Advanced Dungeons & Dragons Player's Handbook

Here is the indispensable encyclopedia of fantasy roleplaying. Everything the player needs is here: how to create a mighty hero or crafty wizard; unique aspects of the elves, dwarves, halflings, gnomes, and half-orcs; all the weapons, armor, magical spells, and rules for thrilling battles against supernatural monsters. This fresh and new format for the Player's Handbook is your complete and illustrated guide to the worlds of heroic adventure and fantasy roleplaying!

TSR, Inc.

Advanced Dungeons & Dragons Player's Handbook

TSR, Inc.

Advanced Dungeons & Dragons Player's Handbook

Fantasy Roleplaying Game

TSR, Inc.™

ADVANCED DUNGEONS & DRAGONS®

PLAYER'S HANDBOOK

A compiled volume of information for players of Advanced Dungeons & Dragons, including character races, classes, equipment costs and descriptions, skill lists and descriptions, information on adventuring and combat, and spell lists and descriptions.

Credits: E. Gary Gygax, Dave "Zeb" Cook, Monte Cook, Jeremy Crawford, Mike Mearls, Tom Moldvay, and Chris Perkins

Artists: Darlene Pekul, Jeff Dee, David S. LaForce, Jeff Easley, Larry Elmore, Jim Holloway, Erol Otus, Keith Parkinson, Roger Raupp, Jim Roslof, David C. Sutherland III, David A. Trampier, Timothy Truman, and Bill Wilingham

Cover Illustrator: David A. Trampier

Based on the original game created by E. Gary Gygax and Dave Arneson, with Brian Blume, Rob Kuntz, James Ward, and Don Kaye.

Sixth Printing: March 2025

Advanced Dungeons & Dragons, AD&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Dungeon Master's Guide, Monstrous Manual, all of the Wizards of the Coast product names, and their respective logo are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright law of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

© 2025 Wizards of the Coast LLC, PO Box 707, Renton, WA 980507-0707, USA.

TABLE OF CONTENTS

INTRODUCTION 1

THE GAME 1
How to Use Dice 2

CHARACTER CREATION 2
Imagine a Character 2
Roll Ability Scores 2
Choose a Race 2
Choose a Class 2
Fleshing Out the Character 2

ABILITY SCORES 3
Generating Ability Scores 3
Point-Buy Method 3

ABILITY SCORE DESCRIPTIONS 3
Strength 3
Intelligence 3
Wisdom 3
Dexterity 4
Constitution 4
Charisma 4

ABILITY MODIFIERS 5

ABILITY CHECKS 5

RACES 6
Ability Adjustments & Limits, by Race 6
Character Class Preference by Race 6

RACIAL DESCRIPTIONS 7
Dwarves 7
Elves 7
Gray Elves 8
Wood Elves 8
Gnomes 8
Half-Elves 9
Halflings 9
Stout Halflings 10
Tallfellow Halflings 10
Half-Orcs 10
Humans 10
Racial Preferences 11

CHARACTER CLASSES 12
Character Class Table 12

LEVEL ADVANCEMENT 12
High Level Character Options 12
Ability Score Improvements 12
Hirelings, Henchman, & Followers 12
Magic Item Creation and Spell Research 12

CLASS DECRIPTIONS 13
Assassin (Thief) 13
Barbarian (Fighter) 14
Bard (Cleric) 16
Cleric 18
Druid 20
Fighter 22
Magic-User 23
Specialist Magic-Users 24
Monk 25
Paladin (Fighter) 27
Ranger (Fighter) 29
Thief 31
Multiclassed Characters 33
Split-classed Characters 34

ALIGNMENT 35
Non-Aligned Creature 35
Alignment in the Multiverse 35
Changing Alignment 35

RELIGION 36

PHYSICAL TRAITS 36
Age 36
Aging 36
Height and Weight 37
Other Physical Characteristics 37

SOCIAL CLASS 37
Social Class and Character Class 37

PERSONALITY TRAITS 37
Bonds 37
Flaws 37
Ideals 38
Traits 38

STARTING SKILLS 38
Starting Skills by Race 38
Starting Skills by Class 38
Background Skill 38

SKILLS 39
Acrobatics 39
Animal Handling 39
Arcana 39
Ciphers 39
Craft 39
Deception 40
Disable Device 40
Disguise 40
History 40
Intimidation 40
Language 40
Medicine 40
Nature 40
Perception 40
Performance 40
Persuasion 40
Poison 40
Profession 40
Religion 41
Sleight of Hand 41
Stealth 41
Survival 41
Gaining New Skills 41

EQUIPMENT 42
The Monetary System 42
Initial Character Funds 42
Equipping the Character 42
Equipment Lists 42
Equipment for Small Characters 42
Armor & Weapon Profiencies by Class 43
Armor 43
Light Armor 43
Medium Armor 43
Heavy Armor 43
Weapons 44
Weapon Sizes 44
Ranged Weapons 44
Melee Weapon Table 44
Ranged Weapon Table 45
Miscellaneous Equipment Table 45
Clothing Table 46
Accommodations Table 46
Animals Table 46
Provisions Table 46
Transports Table 46
Hirelings Table 46
Tack & Harness Table 46
Lifestyle Expenses Table 46

EQUIPMENT DESCRIPTIONS 47
Armor 47
Armor Sizes 47
Donning and Doffing Armor 47
Weapons 48
Weapon Qualities 49
Disarm 49
Finesse 49
Loading 49
Range 49
Reach 49
Set 49
Trip 49
Thrown 49
Two-Handed 49
Weapon Sizes 49
Miscellaneous Equipment 50
Hirelings 50
Transport 50
Tack and Harness 51
Lifestyle Expenses 51

Self-Sufficient 52
ABILITY CHECKS 53
Skill Checks 53
Proficiency Bonus 53
Common Ability Bonus 53
Difficulty Class of Ability Checks 53
Variant: Skills w/Different Abilities 54
Passive Skill Checks 54
Working Together 54
Group Skill Checks 54

SAVING THROWS 55
Types of Saving Throws 55
Item Saving Throws 56

ADVENTURING 57
Encumbrance 57
Carrying Capacity 57
Push, Drag, or Lift 57
Strength and Size 57
Time 57
Movement 57
Light 58
Environmental Hazards 59
Avalanches and Landslides 59
Cave-Ins 59
Desecrated Ground 59
Extreme Cold and Heat 59
Falling 59
Fire 59
Frigid Water 59
Heavy Precipitation 59
High Altitude 59
Ice 59
Quicksand 60
Suffocating 60
Strong Winds 60
Webs 60
Food and Water 60

SOCIAL INTERACTION 61
Deception 61
Intimidation 61
Persuasion 61
Repeated Charisma Checks 61

COMBAT 62
The Combat Round 62
Combat Step-by-Step 62
Surprise 62
Initiative 62
Combat Turns 62
Combat Movement 62
Breaking Up Your Movement 62
Moving on a Grid 62
Moving Around Other Creatures 63
Moving Through Difficult Terrain 63
Movement and Falling Prone 63
Squeezing Through Tight Spaces 63
Using Different Movement Rates 63
Using Hex Grids 63
Size of Creatures 63
Combat Actions 64
Attack 64
Cast a Spell 64
Disengage 64
Dodge 64
Free Actions 64
Help 64
Hide 64
Improvising an Action 64
Ready 64
Run 65
Search 65
Use an Object 65

MAKING AN ATTACK 65
Armor Class 65
Melee Attacks 65
Opponents and Facing 65
Opportunity Attacks 66
Two-Weapon Fighting 66
Ranged Attacks 66
Firing into Melee 66
Grenade-Like Missiles 66
Ranged Attacks in Close Combat 67

ATTACK ROLLS 67
Attack Roll Modifiers 67
Ability Modifiers 67
Attack Bonus 67
Rolling a "Natural 1" or "Natural 20" 67
Critical Hits 67
Critical Fumbles 67
Conditional Attack Roll Modifiers 67
Blinded Combatants 67
Cover and Concealment 67
Flank Attacks 68
Incapacitated Combatants 68
Prone Combatants 68
Rear Combatants 68
Stunned Combatants 68
Surprised Combatants 68
Unseen Combatants 68

COMBAT CONTESTS 68
Disarm 68
Grapple 68
Climbing onto a Bigger Creature 69
Excaping a Grapple 69
Moving a Grappled Creature 69
Overrun 69
Push 69
Trip 69
Tumble 69

MOUNTED AND UNDERWATER COMBAT 69
Mounted Combat 69
Controlling a Mount 69
Initiative 70
Mounting, Dismounting, & Falling 70
Underwater Combat 70

