doom them to short lives, but while they live, their power is almost legendary.

Hit Die: d8

Requirements

To qualify to become a Bascarite ascendant, a character must fulfill all the following requirements.

Alignment: Any non-good.

Base Fortitude Save: +5.

Feats: Great Fortitude, Toughness.

Special: The prospective Ascendant must absorb a great deal of Bascaron's energies. This may be done by entering the Bascaron plane, by surviving a major conjunction of Bascaron, by enduring a painful ritual in Mourn, or even by being born under Bascaron (as per the Bascaron Ascending feat).

Special: The mutations associated with the Bascarite ascendant prestige class are obvious. The major nations and orders in the Accordlands do not care for those who bear Bascaron's blessings, and any characters who gain a level in the Bascarite ascendant prestige class lose any Membership feats they have, save for the religion memberships for the Cult of Bascaron or the Yscarite Heresy.

Class Skills

The Bascarite ascendant's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), Survival (Wis), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Bascarite ascendant prestige class.

Weapon and Armor Proficiency: Bascarite ascendants gain no new proficiencies with weapons, armor, or shields. Most prefer using their newfound natural weapons. Eventually, the ascendants may not even be capable of wearing conventional armor.

Table 6–2: The Bascarite Ascendant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Monstrous Form
2	+1	+3	+3	+0	Lesser Mutation
3	+2	+3	+3	+1	Lesser Mutation
4	+3	+4	+4	+1	Greater Mutation
5	+3	+4	+4	+1	Greater Mutation

Monstrous Form: The energies of Bascaron are naturally corruptive, capable of turning even a common animal into a brine fiend. Intelligent creatures so touched also warp into distorted new forms, though they can exert some control over their evolutions. Upon taking a level of Bascarite ascendant, the character's type permanently shifts to monstrous humanoid (Bascaron). While any number of cosmetic changes may occur (such as scales, animalistic patterns of fur, vestigial webbing of toes or fingers), the only significant products of this metamorphosis at this point are the addition of darkvision (60 ft. range) and the growth of a natural weapon or weapons. These are usually claws, fangs, or horns, but sometimes include bony spurs at the ankles, knees, wrists, or elbows. Horns deal 1d6 bludgeoning or piercing damage, depending on the horn type. Claws, fangs, and spurs deal 1d4 slashing/piercing damage. The ascendant may take one type of natural weapon. Excepting low-light vision, the ascendant retains any previous racial features.

The ascendant's face and body warp so severely that few of his acquaintances could recognize him, even upon close inspection. Bascaron's magic totally remakes the character's appearance, and only magical means can prove the ascendant's true identity (though others may come to believe through role-playing).

The monstrous form of the ascendant is largely stable aside from the mutations associated with each successive level of experience. Additionally, the character suffers a cumulative –1 racial modifier per class level to all Charisma-based skill checks, excepting Intimidate. This penalty stacks with any penalties from the Yscar lycanthrope prestige class, but lasts only while the character is in his natural form.

Lesser Mutation: At first, the ascendant's mutations are noticeable but mild. Though beneficial, they are common traits in the animal kingdom, useful but not overtly powerful. At second and third levels, a Bascarite ascendant may choose one of the following mutations:

Ears: The ascendant's ears elongate and widen, granting a +4 racial bonus on all Listen checks. If the ascendant takes this option twice, he gains the blindsight ability as well, but all sonic attacks against him deal double damage.

Eyes: The ascendant's eyes widen, and become either an odd color or oddly-shaped (slits, shaped pupils, reversed iris/pupil, etc.). The ascendant has a +4 racial bonus to all Spot checks. If he takes this option a second time, he can naturally see invisibility, though he cannot turn off this ability, and he automatically fails any saving throw to avoid being blinded by bright light.

Legs: The ascendant's leg muscles bulge in knots and may gain a disjointed appearance, like the rear legs of a horse. The character gains a +4 racial bonus to all Jump checks. If the ascendant takes this class feature twice, he is no longer limited by his height for jumping (horizontally or vertically), but he may only wear armor specifically designed for him (doubling or tripling the cost).

Natural Weapons: The character either gains a new type of natural weapons (as listed under monstrous form), or his present weapons either thicken (increasing their damage to 1d8) or become retractable (requiring a Search check at DC 20 for others to discover). If the ascendant chooses this option a second time, the natural weapons act as +1 magical items, but should a corporeal opponent's damage resistance still be too great, the ascendant is staggered for the rest of the round from the pain of the strike.

Nose: The ascendant's nose broadens or lengthens, increasing the range of smells he can detect and recognize. He gains a +4 racial bonus to all Search and Survival checks to find something with a signature odor. Should he choose this ability again, he also receives the Scent special quality (*see Monster Manual, page 333*), allowing him to track exclusively by odor, but automatically fails any saves to resist strong odors.

Skin: The ascendant's skin takes on a patterned tone. So long as he wears no more clothing than a loincloth and a brief shirt, he gains a +4 racial bonus to all Hide checks in one of the following environments: arctic, sandy terrain, forest, jungle, rocky terrain, or underwater. If he takes this feature a second time, his skin becomes chameleon-like, granting the bonus in any environment. If the ascendant is surprised or frightened, however, the chameleon skin briefly flashes a variety of bright colors, giving a +8 circumstance bonus to all Spot checks to discover him for the remainder of the round.

Tail: The ascendant grows a tail from his lower back, of a length equal to half his height. The tail grants a +4 racial bonus to Balance checks while running or sprinting, but prevents wearing conventional armor (doubling or tripling the cost). If the ascendant takes this feature a second time, the tail gives no further bonus to Balance checks but becomes prehensile, and may be used as an additional hand. Ascendants with a tail may select a stinger as a natural weapon, dealing 1d4 piercing damage, and may learn the Multiattack feat.

This is an extraordinary ability.

Greater Mutation: In advanced cases of Bascarite ascendency, the monster's mutations are so great and varied that onlookers may mistake him for a non-intelligent creature. There is no mistaking an ascendant in this extreme state, and any Disguise check to hide his grotesque nature automatically fails. Unlike most inherent bonuses, those granted by the Bascaron ascendant prestige class stack.

At fourth and fifth levels, the ascendant may select a mutation from the following choices:

Decreased Size: The ascendant visibly shrinks in size, becoming the next size category smaller, gaining all the bonuses and penalties inherent in such a change. Ascendants may not become smaller than Tiny size.

Extra Limbs: The ascendant grows an additional two limbs, arms (or similar appendages such as tentacles or tendrils), allowing the purchase of Multiattack, Multiweapon Attack, and Multidexterity feats, or legs. Additional arms grant the benefits of additional hands (and claws/spurs, as appropriate), while additional legs grant a +10 racial bonus to Balance checks on the first selection, and +20 speed on the second. Ascendants with additional legs are considered quadrupeds with a body length equal to half again their height. Ascendants with extra limbs require specialized armor, tripling or quadrupling the cost, and those who choose this option twice have a –4 racial penalty on Reflex saves, due to the confusion of having too many limbs.

Extraordinary Constitution: The ascendant's body becomes greatly resistant to hardship, and has fewer weak points. The ascendant gains a permanent +2 inherent bonus to Constitution. If chosen a second time the +2 bonus is gained again, and the ascendant's metabolism also increases considerably; he must consume his weight in meat and weight in water every day or begin starving/dying of thirst. An ascendant who chooses this option twice no longer needs to sleep, and is immune to all sleep effects.

Extraordinary Dexterity: The ascendant's limbs elongate, allowing for finer muscle control. The ascendant gains a permanent +2 inherent bonus to Dexterity. If chosen a second time the +2 bonus is gained again, and the ascendant's limbs also become frail, and he suffers half again as much damage as he would normally from bludgeoning attacks.

Extraordinary Strength: The ascendant's muscles become thick, corded layers, tightly packed and enormously capable. The ascendant gains a permanent +2 inherent bonus to Strength. If chosen a second time the +2 bonus is gained again, he also becomes muscle-bound, suffering a −4 competence penalty to attacking characters of smaller size or on Dexterity checks which require fine control.

Flight: The ascendant grows a set of wings (leathery, insectile, or feathered) from his back, allowing for flight at his base walking speed. Maneuverability is dependent on the character's Dexterity and size, with the default being average maneuverability. Characters gain an additional maneuverability category if they have a positive Dexterity modifier, and again if they are of a size category smaller than Medium (e.g. a Small ascendant with a positive Dex modifier would have perfect maneuverability). The reverse is true for larger or clumsier ascendants, with a Large character with a negative Dex modifier having only clumsy maneuverability. If the ascendant chooses flight a second time, he may either increase his maneuverability (losing half his speed; ascendants with already perfect maneuverability gain no additional benefits) or increase his speed by half (but reducing his maneuverability by a category; this option may not be chosen if the ascendant is already at clumsy maneuverability). In either case, the ascendant may now purchase the Flyby Attack feat.

Immunity: The ascendant's immune system dramatically improves. He becomes permanently immune to all natural diseases and poisons. If taken a second time, this benefit extends to magical diseases and poisons, but the immunity counteracts all benefits from potions and non-magical healing other than rest.

Increased Size: The ascendant grows noticeably in size, becoming one size category larger, with all the benefits and penalties inherent. Additionally, the ascendant has a −4 Dexterity penalty for tasks that require fine manipulation, which is imposed again if he increases in size again.

Natural Armor: The ascendant's flesh thickens into leathery or chitinous plates. He gains +3 natural armor, but can only wear specialized armor (requiring triple or quadruple the regular cost). If taken a second time, the bonus increases to +6, but the ascendant loses some flexibility, suffering a permanent −3 penalty to his Reflex saves.

Pleasing Shape: Though unusual, it is not unheard of for a monster's appearance to actually be beautiful. An ascendant with this mutation no longer has the racial penalty or bonus for his Charisma-based checks. If this option is taken a second time, the ascendant becomes inhumanly attractive, gaining a +5 racial bonus to all Charisma checks but Intimidate, which suffers a −5 racial penalty.

Poison: The ascendant's natural weapons secrete a toxin. Poison naturally injects itself from any of the ascendant's natural weapons, and has the following statistics: injury DC 15, initial damage 1d4 Str, secondary damage 1d6 Str. If the ascendant chooses this option a second time, the venom is far more toxic (increasing to DC 20, and 1d6 Str initial damage), but is so strong that the ascendant is not himself immune to it. If an ascendant purchases this class feature twice, he suffers the normal penalty for using poisoned weapons (if he fails a natural weapon attack with a natural 1, he must make a Reflex saving throw of DC 15 or accidentally poison himself).

Regeneration: The ascendant's healing speed increases dramatically. The ascendant regains 1 hit point per hour. If taken a second time, he regenerates 5 hit points per hour, but his overactive system affects more than mere damage. Any potion the ascendant drinks has its effects halved in duration or healing.

This is an extraordinary ability.

Beast Master

The beast master is a powerful warrior in his own right, but also trains creatures of the wild to go into battle at his side. These companions are fiercely loyal to their master, and fight to the death to protect him. Though the beast master does not have any sort of empathic link with them, he has learned to communicate in the language of the wild, and these creatures understand his commands and requests on an instinctive level.

Barbarians, druids, rangers, and scouts are well suited for this class, as their time in the wild can be easily spent learning the trick of communicating with its native creatures. Fighters, though less inherently suited to the task, can also make great use of this prestige class, as powerful animals — bears, lions, and the like — are valuable companions on the field of battle.

Hit Die: d10.

Requirements

To qualify to become a beast master, a character must fulfill the following requirements.

Handle Animal: 8 ranks.
Ride: 4 ranks.
Survival: 8 ranks.

TABLE 6–3: THE BEAST MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Animal companion
2	+2	+3	+0	+3	Call of the wild
3	+3	+3	+1	+3	Command animal
4	+4	+4	+1	+4	Command monster
5	+5	+4	+1	+4	Beast bond

CLASS SKILLS

The beast master's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the beast master.

Weapon and Armor Proficiency: A beast master is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Animal Companion: At 1st level, the beast master gains an animal companion of his choice. The animal can be any creature in Chapter 2 of *Monster Manual*, though its Challenge Rating can be no greater than the beast master's character level. The animal companion's statistics remain unchanged. The beast master gains a +4 competence bonus to Handle Animal checks to teach his animal companion tricks. This companion fights at the beast master's side and defends him unto death. If the animal is quadrupedal, the beast master may ride it even if it lacks the mount quality (though he follows all other rules for mounts — *see The Players Handbook, page 164*. The beast master may, as a free action, release his animal companion. Thereafter, the beast master may select a new animal companion, though he must spend an hour bonding with the creature, during which period he can perform no other actions. If he is interrupted during this period, he must start over again.

Call of the Wild: At 2nd level, once per day, the beast master may order his animal companion to gather a force of like creatures for battle. In order to use this ability, the beast master and his animal companion must be in a terrain type where the creature can ordinarily be found. The animal companion issues a loud call, to which one animal responds for every level the beast master has in this class. The animals arrive in 2d4–1 per class level rounds (minimum 1). The animals follow the beast master's commands as if summoned by a *summon monster* spell, and remain for 1 minute for each class level the beast master has in this class.

Command Animal: At 3rd level, the beast master may soothe even the most hostile creature. Once per hour, the beast master may calm any animal, per the spell *calm animals*. The beast master's effective caster level is half his character level. The beast master may not use this ability on another beast master's animal companion unless he has more beast master levels than the target animal's master.

Command Monster: At 4th level, the beast master may now use the command animal ability on magical beasts and plants.

Beast Bond: At 5th level, the beast master may form a quasi-magical bond with his animal companion. Once bonded, he may no longer dismiss the animal companion. The pair form an empathic link that endures for a distance of up to one mile, allowing them to communicate telepathically. Further, the animal companion gains +2 bonus HD (rolled immediately), +4 to its natural armor, +2 Strength, and functions as if it had an Intelligence of 6 (if lower). The beast master suffers no penalties if his companion is killed. He may not bond with a new animal companion for at least one month, but can select a new animal companion as normal.

Blackstone Raider

Though the Dwarves have long accepted their role in the Accord, and the sacrifices they have made to fight the Abyssals, the nation as a whole does not enjoy its work. Exceptions do exist, none more obvious than the Blackstone Raiders. Based out of Rockhome, the Blackstone Raiders have abandoned the very idea of simply holding the line against the Abyssals, and have led a number of raids into the Abyss itself. Though each incursion has left many dead on both sides, the Blackstone Raiders scoff at any attempt to discourage the next attack. After all, they only ever need to get close enough to the Dragon's body to inspect it, and then again to destroy it, solving the Abyssal problem forever. What Dwarf wouldn't gladly sacrifice himself for such a cause?

Blackstone Raiders tend to be an unruly lot, despite working closely with and recruiting almost exclusively from the Rockhome Guard. Though most of the World Below views the Raiders as maniacal barbarians, in truth as many fighters join their number, as do some clerics and scouts. While combat prowess is necessary to survive the Abyssals' attacks, the greater need is a desire to crush the opposition, no matter the cost.



Indeed, few kings who journeyed with the Raiders ever did so a second time; the sight of a great warrior swallowed whole, refusing to reach for nearby aid, proves too much for most sane minds. The Raiders rarely have that problem.

In the World Above, few lunatics aspire to the sort of bloody-minded savagery that the Blackstone Raiders exemplify. A few of the barbarian tribes of the Free Kingdom lands certainly qualify, however, as was seen recently when the entire Bear Tribe fell to a single man. So too do several misshapen inhabitants of the Sarakian Wastes and the Sundered Lands, though neither group is really large enough to draw much notice. Gnorrow Yaw's men in New Goldenaxe claim to have witnessed similar viciousness, not from the Deverenians themselves, but rather from a monstrous green-skinned creature with only three fingers per hand. Dwarven scouts lucky enough to survive spying on the lunatic have determined that it leads others of its odd ilk, who in turn call their mad leader "Uthanak."

The vast majority of Blackstone Raiders are dwarves, but while most remain in or around Rockhome, they augment troops in any normally hopeless fight. Shock troops and siege-breakers, the Raiders may not live to see their victory, but they ensure that dozens of enemies do not live to see it either. When allied with another set of troops, the Raiders' primary goal tends to be preoccupying enemy forces, rather than the usual slaughter, though few can tell the difference.

Hit Die: d12

Requirements

To qualify to become a Blackstone Raider, a character must fulfill all the following requirements.

Alignment: Any non-lawful.

Base Attack Bonus: +6.

Class Feature: Barbarian rage or weapon specialization.

Feats: Armor Proficiency (Medium), Endurance, Martial Weapon Proficiency (at least three), and Membership (any one of Rockhome Guard, Barbarian Tribe, or Nothrog Legion, though the legion's totem must offer Chaos as a domain).

Special: The prospective Raider must personally defeat in combat a creature with a Challenge Rating greater than or equal to his level. No others may help him (either directly or otherwise), nor may he reach any compromise with the creature itself. Only a pure combat, hard-won and bloody, can provide the character with the understanding that he does not need others to win even his toughest victories for him.

Class Skills

The Blackstone Raider's class skills (and key ability for each skill) are Balance (Dex), Climb (Str), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Use Rope (Dex), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Blackstone Raider prestige class.

Weapon and Armor Proficiency: Blackstone Raiders gain no new proficiencies with weapons, armor, or shields.

Bloodlust: Blackstone Raiders live only for the deaths of their enemies. Though they are not necessarily callous butchers, they feel far more satisfaction in meting out death than in protecting others. Once they have tasted blood in battle, it is all they care about. Any attempt to charm or use mind-influencing magic on a Blackstone Raider in combat automatically fails if the DC is less than the amount of damage the Raider has inflicted during the last round, as he is completely lost in the moment.