DAMAGE AND HEALING 70
Ability Damage and Drain 70
Ability Damage 70
Ability Drain 70
Raised or Resurrected Characters 70
Hit Points 71
Describing the Effects of Damage 71
Temporary Hit Points 71
Damage Rolls 71
Critical Hits and Damage 71
Minmum Damage 71
Damage Types 71
Acid 71
Bludgeoning 71
Cold 71
Fire 71
Force 71
Lightning 71
Necrotic 71
Piercing 71
Poison 71
Psychic 71
Radiant 71
Slashing 71
Thunder 71
Damage Resistance and Vulnerability 72
Zero Hit Points 72
Dying 72
Knocking a Creature Out 72
Stabilizing a Dying Creature 72
Monsters and Death 72
Healing 72
Rest and Hit Point Recovery 72
Rest & Recovery of Ability Damage 72
Magical Healing 72

MAGIC 73
Spells 73
Arcane Spells 73
Divine spells 73
Spell Level 73
Preparing Spells 73
Arcane Casters 73
Divine Casters 73
Spell Slots 73
Acquiring New Spells 73
Arcane Spells 73
Divine Spells 74
Spelll Description Format 74
Schools of Magic 74
Casting Spells 75
Casting Time 75
Concentration Checks 75
Using Scrolls 75

Range 75
Targets 75
Area of Effects 75
Duration 76
Saving Throw 76
Magic Resistance 77
Components 77
Reversible Spells 77

SPELL TABLES 79
Bards 79
Clerics 80
Druids 81
Magic-Users 82

SPELL DESCRIPTIONS 85

REWARDS 179
Experience Points 179
Magic Items 179
Monsters 179
Money 179
Roleplaying 179
Gaining Levels of Experience 179
Treasure 179

HIRELINGS, HENCHMEN, & FOLLOWERS 180
Hirelings 180
Max Number of Henchmen 180
Experience Points & Treasure 180
Hireling Loyalty & Personality 180
Henchmen 180
Gaining Henchman 180
Race, Class, and Level 180
Henchmen Equipment 181
Maximum Number of Hanchmen 181
Experience Points and Treaure 181
Henchmen Loyalty & Personality 181
Followers 182
Experience Point, Treasure, and Obligations 182
Roleplaying Followers 183
Assassin Followers 183
Barbarian Followers 183
Bard Followers 184
Cleric Followers 184
Druid Followers 184
Fighter Followers 184
Magic-User Followers 185
Monk Followers 185
Paladin Followers 186
Ranger Followers 186
Thief Followers 186

NPC MORALE 187
Morale Rating and Morale Score 187
Morale Checks 188

MAGIC ITEM CREATION AND SPELL RESEARCH 189
Magic Item Creation Overview 189
Standard versus Standard Items 189
Specialist Magic-Users 190
Special Ingredients 190
Materials 190
Processes 190
Required Materials and Procecces Guidelines 190
Potion Creation 193
Level Requirements 193
Facilities 193
Research 193
Processes and Materials 193
Cost and Time 193
Success or Failure 193
Scroll Creation 193
Scroll Use 193
Level Requirements 194
Facilities 194
Research 194
Processes and Materials 194
Cost and Time 194
Success or Failure 194
Creating Other Items 194
Level Requirements 195
Facilities 195
Research 195
Processes and Materials 195
Cost and Time 196
Success or Failure 196
Items That No Player Character Should Create 197
Recharging Magical Items 197
Spell Research 198
Proposing a Spell 198
Describing a Spell 198
Approval and Modification 199
Conduting Research 199
Success or Failure 199
New Spells in the Campaign 199

APPENDIX A: PSIONICS (OPTIONAL) 201
Psionicist 201
Activating Psionic Modes & Powers 203
Psionics in a Round 203
Activation Time 203
Range 203
Targets 204
Area of Effects 204
Duration 204
PSP Cost 205
Prerequisites 205
Saving Throw 205
Psionic Resistance 205
Psionics and Magic 205
Psionicist Power Descriptions 206

APPENDIX B: THE PLANES OF EXISTENCE 217
Overview of the Planes 217
The Inner Planes 218
The Prime Material Plane 218
The Planes of Energy 218
The Elemental Planes 218
The Para-Elemental Planes 218
The Quasi-Elemental Planes 218
The Ethereal Plane 219
The Demiplane of Shadow 219
The Astral Plane 219
The Outer Planes 220

APPENDIX C: GODS OF THE MULTIVERSE 221
Dragonlance 221
The Forgotten Realms 221
Greyhawk 222
Nonhuman Deities 223
Fantasy-Historical Pantheons 224
The Celtic Pantheon 224
The Egyptian Pantheon 225
The Greek Pantheon 225
The Norse Pantheon 226

APPENDIX D: INPIRATIONAL READING 227

APPENDIX E: MAGIC-USER SPELLS BY SCHOOL 228

GLOSSARY OF TERMS 230

PLAYER CHARACTER RECORD 234

INTRODUCTION

Advanced Dungeons & Dragons is a world. Of course, this world is not complete. It needs organizers and adventurers to order and explore it. It needs you! A fantasy roleplaying game is an exercise in imagination and personal creativity. The organizer of the campaign, the Dungeon Master, must use the system to devise an individual and unique world. Into this world of weird monsters, strange peoples, multitudinous states, and fabulous treasures of precious items and powerful magic stride fearless adventurers - you and your fellow players. Inexperienced and of but small power at first, by dint of hard fighting and clever deeds, these adventurers advance in ability to become forces to be reckoned with - high priests or priestesses, lords, magic-users and arch-magi, master thieves.

The abilities of each adventurer are fixed, but even such characteristics as strength, intelligence, and wisdom are mutable in a fantasy world. By means of group co-operation and individual achievement, an adventurer can become ever more powerful. Even death loses much of its sting, for often the character can be resurrected or reincarnated. And should that fail there is always the option to begin again with a new character. Thus, Advanced Dungeons & Dragons is, as are most roleplaying games, open-ended. There is no "winner", no final objective, and the campaign grows and changes as it matures.

THE GAME

Swords & sorcery best describes what this game is all about, for those are the two key fantasy ingredients. Advanced Dungeons & Dragons is a fantasy game of roleplaying which relies upon the imagination of participants, for it is certainly make-believe, yet it is so interesting, so challenging, and so mind-unleashing that it comes near reality. As a roleplayer, you become Falstaff the fighter. You know how strong, intelligent, wise, healthy, dexterous, and, relatively speaking, how commanding a personality you have. Details as to your appearance, your body proportions, and your history can be produced by you or the Dungeon Master. You act out the game as this character, staying within your "god-given abilities", and as molded by your philosophical and moral ethics (called alignment).

You interact with your fellow roleplayers, not as Jim and Bob and Mary who work at the office together, but as Falstaff the fighter, Angore the cleric, and Filmar, the mistress of magic! The Dungeon Master will act the parts of "everyone else" and will present to you a variety of new characters to talk with, drink with, gamble with, adventure with, and often fight with! Each of you will become an artful thespian as time goes by - and you will acquire gold, magic items, and great renown as you become Falstaff the Invincible!

This game lets all of your fantasies come true. This is a world where monsters, dragons, good and evil high priests, fierce demons, and even the gods themselves may enter your character's life. Enjoy, for this game is what dreams are made of!!

The game is ideally for three or more adult players: one player must serve as the Dungeon Master, the shaper of the fantasy milieu, the "world" in which all action will take place. The other participants become adventurers by creating characters to explore the fantastic world and face all of its challenges - monsters, magic, and unnamed menaces. As is typical for most of us in real life, each character begins at the bottom of his chosen class (or profession). By successfully meeting the challenges posed, they gain experience and move upwards in power, just as actual playing experience really increases playing skill. Imagination, intelligence, problem solving ability, and memory are all continually exercised by participants in the game.

As with most other roleplaying games, this one is not just a single experience contest. It is an ongoing campaign, with each playing session related to the next by results and participant characters who go from episode to episode. As players build the experience level of their characters and go forth seeking ever-greater challenges, they must face stronger monsters and more difficult problems of other sorts (and here the Dungeon Master must likewise increase his ability and inventiveness). While initial adventuring often takes place in an underworld dungeon setting, play gradually expands to encompass other such dungeons, town and city activities, wilderness explorations, and journeys into other dimensions, planes, times, worlds, and so forth.

Players will add characters to their initial adventurer as the milieu expands so that each might actually have several characters, each involved in some separate and distinct adventure form, busily engaged in the game at the same moment of "Game Time". This allows participation by many players in games that are substantially different from game to game as dungeon, metropolitan, and outdoor settings are rotated from playing to playing. And perhaps a war between players will be going on one night, while on the next, characters of these two contending players are helping each other to survive somewhere in a wilderness.