Shower of Gore: A Raider's gleeful mayhem can distract enemies for crucial seconds. If a Raider of second or higher level has used a slashing or piercing weapon to kill an opponent in battle (or with a coup de grace), he may take a standard action to flick his blade clean, blinding an enemy up to 20 feet away. The enemy must make a Reflexes save (DC 20) or be blinded for 1 round. The Raider may only use this technique after killing a creature of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, plant, undead (corporeal and non-skeletal undead only), and vermin.

Repeated use of this ability is likely to cause alignment drift towards chaotic evil.

Knock Them Aside: Blackstone Raiders make regular incursions into the Abyss, attempting to either set up and support a foothold near the Dragon's corpse or to simply destroy more Abyssals. The most experienced Raiders take up point and flank positions, protecting their less experienced brethren as well as anyone too important to allow the Abyssals to touch, such as kings and high vicars. To aid in speed, the Raiders can be uncharacteristically gentle with any enemies, using large bludgeons to simply knock them aside.

At third level, a Blackstone Raider's forceful swings can bat around most opponents. As a full-round action, he may make a bull rush attack that is automatically successful, as though the result was a natural 20.

Deadly Riposte: Though the priests of Kor swear otherwise, most Dwarves believe the Blackstone Raiders are utterly mad. This is due in no small part to the Raiders' practice of allowing great opponents the first attack, though the Nothrog would understand the reasoning behind it: an enemy close enough to deal harm is close enough to hit.

Table 6–4: The Blackstone Raider

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Bloodlust
2	+2	+3	+0	+0	Shower of gore
3	+3	+3	+1	+1	Knock them aside
4	+4	+4	+1	+1	Deadly riposte
5	+5	+4	+1	+1	Mad fury

At fourth level, Blackstone Raiders may draw an unwary foe into a lethal counterattack. When readying an attack against an opponent's next melee attack against the Raider (the Raider must specifically choose a foe, rather than the next one to attack him), the Raider may choose to allow the attack to catch him flatfooted, purposefully leaving himself open. When the opponent triggers the readied attack, the Raider's own attack is automatically a critical threat.

This vicious counter relies entirely on the opponent being too close to properly defend vital spots. Even if the Raider kills his opponent with this strike or renders him helpless, the enemy's original attack might still hit, and the felled enemy completes his attack before the Raider deals damage.

Mad Fury: War is not merely the craft of the Blackstone Raiders, it is part of their true nature, and some even fear that it exceeds their devotion to the Church of Kor. So great is a Blackstone Raider's desire to rend flesh that his rampage ends only with a great effort from death itself.

When a fifth level Blackstone Raider suffers damage that reduces him to 0 hit points or below, he remains conscious and fully capable, and may continue fighting. Unless he chooses to take no action for a full turn (at which point he lapses into unconsciousness), he automatically fails to stabilize every round. Magical healing or successful heal checks still stabilize him, but any new hits suffered begin the process afresh. The Blackstone Raider can also survive his mortal wounds a little longer, increasing the damage he takes before dying (normally –10 hit points) by his Strength modifier. This is an extraordinary ability.

Bounty Hunter

Bounty hunters stalk the Accordlands, criss-crossing the land in search of men and women whose capture will bring a reward. There is no thrill like the hunting of intelligent folk for those who find they have a taste for it.

Fighters are the most common devotees of this class, as the combat ability necessary to bring down their targets can be great. However, other classes — rogues particularly — can meet the requirements, though they must often pursue their prey through subtler means.

Hit Die: d10.

Requirements

To qualify to become a bounty hunter, a character must fulfill all of the following requirements.

Base Attack Bonus: +5.
Spot: 4 ranks.
Use Rope: 4 ranks.
Survival: 4 ranks.
Feats: Track.

Class Skills

The bounty hunter's class skills (and the key ability for each skill) are Gather Information (Cha), Handle Animal (Cha), Jump (Str), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the bounty hunter prestige class.

Weapon and Armor Proficiency: The bounty hunter is proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Scour: At 1st level, the bounty hunter gains a +4 competence bonus to Gather Information checks made to discover the current location of any specific individual.

Take Him Alive: At 1st level, the bounty hunter may ignore the usual –4 penalty incurred when he attempts to inflict subdual damage with a weapon that ordinarily deals normal damage. The bounty hunter may not use this ability with a ranged weapon unless the target of his attack is within 30 feet.

Prey: At 2nd level, once per month, the bounty hunter may name a single individual creature as his prey. The bounty hunter must be able to recognize this creature on sight. For the next month, the bounty hunter receives a +2 circumstance bonus on all attack rolls and damage rolls against his prey, and his threat range when attacking his prey is increased by +1. At 4th level, this bonus increases to +4, and any critical threats are automatically critical hits when attacking his prey. If the bounty hunter doesn't know he's attacking his prey (for example, if the prey is disguised and the bounty hunter fails his Spot check), he does not benefit from this ability.

Knock Out: At 3rd level, once per hour, the bounty hunter may knock out his opponent in a single attack. The bounty hunter must deal subdual damage with this attack (though he may benefit from the effects of take him alive), and rolls to hit as normal. If he hits, the target must make a Fortitude save (DC 10 + ½ the amount of subdual damage inflicted) or immediately suffer subdual damage equal to his maximum hit points.

Know Thine Enemy: At 5th level, the bounty hunter learns all he can about his enemy, minimizing his own risk. Once per month, he may cause his prey to lose the benefit of all class abilities that are granted by class levels less than the bounty hunter's character level. For example, if an bounty hunter with 8 character levels names a 12th level rogue as his prey, the rogue may not use the following abilities: Hide in Plain Sight, Evasion, Improved Nightsight, and Catfall. The rogue retains the benefits of Whisperstep, Jack of All Trades, and the two special abilities he selected at 9th and 12th levels. Finally, the rogue loses his bonus damage dice for his sneak attack granted by class levels less than 8, so his Sneak Attack damage is reduced to +1d6 (granted at 10th level). Weapon and armor proficiencies are unaffected by this ability. If a bounty hunter targets a multiclass character with this ability, he may cause his prey to lose the class abilities granted by only one class (so, if the prey in the above example were a fighter 6/rogue 6, the bounty hunter could negate the class abilities granted by the fighter class or the rogue class, but not both). Any ability that requires a nullified ability as a prerequisite may still be used during this time, and spellcasting is likewise unaffected. Permanent effects such as a monk's strength choice or a wizard's familiar's presence remain, though the wizard gains no benefit from having the familiar. Class abilities canceled in this fashion remain unusable for 5 rounds.

Champion of the Storm/ Champion of the Gold Dragon



The Paladins of the Black Sun are the right hand of the Church of the Storm, the epitome of the Deverenian ideal. The paladins themselves look up to the greatest of their kind, the Champions of the Storm, their ruling body and masters of d'Ilchant Academy. Their nemeses, the Aroch paladins, also had such exemplary members, the Champions of the Gold Dragon. In the wake of the Assassins' Strike, however, the Champions of the Gold Dragon (and indeed the Aroch themselves) number only one, Terak Justicebringer, who himself has not mastered his order's highest blessings.

In either case, the Champions emerge only from their respective orders, with the Champions of the Storm arising from Black Sun ranks and Champions of the Gold Dragon from the Aroch. These are the greatest of the great, heroes even to other heroes. They demand perfection, both of themselves and their would-be brethren, and think and act with the purity of only the most favored faithful of their deities. Some assume the Champions to be haughty, even arrogant, though the truth is that the Champions themselves must adhere to their codes of conduct absolutely. As paladins are

TABLE 6–5: THE BOUNTY HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Scour, take him alive
2	+2	+3	+3	+0	Prey (+2)
3	+3	+3	+3	+1	Knock out
4	+4	+4	+4	+1	Prey (+4)
5	+5	+4	+4	+1	Know thine enemy

beyond mortal men, so are the Champions beyond paladins. Should a Champion fail, his fall is worse for being from so great a height.

As paladins beyond the Black Sun and Aroch are rare, there are no known orders of greater paladins other than the Champions of either stripe. When such an organization threatens to arise, the Black Sun crushes it as quickly as possible. With the likely fall of the Aroch, many believe that the Champions of the Storm will soon move to destroy even the few paladins remaining in other lands.

The Champions of the Storm are independent agents of the Church of the Storm, unimpeachable in virtue and perfect in judgment. While they have historically spent most of their time hunting the Aroch as part of the Church's pogrom against heresy, the fall of Aroch and the destruction of Aroch's killers have afforded the Champions a more active role in Deverenia itself. While Deverenia has openly embraced the paladins' new authoritative stance, many of its leaders privately dread drawing the group's attention.

Terak has not yet decided how to proceed. He cannot trust unproven squires with the higher techniques of his order, especially since he himself has not yet approached mastery. On the other hand, the Champions of the Storm still hound him, and should he die, the secrets of the Gold Dragon die with him.

Hit Die: d10

Requirements

To qualify to become a Champion of the Storm/Champion of the Gold Dragon, a character must fulfill all the following requirements.

Class Feature: +2 blessed armament.

Feats: Iron Will, Membership (Knights of the Black Sun, Champion of the Storm only; Aroch Paladins, Champion of the Gold Dragon only).

Race: Deverenian (Champion of the Storm only; Champions of the Gold Dragon may be of any race).

Class Skills

The Champion of the Storm's/Champion of the Gold Dragon's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the Champion of the Storm/Champion of the Gold Dragon prestige class.

Weapon and Armor Proficiency: Champions gain no new proficiencies with weapons, armor, or shields.

Paladin Progression: A champion is still considered to be a paladin, and may multiclass freely between the paladin class and the champion prestige class. While he does not gain any new abilities from the paladin class unless he advances a level in that class, he adds his champion level to his paladin level when using paladin class abilities and casting spells.

First Among Equals: Champions value their trusted comrades, and disregard suggestions that their lives are more valuable than others'. They lead by example, and inspire others to the greatness that comes naturally to the champions themselves. A champion may give a +1 morale bonus to one of his companions in line of sight, which the companion may then use for his next attack, saving throw, or skill check (champion's choice). This is a free action, but he may only give this bonus to a number of different companions up to his level in this class, and he must perform this action in the first round of combat. A champion may not give this bonus to the same person more than once per day, and the bonus must be used within a number of rounds equal to his Charisma modifier.

Champions also receive a bonus to their Leadership score equal to their level in this class.

Fantastic Mount: One of the most notable features of either group of champions is their steeds. The most fearsome Champions of the Storm ride into battle on mighty verdatha, or dragonsteeds, while the Champions of the Gold Dragon flew to their missions upon pegasi. At second level, the champion gains one of these steeds (as appropriate for his membership) as a mount. The mount obeys its master without question, but is not replaced if it dies. *See Monster Manual for information on pegasi (page 206) and Monsters & Lairs for information on verdatha (page 199).*

Shadow of Lies/Light of Truth: By focusing their will, the champions can enact their desires with incredible efficiency. At third level, the champion may exhaust a bit of his divine blessings for one of the following effects, depending on his membership:

Shadow of Lies (Knights of the Black Sun): The champion loses one of his prepared spells to attempt to force a good-aligned opponent to retreat from the champion's threatened area. The opponent must make a Will save (DC 10 + the spell's level + the paladin's Wisdom modifier) or next turn must move as directly away from the paladin as possible, at the opponent's full movement rate. Opponents so affected are not retreating in fear or in foolishness, and avoid any obstacles they are aware of, but may move through their enemies' threatened areas, drawing attacks of opportunity as normal. Using this ability is a standard action that does not provoke an attack of opportunity. The champion himself does not gain an attack of opportunity on the retreating opponent.

Table 6–6: The Champion of the Storm/Champion of the Gold Dragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Paladin progression, first among equals
2	+2	+3	+0	+0	Fantastic mount
3	+3	+3	+1	+1	Shadow of lies/light of truth
4	+4	+4	+1	+1	Summon weapon
5	+5	+4	+1	+1	Fearsome aura/blessed aura

Light of Truth (Aroch Paladins): When a good-aligned ally in the champion's threatened area is performing a skill check or making a saving throw, the champion loses one of his prepared spells to provide a sacred bonus to the result equal to the spell's level. This costs the champion his next standard action, but does not provoke an attack of opportunity.

This is a supernatural ability.

Summon Weapon: Though their codes of honor strictly define when and how they may enter combat, champions remain warriors at heart. As living idols of justice (albeit different brands), they cannot afford to falter simply because of surprise. At fourth level, a champion may dedicate a weapon to himself (usually his blessed armament, but not always; this is the champion's favored weapon) in a day-long ritual costing 5000 gp in sacred icons and incense, all of which is consumed. At the end of this rite, no distance or mundane obstacle can bar the champion from his favored weapon. If the champion can see his weapon, he can summon it to his weapon hand as a partial move action. If the champion cannot see his weapon, he can summon it as a full round action which provokes an attack of opportunity. If the champion's weapon is on another plane, or has locking wards or spells between it and the champion (such as a wizard lock, or similar spells cast by a spellcaster of higher casting level than the champion's paladin level on the cell door containing the paladin, the only means in or out of the cell), the champion wastes a full round action in a failed summoning attempt, and still draws an attack of opportunity.

Each champion may only have one favored weapon at any time, though he may dedicate a new weapon by performing the rite once more, with the new weapon replacing the old. No champion may claim another champion's favored weapon so long as the possessor still lives.

This is a supernatural ability.

Fearsome Aura/Blessed Aura: As a champion functions as an exemplary member of his religious order, his faith radiates from his body in a palpable wave. When drawing a favored weapon in combat (including with the summon weapon class feature), a champion of fifth level immediately gains one of the following effects, depending on which paladin order he serves:

Fearsome Aura (Knights of the Black Sun): The champion's fearsome visage causes his foes to shudder or flee in despair. By drawing his favored weapon, the champion evokes fear in his foes, as per the spell of the same name, as if cast by a cleric of the champion's character level. The effect lasts until the spell would expire, the champion sheathes his weapon, the champion flees, or the champion falls in combat, whichever comes first.

Blessed Aura (Aroch Paladins): The champion's divine favor shines upon his allies as well. By drawing his favored weapon, the champion evokes prayer in his allies, as per the spell of the same name, as if cast by a cleric of the champion's character level. The effect lasts until the spell would expire, the champion sheathes his weapon, or the champion falls in combat, whichever comes first.

In either case, the champion may only call upon the effects of his aura once per encounter, and no more than five times per day. This is a spell-like ability.

Dark Horsemen Elite

The Dark Horsemen are the premier mercenary band of the Accordlands, and some speculate that their fees add up to a purse exceeding the treasuries of some small nations. Though Kerebrus' band demands a high rate, none have ever doubted their worth. Every nation has hired Dark Horsemen, since every nation has worried about their enemies doing so first. The greatest of these sellswords form specialized units, organized specifically to counter the enemy's own elite.

The Dark Horsemen elite hail from all over the Accordlands, all races, all paths of life, and have even attempted to recruit the rare dwarf exile. Indeed, many exiles seek out the Dark Horsemen, hoping to trade their skills for a new life. Unfortunately for many of the more desperate of these supplicants, Kerebrus is accepting, not gullible. Those who have no skills or loyalties to offer find themselves cast out and friendless. Those who pass the trials, however, find a new family to match their new path.

The Dark Horsemen have kept the secrets of their techniques to themselves, and even those who have retired to other services and professions have not shared their training regimen. The sole exception to this trend is the so-called Fighters' Guild. Founded by Duchess Brymin of Deverenia, the guild's overt purpose of expanding soldiers' training gives Kerebrus pause, since its methods of hiring out valued combatants mirror his own. Though the guildmasters are former Horsemen, Kerebrus has ordered his men to watch the guild closely. He believes it mere coincidence that some fighters have crudely aped the Horsemen's more basic stances.

The Dark Horsemen's lives revolve around war. Few major battles are entirely without their presence, though they may not actually be directly involved. Former Horsemen hold rank in many armies, while sergeants perch atop battlements or hills to lecture their men on tactics, using nearby battles rather than dry texts. Presently, the largest concentration of Dark Horsemen camps just outside Baraxton.

Hit Die: d10

Requirements

To qualify to become a Dark Horsemen elite, a character must fulfill all the following requirements.

Alignment: Any lawful.

Feats: Lieutenant (Dark Horsemen or Fighters' Guild), Power Attack, Weapon Focus.

Special: While the Dark Horsemen elite are mercenaries, they are also Kerebrus' chosen servants. Prospective members must not only attract his favorable attention (such as by repeated successes in his missions, saving his life, or advancing his religion), but must also not be a divine spellcaster in service to a religion other than those of Kasugoan or Kamatayon. This restriction does not apply to members of the Fighters' Guild.

Special: While it is far from certain, the Fighters' Guild believes that Kerebrus would take violent exception to the guild adopting his techniques for its own purposes. Duchess Brymin has expressly forbidden guildmembers from using these techniques in the presence of actual Dark Horsemen, and guildmembers who take this class are fully aware that the guild values its secrecy over any one life.

Class Skills

The Dark Horsemen elite's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), (Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (history) (Int), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Dark Horsemen elite prestige class.

Weapon and Armor Proficiency: Dark Horsemen elite gain no new proficiencies with weapons, armor, or shields.

Cadence: Whether through parade ground practice or simple repetition in actual battle, the Dark Horsemen elite learn not only to follow the flow of a fight, but also how to establish their own rhythm for others to follow. Though this demands discipline from teammates, its effects can turn the tide of any conflict.

A Dark Horsemen elite may, as a free action three times per day, increase the initiative of one of his teammates to equal his own, or increase his to match a friendly character's. The Horseman's ally must be within the Horseman's threatened area, and the Horseman cannot increase initiative scores beyond his class level (e.g. General Lund, a level 5 Dark Horsemen elite, can only increase an initiative score by +5; in combat, he rolls a 19 initiative while Tanner Trollson has only a 13, so Tanner's cadence is too far behind Lund's to catch up). The Horseman may not use this class feature if his ally is of chaotic alignment, is in a barbarian rage, is suffering from a fear effect, or is otherwise operating on an entirely emotional level (GM's discretion).



Commission: The Dark Horsemen elite are the mercenary ideal, and command a higher price than comparable soldiers. When hired for a task or mission, the elite gains a competence bonus equal to his class level on all checks for determining his salary. He may not use this class feature when working for the Dark Horsemen or Fighters' Guild themselves, however, as his standing contract with his home organization forbids it.

Assess Foe: Through their extensive experiences and training, the Dark Horsemen become familiar with the practices of both allied and enemy troops. The elite can recognize and anticipate the varied styles of other skilled forces.

Whenever another character takes an action granted or enhanced by a class feature, a Dark Horsemen elite of second or higher level can attempt to identify the precise class (and associated level) involved. The elite Horseman spends the next round fighting defensively as he studies the other character, and at the end of that round makes a Sense Motive check (DC 10 + minimum class level for the action + target's character level + target's Bluff ranks). Thereafter, whenever the target takes the same action in combat against the elite, the elite character may make another Sense Motive check (with the same DC) to predict its use. If successful, the elite Horseman's initiative score increases to the target's +1, but the elite may not attack anyone else until after his target's action.

Wear Him Down: Though warriors and soldiers, the Dark Horsemen work to win battles, rather than to kill their employers' enemies. This is a subtle difference, but the Horsemen are too few to throw headlong into battle, particularly since most generals consider mercenaries to be expendable.

When an enemy has been attacking a member of the Dark Horsemen elite for five or more consecutive rounds without inflicting hits, the enemy becomes fatigued if his level or CR (whichever is higher) is equal or below the Horseman's. The Dark Horsemen elite must be of a minimum of third level in this prestige class, and must have fought defensively for each round. Creatures with the Endurance or Great Fortitude feats are immune to this ability.

War Trophy: It is common for victorious armies to claim trophies from the fallen on the field, and the Dark Horsemen elite collect a wider variety than most. This affords the Horseman elite a slight edge in dealing with strange occult treasures.

For members of the Dark Horsemen elite of fourth level or higher, Use Magic Device is a class skill. Dark Horsemen elite gain a +3 insight bonus to all Use Magic Device skill checks when attempting to use items the elite Horseman claimed from one of his own kills.

Contract Buyout: Given their high demands and prices, the Dark Horsemen elite frequently receive offers from employers seeking to buy out contracts for permanent services. Given how few elite exist, however, Kerebrus almost invariably refuses. Strangely, these rare exceptions are always for his best men, but most employers are too eager to question his rulings.

At fifth level, the Dark Horseman's contract with Kerebrus expires, and he is free to hire himself out to whomever he desires. At this and subsequent character levels, the Horseman is free to negotiate a contract with a new employer (an event the GM and player should role-play, including salary, responsibilities of position, and other benefits and requirements), gaining both Membership and Lieutenant in the new organization as bonus quest feats. While the former Horseman may maintain ties to Kerebrus if he wishes, some employers may find such actions suspicious.

If the Horseman chooses to remain, however, Kerebrus grants him greater authority. Beginning with this level and continuing every character level thereafter, the Horseman's Leadership score increases by 1. Should the character ever leave the Dark Horsemen, he loses this increase.

Ex-Dark Horsemen Elite: Members of the Dark Horsemen elite who become non-lawful cannot advance in this class, and cannot use the following class features: cadence, assess foe, and war trophy.

Demagogue

The courtiers and diplomats of Deverenia and the Nothrog lands are a far cry from the western nations of the Elves and Free Kingdoms. Where the western courts are home to all manner of nefarious dealings, the east practices literal cutthroat politics. With the Deverenian and Nothrog emphasis on personal ability, these nations produce few actual politicians, but rather assassins, propagandists, saboteurs, or spies. In the rare peaceful dealings between the Free Kingdoms and Deverenia, the former courtiers have found the term "demagogue" accurate, and the latter consider it flattering. While ambassadors nominally exist to promote peace between states, the demagogues allow only the peace of subjugation.

The Deverenian diplomats of Orders Ghenis and Tremayne have produced the bulk of demagogues. Presenting themselves as peacemakers for a belligerent, expansionist nation, the Deverenian diplomats have abandoned attitudes of non-aggression in favor of intimidation. The Nothrog, ever eager to adapt new forms of conquest, have followed suit, though a Nothrog ambassador generally abandons the pretense of civility once he dominates a political circle. Though assassins, bards, and rogues predominate among Nothrog and Deverenian demagogues, fighters are nearly as common; both nations view warfare and politics as inseparable. Most courts know to give a wide berth to courtiers who arrive without guard, as the demagogues do not need others' protection.

With the success of demagogues in the east, a few nations of the west have tried to mimic the method, though with little success. Andover finds the Deverenian politicos distasteful, while the Kabal are too dissociated to care. Miseris, in contrast, has embraced the double-dealing art, though its Nothrog teachers have withheld its higher abilities. Ironically, the Elves most competent at the delicate balance of political assassinations were the Rowan, who understood the need for such arts but cared little for them. Though few supported Rowan's cause, many Elves worried that angering the house would lead it to turn its knowledge against the other houses.

Demagogues are ambassadors, and generally arrive in foreign courts among other diplomats or politicians. They spend their early months learning about the new lands whatever they could not learn from research at home, and making friends among the court and the common folk. When ready they attack their opponents indirectly, forcing confrontations, revealing indiscretions, or killing potential enemies. Many openly acknowledge their parts in such betrayals, eagerly cutting down those who assume that the demagogues merely preach the ways of violence. Most demagogues escape punishment, too, since imprisoning them rarely interferes with their plans, and executing them provides excuses for their masters to attack.

Hit Die: d8

Requirements

To qualify to become a demagogue, a character must fulfill all the following requirements.

Base Attack Bonus: +5
Bluff: 6 ranks.
Diplomacy: 6 ranks.
Gather Information: 6 ranks.
Intimidate: 6 ranks.
Sense Motive: 6 ranks.
Feats: Leadership.
Special: Characters cannot advance beyond level three in the demagogue prestige class without the Membership feat for one of House Rowan, Order Ghenis, Order Tremayne, or a Nothrog Legion whose totem has access to the Trickery domain.

Class Skills

The demagogue's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Open Lock (Dex), Perform (Cha), Sleight of Hand (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Table 6–7: The Dark Horsemen Elite

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Cadence, commission
2	+2	+3	+0	+0	Assess foe
3	+3	+3	+1	+1	Wear him down
4	+4	+4	+1	+1	War trophy
5	+5	+4	+1	+1	Contract buyout

Class Features

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

Weapon and Armor Proficiency: Demagogues gain no new proficiencies with weapons, armor, or shields. Some demagogue class features require light weapons for their use.

Practiced Villainy: Though characters may be of any alignment upon joining the demagogue prestige class, use of the associated class features causes alignment drift to lawful evil or neutral evil.

Work the Room: Beginning demagogues are only marginally above the rabble, and their teachers advise them to remain in the background to watch and learn. The initiate demagogue learns to divide his attentions among many targets, the better to challenge or observe them all.

Demagogues may make Bluff, Diplomacy, Intimidate, Spot, or Sense Motive checks against multiple targets simultaneously. When making such an opposed check against multiple opponents, only the opponent with the best overall resistance to the demagogue's skill makes a check (for example, if he is attempting to make a Bluff check to convince the assembled throng that he just came upon the king's murdered body, only the guard with the highest combined Sense Motive + Wisdom modifier makes the check). Swaying many people at once is more difficult than one person, and the opponent gets a +2 circumstance bonus to his check for every other person the demagogue has targeted. Moreover, unless time is a factor, the other targets may be able to cooperate with the opponent making the check (for instance, the demagogue may insist that the assassin has only just fled, and that the guard must give pursuit immediately; as he must decide quickly whether to give chase, his would-be allies cannot cooperate). If the check is not opposed (such as with many Spot checks), only the base DC increase takes effect.

In any event, this is an all-or-nothing proposition. Should the demagogue fail against his greatest opponent, he fails against them all.

Sneak Attack: The demagogue, despite grandiose claims to the contrary, generally has no real desire to bring about peace. Instead, he moves to either eliminate or divide potential foes, and among the best ways to do this is through the occasional assassination. At second and fourth levels, the demagogue gains +1d6 sneak attack.

Any time the demagogue's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the demagogue's attack deals its additional dice of sneak attack damage. Should the demagogue score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the demagogue can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual −4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

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

If an demagogue gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Tools of the Trade: Politics is an ugly business. As the demagogue's plans progress, he faces either unwanted scrutiny or the need to quietly murder his foes, and often both. He must kill quickly and efficiently. While making an attack with a light weapon, a demagogue of second or higher levels may sacrifice his bonuses from his base attack bonus to gain possible sneak attack benefits should he strike, at a 2-for-1 rate (i.e. by losing +2 from his base attack bonus, the demagogue gains +1d6 sneak attack damage on a successful strike). He may not use this bonus against creatures immune to sneak attack damage, and may only gain one extra die of sneak attack damage.

At fourth level, the demagogue may choose to cripple his foes instead of dealing this sneak attack damage. Instead of inflicting a die's worth of sneak attack damage, the demagogue may do one of the following: silence an opponent (rendering him incapable of speech, including verbal spell components), deal 1d2 temporary Strength damage, deal 1d2 temporary Dexterity damage, cut his opponent's base speed by ¼th (rounding down), or inflict a painful strike (Fortitude save; DC equal to the damage inflicted or cry out; the DC of a Concentration check is doubled). A brief rest (five rounds) restores any crippled abilities.

Voice of the People: Demagogues have a knack for feigning sympathy. With a successful Bluff check against a crowd (as per work the room, above), the demagogue may gain followers and cohorts of any alignment. The demagogue must still feign loyalty to his new followers' cause if he wishes to keep them as servants, but so long as they believe the demagogue's words are true, the followers will remain his to command. Deaths of followers duped in this manner do not provide penalties to the demagogue's Leadership score, as his real followers can appreciate the jest. These additional lackeys still count against the demagogue's maximum followers, however.

Table 6–8: The Demagogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Work the room
2	+1	+0	+3	+0	Tools of the trade, +1d6 sneak attack
3	+2	+1	+3	+1	Voice of the people
4	+3	+1	+4	+1	Tools of the trade, +2d6 sneak attack
5	+3	+1	+4	+1	Strings from the shadows

Strings from the Shadows: Master demagogues are so cunning and manipulative that their plots continue even without their direct involvement. The cohorts and followers of 5th-level demagogues are so devoted that they can usually guess what their master would wish them to do in any situation. Even when incapable of communicating with a follower or cohort, the demagogue may still deliver orders if the servant makes a successful Intelligence check (DC equal to 25 minus the lowest of the demagogue's Intelligence, Wisdom, or Charisma modifiers; followers check by group, adding their level instead of their Intelligence modifier to the check). Servants who fail this check act as the GM dictates until the demagogue reestablishes contact.



Flamekeeper

The order of flamekeepers serves the temple of Amoudosi, the Narawati god of fire. The role of the flamekeeper in the temple is the management of fire. The priests use fire in their rituals and look for signs that Amoudosi is sending a burning to an area. The flamekeepers care for the fires in the temple, and learn the burning signs in order to aid the priests. Flamekeepers study fire in all forms, to better serve Amoudosi — they learn how to create, control, and extinguish fires of both mundane and magical origin.

People who spend their lives serving Amoudosi generally become priests, while people who follow a different path before returning to the temple are flamekeepers. They are devoted to Amoudosi and the temple, but do not feel the direct calling that urges them to contact their god directly.

Sometimes the fundisi from a different temple in Narawi requests that one of their followers train as a flamekeeper. This is fairly unusual and only occurs when the fundisi wants to teach their followers that there is strength in broadening their knowledge.

It is possible to find a flamekeeper anywhere a priest of Amoudosi is. Normally that would mean in Narawi or with one of the nomadic tribes in Narawat, but they occasionally travel abroad.

Hit Die: d8

Requirements

To qualify to become a flamekeeper, a character must fulfill all of the following requirements:

Craft (alchemy): 6 ranks.

Feats: Craft Wondrous Item.

Special: Must worship Amoudosi, have access to the Fire domain, and be able to cast second level spells.

Class Skills

The flamekeeper's class skills (and the key ability for that skill) are Concentration (Con), Craft (Int), Heal (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Flamekeepers gain no new proficiencies with weapons, armor, or shields.

Spell Progression: When a flamekeeper gains a level, he gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding levels in the flamekeeper

Table 6–12: The Flamekeeper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Protection from the fire	+1 level of existing class
2nd	+1	+0	+0	+3	Quench the fire	+1 level of existing class
3rd	+2	+1	+1	+3	Sense the fire	+1 level of existing class
4th	+3	+1	+1	+4	Create the fire	+1 level of existing class
5th	+3	+1	+1	+4	Become the fire	+1 level of existing class

prestige class. He does not gain any other benefits that a character of that class would have gained (new bonus feats, bardic songs, etc.). If he had more than one spellcasting class, he chooses which class he adds each spellcasting level to when he gains the new level.

Protection from the Fire: It is impossible to train as much with fire as the flamekeepers do without being burned. Flamekeepers build a tolerance to damage from fire and heat, gaining fire resistance 10.

Quench the Fire: One of the primary responsibilities of a flamekeeper is to keep the flames used by the priests of Amoudosi under control. At 2nd level, a flamekeeper may extinguish all normal flames within his reach almost immediately. If the fire is in the form of an attack, the flamekeeper must make a successful Reflex save (DC 20) to intercept the fire as a free action (out of turn). If the fire was from a non-mundane source (spell, creature, etc.), it can still be quenched, but only if the level of the flamekeeper is higher than the caster level of the person who made the magical fire. Flamekeepers can perform this action once per day per character level and never more than once per round.

Sense the Fire: At third level, flamekeepers begin to have a feeling for the flames. The flamekeeper can sense fire in any direction, up to a mile away. This is a free action and is totally accurate. The flamekeeper can also tell if a fire is mundane or magical with complete accuracy.

Create the Fire: Priests often ask the flamekeepers to create fire when there is no suitable fire-making materials nearby. As a full-round action, flamekeepers of fourth or higher level can create a fire that does not burn the object it sits on. The flames are real, and if applied to a weapon temporarily grant it the *flaming* enchantment. The flames burn for 10 full rounds without reapplication.

Become the Fire: At fifth level, flamekeepers develop complete immunity to mundane fire, as well as flames of his own creation. When a flamekeeper with this ability goes into battle, he may use his create the fire class feature to ignite his entire body. The sight of a person wreathed in flames strikes fear into the hearts of the flamekeeper's foes, and his opponent(s) must make a Will save (DC15) in to engage him in melee combat.



Fundisi

The head priest, or fundisi, of each temple in Narawat is automatically a member of the Priests' Circle, which wields great control over the nation. Technically they do not rule Narawat, but they have the authority to choose who does. The Priests' Circle join in a shared vision wherein the gods show them who is best suited to rule Narawat for the next year. While they have no official authority once they complete that task, in practice the Circle advise the ruler, and it is rare that the ruler goes against their wishes.

The priests of each temple choose their own fundisi, with consultation from the other members of the Priests' Circle. A temple rarely appoints someone whom the Circle has not chosen. While it is possible for a temple to appoint a 7th-level or lower character of any class, normally they only name clerics of 10th level or higher to the post of fundisi.

All Narawati look at the fundisi with varying degrees of reverence. The leadership, both secular and otherwise, which the Narawati expect from them generally keeps them in Narawat. It is possible for a fundisi to make trips around Narawat, but they only leave the country under very rare circumstances.

Hit Die: d8

Requirements

To qualify to become a fundisi, a character must fulfill all of the following requirements:

Diplomacy: 4 ranks.

Knowledge (religion): 4 ranks.

Special: The character must worship one of the gods in the Narawat pantheon and be an active participant in that god's temple in Narawi. He must then be chosen by the priests of that temple (and generally the Priests' Circle), to be their fundisi. There is only one fundisi for each of the nine temples.

Class Skills

The fundisi's class skills (and the key ability for that skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table 6–13: The Fundisi

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Shared vision	+1 level of existing class
2nd	+1	+3	+0	+3	Depths of knowledge	+1 level of existing class
3rd	+2	+3	+1	+3	Expanding knowledge	+1 level of existing class
4th	+3	+4	+1	+4	Understanding visions	+1 level of existing class
5th	+3	+4	+1	+4	Spreading the word	+1 level of existing class

CLASS FEATURES

The following are class features of the fundisi prestige class.

Weapon and Armor Proficiency: Fundisi gain no new proficiencies with weapons, armor, or shields.

Spells Per Day: When a fundisi gains a level, he gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before taking the fundisi prestige class. He does not gain any other benefits that a character of that class would have gained (new bonus feats, bardic songs, etc.). If he had more than one spellcasting class, he chooses which class he adds each spellcasting level to when he gains the new level.

Shared Vision: The primary responsibility of the Priests' Circle is to see what the future holds for Narawat and who can see them through it. When the fundisi join their powers together, they may cast any spell from the Knowledge domain list, as long as at least one of the fundisi is high enough level to cast the spell. These spells need not be prepared in advance, and each fundisi may aid in casting each spell once per day. The caster level is equal to the highest-level caster, +1 for every additional fundisi joining in the spell. The primary caster is whomever the group focuses on — this is usually the highest-level fundisi in the group, though they can change that if they choose.

Depths of Knowledge: As respected members of the community, fundisi are called upon for advice or mediation on all sorts of issues, not just religious ones. At second level, the fundisi gains an additional four skill points that may be used for any Knowledge skills. In addition, the fundisi learns how to plumb the depths of his mind to ensure he comes up with the correct answer to any problem. The fundisi may, once per day, retest a Knowledge skill check after a failed attempt.