Each individual campaign has its own distinct properties and "flavor". A good Dungeon Master will most certainly make each game a surpassing challenge for his players. Treasure and experience gained should be taken at great risk or by means of utmost cleverness. If the game is not challenging, if advancement is too speedy, then it becomes staid and boring. Conversely, a game can be too deadly and become just as boring, for who enjoys endlessly developing new characters to march off into oblivion in a single night of dungeon adventuring?!

Sometimes because of close interaction (or whatever other reason) two or more Dungeon Masters will find that their games are compatible to the extent that participants in these individual campaigns can use the characters created in one to adventure in the others. In such cases the Dungeon Masters have created a very interesting "world" indeed, for their milieu will offer interesting differences and subtle shifts which will pose highly challenging problems to these players. Ultimately, despite the fact that this is a game system created by someone else, the game's viability rests principally with the referee. The Dungeon Master designs and maps out the dungeon, town, city, and world maps.

He must populate the whole world, create its past history, and even devise some rationale for what transpired (and will probably happen). As players, you help immeasurably by participating, by letting the referee know that you appreciate his efforts, and by playing well and in a sportsmanly fashion. Good play inspires better creations to challenge that play.

Skilled players always make a point of knowing what they are doing, i.e., they have an objective. They cooperate - particularly at lower levels or at higher ones when they must face some particularly stiff challenge – in order to gain their ends. Superior players will not fight everything they meet, for they realize that wit is as good a weapon as the sword or the spell. When weakened by wounds, or nearly out of spells and vital equipment, a clever party will seek to leave the dungeons in order to rearm themselves (He who runs away lives to fight another day). When faced with a difficult situation, skilled players will not attempt endless variations on the same theme; when they find the method of problem solving fails to work, they begin to devise other possible solutions. Finally, good players will refrain from pointless argument and needless harassment of the Dungeon Master when such bog the play of the game down with constant debates. Mistakes are possible, but they are better righted through reason and logic, usually at the finish of play for the day.

This game is unlike chess in that the rules are not cut and dried. In many places they are guidelines and suggested methods only. This is part of the attraction of Advanced Dungeons & Dragons, and it is integral to the game. Each campaign is a specially tailored affair. While it is drawn by the referee upon the outlines of the three books that comprise Advanced Dungeons & Dragons, the players add the color and details, so the campaign must ultimately please all participants. It is their unique world. You, the reader, as a member of the campaign community, do not belong if the game seems wrong in any major aspect. Withdraw and begin your own campaign by creating a milieu that suits you and the group that you must form to enjoy the creation.

One of the most important items you must have to play the game is a character record. As information is developed for your character - his abilities, race, class, alignment - it must be accurately recorded. All details of the capabilities and possessions of the character must be noted. Where equipment and weapons are carried must be listed. Spells known and spells memorized for an adventure have to be kept track of. A running total of experience points must be maintained. All of these subjects are discussed herein. Ask your DM how records of your character should be kept, read the rules and commentary, and record the data you develop according to the rules (and your campaign referee's instructions) in a form suitable to your DM.

All in all, this is a game for enjoyment. We hope that it will provide endless hours of entertainment and excitement, for that is the sole purpose for its creation. So, enjoy and may the dice be good to you!

How to Use the Dice

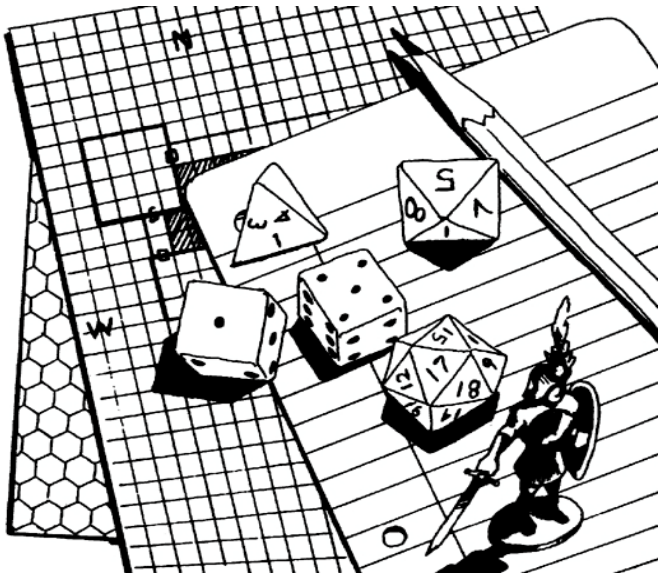
In the Advanced Dungeons & Dragons rules, many different kinds of dice are used to give a variety of results. Though these dice appear strange at first, they will quickly become a familiar part of the game. Dice used include 4-sided, 6-sided, 8-sided, 10-sided, 12-sided die and 20-sided dice.

When referring to dice, an abbreviation is often used. The first number in the abbreviation is the number of dice to be rolled, followed by the letter "d" (short for die or dice), and then a number, for the type of dice used. For example, 5d8 means an 8-sided die is rolled 5 times, generating a total from 5 to 40.

The d4 looks like a pyramid. The best way to "throw" or roll a 4-sided die is to spin it and toss it straight up. It will land on one face (side) with three faces showing. The bottom number on each of the three faces is the same; this number is the result of the throw.

The other dice are rolled normally and the top face gives the result. The 0 on the d10 is read as "10". The d10 can also be used to generate a percentage (a number from 1 to 100). To do so roll the d10 twice: the first roll gives the "tens" number and the second roll gives the "ones" number. For example, a roll of 5 followed by a roll of 3 would be read as 53. A roll of 0 followed by another roll of 0 equals 100. Generating a number from 1 to 100 will be referred to as rolling percentage dice (or d%).

There are no two- or three-sided dice, but we can pretend there are. We use a coin for a d2 – heads for 1, tails for 2. To make a d3, roll a d6, and then divide the result by two and round up.



CHARACTER CREATION

With the exception of the Dungeon Master, each person playing Advanced Dungeons & Dragons creates a character to use during the game. To create this character the player begins by simply imagining the type of character he desires to play, be it a wandering barbarian, reclusive magic-user, traveling dwarf, noble elf, a dastardly villain or virtuous knight. The player begins by generating ability scores with dice rolls. Ability scores define the character's physical and mental traits. Next the player chooses a class, or profession, for the character that best fits how the character is imagined. In the same manner the player chooses a race which best fits both the persona and class desired. Lastly the player fills in the details: examples include technical game-related aspects of the character, such as combat bonuses, as well as the character's persona and history. These steps are outlined below and detailed in their appropriate sections.

Imagine a Character

Decide, in a general manner, the type of character desired. Is the character a noble dwarf fighter, a haggard half-orc barbarian, or a disdainful elf ranger?

Literature, film, theater and comic books are rife with examples of heroes and villains that players can draw upon for inspiration for their characters. Yet, as the creator of your own character, you can build upon these examples to create complex villainous montages or even more profoundly heroic and noble characters. Stretch your imagination! Create the character as you imagine him to be. In the end, imagination is the only limit when creating a persona.

Roll Ability Scores

Each character has six ability scores, generated by rolling dice. The ability scores are: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. Each ability score has an impact on the game and can significantly influence class selection. After rolling the dice to generate these scores, you can choose how those scores are placed. Naturally, it is important to place the scores in a manner that reflects your character concept, desired class, and desired race.

Choose a Race

Select a race that best fits your imagined character concept. In Advanced Dungeons & Dragons, one can choose the versatile human, a long-lived elf, a willful dwarf, a curious gnome, a quick-footed halfling, a forlorn half-elf or a pernicious half-orc. Each race is unique and has its own special abilities, capacities, culture, and personality. Closely examine each race prior to making a selection. In particular, ensure that the race selected does not have cultural or personality characteristics that conflict harshly with the persona of the character you wish to create. Players also need keep in mind that their choice of race may influence their character class options.

Choose a Class

A class is a basic concept upon which the character is modeled. This is one of the more difficult aspects of character creation because each class represents an archetype found in literature, film or within roleplaying games themselves. Each class should be very broadly interpreted. It is possible to have wildly diverse characters that are members of the same class. Classes should be considered examples or technical extrapolations of archetypes that provide a broad representation for the type of character desired. This is necessary in order to accommodate the needs of the player and the setting where the character's adventures occur.

Each of the 11 classes has unique abilities and areas of expertise:

- Assassins are experts at quickly dispatching targeted enemies and accomplished spies.
- Barbarians are mighty berserkers and braves from savage lands who distrust magic and rely on their instincts to avoid danger.
- Bards are lore masters and warrior-poets who influence others with their words.
- Clerics are avowed to a deity and act as defenders of their faith.
- Druids owe allegiance to the elemental powers of the world.
- Fighters are versatile and highly-trained warriors with great prowess at arms.
- Magic-Users are practitioners of powerful arcane magics.
- Monks are ascetic masters of unarmed combat, dedicated to the perfection of mind and body.
- Paladins are paragons of good charged with combating evil.
- Rangers are woodsmen and hunters of their peoples' foes.
- Thieves are stealthy opportunists, who rely upon skill and guile.