Expanding Knowledge: Extended time working with the Priests' Circle teaches the fundisi how to access many of the powers of the Circle, even when separate from it. At third level, the fundisi gains the Knowledge domain, even if it is not normally available from his deity. This domain is in addition to the two the fundisi already has, so he also gains the Knowledge domain spell for each spell level he can cast. If the fundisi is a worshiper of Sanaa and already had the Knowledge domain, he gains the domain available from Sanaa that he does not already possess (Earth or Magic).

Understanding Visions: The visions that the gods send to the Priests' Circle are often cryptic. Over time, the fundisi learns to interpret these visions. At fourth level, the Fundisi gains a +2 to his effective caster level when casting divination spells.

Spreading the Word: A strong fundisi can rally support just as any strong leader can. While much of the fundisi's notoriety comes from his personal charisma and political influence, the followers he attracts see these as signs that he is more in touch with his deity. At fifth level, the fundisi gains the Leadership feat for free.

Glyn Bowman

Though the dark magic of the elves is unquestionably powerful, its masters are too few to defend the Elven forests alone. Where House Tansiq eliminated individual enemies, Glyn attempted to simply kill as many as possible, as quickly as possible. Though hardly their race's most prestigious service at first, it fell to House Glyn's archers to protect the elven people during their hundred-year geas.

When the elven archmages pondered the difficulties of combating the Dragon's corrupted Elements, Glyn found the conversations too involved for his meager skill with magic. Instead, he trained with the bow to ensure that his people did not starve while their high-minded leaders attended to their arcane meddling. By the time Dythanus had cheated death by becoming a lich, Glyn and his sons had proven themselves masters of the hunt, and Calix granted the family its own house.



Though not as visible as the necromancers or as outgoing as Rowan, House Glyn's archers were at the forefront of every defensive battle the elves fought. The common wisdom held that no man could stand against them and live, even if elven retreat was inevitable. When Signon expanded Deverenian territory to the elven forests of his birth, he put the lie to this claim. A host of Stormwraiths fell upon the Glyn defenders of Myreth, and stole away some of the finest archers the house had ever produced. The Storm twisted the Glyn, and soon Deverenia had its own archers schooled in the Glyn masteries: the Order of the Fourth Wind.

Glyn bowmen are a mixed brood. Many prefer the company of others of their House or Order, while some view their tasks as so immediate that they must personally guard their subjects at all times. Ironically, the common view of the solitary ranger is almost unheard of among the bowmen, who understand all too well how easily a single man can die if overwhelmed by his enemies.

Hit Die: d8

Requirements

To qualify to become a Glyn bowman, a character must fulfill all the following requirements.

Base Attack Bonus: +6.

Feats: Any three of Archery Practice, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (any bow), or Weapon Specialization (any bow).

Special: To advance beyond third level in this class, a character must have either Membership (House Glyn) or Membership (Order of the Fourth Wind).

Class Skills

The Glyn bowman's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Climb (Str), Craft (bowmaking) (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), Survival (Wis). Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the Glyn bowman prestige class.

Weapon and Armor Proficiency: Glyn bowman are familiar with all martial and simple weapons, and all light and medium armors. They are not necessarily proficient with heavy armor or any shields, and their class features do not work while using such equipment.

Table 6–9: The Glyn Bowman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Weapon of last resort
2	+2	+3	+0	+0	Mastery of the bow
3	+3	+3	+1	+1	Rain of arrows
4	+4	+4	+1	+1	Mastery of the arrow (antimissile)
5	+5	+4	+1	+1	Mastery of the arrow (antimagic)

Weapon of Last Resort: Though elves are no strangers to warfare, the bulk of their armies consist of undead conscripts, rather than true soldiers. Mindless zombies are notoriously poor protectors, and Glyn's bowmen adapt to rapidly dwindling ranks. While not ideal weapons for hand-to-hand combat, Glyn bowmen may use arrows and bows in melee combat. Glyn archers wield bows as quarterstaves, but the bows need restringing after dealing damage (a full round action). Arrows deal their normal damage (including any benefits from enchantment, overriding the normal traits of the weapon), but break unless their wielder threatens a critical hit with the attack. If the arrow does not break during this attack, and the bowman still has a bow in hand, he may immediately make a single ranged attack with the arrow as a free action.

Mastery of the Bow: As the Elves' primary line of defense against invasion, Glyn bowmen have found that most incursions into Elf lands were by scouts rather than armies. Other times, the vile corrupters of Calix and Dythanus have requested live prisoners. While executions are still Glyn's forte, they have adapted to suit their masters' wills.

Beginning at the second level, Glyn bowmen may make trip and disarm attacks with ranged attacks, and may use bows as though they had the following feats: Improved Disarm, Improved Trip, Quick Draw.

Rain of Arrows: A signature attack often mimicked by foolish pretenders, Glyn bowmen sometimes use up to three arrows in a single pull of the string, holding one between each knuckle. Some raiders flee from the forests, believing them defended by hordes of bowmen.

When making a ranged attack with a bow, a Glyn bowman of third or higher level can use additional arrows. For each arrow used in such an attack (up to a total of two extra arrows for most bowmen; only one for the three-fingered Nothrog), the bowman suffers a –2 cumulative penalty to hit. Unless firing up to 30 ft. he may not fire all three arrows at the same target. The character cannot target arrows at creatures more than 45 degrees from the target of the central arrow.

Mastery of the Arrow: None can equal the precision of the Glyn masters. The greatest Glyn guard the greatest wizards and necromancers of Calix and Dythanus. Their arrows can cut down not only fleshly creatures but incoming missiles and even spells.

At fourth level, a Glyn bowman wielding a bow and arrows may take a standard action to cut down any missile weapons within range. Whenever the Glyn attempts to shoot down enemy fire, he makes an attack roll and compares the result to the enemy's; if the Glyn's result is higher, then his arrow hits the enemy's missile, causing it to harmlessly miss its target.

At fifth level, the Glyn's skill is so great that it can interfere with magic. The Glyn's arrows can negate any spell that creates a ranged touch attack, using the same system as above.

Guerrilla

Guerrillas are insurgents that undermine the power structure of a local government by launching stealthy attacks and waging propaganda campaigns. They are the bane of any oppressive conqueror, and of late, they have become all too common in the Accordlands.

Rogues are well suited to the guerrilla prestige class, as are scouts. Assassins are particularly capable guerrillas, as the abilities of the two classes complement each other well.

Requirements

To qualify to become a guerrilla, a character must fulfill all the following requirements.

Alignment: Any neutral or chaotic.

Hide: 8 ranks.

Move Silently: 8 ranks.

Special: Sneak attack +2d6 class ability.

Class Skills

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

Skill Points at Each Level: 8 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Guerrillas gain no new proficiencies with weapons, armor, or shields.

Safe Move: The guerrilla may move up to half his normal movement rate without provoking any attacks of opportunity.

Incite Revolt: At 2nd level the guerrilla may incite a small revolt in the local area. The guerrilla makes a Diplomacy check, and his result times his class level is the total number of Hit Dice worth of individuals affected by this ability. Affected individuals must make a Will save (DC 10 + the guerrilla's class level + the guerrilla's Charisma modifier) or cause a civil disturbance as soon as possible. This can be anything from picketing a local guard post to burning the guard post down, at the GM's discretion (though the effect should always benefit the guerrilla by creating a distraction). Generally, quelling such a disturbance requires a number of soldiers or city guards equal to one-half of the guerrilla's skill check result, and they are usually drawn from the nearest available post.

Sneak Attack: At 2nd level, the guerrilla's sneak attack ability inflicts +1d6 damage. At 4th level, he inflicts +2d6 damage on a successful sneak attack. This damage bonus is cumulative with sneak attack damage bonuses gained through other classes, though still subject to the maximum of one die of sneak attack damage per two character levels (rounded up).

No Law and a New Order: At 3rd level, once per hour, when the guerrilla makes a melee attack against a lawful character, he gains a circumstance bonus to his attack roll equal to his class level. The guerrilla's threat range on this attack is increased by 1.

Friends in Low Places: At 4th level, the DC of any Gather Information check made to discover the guerrilla's whereabouts is increased by the guerrilla's class level plus his Charisma modifier. Further, the guerrilla is a master at becoming lost in a crowd. Any time he makes a Hide check while in a crowded area such as a busy tavern or city marketplace, the rogue may add his class level plus his Charisma modifier to the result as a competence bonus. He adds the same competence bonus when using the Bluff skill to create a diversion to allow himself to Hide.

Liberate: When a 5th-level guerrilla spends a significant amount of time in an enemy-held city or fortress, he may reduce the effectiveness of its fighting forces. At the end of each month the guerrilla spends in an enemy city, he may attempt a Disable Device check (DC 20). If successful, the Toughness of every fortification maintained by that city's forces is reduced by 10 x the guerrilla's class level, to a minimum of one-half its starting total. Further, if the last such check the guerrilla made was successful, the guerrilla may prevent one unit from taking the field during the next mass combat involving the city's defenders. The unit is selected after the army has completed deployment, and the unit selected is simply removed from the battlefield. Any characters in the unit may be reassigned to another unit. The guerrilla may not prevent a unit from taking the field if it has a muster strength greater than his class level. No more than three guerrillas may use this ability to prevent a unit from taking the field at a time. Successful guerrillas select the unit to be removed in order of their total Disable Device checks, from highest to lowest. After the third such selection has been made, no more units may be removed from the field with this ability.

Table 6–14: The Guerrilla

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Safe move
2	+1	+0	+3	+0	Incite revolt, sneak attack +1d6
3	+2	+1	+3	+1	No law and a new order
4	+3	+1	+4	+1	Friends in low places, sneak attack +2d6
5	+3	+1	+4	+1	Liberate

Havat-lahn

The Havat-chagua is one of a series of madhehebu (schools) in Narawat. These madhehebu exist to further the quest for knowledge in a given area of expertise; for the Havat-chagua, that area of expertise is individual combat. The students/teachers of the Havat-chagua are the havat-lahn, experts at all forms of combat who constantly improve themselves by studying new forms.

Havat-lahn study at the madhehebu but they also wander the Accordlands seeking new forms of combat. At some point after becoming a havat-lahn, each member will usually volunteer to serve some time in the Arm of Djarat, the honor guard for the Temple of Djarat in Narawat.

Hit Die: d10



Requirements

To qualify to become a havat-lahn, a character must fulfill all of the following requirements:

Base Attack Bonus: +6.

Alignment: Any non-evil, non-chaotic.

Tumble: 6 ranks.

Special: Sponsorship of a havat-lahn.

Class Skills

The havat-lahn's class skills (and the key ability for that skill) are Diplomacy (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex)

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the havat-lahn prestige class.

Weapon and Armor Proficiency: Havat-lahn gain no new proficiencies with weapons, armor, or shields.

Armor Restriction: While a havat-lahn may have proficiency in other armor types, none of his abilities are effective while wearing anything heavier than light armor.

Always Training: Havat-lahn find it satisfyingly educational to enter combat with a wide variety of opponents, though they frown on wanton killing and learn non-lethal forms of combat. Havat-lahn do not suffer the standard –4 penalty when dealing subdual damage in combat.

The ethos of constant training also allows Havat-lahn to ignore one prerequisite for any bonus feat they receive.

Bonus Feat: At second and fourth levels, the havat-lahn gains a bonus feat, which must be chosen from the following list: Combat Expertise, Combat Reflexes, Defensive Posture, Dodge, Exotic Weapon Proficiency, Fight Across the Rooftops, Mobility, Spring Attack, Weapon Focus, Whirlwind Attack.

Never Outnumbered: Havat-lahn are always ready for combat. At third level, no one may flank a havat-lahn unless they have more total levels in classes that provide sneak attacks than the havat-lahn's class levels plus monk levels.

Fight the Multitudes: Havat-lahn are an army unto themselves. At fifth level, the havat-lahn gains the Whirlwind Attack feat even if he does not meet the prerequisites.

Table 6–10: The Havat-lahn

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Always training
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	Never outnumbered
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	Fight the multitudes



High Knight of Deverenia

Drawn primarily from the ranks of Orders Aedroud and Rellion, the high knights of Deverenia are the military leaders of the realm. Theirs is a callous brand of warfare, sending forth fodder to delay the enemy while the knight himself studies the opponents' tactics. Only after the knight has chosen a strategy does he personally engage in combat, a finale as brief as the overture was long. Many a foe has assumed victory against Deverenian forces only to falter once the leadership deigns to announce its presence.

Though the bulk of Deverenia's high knights belong to Orders Aedroud and Rellion, all Orders have a standing guard of several such warriors, as do the Church of the Storm and the Imperial Guard. While Deverenia appreciates magic and subtlety as much as does any nation, the Orders are primarily military organizations. Orders Aedroud and Rellion specialize in warfare, and claim both the most specialized techniques and the highest favors of the Emperor.

Few outside of Deverenia tolerate wanton sacrifice of troops, however, even if the results lead to a lower overall death toll. Nothrog generals disdain this method of combat as cowardly, though Nothrog tacticians often develop a taste for deliberate bloodshed. Elves and other human civilizations find the high knights' tactics senseless, though the Denskans have adopted the techniques. Surprisingly, several of the dwarven contingent of New Goldenaxe have seen the benefits of such cruel considerations, and while none have yet taken up the class, several wish to see how well the Abyssals react to its measured murder.

High knights are the elite troops, duelists, and bodyguards of the Accordlands. While they rarely work together in numbers larger than a dozen, they routinely deal with the few other warriors who are willing to work alongside them. Even the most stoic knight has a fierce pride in his abilities, and those who mistake a knight's reservations for fear often find a brief, merciless response. While they rarely orchestrate campaigns, their assistance in battle is useful if not necessarily welcome.

Hit Die: d10

Requirements

To qualify to become a high knight of Deverenia, a character must fulfill all the following requirements.

Alignment: Any non-chaotic, non-good.

Base Attack Bonus: +9.

Sense Motive: 4 ranks.

Feats: Armor Proficiency (Heavy), Cleave, and Combat Expertise.

Special: Outside of the Deverenian Orders (who only train their own members), prospective high knights must find and convince a high knight to train them. Characters with membership in an Order have their required base attack bonus reduced to +5. Characters without a Membership feat in either Aedroud or Rellion cannot progress beyond the third level of this prestige class.

Class Skills

The high knight of Deverenia's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the high knight of Deverenia prestige class.

Weapon and Armor Proficiency: High knights of Deverenia gain no new proficiencies with weapons, armor, or shields.

Second Skin: Most high knights serve alongside more experienced members of this class, and not only listen to their master's observations but ride with him into battle as well. High knights of the earliest levels learn only the most rudimentary tactics of the class, preparing instead for the battle itself. High knights of Deverenia may hastily don heavy armor without penalty (though half-plate and full plate still require help to don for this benefit), and suffer no penalties to their land speed while wearing heavy armor. Additionally, at level three they increase their maximum Dex bonus in heavy armor by 1, and reduce the armor check penalty by 1, and again at level 5.

Press the Attack: While misdirection is a basic maneuver, the sudden arrival of a belligerent armored opponent unnerves even seasoned combatants. Beginning at second level, the high knight can make a Reflex save to cancel an attack of opportunity within his threatened area, with a DC equal to the attack's result.

Your Greatest Foe: The high knight's understanding of his opponents leads him to anticipate their every action, often with deadly results. Upon achieving the third level of this prestige class, the high knight attempts to kill his foes with their own actions. Whenever the high knight readies to attack as an action, he chooses his trigger as normal. If an opponent triggers the attack and it successfully hits, the attack automatically threatens a critical hit, and the opponent triggers an attack of opportunity from the high knight (and only the high knight) if the triggering action does not normally do so. This attack of opportunity does not automatically threaten a critical hit, but does not count against the number of attacks of opportunity the high knight may perform in a round.

Own the Field: Denskan officers have standing orders to either retreat or attack en masse if a sizable number of Aedroud or Rellion knights suddenly appear on the field, and few who have seen this class feature in action question why. If the last opponent dies or flees the threatened area of a high knight of fourth or higher level, the high knight refocuses automatically, as a free action. If the high knight is of Order Rellion, he gains an additional mastery bonus to his initiative score equal to his level in this class.

End the Battle, End the War: Though few master high knights exist, those who have earned their rank have done it over the bodies of countless others, and the carnage shows no signs of abating. At fifth level, the high knight assumes mastery of his craft, and few foes can stand against him in combat for long. When one of the high knight's attacks threatens a critical hit, he may forgo the chance at a critical hit to instead stagger his opponent for a number of rounds equal to the knight's critical multiplier for his weapon. If the high knight is of Order Aedroud, he may choose to knock the opponent prone as part of the same action.

Ex-Paladins: Lawful evil paladins may multiclass freely between their paladin class and the high knight of Deverenia prestige class.

Ex-High Knights of Deverenia: High knights who become chaotic or good in alignment, or who are cast out of their order, may not again advance in this prestige class until they again meet the class' requirements. They still have access to all class features.

Table 6–11: The High Knight of Deverenia

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Second skin (no heavy armor penalty)
2	+2	+3	+0	+0	Press the attack
3	+3	+3	+1	+1	Your greatest foe; second skin (max Dex bonus +1)
4	+4	+4	+1	+1	Own the field
5	+5	+4	+1	+1	End the battle, end the war; second skin (max Dex bonus +2)

Priest of Blood

Priests of blood are elven clerics that have carried their pursuit of immortality to the penultimate degree. They have, over time, taken on some of the attributes of severed vampires, and are nearly prepared to cross over into undeath. It is only a matter of time before the elf will be able to preserve his body in undeath forever. Only elves can obtain this prestige class, as it is part and parcel of their faith.

Hit Die: d8

Requirements

To qualify to become a priest of blood, a character must fulfill all of the following requirements.

Alignment: Any evil.
Race: Elf.
Knowledge (religion): 13 ranks.
Spellcraft: 13 ranks.
Feats: Iron Will
Special: Rebuke undead class ability.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the priest of blood prestige class.

Armor and Weapon Proficiency: Priests of blood are proficient with all simple weapons. They are proficient with all types of armor (light, medium, heavy) and with shields.

Spells: A priest of blood can cast spells, and continues to gain power as he advances in level. Thus, when a new priest of blood level is gained, the character gains additional spells per day as if he had also gained a level of whatever spellcasting class he had beforehand. He does not gain any other benefits of that class. For example, if Elenitakis, an 8th level elven cleric, gains a level in priest of blood, he gains new spells as if he had risen to 9th level in cleric, but all other aspects of level advancement, such as base attack bonus and save bonuses, are gained from the priest of blood class. Priests of blood lose access to their old domains, but gain access to two of the following domains (player's choice): Chaos, Destruction, Evil, and Trickery.

Blood Drain: At 1st level, the priest of blood has begun to develop basic vampiric traits, including fangs. The priest of blood can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he may drain blood, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained. This stolen blood invigorates the priest, who gains temporary hit points equal to the temporary Constitution damage inflicted each round. Constitution gained in this manner drains away from the priest at 1 point per hour.

Children of the Night: At 2nd level, the priest of blood has learned to command lesser creatures of the night. Once per day, he can call forth a pack of dire wolves as a standard action. The priest summons 1d3 dire wolves, which arrive in one round and serve the priest of blood for up to 1 hour. At 4th level, the priest of blood summons 1d6 dire wolves instead.

Damage Reduction: At 3rd level, the priest of blood comes ever closer to vampirism, gaining extraordinary toughness. The priest of blood gains damage reduction 5/+1.

Vampire Weaknesses: With the priest's gradual progression toward vampirism come certain disadvantages. Beginning at 3rd level, the priest of blood must make a Will save to touch or attack a character bearing a piece of blessed rowan wood (DC 10 + target's character levels + target's Charisma modifier). Further, the priest of blood casts no reflection, whether in a mirror or any other reflective surface. Further, the character can be turned or rebuked as though he were undead (for this purpose he is considered to have HD equal to his character level +4).

Cold and Electricity Resistance: At 4th level, the priest gains a vampire's resistance to cold and electricity. The priest may ignore the first 20 points of damage inflicted by cold each round and the first 20 points of damage inflicted by electricity each round.

Strand of Life: At 5th level, the priest of blood is connected to life by only the thinnest of strands, and vampirism is within his grasp. When he gains sufficient experience to advance a character level, he may choose not to gain levels in any class (though his character level still increases by 1). Instead, he becomes a severed vampire, and gains the severed vampire template. See appendix 4 of *Monsters & Lairs* for instructions on how to apply the severed vampire template.

Table 6–15: The Priest of Blood

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Blood drain	+1 caster level
2	+1	+3	+0	+3	Children of the night 1d3	+1 caster level
3	+2	+3	+1	+3	Damage reduction 5/+1, vampire weaknesses	+1 caster level
4	+3	+4	+1	+4	Cold and electricity resistance, Children of the night 1d6	+1 caster level
5	+3	+4	+1	+4	Strand of life	+1 caster level

Priest of Bone

Priests of bone, like their brother priests of blood, pursue immortality, though they follow a different path. Rather than attempting to become severed vampires, they seek to take on the beneficial traits of skeletons.

Only elves can obtain this prestige class, as it is part and parcel of their faith.

Hit Die: d8

Requirements

To qualify to become a priest of bone, a character must fulfill all of the following requirements.

Alignment: Any non-good.
Race: Elf.
Knowledge (religion): 13 ranks.
Spellcraft: 13 ranks.
Feats: Iron Will.
Special: Rebuke undead class ability.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the priest of bone prestige class.

Armor and Weapon Proficiency: Priests of bone are proficient with all simple weapons. They are proficient with all types of armor (light, medium, heavy) and with shields.

Spells: A priest of bone can cast spells, and continues to gain power as he advances in level. Thus, when a new priest of bone level is gained, the character gains additional spells per day as if he had also gained a level of whatever spellcasting class he had beforehand. He does not gain any other benefits of that class. For example, if Othoreos, an 8th level elven cleric, gains a level in priest of bone, he gains new spells as if he had risen to 9th level in cleric, but all other aspects of level advancement, such as base attack bonus and save bonuses, are gained from the priest of bone class. Priests of bone lose access to their old domains, but gain access to two of the following domains (player's choice): Chaos, Destruction, Evil, and Trickery.

Vigor Born of Death: At 1st level, the priest of bone's body takes on an emaciated appearance, and he begins to gain the advantages of the undead. He is immune to disease, paralysis, poison, and stunning.

Chill of the Grave: At 2nd level, the priest of bone gains complete immunity to cold.

Unliving Focus: At 3rd level, the priest of bone gains a +4 competence bonus to mind-influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects).

Skeletal Form: At 4th level, the priest of bone's internal organs are completely desiccated. He no longer needs to eat or drink. Further, he suffers only half damage from piercing or slashing weapons, except on a critical threat. A critical hit inflicts additional damage as usual.

Undead Toughness: At 5th level, the priest of bone is no longer subject to critical hits, subdual damage, energy drain, or ability drain.

Priest of Flesh

Priests of flesh, like priests of bone, seek to assume the beneficial traits of lesser types of undead without sacrificing their minds. Rather than attempting to emulate skeletons, priests of flesh take on the features and abilities of zombies.

Only elven clerics can obtain this prestige class, as it is part and parcel of their faith. Further, only evil elves would even consider even partial transformation into one of the undead.

Hit Die: d8.

TABLE 6–16: THE PRIEST OF BONE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Vigor born of death	+1 caster level
2	+1	+3	+0	+3	Chill of the grave	+1 caster level
3	+2	+3	+1	+3	Unliving focus	+1 caster level
4	+3	+4	+1	+4	Skeletal form	+1 caster level
5	+3	+4	+1	+4	Undead toughness	+1 caster level

TABLE 6–17: THE PRIEST OF FLESH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Vigor born of death	+1 caster level
2	+1	+3	+0	+3	Insect Cloud	+1 caster level
3	+2	+3	+1	+3	Unliving focus	+1 caster level
4	+3	+4	+1	+4	Grotesque appearance	+1 caster level
5	+3	+4	+1	+4	Undead toughness	+1 caster level

Requirements

To qualify to become a priest of flesh, a character must fulfill all of the following requirements.

Alignment: Any non-good.
Race: Elf.
Knowledge (religion): 13 ranks.
Spellcraft: 13 ranks.
Feats: Iron Will.
Special: Rebuke undead class ability.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the priest of flesh prestige class.

Armor and Weapon Proficiency: Priests of flesh are proficient with all simple weapons. They are proficient with all types of armor (light, medium, heavy) and with shields.

Spells: A priest of flesh can cast spells, and continues to gain power as he advances in level. Thus, when a new priest of flesh level is gained, the character gains additional spells per day as if he had also gained a level of whatever spellcasting class he had beforehand. He does not gain any other benefits of that class. For example, if Fley, an 8th level elven cleric, gains a level in priest of flesh, he gains new spells as if he had risen to 9th level in cleric, but all other aspects of level advancement, such as base attack bonus and save bonuses, are gained from the priest of flesh class. Priests of flesh lose access to their old domains, but gain access to two of the following domains (player's choice): Chaos, Destruction, Evil, and Trickery.

Vigor Born of Death: At 1st level, the priest of flesh's body takes on an emaciated appearance, and he begins to gain the advantages of the undead. He is immune to disease, paralysis, poison, and stunning.

Insect Cloud: At 2nd level, the priest of flesh's skin begins to rot from his bones, and he begins to take on the appearance of a zombie. Vermin begin to nest in his putrefying flesh, and obey the priest's mental commands. Once per day, as a full round action, the priest may will these creatures to fly forth and swarm over his opponents, inflicting hundreds of tiny stings and bites. An area with a radius of 5 feet per character level of the priest is covered with this swarm. Any characters within the swarm suffer 1 point of damage per class level of the priest of flesh each round, regardless of armor class. The swarm is centered on the priest at the outset, though it may move 15 feet per round. The swarm endures for a number of rounds equal to the priest's class level, after which it returns to nest and feed on the priest's rotting carcass.

Unliving Focus: At 3rd level, the priest of flesh gains a +4 competence bonus to saves against mind-influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects).

Grotesque Appearance: At 4th level, the priest's appearance has degenerated to the degree that he is frightening to look upon. Any opponent that looks upon the priest during combat must make a Will save (DC 10 + the priest's class levels + the priest's Charisma modifier) or become shaken, suffering a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. Opponents who make a successful Will save are immune to this priest's grotesque appearance for one day.

Undead Toughness: At 5th level, the priest of flesh is no longer subject to critical hits, subdual damage, energy drain, ability drain, or energy drain.

Priest of Spirit

Like other elven priests, the priest of spirit longs to join the undead. In this case, the priest seeks to become a severed wraith.

Only elves can obtain this prestige class, as it is part and parcel of their faith.

Hit Die: d8

Requirements

To qualify to become a priest of spirit, a character must fulfill all of the following requirements.

Alignment: Any non-good.

Race: Elf.

Knowledge (religion): 13 ranks.

Spellcraft: 13 ranks.

Feats: Iron Will.

Special: Rebuke undead class ability.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the priest of spirit prestige class.

Armor and Weapon Proficiency: Priests of spirit are proficient with all simple weapons. They are proficient with all types of armor (light, medium, heavy) and with shields.

Spells: A priest of spirit can cast divine spells, and continues to gain power in his faith. Thus, when a new priest of spirit level is gained, the character gains additional spells per day as if he had also gained a cleric level. He does not gain any other benefits of the cleric class. For example, if Luthenos, an 8th level elven cleric, gains a level in priest of spirit, he gains new spells as if he had risen to 9th level in cleric, but all other aspects of level advancement, such as base attack bonus and save bonuses, are gained from the priest of spirit class. Priests of spirit lose access to their old domains, but gain access to two of the following domains (player's choice): Chaos, Destruction, Evil, and Trickery.

Ethereal: At 1st level, the priest of spirit begins to become an ethereal creature. Each time the priest is hit by a physical, non-magical attack, there is a 10% chance (1–2 on 1d20) that it passes harmlessly through him. At third level, this chance increases to 20% (1–4 on 1d20).

Table 6–18: The Priest of Spirit

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Ethereal (10%)	+1 caster level
2	+1	+3	+0	+3	Eternal gaze	+1 caster level
3	+2	+3	+1	+3	Ethereal (20%), silent as the grave, wraith weaknesses	+1 caster level
4	+3	+4	+1	+4	Frightful moan	+1 caster level
5	+3	+4	+1	+4	Strand of life	+1 caster level

Eternal Gaze: At 2nd level, as a full attack action, the priest of spirit may turn his gaze upon one target. The target is confronted with the eternity of unlife, and must make a Fortitude save (DC 10 + the priest's class levels + the priest's Charisma modifier) or suffer 1d10 damage per class level possessed by the priest, as well as 1d4 points of temporary Charisma damage +1 per class level possessed by the priest.

Silent as the Grave: At 3rd level, the priest gains a competence bonus to Hide and Move Silently checks equal to twice his class level.

Wraith Weaknesses: The priest of spirit is now spiritually close to becoming a severed wraith, so much so that he is affected by a cleric's turning ability as if he were undead. For this purpose, the priest's Hit Dice are considered to be equal to his character level +4.

Frightful Moan: Once per day, the priest can issue a frightful moan as a standard action. All living creatures within a 30-foot radius (friend and foe) must succeed at a Will save (DC 10 + the priest's class levels + the priest's Charisma modifier) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against this attack cannot be affected by any priest of spirit's moan for one day.

Strand of Life: At 5th level, the priest of spirit is connected to life by only the thinnest of strands, and becoming a wraith is within his grasp. When he gains sufficient experience to advance a character level, he may choose not to gain levels in any class (though his character level still increases by 1). Instead, he becomes a severed wraith, and gains the severed wraith template. See appendix 4 of *Monsters & Lairs* for instructions on how to apply the severed wraith template.

Saboteur

The saboteur excels in destruction and chaos, but inflicts them through deception and guile. He can set a building a blaze with a spark, or bring down a section of a city wall by finding a single weakness in its structure. Obviously the saboteur is an invaluable asset to any army besieging a fortress, and can evoke chaos in enemy territory even by himself.

Rogues make excellent saboteurs, as their skill set is well suited to the task.

Hit Die: d6.

Requirements

To qualify to become a saboteur, a character must fulfill all of the following requirements.

Hide: 8 ranks.

Knowledge (architecture or engineering): 4 ranks.

Move Silently: 8 ranks.

Feats: Skill Focus (Knowledge [architecture and engineering]).



Class Skills

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

Skill Points at Each Level: 8 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Saboteurs gain no new proficiencies with weapons, armor, or shields.

Weaken: If a saboteur is adjacent to a structure with Toughness at the beginning of a round of mass combat, he may elect not to move during the movement phase or attack during the combat phase. At the end of the turn, the structure's current Toughness is reduced by the saboteur's character level × 10. The saboteur may not reduce a structure's Toughness below 1 in this fashion.

Table 6–19: The Saboteur

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Weaken
2	+1	+0	+3	+0	Exploit flaw
3	+2	+1	+3	+1	Degrade armor
4	+3	+1	+4	+1	Sabotage
5	+3	+1	+4	+1	Break weapon

Exploit Flaw: At 2nd level, the saboteur may add his Dexterity bonus to break checks, rather than his Strength bonus. Further, if the saboteur has a round to work on an object, the DC of his break checks are reduced by twice his class level (*see Breaking Items in the Players Handbook page 167*).

Degrade Armor: At 3rd level, the saboteur gains the ability to degrade the armor of an opponent he strikes in combat, even magical armor. Anytime the saboteur scores a critical hit on an attack roll, the target's armor is affected in the following ways: The armor bonus and maximum dexterity bonus is reduced by the saboteur's class level, and the armor check penalty is increased by the same amount. Magical armor reduces the saboteur's effective class level by its enhancement bonus. This damage can be repaired with a Craft (armorsmithing) check (DC 10 + the saboteur's class levels + the saboteur's Dexterity modifier); such repairs take 1 minute of concentrated effort.

Sabotage: At 4th level, once per day, the saboteur may destroy a single structure that occupies 25 square feet per class level. This process requires on hour of concentrated effort on the part of the saboteur. One hour after the saboteur completes his work, the structure is destroyed over the course of a minute, whether through an explosion, a raging inferno, or a simple collapse. The saboteur may only use this ability while adjacent to an important structural feature, such as a load-bearing wall or keystone, and must remain adjacent for the entire hour. At the end of the hour, the saboteur makes a Disable Device check. This check is opposed with a Spot check by any character who moves within line of sight of the saboteur's handiwork for the next hour. If the Spot check is successful, the saboteur's work may be nullified without a check, though this process takes 2 minutes per class level possessed by the saboteur. If the sabotage is successful, anyone within the sabotaged structure when it is destroyed suffers 1d10 damage per class level of the saboteur.

Break Weapon: Once per combat, when an opponent misses a melee attack against the saboteur, the saboteur may attempt to break the attacker's weapon. This is only effective if the saboteur's own weapon has an enhancement bonus equal to or greater than the weapon he is attempting to break. The saboteur must make a Reflex save (DC equal to the target's total attack roll). If successful, the target's weapon is rendered useless for the duration of combat. Equipment damaged in this fashion may be repaired with a Craft (weaponsmithing) roll (DC 10 + the saboteur's class levels + the saboteur's Dexterity score); such repairs take 1 minute of concentrated effort.

Siegemaster

The siegemaster is incredibly accomplished in siege warfare. With the aid of an army, he can easily reduce a city to ruins, or take it without damaging a single structure. He is so skilled in the use of siege engines that he can hit individuals with these imprecise weapons.

Fighters make natural siegemasters, though they must study the principles of siege warfare intently to meet the requirements of this class.

Hit Die: d10

Prerequisites

To qualify to become a siegemaster, a character must fulfill all of the following requirements.

Base Attack Bonus: +10.

Knowledge (architecture and engineering): 6 ranks.

Profession (siege engineer): 6 ranks.

Feats: Leadership.

Class Skills

The siegemaster's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (architecture and engineering) (Int), Profession (siege engineer) (Wis), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the siegemaster.

Weapon and Armor Proficiency: Siegemasters are proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Siege Expertise: At 1st level, when the siegemaster leads a siege unit in mass combat, each time the unit inflicts damage on a structure, it rolls an additional die of the same type for damage. Further, the siegemaster adds his class level to the result of each damage die. Finally, he adds his class level to his attack roll as a competence bonus when he uses a siege engine in skirmish combat.

March: At 2nd level, when the siegemaster leads a siege unit in mass combat, that siege unit and any siege unit within a number of squares equal to or less than the siegemaster's class level doubles its movement statistic.

Hooks and Ladders: At 3rd level, when the siegemaster leads a unit in mass combat, and that unit is engaged with an enemy unit that defends a fortification, the unit's attack index is

Table 6–20: The Siegemaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Siege Expertise
2	+2	+3	+0	+0	March
3	+3	+3	+1	+1	Hooks and ladders
4	+4	+4	+1	+1	Coordinate fire
5	+5	+4	+1	+1	Breach, hooks and ladders (friendly units)

increased by the siegemaster's character level. At 5th level, this ability affects all units within a 10 squares of the siegemaster, provided he is leading at least one unit.

Coordinate Fire: At 4th level, once per mass combat, when a ranged siege unit led by the siegemaster gets a unit with an attack, the unit's attack index equals the total attack index of all siege engines in the unit, rather than the highest attack index among them.