Fleshing Out the Character

The most important step in character generation comes last: detailing the character's persona. The player fleshes out the details of the character's personality, physical description, world view, religious belief, background, goals and motivations – including the moral "alignment" best suited to the character's personality.

After this the character determines their starting skills, which reflects his interests and upbringing, and determines their starting funds. Using these funds, the player equips his character with clothing, armor, weapons, and other adventuring gear.

ABILITY SCORES

Each and every character has six principal characteristics, the character's abilities. These abilities are Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. The range of these abilities is between 3 and 18. Each ability score is determined by random number generation, as detailed below.

Generating Ability Scores

Rolling for Ability Scores

Roll four six-sided dice (4d6). Discard the lowest die and total the remaining three. Repeat this five more times, and then assign the six numbers to the character's abilities however you want.

Point-Buy Method (Optional)

Some players do not like the randomness that comes with generating ability scores by rolling dice. In place of rolling, each character receives a number of points to spend on increasing his ability scores.

In this method, all ability scores start at a base of 9. A character can increase an individual score by spending some of his points. Likewise, he can gain more points to spend on other scores by decreasing one or more of his ability scores. No score can be reduced below 6 or raised above 18 using this method. See the following table for the costs of each score. After all the points are spent, apply any racial modifiers the character might have.

Ability Score Cost

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

The number of points you have to spend using the point-buy method depends on the type of campaign you are playing. The standard value for a character is 24 points. Average nonplayer characters (NPCs) are typically built using as few as 6 points. See the table below for a number of possible point values depending on the style of your campaign. The point-buy method emphasizes player choice and creates equally balanced characters.

Ability Score Points

Campaign Type	Points	Campaign Type	Points
Low Fantasy	18	High Fantasy	30
Standard Fantasy	24	Epic Fantasy	36

ABILITY SCORES DESCRIPTIONS

Strength

A character's Strength (STR) score is the measure of his physical power and musculature. It affects the following:

Strength Checks

A Strength check can model any attempt to lift, push, pull, or break something, or to otherwise apply brute force to a situation. The Athletics skill (see the Skills section on page 39) reflects aptitude in certain kinds of Strength checks. The DM might also call for a Strength (Athletics) check when your character tries to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

Attack Rolls and Damage

You add your character's Strength modifier to attack rolls and your damage rolls when attacking with a melee weapon such as a mace, a battle axe, or a spear. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack. Characters with a negative Strength modifier (or penalty) to damage apply that penalty to all bow damage and those with a positive Strength modifier (or bonus) may apply it to bow damage when using specially made bows (see the description for bows on page 48 for more details). See pages 44 and 45 for more information on weapons and weapon types.

Encumbrance

Your character's Strength score determines how much weight may be carried by your character. The Encumbrance section on page 57 details the effects of weight carried upon a character's movement and actions.

Saving Throws

Saving Throws against paralysis, constriction, and other effects that hinder character's freedom of movement are based upon a character's Strength score. See the Saving Throws section of pages 55-56 for more details.

Intelligence

Intelligence (INT) measures mental acuity, accuracy of recall, and the ability to reason.

Intelligence Checks

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Arcana, Ciphers, Craft, History, Language, Nature, Poison, and Religion skills, detailed in the Skills section on pages 39-41, reflect aptitude in certain kinds of Intelligence checks.

The DM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

Literacy

All characters of average or better Intelligence can read and write each language that they speak. Characters with a 6-8 Intelligence score may be literate in one language at most, while characters with lower Intelligence scores are wholly illiterate.

Saving Throws

Illusion Saving Throws and Saving Throws against effects that confound the senses or wits of the target are based upon a character's Intelligence score. See the Saving Throws section of pages 55-56 for more details.

Spellcasting Ability

Magic-users use Intelligence as their spellcasting ability, which helps determine the Saving Throw DCs of spells they cast.

Maximum Spell Level

Magic-users need to have adequate Intelligence scores in order to cast their arcane spells. They must have a minimum Intelligence of 9 in order to cast spells.

Their maximum spell level is equal to one half of the spellcasting character's Intelligence, rounding fractions up. As such, a magic-user with a 9-10 Intelligence may cast up to 5th level spells while a magic-user with a 15-16 Intelligence may cast up to 8th level spells. A magic-user may cast lower-level spells in place of higher-level spells that they are unable to cast.

Wisdom

Wisdom (WIS) describes a composite of the character's enlightenment, judgment, willpower, common sense, and intuition. Its effects are:

Wisdom Checks

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine,

Perception, Profession, and Survival skills, detailed in the Skills section on pages 39-41, reflect aptitude in certain kinds of Wisdom checks.

The DM might call for a Wisdom check when your character tries to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead or living creature is undead

Saving Throws
Confusion, gaze attacks, petrification, and polymorph Saving Throws are all based upon the character's Wisdom score. See the Saving Throws section of pages 55-56 for more details.

Spellcasting Ability
Clerics, druids, paladin, and rangers use Wisdom as their spellcasting ability, which helps determine the Saving Throw DCs of spells they cast.

Maximum Spell Level
Clerics, bards, druids, paladins, and rangers need to have an adequate Wisdom score in order to cast their divine spells. They must have a minimum Wisdom of 9 in order to cast spells. Their maximum spell level is equal to one half of the spellcasting character's Wisdom, rounding fractions up. As such, a cleric with a 9-10 Wisdom may cast up to 5th level spells while a cleric with a 15-16 Wisdom may cast up to 8th level spells. Clerics, bards, druids, paladins, and rangers may cast lower-level spells in place of higher-level spells they are unable to cast.

Dexterity
Dexterity (DEX) encompasses several physical attributes including hand-eye coordination, agility, reaction speed, reflexes, and balance. It affects the following:

Dexterity Checks
A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Disable Device, Sleight of Hand, and Stealth skills, detailed in the Skills section on pages 39-41, reflect aptitude in certain kinds of Dexterity checks.

The DM might call for a Dexterity check when your character tries to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Securely tie up a prisoner
- Wriggle free of bonds
- Craft a small or detailed object

Attack Rolls
You add your character's Dexterity modifier to attack rolls when attacking with a ranged weapon, such as a javelin, sling, or a longbow. Your character can also add their Dexterity modifier to attack rolls when attacking with a melee weapon that has the finesse property, such as a dagger, or when making an unarmed strike. See pages 44 and 45 for more information on weapons and weapon types.

Armor Class
Your Armor Class is equal to 10 plus any Armor Class Bonus you get from armor worn (see page 43) plus your Dexterity modifier (see page 5). Armor Class may also be modified by class abilities, spells, and magical items, as noted in their descriptions.

Depending on the armor your character wears, you might add some or all of your Dexterity modifier to your Armor Class, as described in the Equipment section on page 43. Encumbrance (see page 57) may also affect your Dexterity modifier to Armor Class.

Initiative
At the beginning of every combat, your character rolls initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat.

Saving Throws
Breath weapon and trap Saving Throws are based upon a character's Dexterity score. See the Saving Throws section of pages 55-56 for more details.

Constitution
A character's Constitution (CON) score encompasses his physique, fitness, endurance, health, and physical resistance to hardship, injury, and disease. It affects the following:

Constitution Checks
Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The DM might call for a Constitution check when your character tries to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

Hit Points
Your Constitution modifier contributes to your Hit Points. Typically, you add your Constitution modifier to each Hit Die you roll for your Hit Points. If your Constitution modifier changes, your Hit Point maximum changes as well, as though you had the new modifier from 1st level.

> Example: If your Constitution score increases (typically through magical items or a Wish spell) when your character is 5th level and your Constitution modifier increases from +1 to +2, you adjust your Hit Point maximum as though the modifier had always been +2. So, you add 5 Hit Points for your first 5 levels, and then continue using your new modifier as you advance in level. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your Hit Point maximum is reduced by 7.

After 9th level all classes receive a set number of Hit Points per level and no longer roll for Hit Points. The character's Constitution modifier is no longer applied to their Hit Points after 9th level.

Saving Throws
Disease, Killing Strike, Life Drain, and poison Saving Throws are based upon a character's Constitution score. See the Saving Throws section of pages 55-56 for more details.

Charisma
The Charisma (CHA) score measures a character's persuasiveness, personal magnetism, confidence, and ability to lead. It is not a reflection of physical attractiveness, although attractiveness certainly plays a role. It is important to all characters, but especially to those who must deal with non-player characters (NPCs), mercenary hirelings, retainers, and intelligent monsters.

Charisma Checks
A Charisma check might arise when your character tries to influence or entertain others, when your character tries to make an impression or tell a convincing lie, or when your character is navigating a tricky social situation. The Deception, Disguise, Intimidation, Performance, and Persuasion skills, detailed in the Skills section on pages 39-41, reflect aptitude in certain kinds of Charisma checks.

The DM might call for a Charisma check when your character tries to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

Saving Throws
Death Attack, Charm, and Fear Saving Throws are based upon a character's Charisma score. See the Saving Throws section of pages 55-56 for more details.

ABILITY MODIFIERS

Ability scores, after changes made because of race, typically range from 1 to 19. The table below shows the ability modifiers for all ability scores, ranging from -5 to +10. The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Ability Score	Modifier	Ability Score	Modifier
1	-5	18	+3
2	-4	19	+4
3	-3	20	+5
4-5	-2	21	+6
6-8	-1	22	+7
9-12	±0	23	+8
13-15	+1	24	+9
16-17	+2	25	+10

ABILITY CHECKS

Almost all non-combat actions that require a die roll to determine success or failure are resolved with an ability check. The two most common types of ability checks are skill checks, where your character attempts to perform a task, and Saving Throws, where your character attempts to avoid or resist harmful effects, spells, or conditions. Every ability check has an associated ability score. Whenever one of these checks is made a d20 is rolled by the player. The character's ability modifier is always added to this roll.

- When using skills and making Saving Throws in which your character is proficient (i.e. trained), your character adds his Proficiency Bonus to the roll. This bonus is equal to half of your character's level (rounded down, to a minimum of 1 at 1st level) and is shown on the Proficiency Bonus Table that follows. Each character class is proficient in certain skills and Saving Throws. See page 53 for more information on ability checks.
- When using skills and making Saving Throws in which your character is not proficient (i.e. untrained), your character adds half of his Proficiency Bonus (rounding fractions down) unless the skill can't be used without proficiency (see the Skills section on pages 39-41 for more details on which skills require proficiency for their use).

Proficiency Bonus Table

Level	Proficiency Bonus	Common Ability Bonus
1	+1	±0
2	+1	±0
3	+1	±0
4	+2	+1
5	+2	+1
6	+3	+1
7	+3	+1
8	+4	+2
9	+4	+2
10	+5	+2
11	+5	+2
12	+6	+3
13	+6	+3
14	+7	+3
15	+7	+3
16	+8	+4
17	+8	+4
18	+9	+4
19	+9	+4
20	+10	+5

The Dungeon Master assigns a difficulty rating, known as the Difficulty Class or DC, for the ability check. If the creature's d20 roll, plus ability and Proficiency (or Common Ability) bonus, is equal to or greater than the Difficulty Class (DC) then the ability check is successful. Otherwise, the check is a failed. Note that rolling a "natural 20" (a 20 is rolled on your d20) always indicates success on ability checks and attack rolls while rolling a "natural 1" (a 1 is rolled on your d20) always indicates failure.

A more thorough discussion of ability checks is located in the ability checks and Saving Throws sections of the rules on pages 53 and 55, respectively. Rules for when a Proficiency or Common Ability Bonuses may or may not be applied to an ability check are also provided in that section.

It is important to note that ability checks need not be made for routine or easy tasks in most instances. The DCs for such checks, however, are listed as a point of reference. The following examples are a guide for assigning a Difficulty Class to ability checks:

Ability Check Guidelines

Challenge	DC	Example
Routine	0	Notice something in plain sight (Perception).
Easy	5	Repair a broken door-latch (Craft)
Average	10	Haggle with a down-on-his-luck merchant (Persuasion)
Tough	15	Guide your ship safely through a raging storm (Profession: Sailor)
Challenging	20	Leap onto the back of a giant eagle as it swoops past you (Athletics)
Formidable	25	Open an ancient lock made by a legendary dwarven craftsman (Disable Device)
Heroic	30	Move a goddess of the arts to tears with your song (Performance)

RACES

After a player has determined the abilities of his character, it is then time to decide of what racial stock the character is to be. For purposes of the game the racial stocks are limited to the following: dwarf, elf, gnome, half-elf, halfling, half-orc and human.

The Dungeon Master may have restrictions as to which races are allowed in the campaign due to the circumstances of the milieu. Two tables for easy reference are given below in order that you can select the racial stock of your character based on abilities generated and with an eye towards what character class the character will be.

There are certain other disadvantages and advantages to characters of various races; these are described in the Race Descriptions section, on pages 7-11.

Ability Adjustments and Limits, by Race

Certain racial stocks excel in certain ability areas and have shortcomings in others. These penalties and bonuses are applied to the initial ability scores generated by a player for his character as soon as the racial stock of the character is selected, and the adjusted ability scores then are considered as if they were the actual ability scores generated for all game purposes. These penalties and bonuses are shown below:

Race	Ability Adjustments
Dwarf	Constitution +1; Charisma -1
Elf	Dexterity +1; Constitution -1
Gnome	Strength -1; Constitution +1
Halfling	Strength -1; Dexterity +1
Half-Orc	Strength +1; Constitution +1; Charisma -2

Race	Initial Ability Score Limits
Dwarf	Constitution 19; Charisma 17
Elf	Dexterity 19; Constitution 17
Gnome	Strength 17; Constitution 19
Halfling	Strength 17; Dexterity 19
Half-Orc	Strength 19; Constitution 19; Charisma 15

The maximum initial ability scores listed include the racial ability adjustments listed above. Unless indicated otherwise on the table above, all ability scores have a limit of 18.

Ability Score Improvements gained through level advancement (see page 12) may not raise scores above these listed ability score limits. Magic, on the other hand, may alter ability scores above these values.

Character Class Preference by Race

	Character Race						
Class	Dwarf	Elf	Gnome	Half-Elf	Halfling	Half-Orc	Human
Assassin	-	-	-	-	-	Yes	Yes
Barbarian	-	No	No	-	No	Yes	Yes
Bard	-	Yes	-	Yes	-	-	Yes
Cleric	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Druid	-	Yes	-	Yes	-	-	Yes
Fighter	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Magic-User	No	Yes	Yes	Yes	No	-	Yes
Monk	No	No	No	-	No	-	Yes
Paladin	-	-	-	-	-	-	Yes
Ranger	-	Yes	-	Yes	-	-	Yes
Thief	Yes	Yes	Yes	Yes	Yes	Yes	Yes

Character Race shows the seven races of player characters. Reading down each heading gives quick reference as to what classes are typical for characters of each race.

- A "Yes" indicates that a character of that race prefers a given class.
- A "-" indicates that a character of that race may choose that class, though such a choice would be atypical for a member of that race.
- A "No" indicates that a character of that race cannot select that particular class without their DM's approval, as a character with that race and class combination is exceedingly rare.

RACE DESCRIPTIONS

Dwarves

Dwarves are short and stocky, easily identified by their size and shape. Hill dwarves average 4 to 4½ feet tall but are so broad and compact that they are, on average, almost as heavy as humans. They have ruddy cheeks, dark eyes and dark hair that greys at an early age. Dwarves generally live for 350 years. Mountain dwarves are similar to hill dwarves but tend to be taller (4½' to 5' tall) and lighter in coloration (typically of lighter of skin with brown hair).

Dwarves tend to be dour and taciturn. Though dwarves are suspicious and avaricious, their courage and tenacity more than compensate for these shortcomings. They are given to hard work and care little for most humor. They are strong and brave. They enjoy beer, ale, mead, and even stronger drink. Their chief love, however, is precious metal, particularly gold. They prize gems, of course, especially diamonds and opaque gems (except pearls, which they do not like). Dwarves like the earth and dislike the sea. Not overly fond of elves, they have a fierce hatred of orcs and goblins. Their short, stocky builds make them ill-suited for riding horses or other large mounts (although ponies present no difficulty), so they tend to be a trifle dubious and wary of these creatures. They are ill-disposed toward magic and have little talent for it, but revel in fighting, war-craft, and scientific arts such as engineering.

Dwarves typically dwell in hilly or mountainous regions. They prefer life in the comforting gloom and solidness that is found under ground. They have several special abilities that relate to their subterranean life, and they are noted for being particularly resistant to magic and poisons. Although there are various subraces of dwarves, dwarven player characters are always assumed to be hill or mountain dwarves.

Ability Adjustments

Because of their sturdy builds, dwarves add 1 to their initial Constitution score. Their dour and suspicious natures cause them to subtract 1 from their initial Charisma score.

Combat Bonuses

The age-old hatred that exists between dwarves and both orcs and goblinoids affords them a +1 bonus to attack rolls against orcs, half-orcs, goblins, hobgoblins, and bugbears.