Breach: At 5th level, once per day when the siegemaster is leading a siege unit, he may do one of the following. If the siegemaster's unit is attacking another unit with a ranged attack, the attack roll is considered a natural 20. If the siegemaster's unit is attacking a fortification, one siege engine from that unit (chosen before any damage rolls are made) inflicts the maximum possible damage on the attack (for example, a medium catapult, which inflicts 2d100 points of damage on fortifications, would inflict 200 points of damage).

Sniper

A master marksman and deadly combatant at range, the sniper is rightly feared in skirmish combat and on the field of war. His accuracy is second to none, and he can put an arrow in an enemy's eye from any distance. Even the thickest armor has weaknesses, and the sniper can hit them.

The scout is the most obvious candidate for the sniper class, as his ranged combat is already excellent. Fighters, rangers, and rogues also make excellent snipers.

Hit Die: d8

Requirements:

To qualify to become a sniper, a character must fulfill all the following requirements.

Base Attack Bonus: +3.
Hide: 4 ranks.
Move Silently: 4 ranks.
Feats: Far Shot, Point Blank Shot, Precise Shot.

Class Skills

The sniper's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the sniper.

Weapon and Armor Proficiency: A sniper is proficient with all simple and martial weapons, as well as light armor. Further, he is proficient with all ranged weapons.

Aim: At 1st level, the sniper may aim at a target for a number of full round actions equal to his Wisdom modifier. He must select a target that he can see at the beginning of his first round of aiming. For each full round action the scout spends in this fashion, he gains a competence bonus to his ranged attack roll equal to his class level. If he hits, he inflicts +1d6 damage for every class level he has in sniper. In the case of a critical hit, this bonus damage is not multiplied. The sniper may continue to aim even if his line of sight is temporarily blocked (such as by another character moving through his line of sight), but if his line of sight to his target is blocked at the end of any combat round, he loses any bonus gained with this class ability.



Table 6–21: The Sniper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Aim
2	+1	+0	+3	+0	Sure shot
3	+2	+1	+3	+1	Arrow's path
4	+3	+1	+4	+1	Steady hand
5	+3	+1	+4	+1	Critical shot

Sure Shot: At 2nd level, even if the sniper misses the target of his ranged attack, he may choose to have the ranged attack automatically miss all other potential targets (instead of randomly determining them).

Arrow's Path: At 3rd level, when making a ranged attack, the sniper may reduce the miss chance due to the target's concealment by 10% per class level, to a minimum of 10%.

Steady Hand: At 4th level, any time the sniper scores a critical hit on his target, he hits that target automatically on any subsequent shots. No roll is required for further attacks on the same target (and therefore, the sniper may not score a critical on these attacks). The sniper may score automatic hits in this fashion only so long as his target remains in the same location; as soon as the target moves at least one 5-foot step, the sniper may no longer score automatic hits on him.

Critical Shot: At 5th level, when the sniper takes a full round action to aim (see the aim ability above), his threat range on the subsequent attack is increased by +1 (in addition to other bonuses granted by the action). Further, if the sniper scores a critical hit and the target is within the first range increment of the attack, bonus damage inflicted by the aim ability is multiplied normally due to the critical hit.

Street Knight

Common in many of the larger cities of the Free Kingdoms, street knights are the fiercest warriors and brutes of the underworld. Though they excel in brute force, they are quite cunning, practicing a style of dirty fighting that has even enticed a few monks into learning its harsh graces.

Centuries ago, the Street Knights were a vicious gang of hoodlums in Baraxton's seamier streets. They claimed to be the illegitimate children of Deverenian knights, denied their heritage by their thin blood. Like their supposed forbears, the Street Knights were relentlessly expansionist, and held nearly half of the city as their turf before degenerating into infighting, resulting in today's gangs of Baraxton. Legends persist that the core Street Knights' children rule the Thieves' Guild.

Though criminals are the most common street knights, they are far from the only ones. A rare urbanized Nothrog named Rreg'jen is a noted street knight, and one of Nassiral Hate's top servants. A handful of street knights have "retired," joining the city militia; these turncoats face the undying resentment of their former brothers.

Street knights live and die by back-alley beatings, underground bloodsports, and dominating everyone they meet. Even if not members of gangs, they can find employment with city militia, racketeers, or as crude torturers. Most live and die in the gutters of their birth, eventually done in by another up-and-coming knight.

Hit Die: d10.

Requirements

To qualify to become a street knight, a character must fulfill all the following requirements.

Base Attack Bonus: +6.

Feats: Combat Reflexes, Combat Expertise, Power Attack, Improved Sunder.

Special: The character must survive a beating by four other characters of equivalent levels and abilities, defeating at least one.

Class Skills

The street knight's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the street knight prestige class.

Weapon and Armor Proficiency: Street knights are proficient with all simple and martial weapons, and all light armors.

Whatever's Handy: Street knights are not picky about their weaponry. Whatever is in reach is something to beat or stab another man to death with, and anyone that expects the innocuous objects littering a street knight's home to be mere decorations has already lost the fight.

Street knights may take a move action to Search for an improvised weapon, naming the size category they are looking for (light, one-handed, two-handed, or too large to use; DC determined at GM's discretion, depending on how many items are in the area: a junkyard might have a DC 5, a tavern of 15, and a desert of 25), as well as whether the weapon should be bludgeoning or piercing (counting as a light mace or club or greatclub, a dagger or shortsword or shortspear respectively). At the GM's discretion, the knight must wrench some weapons free before using them (such as table legs used for clubs), requiring another move action. Street knights cannot reliably search for slashing weapons (improvised weapons tend to have no extended edges), and improvised weapons make exceptionally poor thrown weapons (lacking balance for throwing).

Improvised weapons have their hardness halved, and break after 1d6 + (½ hardness) rounds.

A Little Accident: Though some cities do not let mere proof sway their opinion of a man's guilt or innocence, precautions distract inspectors from even considering that a body might have died from an attack. The best street knights are especially talented at this trick.

At second level, a street knight's cunning allows him to hide the true nature of his victims' injuries. So long as he has used only bludgeoning or piercing melee weapons, the street knight's

Table 6–22: The Street Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Whatever's handy
2	+2	+3	+0	+0	A little accident
3	+3	+3	+1	+1	Take him down
4	+4	+4	+1	+1	Through the table
5	+5	+4	+1	+1	Tried that already

attacks on a victim appear to be accidental wounds if the knight brought the foe down in a number of rounds equal to or less than the knight's Intelligence modifier. If the knight has used only improvised weapons, he may add his Wisdom modifier (if above 0) to this time period. Any wounds from other sources do not appear accidental; the street knight is only capable of covering up his own attacks.

If a street knight reduces an opponent from maximum health to unconsciousness with a single blow, not even the opponent remembers the attack, forgetting the last (1d4 + the street knight's Strength modifier) minutes before the attack.

Take Him Down: On the street, extended bouts of fighting are dangerous luxuries. Loud battles mixed with the shrieks of the dying draw attention from all sorts, including city constabulary and rival gangs. Street knights prefer to win their battles as quickly as possible, the better to fight on their own terms next time.

Beginning at third level, street knights take only a standard action to perform a coup de grace attack against a humanoid or monstrous humanoid.

Through the Table: A street knight's greatest friend is surprise, and there are few better surprises in a street war than an attack from an unforeseen angle. Though all street knights favor such attacks, some of the larger, more brutal members have attacked their enemies by breaking through walls.

At fourth level of this class, the street knight comes to surprise enemies with unpredictable displays of destruction. After destroying an object with an attack, the street knight may attack anyone within his reach as a free action. If this opponent was unaware of the street knight's weapons (a great axe chopping upward through the table that concealed it, for instance), or even the street knight's presence (perhaps the knight leaps up through a wooden floor), the knight's free attack catches the foe flat-footed. The knight must destroy the object with a single blow to catch the opponent by surprise.

Tried That Already: Though few survive to an advanced age, the most experienced street knights are so deadly that only the fastest ambushes or best tactics can hope to take them down. Having lived through so many attacks, the street knight quickly exploits any repetition the enemy makes in combat.

At fifth level, the street knight's combat prowess can match the finest monks or Deverenian knights. Whenever an enemy repeats an action that he took the previous round (such as attacking the same target with the same weapon), that enemy provokes an attack of opportunity from the street knight. The street knight may perform a number of attacks of opportunity in one round equal to the higher of his Intelligence and Dexterity modifiers.

Tansiq Flesher

Centuries ago, House Tansiq was home to the loyal dissenters, humble servants of Flesh. Mediocre spellcasters, the Tansiq remained unnoticed until the botched murder of a Calix king exposed their cannibalistic depredations. Tansiq's fascination with Flesh had transformed them from mere oddities into terrible murderers. Despite the Elven histories, the Tansiq never engaged in wholesale slaughter, preferring instead to choose when and how their victims died, the better to absorb the fallen's flesh in peace.

Even before their disappearance, Tansiq's fleshers walked the borders of the Elven lands silently butchering invaders and traitors. Only the finest assassins could expect elevation to the ranks of the fleshers. They killed without hesitation, but never by accident — to deliver death was to take on a part of the victim's flesh, for good or for ill. Even during Calix's revenge on the Tansiq, the fleshers limited their killing, not wishing to corrupt their own bodies with inferior morsels.



Calix insists that the Tansiq traitors are dead; those who remained loyal to the Elves had joined Houses Glyn and Rowan. While basic flesher training continued under Calix approval, Dythanus necromancers had free rein with those who approached the Tansiq's darker arts. Until very recently, the Elves believed the menace gone forever, but that was before the discovery of the Rowan King's body during the Assassins' Strike... and rumors of identical slayings among the Deverenians that had invaded the Dwarven caves.

Today, the survivors of the Tansiq remain in hiding, ever watchful, ever capable. Breaking with another Elven tradition, they have shared their secrets with the Thieves' Guild, and their influence has touched close to the heart of the Dwarven Kingdom.

Hit Die: d8.

Requirements

To qualify to become a Tansiq flesher, a character must fulfill all the following requirements.

Alignment: Any evil.

Base Attack Bonus: +5.

Class Feature: Sneak attack of +3d6 or greater.

Hide: 6 ranks.

Move Silently: 6 ranks.

Feats: Dodge, Mobility, Run, Spring Attack.

Special: The higher arts of the Fleshers remain generally unknown, due to both Calix manipulation and Tansiq secrecy. To progress beyond third level in this prestige class, characters must possess one of the following Membership feats: House Tansiq, Thieves' Guild, Xod's Assassins.

Class Skills

The Tansiq flesher's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Tansiq flesher prestige class.

Weapon and Armor Proficiency: Tansiq fleshers are proficient with all simple weapons and light armors. Many of the Tansiq flesher's class features require the use of light weapons and armor.

Vital Spot: The Tansiq fleshers, like most assassins, do not care for drawn-out conflicts. In their training sessions, the fleshers master precise strikes rather than a flurry of attacks. The flesher waits, exploiting vulnerable spots on his victims.

While using a light weapon against an enemy the flesher has observed for at least three rounds (including during a melee, or before performing a sneak attack), his critical threat range doubles (triples with the use of either a keen weapon or the Improved Critical feat, quadruples with both, etc.). A flesher does not gain this benefit if he has attacked another opponent within the last round, or if the enemies have flanked him.

Sneak Attack: Fleshers are arguably the premier assassins in the Accordlands. At 2nd level, the flesher gains +1d6 sneak attack, and gains another +1d6 sneak attack at 4th level (total +2d6).

Any time the flesher's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the flesher's attack deals its additional dice of sneak attack damage. Should the flesher score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the flesher can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A flesher can only sneak attack living creatures with discernible anatomies — undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the flesher must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The flesher cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a flesher gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Strike and Retreat: After the Elves unearthed evidence of House Tansiq's betrayals, many of the highest royalty of the Elven Houses remained in public as often as possible, believing that the Tansiq would not dare to strike them in full daylight. This assumption proved costly, as the fleshers enjoyed the chance for a spectacular slaying. Rushing from hiding, they slew their victims and retreated, leaving a throng of dazed guards in their wake.

While clad in light or no armor, a 3rd-level Tansiq flesher can confound his enemies by darting in and out of his victims' field of vision. The flesher uses the Spring Attack feat to advance, attack, and continue moving into hiding, where he awaits his next chance to strike. So long as he begins and ends his movements outside of his enemies' field of vision (behind at least ¾ths concealment, or with a smoke bomb or *darkness* spell in effect), he may make Hide and Move Silently checks even if others are aware of his presence (though he suffers movement and armor penalties as normal). If the flesher suffers damage from a melee attack while attempting to strike and retreat, he cannot use this class feature for the remainder of the combat until something diverts his attackers' attention (such as creating a diversion through use of the Bluff skill). While in hiding, the flesher may not perform any action which would draw attention to himself, but he may use his sneak attack bonuses when attacking unsuspecting opponents. This use of this class feature has no effect against opponents with the special qualities of either Blindsight or Scent (*see Monster Manual, page 306 & 314*), and the speed required limits the effectiveness of the blow, with half the dice normally allowed for the sneak attack.

Table 6–23: The Tansiq Flesher

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Precision killer
2	+1	+0	+3	+0	Sneak attack +1d6
3	+2	+1	+3	+1	Strike and retreat
4	+3	+1	+4	+1	Sneak attack +2d6
5	+3	+1	+4	+1	Faultless flesh

Alternately, a flesher may Run (as per the feat) as part of his Spring Attack, but he provokes attacks of opportunity as normal from opponents other than the target. This is an extraordinary ability.

Faultless Flesh: Though they publicly professed to have little talent with magic, House Tansiq practiced complex rituals on behalf of Flesh. Though rarely experienced as clerics of that element themselves, the fleshers still bowed to it. The most advanced fleshers learned how to practice their devotions through their art. It was this practice that exposed the Tansiq, and its continued use puts the lie to the Elven claim of the fleshers' eradication.

At 5th level, when attacking a helpless opponent, the flesher can choose to draw out his victim's suffering through a painful rite. The flesher spends an extended amount of time ritually torturing his victim, dealing a single point of damage every hour. Though this appears to be common sadism, in truth the flesher is invoking Flesh through the target, begging the Element to spare its servant by taking the victim instead. Ritually murdering a victim over the course of 8 uninterrupted hours, the flesher's own life extends dramatically as Flesh spares him its touch. For a number of years equal to one-quarter his victim's Challenge Rating, the Flesher does not age and gains Spell Resistance (14 + character level) against necromancy spells. This is a supernatural ability.

Ex-Fleshers: Fleshers who become good-aligned may not progress in this class, though use of the class abilities likely push them back toward evil alignment.

Trapper

Trappers are masters of snares and decoys who lure their foes into possibly fatal situations. Further, they take full advantage of terrain during combat, presenting themselves as difficult targets to engage safely. They adeptly manipulate mechanical devices such as locks and traps.

Fighters make excellent trappers, as they are most easily able to capitalize on a foe's unfortunate circumstances. Rogues and scouts are also well suited to this class, thanks to their selection of skills.

Hit Die: d8

Prerequisites

To qualify to become a trapper, a character must fulfill all the following requirements.

Base Attack Bonus: +3.
Disable Device: 4 ranks.
Use Rope: 4 ranks.
Feats: Combat Reflexes.

Class Skills

The trapper's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Trappers are proficient in the use of all simple and martial weapons. They are also proficient with light armor.

Agility: Trappers are masters of forcing their opponents to attack over disadvantageous terrain. Trappers receive a +1 dodge bonus to their Armor Class. This bonus increases to +2 at 4th level.

Trap Area: At 1st level, the trapper may trap a small area. At the beginning of any combat in which the trapper has had the opportunity to trap an area (which takes 1 minute for each square trapped), the trapper designates a number of 5-foot squares equal to his class level. Any creature that enters a designated square without knowing of the trap immediately suffers 1d6 damage for each level the trapper has in this class. Victims may make a Reflex save (DC 10 + the trapper's Dex modifier + the trapper's class levels) to halve this damage. Once a trap has inflicted its damage, the trap is expended and characters may safely enter that square. At 3rd level, the damage inflicted by such a trap increases to 1d8 for each level the trapper has in this class. At 5th level, the damage rises once more to 1d10. This ability requires the expenditure of 10 gp of raw materials for each square trapped. The trapper may purchase these materials in advance, recording them on the character sheet simply as "raw material for traps"; their specific nature need not be recorded. Enough raw materials for one trap weigh ½ pound. Alternately, the trapper may make a Search check (DC 15) to scrounge enough raw materials for a trap in just about any location. However, as these materials are often substandard, traps manufactured with such materials inflict half the usual amount of damage.

First Strike: At 2nd level, the trapper gains the ability to make an additional attack of opportunity per round, on top of any attacks of opportunity he is normally allowed. Further, this attack of opportunity (and only this attack of opportunity) may be taken before the action that provoked the attack takes place, though even if successful the action still happens unless the acting character is rendered incapable of completing the action (such as if he were knocked unconscious).

Table 6–24: The Trapper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Trap area (1d6), agility+1
2	+1	+0	+3	+0	First strike
3	+2	+1	+3	+1	Trap area (3d8)
4	+3	+1	+4	+1	Snare, agility +2
5	+3	+1	+4	+1	Quick rig, trap area (5d10)

Snare: At 4th level, the trapper may rig nonlethal traps. When using the trap area ability, he may designate any or all of the trapped squares as nonlethal. If he does so, a creature entering that square does not suffer damage, but instead must make a Reflex save (DC 10 + the trapper's Dex modifier + the trapper's class level) or be rendered helpless for 1d4 rounds + the trapper's class level. Once a creature attempts a Reflex save against a trap — whether successful or not — the trap is expended and anyone may safely enter that square. Nonlethal traps require the same expenditure of raw materials as traps set with the trap area ability.

Quick Rig: At 5th level, the trapper can trap an area with remarkable speed. If the trapper does not use his trap area ability at the beginning of the combat, he may instead lay traps during combat. The trapper may take a full round action to lay a trap in an adjacent square (he is allowed the usual 5-foot step for the full round action, which may be taken before or after laying his trap). Any creature that cannot see the trapper as he takes this action is considered a potential victim, and such creatures that enter a trapped square suffer 5d6 damage. The creature may make a Reflex save (DC 10 + the trapper's Dex modifier + the trapper's class levels) to halve this damage. Once a trap has inflicted damage on a creature, the trap is considered expended and anyone may safely enter that square. Quick rigged traps require the same expenditure of raw materials as traps set with the trap area ability.

Vision Speaker

Vision speakers are arcane spellcasters that specialize in divination magic. They differ from seers in that while seers can twist the designs of fate, vision speakers literally peer into the future (and can pass such visions on to nearby companions). Vision speakers, unlike seers, cast arcane magic rather than divine.

The shaman and the wizard are the two classes that most easily gain the vision speaker prestige class, and benefit from it the most.

Hit Die: d4

Requirements

To qualify to become a vision speaker, a character must fulfill all of the following requirements.

Feats: Spell Focus (divination).

Special: The character must be able to cast 3rd-level arcane spells.

Class Skills

The vision speaker's class skills (and the key ability for each skill) are Craft (alchemy) (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the vision speaker.

Weapon and Armor Proficiency: Vision speakers gain no new proficiencies with weapons, armor, or shields.

Spells: A vision speaker can cast arcane spells, and continues to gain arcane power. When a new vision speaker level is gained, the character gains additional spells per day as if he had also gained a level in the arcane spellcasting of his choice. He does not, however, gain any other benefits of the other class. For example, if Arina, an 8th level wizard, gains a level in vision speaker, he gains new spells as if he had risen to 9th level in wizard, but all other aspects of level advancement, such as base attack bonus and save bonuses, are gained from the vision speaker class. Similarly, an 8th level wizard/4th level shaman who gains a level in vision speaker may choose to gain either a spellcasting level in shaman or wizard, but not both.

Ease of Visions: At 1st level, a number of times per day equal to the vision speaker's class levels, he may reduce the XP cost of a divination spell he casts by ½.

Foul Future: At 2nd level, a number of times per day equal to his class level –1 and not more than once per round, the vision speaker may potentially cause a successful attack roll or skill check to fail, or a failed attack roll or skill check to succeed. The acting character must be in the vision speaker's line of sight for him to use this ability, and he may attempt a Will save (DC 10 + the vision speaker's class levels + the vision speaker's Intelligence modifier) to negate. If this save is failed (or not attempted), the vision speaker may grant an insight bonus or penalty to the acting character's roll equal to the vision speaker's class level. The vision speaker must be able to speak to his target in order to use this ability. The vision speaker uses this ability before the affected roll is made, out of turn, as a free action.

Channel: At 3rd level, for up to ten minutes per class level per day, the vision speaker may channel another character's words through his own mouth. He must have a personal possession of the target or a bit of the target's body (such as a strand of hair or fingernail trimming) to use this ability. While this ability is in effect, he speaks any words spoken by the target, and sees and hears whatever the target sees. While using this ability, the vision speaker is considered helpless, and may not act in any way (though he may dispel the effect at any time as a free action on his turn).

Table 6–25: The Vision Speaker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Ease of visions
2	+1	+0	+0	+3	Foul future
3	+1	+1	+1	+3	Channel
4	+2	+1	+1	+4	Foil fate
5	+2	+1	+1	+4	Strength in destiny

Foil Fate: At 4th level, the vision speaker may use his foreknowledge of events to turn aside their course. Any time an opposing character attempts an attack of opportunity against the vision speaker, the vision speaker gains an insight bonus to his Armor Class equal to his class levels for that attack.

Strength in Destiny: Once per day, the vision speaker may fortify himself or another with a positive vision of the future, indicating a favorable outcome of current events. As a standard action, the vision speaker targets either himself or an ally with this ability. The target receives a morale bonus to all attack rolls, skill checks, and saving throws equal to the vision speaker's Charisma modifier for a number of rounds equal to the vision speaker's class level.

War Mage

Many arcane spellcasters consider themselves above the common rabble, believing that impartial and reasoned analysis of conflict is more effective than wide-scale warfare. These men and women have almost nothing in common with war mages.

War mages deal almost exclusively with mass assault or siege warfare, and unsurprisingly come almost solely from Deverenia or the Nothrog lands. Both nations wage constant wars of conquest, and the Deverenians even have a formal academy — Stormhold — that trains wizards for combat. Prominent leaders and generals in both nations are war mages, and some accompany most large military groups.

Though the training techniques involved in war magic are relatively common knowledge, other nations have few arcane spellcasters with the proper temperament for the practice. Andover has a few surviving war mages, as do Houses Calix and Syneri, but they are exceptions. Arak Spire and the Kaballites pointedly denounce the practice of war magic, viewing it as a waste of magical ability. Even Kerebrus shies away from war mages, leery of their preference for carnage over controlled assault.

War mages are present in most Nothrog and Deverenian armies, but despite the common prejudice, they are just as likely to seek out their own fortunes. They even enjoy rivalries with other traditional combat classes like fighters and barbarians, reveling in their capacity for destruction. Others hold reserved stances more in line with their less belligerent peers, maintaining the role of studied guardian instead of a walking maelstrom.

Hit Die: d6

Requirements

To qualify to become a war mage, a character must fulfill all the following requirements.

Base Attack Bonus: +5.

Concentration: 8+ ranks.

Feats: Combat Casting, Spell Penetration, at least one martial or exotic weapon proficiency.

Spells: Must be able to cast arcane spells of fifth or higher levels.

Class Skills

The war mage's class skills (and the key ability for each skill) are Concentration (Con), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.



Class Features

The following are class features of the war mage class.

Weapon and Armor Proficiency: War mages gain no new proficiencies with weapons or shields. War mages are proficient with light armor.

Armor Conditioning: Though hardly likely to charge into battle wearing full plate, war mages are more familiar with armor and its limitations on spellcasting than multiclassed fighter/wizards. While wearing armor, war mages suffer less spell failure for casting somatic spells than do other arcane spellcasters. Beginning at the first level of this prestige class, war mages suffer 10% less spell failure (minimum 5%) while wearing light armor, and 5% (minimum 20%) less spell failure when wearing medium armor. The percentages for arcane spell failure in heavy armor and shields remain unchanged.

Spell Progression: While their expanded training slows the war mages' studies, they are still powerful spellcasters in their own right. When a war mage achieves second level, and then again when he reaches fourth level, he gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the war mage prestige class. He does not, however, gain any other benefits that a character of that class would have gained (new bonus feats, bardic songs, etc.). If he had more than one arcane spellcasting class, he chooses which class he adds each spellcasting level to when he gains the new level.

Mastered Mayhem: As war mages rely on their capability of attacking the enemy while remaining safe, they must balance destruction of the opposition while safeguarding allies. To this extent, they learn to rigorously control their especially damaging spells.

At third level, a war mage learns to shape the area of effect for many of his spells. When preparing an arcane spell with an area of effect, the war mage may prepare it as though it were of two higher levels. The spell becomes shapeable upon casting (spells with a radial area of effect have instead a cubic area of 75% of the listed radius).

Deadly Focus: War mages know that they have given up a portion of their potential spellcasting mastery to become more adept in combat, and this fact galls many. War mages are still spellcasters, and still desire to best others in their art. Though many view it as the height of foolishness, war mages are willing to literally pour their lives into their spells, wreaking unimaginable havoc on themselves and others.

At fifth level, war mages gain Deadly Focus as a bonus feat, but may sacrifice any amount of their Constitution to power their spells.

Table 6–26: The War Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Armor conditioning
2	+1	+0	+0	+3	Spell progression
3	+1	+1	+1	+3	Mastered mayhem
4	+2	+1	+1	+4	Spell progression
5	+2	+1	+1	+4	Deadly focus

Yscar Lycanthrope

Misunderstood and maligned, the Yscar lycanthropes are the elite of the Yscarite heresy, and among the greatest warriors in the battle against Bascaron. Though nothing overtly separates the lycanthropy from advanced Bascarite cultists, the subtle differences of personality soon give way to a multitude of bestial forms, both subtle and fantastic. Where the Bascarites invite wild change, the lycanthropes control it.

Yscar lycanthropes can come from any class, though monks and clerics are common for their willpower, and rogues for their stealth abilities. Ultimately, however, any who bear the mark of Yscar may eventually become a lycanthrope, though few even among the lycanthropes master shapeshifting. Most lycanthropes falter long before the rigors of actual metamorphosis, spending their remaining days as monstrous figures.

Lycanthropy is possible outside of the Yscarites, though lacking the intense mental and spiritual regime of the cult most lycanthropes descend into madness. A few true Bascarites have stumbled upon the path as well, but usually die to either their own recklessness or the paranoia of the other Blood Moon cultists. Though "natural" lycanthropy is rare compared to genetic inheritance or use of the mark of Yscar spell, enough legends exist of lycanthropy passing on through bites that even Yscar the Elder considers it possible. Lycanthropic bloodlines exist in every major race, despite constant attempts to stamp out the disease.

Like their Bascarite nemeses, the Yscar lycanthropes can appear virtually anywhere, regardless of racial, geographical, or political boundaries. Though they prefer low profiles, their mutations ensure their eventual discovery. Indeed, the Yscarites usually move with such secrecy and speed that many assumed the heresy was responsible for the Assassins' Strike. A few of Yscar's students have struck out on their own, either flush with their newfound power or terrified of it.

Hit Die: d8

Requirements

To qualify to become a Yscar lycanthrope, a character must fulfill all the following requirements.

Alignment: Any lawful (characters with levels in the Bascarite Ascending feat may advance normally ignore this requirement).

Feats: Iron Will.

Special: A character must have either the Mark of Yscar (even if not of the heresy) or two or more levels of the Bascarite ascendant prestige class.

Special: The character must have knowingly and willingly changed shape before, though not necessarily as part of his own abilities. A character who has imbibed a potion of *alter self* or *gaseous form* may join, or a druid with *wild shape*, as might a character infected by lycanthropy but who has knowingly triggered the transformation. A character who has ordered a spellcaster to cast a *polymorph* spell does not qualify, as he himself did not initiate or control the transformation.

Special: The mutations associated with the Yscarite lycanthrope prestige class are obvious. The major nations and orders in the Accordlands do not care for those who bear Bascaron's blessings, and any characters who gain a level in the Yscarite lycanthrope prestige class lose any Membership feats they have, save for the religion memberships for the Cult of Bascaron or the Yscarite Heresy.

Class Skills

The Yscarite lycanthrope's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Disguise (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Yscar lycanthrope prestige class.

Weapon and Armor Proficiency: Yscar lycanthropes gain no new proficiencies with weapons, armor, or shields. Advanced members of the prestige class usually disdain the use of such equipment, as their transformations often destroy equipment being worn. Yscar lycanthropes receive additional training in the use of any of their natural weapons.

Monstrous Form: There is no mistaking an Yscarite lycanthrope, as beginning on the path forever marks the adherent. Upon taking a level of Yscarite lycanthrope, the character's type permanently shifts to monstrous humanoid (Bascaron). While any number of cosmetic changes may occur (such as scales, animalistic patterns of fur, vestigial webbing of toes or fingers), the only significant products of this metamorphosis are the addition of darkvision (at a 60 ft. range) and the growth of a natural weapon, any one of a set of claws, fangs, or horns, or bony spurs at the ankles, knees, wrists, or elbows. Horns deal bludgeoning or piercing damage, depending on the horn type. Claws, fangs, and spurs deal slashing/piercing damage. Excepting low-light vision, the lycanthrope retains any previous racial features. Additionally, the Yscarite lycanthrope can no longer die of old age, though he otherwise ages as normal. Yscarite lycanthropes neither gain nor lose any additional ability points after achieving venerable age.

The lycanthrope's face and body warp to such an extent that few of his acquaintances could recognize him, even upon close inspection. Bascaron's magic totally remakes the character's appearance, and only magical means can prove the lycanthrope's true identity (though others may come to believe through role-playing).



The monstrous form of the lycanthrope remains relatively stable, gaining only occasional cosmetic changes. Additionally, the character suffers a cumulative –1 racial modifier per class level to all Charisma-based skill checks, excepting Intimidate. This penalty stacks with any penalties from the Bascarite ascendant prestige class, but lasts only while the character is in his natural form.

True Form: The first true test in mastering shapeshifting is not in the dynamic displays of assuming a variety of new and terrifying forms, but rather in returning to the familiar. Though Yscarite heretics learn this when their elders transform them into other shapes, other lycanthropes learn it through trial and error as they deal with the side-effects of their own abilities. At second level, whenever the lycanthrope's body has transformed into another shape, he may make a Concentration check (DC 15) to revert to his monstrous form.

Transformations of any kind, even to the original form, are severely taxing. Anything the character is wearing is destroyed (magical items with a hardness rating are dropped instead). The process is immeasurably painful as the lycanthrope's body evolves or degrades in moments, and takes a full round action. The lycanthrope is not defenseless, but his torment is so great that most of his actions become useless flailing. This is a supernatural ability.

Beast Form: As the lycanthrope grows in understanding of his abilities, he can not only control when he transforms, but also the form itself. At third level, the lycanthrope may make a controlled transformation by making a Concentrate check (DC 13 + 3x Challenge Rating of the creature he wishes to transform into) and taking a full round action, the lycanthrope transforms into any creature of the animal, magical beast, or vermin types. He retains all his mental facilities including his natural Int and Wis scores, his skills and feats, and any spellcasting (though his new form is unlikely to be able to use verbal or somatic components), but replaces his size, type, speed, Str, Dex, and Con abilities (and racial bonuses or penalties to related skills) with those listed in the creature's entry in *Monsters & Lairs*, and gains any special attacks and qualities of the creature itself. Finally, he averages his Cha with the creature's listed Cha. A lycanthrope may not assume the form of any creature he has never touched before, and always assumes the appearance of the first such creature he touched after gaining this class feature (i.e. a lycanthrope who touches a horse will always bear the same pattern and coloring of that horse, though he may actually be significantly stronger or weaker in that form). Transformed characters cannot cast spells or use skills which require speech or fine manipulation.

Lycanthropes may use this and subsequent class features a total number of times per day equal to their class level + base Will save, but may maintain a form indefinitely. These shape shifts do not cure diseases or poisons, even if the new form is immune; instead the affliction lingers, dormant until the lycanthrope again assumes a vulnerable form.

Additionally, the lycanthrope's type now changes from monstrous humanoid to magical beast (shapeshifter), though he remains of the (Bascaron) subtype and neither gains nor loses any other benefits or penalties. This change supersedes the transformation of a Bascarite ascendant, and a lycanthrope of third or greater level who enters that prestige class remains a shapeshifter. This is a supernatural ability.

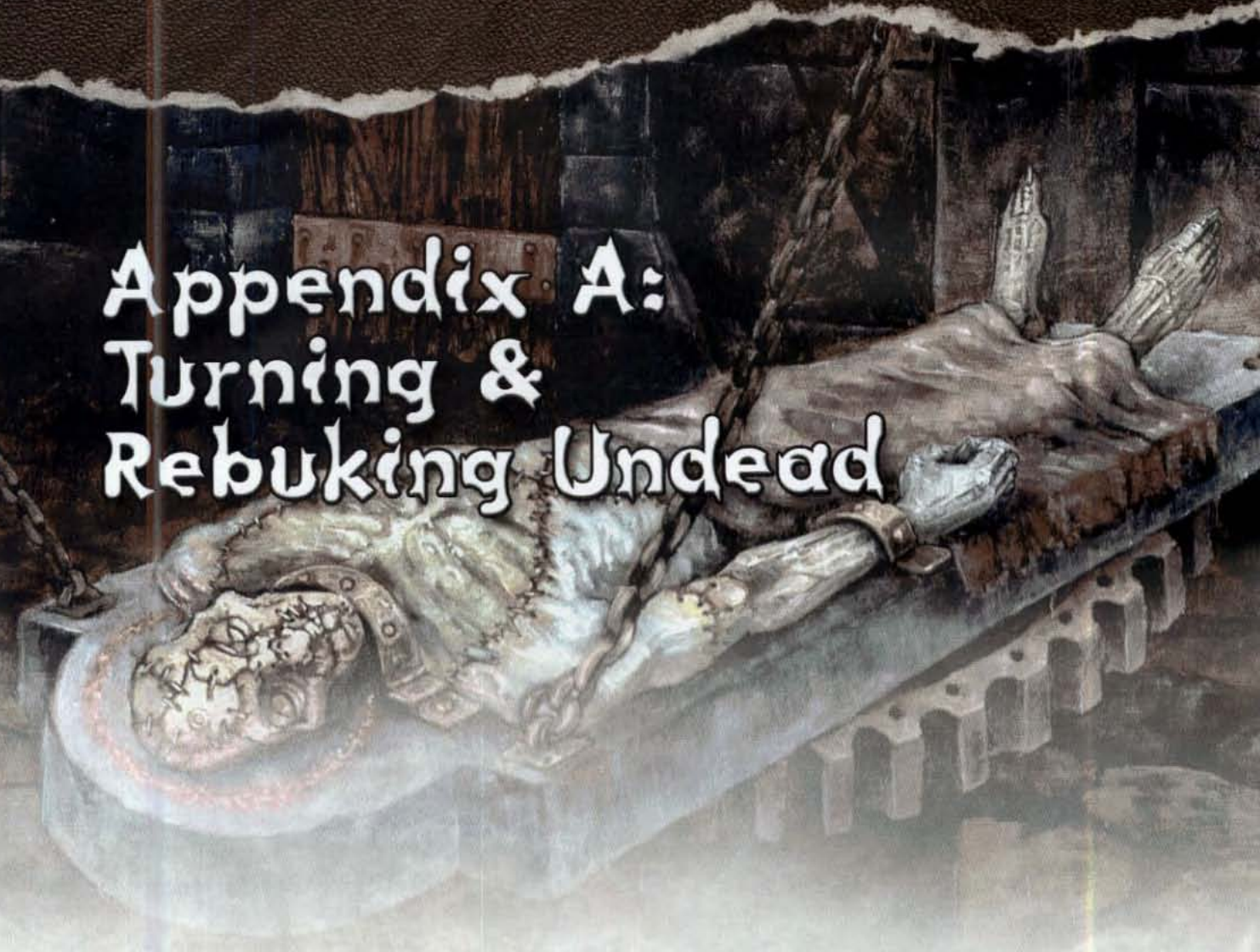
Form of the Greater Beast: Nearing the height of his power, the lycanthrope not only speeds his transformations, but can mix them together. At fourth level, a lycanthrope changes shape as a move action, but more importantly can combine the strengths of multiple forms. Though this is incredibly difficult (Concentrate DC 17 + 4 × CR of creature whose aspect is to be adopted, plus 5 per aspect already adopted), doing so allows the lycanthrope to pick and choose size, movement rates, Str, Dex, and Con abilities, natural weapons, and racial abilities. Flight in a compounded form is difficult, one maneuverability rating lower than normal, with an additional reduction for every size category between the flying creature's size and the compounded form's. The compound form's type may have unique difficulties assigned by the GM (i.e. a bear crossed with a fish may be a capable combatant below the waves, but may also begin drowning in air). This is a supernatural ability.