Years of battling giantkind has trained dwarves how to use their height to their advantage against such foes. They gain a +2 bonus to Armor Class when attacked by giantkind (ettins, ogres, trolls, and giants).

Darkvision 60'

Dwarves can see in complete darkness to a distance of 60'. Darkvision is black and white only but otherwise like normal sight. Brightly lit areas, such as areas lit by a torch or lantern, spoil their Darkvision.

Permitted Classes

Dwarves may advance in all character classes except for the magic-user and monk. Their preferred classes are the cleric, fighter, and thief.

Proficiencies

All dwarves begin play proficient in the following skills: Languages (Common and Dwarven) and Profession (Miner).

Resistances

Dwarves are highly resistant to magic, gaining a +4 bonus to all Saving Throws versus magic. The dwarven race is extremely hardy and gains a +4 bonus to all Saving Throws versus poison.

Size and Movement Rate

Even though dwarves typically stand little over 4' tall they are considered Medium-sized creatures due to their broad shoulders and sturdy builds. Dwarves move at a rate of 25' per round due to their short stature.

Skill Bonuses

Dwarves' expertise at mining and working stone allows them to spot unusual or unique stonework construction. Dwarves gain a +2 bonus to all Craft, Perception, and Profession checks when dealing with stonework construction, including finding secret doors and stonework traps. As natural miners, dwarves can automatically determine how far below ground they are and can automatically determine which direction they are traveling in when beneath the surface. They are excellent smiths as well and get a +2 bonus to all Craft: Smith skill checks.

Elves

Elves tend to be somewhat shorter and slimmer than normal humans, averaging just over 5' in height and weighing between 90 and 100 pounds. Their features are finely chiseled and delicate, and they speak in melodic tones.

Although they appear fragile and weak, as a race they are quick and strong. They tend to be pale-skinned and dark-haired with green eyes.

Elves often live to be over 1,200 years old, although long before this time they feel compelled to depart the realms of men and mortals. Where they go is uncertain, but it is an undeniable urge of their race.

Elves are often considered frivolous and aloof. In fact, they are not, although humans often find their personalities impossible to fathom. They concern themselves with natural beauty, dancing and frolicking, playing and singing, unless necessity dictates otherwise. They are not fond of ships or mines but enjoy growing things and gazing at the open sky. Even though elves tend toward haughtiness and arrogance at times, they regard their friends and associates as equals. They do not make friends easily, but a friend (or enemy) is never forgotten. They prefer to distance themselves from humans, have little love for dwarves, and hate the evil denizens of the woods.

Their humor is clever, as are their songs and poetry. Elves are brave but never foolhardy. They eat sparingly; they drink mead and wine, but seldom to excess. While they find well-wrought jewelry a pleasure to behold, they are not overly interested in money or gain. They find magic and swordplay (or any refined combat art) fascinating. If they have a weakness it lies in these interests.

Although there are various branches of the elven race, elven player characters are assumed to be of the most common type, high elves, unless the Dungeon Master permits the elven subraces listed below.

Ability Adjustments

Elves are nimble and naturally graceful, adding +1 to their initial Dexterity score. At the same time elves are slight of build and subtract 1 from their initial Constitution score.

Combat Bonuses

Elves begin play with a +1 bonus to attack rolls made the following weapons: longbows, shortbows, longswords, and shortswords.

Immunities

Elves are immune to ghoul's paralysis, and to all magical sleep and charm effects.

Permitted Classes

Elves may advance in all character classes except for the barbarian and monk.

Their preferred classes are the cleric, bard, druid, fighter, magic-user, ranger, and thief.

Proficiencies
All elves begin play proficient in the following skills: Languages (Common and Elven). They also have proficiency with the following weapons: longbows, shortbows, longswords, and short swords.

Size and Movement Rate
Elves are Medium-sized creatures. Elves move 30' per round.

Skill Bonuses
The natural grace of their race gives elves the ability to move about noiselessly and conceal themselves. Elves gain a +2 bonus to all Stealth checks. Likewise, the keen senses of elves grant them a +2 bonus to Perception checks and allows them to spot secret and concealed doors more easily than others. When passing within 10' of a secret door, elves may automatically make a Perception check to notice it.

Twilight Vision
Elves can see normally by moonlight and in dim light.

Gray Elves (Faeries)
These noble elves are the rarest and most powerful of their kind. They are very reclusive, live in isolated meadowlands, and never associate with any other humanoids, other than elves, for long - or with frequency. They are thinner than high elves, with hair color of silver or gold and eyes of amber and violet. They are the longest lived of the elven people, with life spans of up to 1,500 years. They favor white, yellow, silver, or gold garments. Their cloaks are often deep blue or purple. Gray elven characters use the rules for high elven characters, with the following exception:

Ability Adjustments
Gray elves receive a +1 bonus to their initial Intelligence and Dexterity, scores, giving them a maximum score of 19 in these abilities, but suffer a -1 penalty to their initial Constitution and Strength scores.

Wood Elves (Sylvan Elves)
Wood elves live in primeval forests and distant woodlands. Wood elves are more reserved than gray elves, and do not mix with other races on a regular or recurring basis. Their complexions are fair, their hair is yellow to coppery red and their eyes are light brown, light green, or hazel. They wear russets, reds, brown, and tans. Their cloaks are usually green or greenish brown. Wood elves have a life span of up to 1,000 years. Wood elven characters use the rules for high elven characters, with the following exceptions:

Combat Bonuses
Wood elves begin play with a +1 bonus to attack rolls made with the following weapons: longbows, shortbows, spears, and shortswords.

Proficiencies
Wood elves begin play proficient in the following skills: Languages (Common and Elven). They also have proficiency with the following weapons: longbows, shortbows, spears, and shortswords.

Gnomes

Kin to dwarves, gnomes are noticeably smaller than their distant cousins, averaging just over 3' in height. Gnomes, as they proudly maintain, are also less rotund than dwarves, weighing between 55 and 70 pounds. Their noses, however, are significantly larger. Most gnomes have dark tan or wood brown skin and white hair. Their eyes are grey-blue to bright blue. A typical gnome lives for over 600 years.

Gnomes have lively and sly senses of humor, especially for practical jokes. They have a great love of living things and finely wrought items, particularly gems and jewelry. Gnomes love all sorts of precious stones and are masters of gem polishing and cutting.

Gnomes prefer to live in areas of rolling, rocky hills, well wooded and uninhabited by humans. Their diminutive stature has made them suspicious of the larger races - humans and elves - although they are not hostile. They are sly and furtive with those they do not know or trust, and somewhat reserved even under the best of circumstances. Dwelling in mines and burrows, they are sympathetic to dwarves, but find their cousins' aversion to surface dwellers foolish.

Gnomish player characters are assumed to be members of the most common subrace of gnomes, surface gnomes.

Ability Adjustments
Gnomes, like dwarves, are exceptionally robust and add +1 to their initial Constitution scores. Their small size limits their strength and, as such, all gnomish characters subtract 1 from their initial Strength scores.

Animal Empathy
Gnomes may communicate with burrowing mammals at a rudimentary level.

Combat Bonuses
The age-old hatred that exists between gnomes and both kobolds and goblinoids affords them a +1 bonus to attack rolls against kobolds, goblins, hobgoblins, and bugbears.

Years of battling giantkind has trained gnomes how to use their height to their advantage against such foes. They gain a +2 bonus to Armor Class when attacked by giantkind (ettins, ogres, trolls, and giants).

Darkvision 60'
Gnomes can see in complete darkness to a distance of 60'. Darkvision is black and white only but otherwise like normal sight. Brightly lit areas, such as areas lit by a torch or lantern, spoil their Darkvision.

Permitted Classes
Gnomes may advance in all character classes except for the barbarian and monk. Their preferred classes are the cleric, fighter, magic-user (illusionists in particular), and thief.

Proficiencies
All gnomes begin play proficient in the following skills: Languages (Common and Gnomish) and Profession (Miner).

Resistances
Gnomes are highly resistant to magic, gaining a +4 bonus to all Saving Throws versus magic.

Size and Movement Rate
Gnomes are Small-sized creatures. Due to their small size gnomes move 25' per round.

Skill Bonuses
Gnomish expertise at mining and burrowing allows them to spot unusual or unique stonework construction. Gnomes gain a +2 bonus to all Craft, Perception, and Profession checks when dealing with stonework construction, including finding secret doors and stonework traps, and when working with gemstones. As natural miners, gnomes can automatically determine how far below ground they are and can automatically determine which direction they are traveling in when beneath the surface.

Half-Elves
Half-elves are usually much like their elven parent in appearance. They are handsome folk, with the good features of each of their races. They mingle freely with either race, being only slightly taller than the average elf (5½' on average) and weighing about 150 pounds. They typically live about 250 years. They do not have all the abilities of the elf and do not have the natural aptitude of humankind.