Form of Man: The form of man, achieved at fifth level, represents the height of lycanthropic ability, the power to turn into one of the greatest and most complex creatures nature has ever known: himself as he once was. This form ages on its own, to mirror the character's own age, but is otherwise physically identical to the lycanthrope was before his type first shifted, and does not include subsequent increases to the character's physical abilities or Fortitude and Reflex saves.

This transformation lasts only a short time (Concentration check, DC 20; the amount by which the roll exceeds 20 is the duration of this effect in hours), during which time the lycanthrope may only use his true form class feature's ability. While in the form of man, the lycanthrope's type is the same as it originally was, and he has no lingering signs of either his membership in this class (including the Mark of Yscar and Bascaron taint). This is a supernatural ability.

TABLE 6–27: THE YSCAR LYCANTHROPE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Monstrous form
2	+1	+3	+0	+3	True form
3	+2	+3	+1	+3	Beast form
4	+3	+4	+1	+4	Form of the greater beast
5	+3	+4	+1	+4	Form of man



Appendix A: Turning & Rebuking Undead

Turning Checks

Turning undead is a supernatural ability that a cleric can perform as a standard action. It does not provoke attacks of opportunity. A combatant must present his holy symbol to turn undead. Turning is considered an attack.

Times per Day

A combatant may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier.

Range

A combatant turns the closest turnable undead first, and cannot turn undead that are more than 60 feet away or that have total cover relative to him.

Turning Check

The first thing a turning combatant does is roll a turning check to see how powerful the undead are that he can turn. This is a Charisma check (1d20 + the combatant's Charisma modifier).

TABLE A–1: TURNING CHECKS

Turning Check Result	Most Powerful Undead Affected (Maximum Hit Dice)
Up to 0	Combatant's level –4
1–3	Combatant's level –3
4–6	Combatant's level –2
7–9	Combatant's level –1
10–12	Combatant's level
13–15	Combatant's level + 1
16–18	Combatant's level + 2
19–21	Combatant's level + 3
22+	Combatant's level + 4

Turning Damage

If a combatant's roll is high enough to let the combatant turn at least some of the undead within 60 feet, roll 2d6 + the combatant's cleric level + the combatant's Charisma modifier for turning damage. The combatant can turn that many total Hit Dice of undead in this turning attempt.

A combatant may skip over already turned undead that are still within range.

Effect and Duration of Turning

Turned undead flee the turning combatant by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If the turning combatant approaches within 10 feet of them, however, they overcome being turned and act normally. The turning combatant can attack them with ranged attacks from at least 10 feet away, and others can attack them in any fashion, without breaking the turning effect.

Destroying Undead

If a combatant has twice as many levels (or more) as the undead have Hit Dice, he destroys any undead that would normally turn.

Evil Clerics and Undead

Evil clerics channel negative energy to rebuke (awe) or command (control) undead rather than channeling positive energy to turn or destroy them. An evil cleric makes the equivalent of a turning check. Undead that would be turned are rebuked instead, and those that would be destroyed are commanded.

Rebuked

A rebuked undead combatant cowers. Attack rolls against the cowering undead get a +2 bonus. The effect lasts 10 rounds.

Commanded

A commanded undead combatant is under the mental control of the evil cleric. The cleric must take a standard action to give mental orders to a commanded undead. The cleric may simultaneously command any number of undead whose total Hit Dice do not exceed his level. He may voluntarily relinquish command of any commanded undead combatant or combatants in order to command new ones.

An evil cleric may instead command a single undead combatant with more Hit Dice than he has levels, but he must concentrate continuously to do so (as in concentrating to maintain a spell), and he can command no other undead at the same time.

Dispelling Turning

An evil cleric may channel negative energy to dispel a good cleric's turning effect. The evil cleric makes a turning check as if attempting to rebuke the undead. If the turning check result is equal to or greater than the good cleric's turning check result, then the undead are no longer turned. The evil cleric rolls turning damage of 2d6 + cleric level + Charisma modifier to see how many Hit Dice worth of undead he can affect in this way (as if he were rebuking them).

Bolstering Undead

An evil cleric may bolster undead combatants against turning in advance. He makes a turning check as if attempting to rebuke the undead, but the Hit Dice result becomes the undead combatants' effective Hit Dice as far as turning is concerned (provided the result is higher than the undeads' actual Hit Dice). The bolstering lasts 10 rounds.



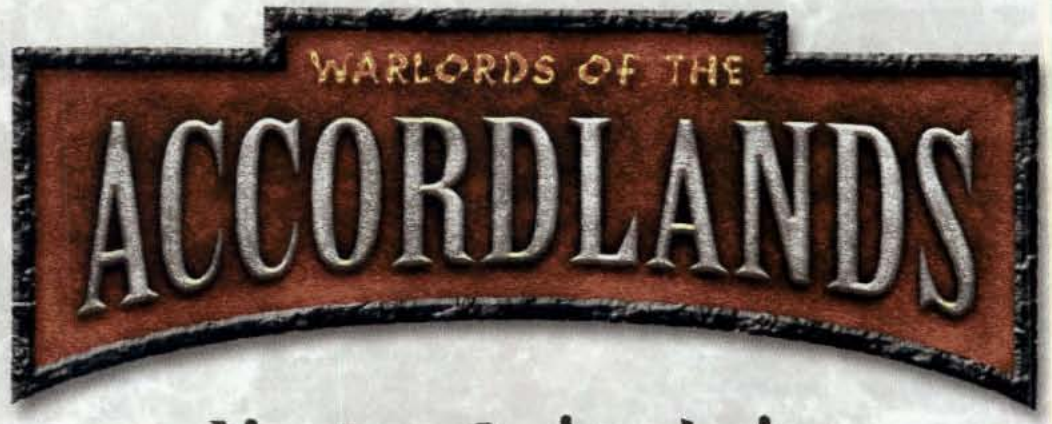
Neutral Clerics and Undead

A neutral cleric (one who is neither good nor evil) can either turn undead but not rebuke them, or rebuke undead but not turn them. When a neutral cleric is created, decide which effect the cleric has on undead. That is the effect the cleric has from then on. Some deities specify their neutral clerics' effect on undead.

Even if a cleric is neutral, channeling positive energy is a good act and channeling negative energy is evil.

Paladins and Undead

Paladins can turn undead as if they were clerics of two levels lower than they actually are. A paladin can't turn undead until 3rd level, at which point he turns undead as if he were a 1st-level cleric.



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Warlords of the Accordlands

Character Name | Player

Class and Level | Race | Alignment | Diety

Size | Age | Gender | Height | Weight | Eyes | Hair

Ability Name	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

HP (Hit Points) — Total HP | Wounds/Current HP | Nonlethal Damage

Initiative Modifier — Total = Dex Modifier + Misc Modifier

Speed — Single Move / Double Move / Run

Base Attack Bonus

AC Armor Class — Total AC = 10 + Armor Bonus + Shield Bonus + Dex Modifier + Size Modifier + Natural Armor + Deflection Modifier + Misc Modifier

Touch Armor Class

Flat-Footed Armor Class

Damage Reducton

Saving Throws	Total	=	Base Save	+ Ability Modifier	+ Magic Modifier	+ Misc Modifier	+ Temporary Modifier
Fortitude (Constitution)		=		+	+	+	+
Reflex (Dexterity)		=		+	+	+	+
Will (Wisdom)		=		+	+	+	+

Conditional Modifiers

	Total	= Base Attack Bonus	+ Str Modifier	+ Size Modifier	+ Misc Modifier	+ Temporary Modifier
Melee Attack Bonus						
Ranged Attack Bonus						

Ranged: Total = Base Attack Bonus + Dex Modifier + Size Modifier + Misc Modifier + Temporary Modifier

Attack

Attack	Attack Bonus	Damage	Critical

Range	Type	Notes

Ammunition _____

Attack

Attack	Attack Bonus	Damage	Critical

Range	Type	Notes

Ammunition _____

Attack

Attack	Attack Bonus	Damage	Critical

Range	Type	Notes

Ammunition _____

Attack

Attack	Attack Bonus	Damage	Critical

Range	Type	Notes

Ammunition _____

Skills

Max Ranks: /

Class Skill	Skill Name	Key Ability	Skill Modifier	= Ability Modifier	+ Ranks	+ Misc Modifier
○	Alchemy	INT				
○	Appraise ■	INT				
○	Balance ■	DEX*				
○	Bluff ■	CHA				
○	Climb ■	STR*				
○	Concentration ■	CON				
○	Craft ■ (_____)	INT				
○	Craft ■ (_____)	INT				
○	Craft ■ (_____)	INT				
○	Decipher Script	INT				
○	Diplomacy ■	CHA				
○	Disable Device	INT				
○	Disguise ■	CHA				
○	Escape Artist ■	DEX*				
○	Forgery ■	INT				
○	Gather Information ■	CHA				
○	Handle Animal	CHA				
○	Heal ■	WIS				
○	Hide ■	DEX*				
○	Intimidate ■	CHA				
○	Intuit Direction	WIS				
○	Jump ■	STR*				
○	Knowledge (_____)	INT				
○	Knowledge (_____)	INT				
○	Knowledge (_____)	INT				
○	Knowledge (_____)	INT				
○	Knowledge (_____)	INT				
○	Listen ■	WIS				
○	Move Silently ■	DEX*				
○	Open Lock	DEX				
○	Perform ● (_____)	CHA				
○	Perform ■ (_____)	CHA				
○	Perform ■ (_____)	CHA				
○	Poison ■ (_____)	CHA				
○	Profession (_____)	WIS				
○	Profession (_____)	WIS				
○	Ride ■ (_____)	DEX				
○	Scry ■	INT				
○	Search ■	INT				
○	Sense Motive ■	WIS				
○	Sleight of Hand	DEX*				
○	Sleight of Hand	DEX*				
○	Spellcraft	INT				
○	Spot ■	WIS				
○	Survival ■	WIS				
○	Swim ■	STR**				
○	Tumble	DEX*				
○	Use Magic Device	CHA				
○	Use Rope ■	DEX				
○	_____					
○	_____					
○	_____					
○	_____					

■ *Indicates a skill that can be used untrained.*

○ *Mark this circle if the skill is one of the character's class skills.*

* *Armor check penalty, if any, applies.*

** *–1 per 5 lb. of gear.*

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EXPERIENCE POINTS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

GEAR

ITEM	WT	ITEM	WT.
		TOTAL WEIGHT CARRIED	

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LEFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
			EQUALS MAX LOAD	2 X MAX LOAD	5X MAX LOAD

MONEY

PP —

GP —

SP —

CP —

FEATS AND SPECIAL ABILITIES

	REFERENCE

MAGIC

MEMORIZED	SPELL	SAVE DC	RANGE	DURATION	SAVING THROW	DAMAGE	SAVE/SR	DESCRIPTION/REFERENCE	MASTERED
○									☐
○									☐
○									☐
○									☐
○									☐
○									☐
○									☐
○									☐
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○									☐
○									☐
○									☐
○									☐

CLASS

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

CLASS

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

DOMAINS/SPECIALTY:

SPELL FOCUS

SPELL FOCUS

METAMAGIC FEATS

	REFERENCE

CAMPAIGN

BACKGROUND/PERSONALITY

SKETCH

TREASURY

PLATINUM	GOLD	SILVER	COPPER
ON HAND / TREASURY	ON HAND / TREASURY	ON HAND / TREASURY	ON HAND / TREASURY

GEMS & JEWELRY	OTHER VALUABLE ITEMS
ON HAND / TREASURY	ON HAND / TREASURY

MAGIC & IMPORTANT ITEMS

ITEM	☒	ITEM	☒
	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐

☒ MARK TO INDICATE ITEMS IN STORAGE

ENEMIES AND ALLIES

NAME	DETAILS


Andaver
Corinth
Jalpa
Toheuth
Markapal

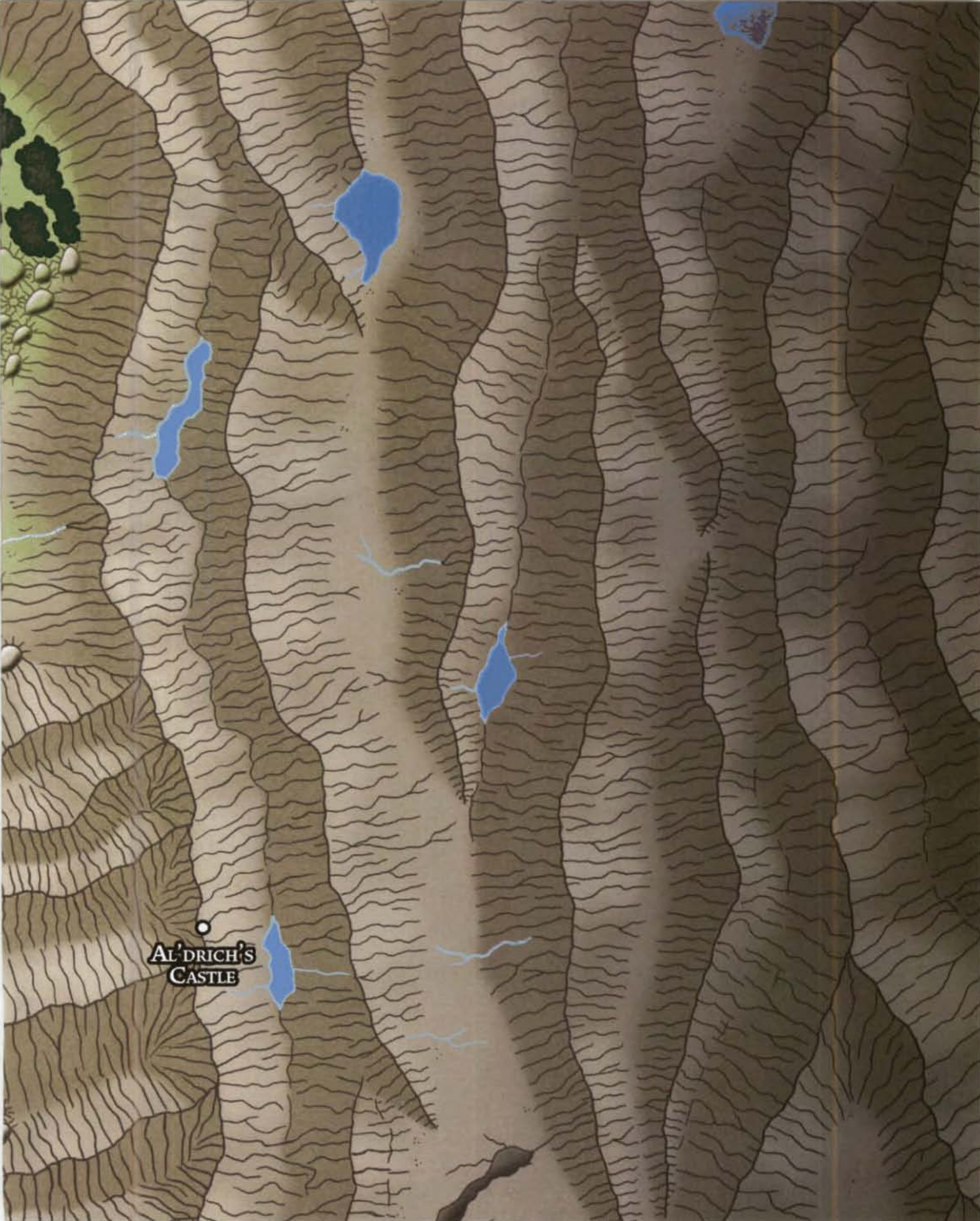

Rathe
Toris Ki
Celinar
Celinar
Celinar
Lion's Jaw Bay
Calenar
Ghostwood Keep


Kaboal
Denska
House Netheryn
House Dythanus
Myreth
Tyraniel
House Calix


Myreth
Athanaes
Broken Plains of Sarakia
Tyraniel
Tseluse
Misear
Miseris
Tseluse
Narawat
Narawi
Votaurr Plains


Nothrog Lands
Baraxton
Lukkot
Nothrog Lands


Caifr Saran
Deverenia
Aquileia
d'Ilchant Keep
Condor Pass
Denska
Luthlarius
New Goldenaxe
Dragon Shrine
Lauren
Sharn Keep
Merrick
Kcal'den Fortress


Al'drich's
Castle