In general, a half-elf has the curiosity, inventiveness, and ambition of his human ancestors, and the refined senses, love of nature and artistic tastes of his elven ancestors. Half-elves do not form communities among themselves; rather, they can be found living in both elven and human communities. The reactions of humans and elves to half-elves range from intrigued fascination to outright bigotry.

Ability Adjustments
Half-elves have no bonuses or penalties to their initial abilities.

Ability Check Bonuses
Half-elves, due to their human ancestry, are allowed to choose three ability scores with which they gain a +1 bonus to all ability checks (Saving Throws and skill checks). Dexterity, Intelligence, Wisdom, and/or Charisma are common choices for half-elven characters, though any ability scores may be chosen.

Permitted Classes
Half-elves may advance in all character classes but prefer the following classes: assassin, bard, cleric, druid, fighter, magic-user, ranger, and thief.

Proficiencies
All half-elves begin play proficient in the following skills: Languages (Common and Elven).

Resistances
Half-elves have inherited some of their elven parent's resistances and have a +4 bonus to all savings throws against magical sleep and charm effects.

Size and Movement Rate
Half-elves are Medium-sized creatures. The base Movement Rate of half-elves is 30' per round.

Skill Bonuses
The keen senses of half-elves grant them a +2 bonus to Perception checks and allows them to spot secret and concealed doors more easily than others. When passing within 10' of a secret door, half-elves may automatically make a Perception check to notice it.

Twilight Vision
Half-elves can see normally by moonlight and in dim light.

Halflings

Halflings are a short, averaging 3' to 3½' in height, generally plump people, weighing between 45 and 70 pounds. Their faces are round, broad, and often quite florid. Their brown to sandy hair is typically curly and the tops of their feet are covered with coarse hair. Their eyes are usually brown or hazel. They prefer not to wear shoes whenever possible. Their typical life expectancy is approximately 150 years.

Halflings are sturdy and industrious, generally quiet and peaceful. Overall, they prefer the comforts of home to dangerous adventuring. They enjoy good living, rough humor, and homespun stories. In fact, they can be a trifle boring at times. Halflings are not forward, but they are observant and conversational if in friendly company.

Halflings see wealth only as a means of gaining creature comforts, which they love. Though they are not overly brave or ambitious, they are generally honest and hard-working when there is need.

Halfling homes are well-furnished burrows, although most of their work is done on the surface. Elves generally like them in a patronizing sort of way. Dwarves cheerfully tolerate them, thinking halflings somewhat soft and harmless. Gnomes, although they drink more and eat less, like halflings best, feeling them kindred spirits. Because halflings are more open and outgoing than any of these other three, they get along with other races far better.

There are three types of halflings: hairfoots, tallfellows, and stouts. Hairfoots are the most common type but, for player characters, any of the three is acceptable.

Ability Adjustments
Halflings are light-footed and nimble, adding +1 to their initial Dexterity scores. Their small size limits their strength and, as such, all halfling characters subtract 1 from their initial Strength scores.

Combat Bonuses
Halflings have a natural talent with slings and thrown weapons. Rock pitching is a favorite sport of many a halfling child. All halflings gain a +1 bonus to their attack rolls when using thrown weapons and slings.

Permitted Classes
Halflings may advance in all character classes except for the barbarian, magic-user, and monk. Their preferred classes are the cleric, fighter, and thief.

Proficiencies
All halflings begin play proficient in the following skills: Languages (Common and Halfling). They also have proficiency with the following weapons: darts and slings.

Resistances
Halflings are highly resistant to magic, gaining a +4 bonus to all Saving Throws versus magic. They are also extremely hardy and gain a +4 bonus to all Saving Throws versus poison.

Size and Movement Rate
Halflings are Small-sized creatures. The base Movement Rate for halflings is 25' per round.

Skill Bonuses
Halflings receive a +2 bonus to Perception checks. Halflings, due to their small size, unobtrusive manner, and padded feet, are naturally inclined to moving silently and hiding. They gain a +2 bonus to all Stealth checks.

Twilight Vision
Halflings can see normally by moonlight and in dim light.

Stout Halflings
This kind of halfling is a bit smaller and stockier than the typical (hairfoot) halfling. It is commonly believed that stout halflings have traces of dwarven blood within their veins. When forced into battle, they tend to wear more armor than their hairfoot brethren and employ morningstars in addition to the usual halflingish arms.

Stout halfling characters use the rules for hairfoot halflings, with the following exception:

Darkvision 60'
Stouts can see in complete darkness to a distance of 60'. Darkvision is black and white only but otherwise like normal sight. Brightly lit areas, such as areas lit by a torch or lantern, spoil their Darkvision.

Tallfellow Halflings
A taller (4 +'), slimmer halfling, with fairer skin and hair. Tallfellows are very rare. Like stouts they tend to use heavier armor than hairfoots. Tallfellows are able to ride ponies and tend to use spears in addition to the to the usual halflingish arms. Tallfellows share the racial abilities of hairfoots, though they often speak Elven, in addition to Common and Halfling, and are friendly with elvenkind. It is rumored that tallfellows have a bit of elven blood in them.

Half-Orcs
Half-orcs are boors. They are rude, crude, crass, and generally obnoxious. Because most are cowardly, they tend to be bullies and cruel to the weak, but they will quickly knuckle under to the stronger. This does not mean that all half-orcs are horrid, only most of them. It neither means that they are necessarily stupid nor incapable. They will always seek to gain the upper hand and dominate those around them so as to be able to exercise their natural tendencies; half-orcs are greedy too. They can, of course, favor their human parent more than their orcish one.

Orcs are fecund and create many crossbreeds, most of the offspring of such being typically orcish. However, some one-tenth of orc-human mongrels are sufficiently non-orcish to pass for human. It is assumed that player characters that are of the half-orc race are within the superior 10%, though there is something disquieting about their appearance that reveals the cruel nature of their orcish heritage.

Half-orcs tend to be slightly taller than humans, longer of limb and with broader shoulders. Their facial features have an orcish caste to them, with thin-slit eyes and nostrils, broad, jutting jaw lines and slightly pointed ears being common. Their canine teeth are somewhat larger than those of humans and their coloration tends to be ruddier than usual for men of their lands.

Half-orcs are relatively short-lived, with a life expectancy of approximately 65 years.

Ability Adjustments
Half-orcs are powerfully built, with broad shoulders and mighty thews. They add 1 to their initial Strength and Constitution scores but subtract 2 from their initial Charisma scores due to their brutish, brusque nature.

Ability Check Bonuses
Half-orcs, due to their human ancestry, are allowed to choose three ability scores with which they gain a +1 bonus to all ability checks (Saving Throws and skill checks). Strength, Wisdom, and Constitution are common choices for half-orc characters, though any ability scores may be chosen.

Darkvision 60'
Half-orcs can see in complete darkness to a distance of 60'. Darkvision is black and white only but otherwise like normal sight. Brightly lit areas, such as areas lit by a torch or lantern, spoil their Darkvision.

Permitted Classes
Half-orcs may advance in all character classes but prefer the following classes: assassin, barbarian, cleric, fighter, and thief.

Proficiencies
All half-orcs begin play proficient in the following skills: Languages (Common and Orcish).

Size and Movement Rate
Half-orcs are Medium-sized creatures. The base Movement Rate of half-orcs is 30' per round.

Humans
Human characters are neither given penalties nor bonuses, as they are established as the norm upon which these subtractions or additions for racial stock are based. Human characters are not limited as to what class of character they can become and are renowned for their adaptability and natural aptitude. As they are the rule rather than the exception, the basic information given always applies to humans, and racial changes are noted for differences as applicable for demihuman characters.

Humans are the most diverse of all the races, with skin and hair varying in color from black to the lightest shades. Their men may or may not wear beards and their eyes can be of various hues, tending towards shades of blue or brown.

Ability Adjustments
None

Ability Check Bonuses
Humans, as the most adaptable of the player races, gain a +1 bonus to all ability checks (Saving Throws and skill checks).

Permitted Classes
Humans may advance in all character classes and prefer no class over any other.

Proficiencies
All humans begin play proficient in the following skills: Languages (Common) plus 2 other skills of their choosing.

Size and Movement Rate
Humans are Medium-sized creatures. The base Movement Rate of humans is 30' per round.

Racial Preferences

In addition to the various attributes of the races of characters already mentioned, there are also certain likes and dislikes which should be considered in selecting a race for your character. The dealings that a character has with various races will be affected by racial preferences to some extent. Similarly, the acquisition of hirelings of other races might prove difficult for some characters if they go outside a narrow field. Your Dungeon Master will certainly take racial preferences into account during interaction between your character and the various races that he will encounter (see Social Interaction on page 61). The following table will serve as a guide in determining which races your character will like, be rather indifferent to, or dislike.

Basic Acceptability of Race

Race	Dwarf	Elf	Gnome	½ Elf	Halfling	½ Orc	Human
Dwarf	P	A	G	N	N[1]	H	N
Elf	A	P	N	G	N	A	N
Gnome	G	N	P	N	G	A	N
Half-Elf	N	G	N	P	N	A	G
Halfling	N[1]	N[2]	G	N	P	N	N
Half-Orc	H	A	A	A	N	P	N
Human	N	N	N	G	N	N	P

1: Stout halflings and dwarves regard each other with goodwill (G).

2: Tallfellow halflings regard elves with goodwill (G).

Notes on the Racial Preferences Table:

P: Indicates that the race is generally preferred, and dealings with the members of the race will be reflected accordingly.

G: Means that considerable goodwill exists towards the race.

N: Shows that the race is thought of neutrally, although some suspicion will be evidenced.

A: Means that the race is greeted with antipathy.

H: Indicates a strong hatred for the race in question.

CHARACTER CLASSES

In the Advanced Dungeons & Dragons game, there are 11 character classes from which to choose.

Four of these classes are core classes (clerics, fighters, magic-users, and thieves), which represent the basic archetypes for fantasy characters – the priests, warriors, wizards, and rogues of various milieus. Monks are an optional, fifth, core class that may be allowed in your game, at the DM's discretion.

Six subclasses (assassins, barbarians, bards, druids, paladins, and rangers) are derived from the 4 core classes and represent specialized variants of those archetypes. Each of these lacks the versatility of the core class upon which it is based but, in its respective element, can excel in ways that the core class cannot.

The following table will enable you to determine the major differences between character classes at a glance. More detailed information is given in the sections that discuss the individual classes in question.

Class	Hit Die	Ability Requirements	Alignment	Class Features
Assassin	d6 (4)	Intelligence 13, Dexterity 13	Non-good	Backstab, Burglar, Find Traps, Killing Strike, Additional Languages, Footpad, Read Languages, Spy
Barbarian	d12 (7)	Strength 13, Constitution 13	Non-lawful	Battle Frenzy, Danger Sense, Primal Will, Keen Reflexes, Force of Nature, Extra Attacks, Improved Danger Sense
Bard	d8 (5)	Intelligence 13, Wisdom 13, Charisma 13	Any neutral	Additional Languages, Bard Spells, Bardic Music, Lore, Use Written Magic Items
Cleric	d8 (5)	Wisdom 9	Any	Cleric Spells, Domain, Turn Undead
Druid	d8 (5)	Wisdom 13, Charisma 13	Any neutral	Druid Spells, Resistance to Elements, Woodland Stride, Wild Shape, Immunity to Nature's Charms, Immunity to Nature's Venom, A Thousand Faces, Timeless Body, Hibernate
Fighter	d10 (6)	Strength 9	Any	Weapon Specialization, Cleave, Combat Dominance, Extra Attacks
Magic-User	d4 (3)	Intelligence 9	Any	Spellbook, Magic-user Spells, Spellcasting Focus
Monk	d8 (5)	Strength 13, Wisdom 13, Dexterity 13	Any lawful	Fast Movement, Martial Arts Mastery, Slow Fall, Stunning Attack, Speak with Animals, Extra Attacks, Meditative Trance, Purity of Body, Mind over Body, Still Mind, Tongues, Immunity to Nature's Venom, Quivering Palm, Speak with Plants
Paladin	d10 (6)	Strength 13, Wisdom 13, Charisma 13	Lawful good	Detect Evil, Lay on Hands, Immunity to Disease, Divine Grace, Turn Undead, Paladin's Mount, Extra Attacks, Paladin Spells
Ranger	d10 (6)	Strength, Wisdom 13, Constitution 13	Non-evil	Favored Enemies, Foe Hunter, Animal Empathy, Strider, Extra Attacks, Ranger Spells, Use Scrying Device
Thief	d6 (4)	Dexterity 9	Any	Backstab, Burglar, Find Traps, Sneak Attack, Footpad, Read Languages, Acrobat, Read Magic

Each class is briefly described in the pages that follow. In choosing a class, keep the following in mind:

- Hit Die: The relative hardiness of your character is determined by Hit Die type. A fighter, who rolls a d10 for Hit Points when advancing in level, will typically be more resilient than a magic-user who only rolls a d4. Rather than rolling for Hit Points, players may opt to choose a set level of Hit Points when advancing in level. That number is shown in parentheses beside the Hit Die Type.

  At 1st level, your character has 1 Hit Die, and the die type is determined by your class. You add your Constitution modifier to this die roll to determine your Hit Point maximum. After 9th level all classes receive a set number of Hit Points per level and no longer roll for Hit Points. The character's Constitution modifier is no longer applied to their Hit Points after 9th level.
- Ability Requirements: A character must meet or exceed these requirements in order to qualify for that class.
- Alignment: In choosing a character class, its alignment restrictions should be carefully considered. If the character is restricted in their choice of alignment, their outlook and the actions they are permitted to engage in are more narrowly defined. A character whose alignment changes to one incompatible with their character class may not advance further in that class without atoning for their actions and returning to a suitable alignment.
- Attack Bonus: Each class has an Attack Bonus that improves as your character advances in level. You add your Attack Bonus to your attack roll when attacking with a weapon or unarmed strike.
- Class Features: These are the special abilities of the character's chosen class. Each is described in detail in the class's description.

Adventurers sometimes advance in more than one class. Pages 33-34 provide rules for advancing in two classes simultaneously, called multiclassing, and for dabbling in different classes, called split-classing.

A thief might switch direction in life and swear the oath of a paladin. A barbarian might discover latent magical ability and dabble in the magic-user class while continuing to advance as a barbarian. Elves are known to combine martial mastery with magical training and advance as fighters and magic-users simultaneously.

LEVEL ADVANCEMENT

As your character goes on adventures and overcomes challenges, he gains experience, represented by experience points (XP). A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level.

When your character gains a level, his class often grants additional features, as detailed in the class description.

Level	Experience Points	Level	Experience Points
1	0	11	750,000
2	2,500	12	1,000,000
3	5,000	13	1,250,000
4	10,000	14	1,500,000
5	20,000	15	1,750,000
6	37,500	16	2,000,000
7	75,000	17	2,250,000
8	150,000	18	2,500,000
9	250,000	19	2,750,000
10	500,000	20	3,000,000

High Level Character Options

All character classes have access to special class features as they advance in level.

Ability Score Improvements: When your character advances to character levels 4, 8, 12, 16, and 20, you may raise any ability score by 1 point. You can't increase an ability score above the racial ability score limits given on page 6 in this manner. See page 230 for more information on character levels and class levels.

Hirelings, Henchmen, and Followers: Most character classes, upon reaching 9th level, can establish a stronghold or base of operations and attract followers. See pages 182-186 for more rules on attracting followers and building strongholds.

Magic Item Creation and Spell Research: Magic-users, clerics, and druids are all able to create, repair, and/or recharge magical items upon reaching 9th level. They are also able to research and create new spells upon reaching 9th level. See pages 189-199 for more rules on Magic Item Creation and Spell Research.

Assassin (Thief)

Assassins are the ultimate killers. Through cunning and guile, they slay their victims by any means necessary. They can be either heroes or villains. It is all a matter of perspective as they stalk unwary and undeserving victims through grim city streets or gilt palaces, striking them down from behind or poisoning corrupt and evil nobles whose fat fingers dip too far into the public's coffers.

Although they are not necessarily evil, they are typically indifferent to the world around them. They view life and death as the natural course of things, and think little on the matter, if at all. Though not all assassins kill without regret, they do kill for a reason. Whether for pay or personal morality, assassins carry out missions that others find impossible and immoral.

Quick reflexes and swift movements are essential to an assassin's trade. They must be able to move with speed and grace when going for the kill to avoid detection or a victim's reaction to their attack. The best of assassins are highly intelligent and focused individuals, capable of undergoing extreme duress and great stress to perform their duties. Whether working in disguise or slinking down back alleys, patience, intelligence, and speed are an assassin's stock and trade.

The assassin's weapons of choice are many and varied. Their most important and valuable weapons are guile and deceit, patience and willpower, swift action and cunning movements. With these, assassins become lethal and silent killers and the most unparalleled spies.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Backstab, Burglar, Find Traps, Killing Strike
2	2	+1	
3	3	+2	Additional Languages, Footpad
4	4	+2	Read Languages
5	5	+3	Spy
6	6	+4	
7	7	+4	
8	8	+5	
9	9	+6	
10	+2	+6	
11	+2	+7	
12	+2	+8	
13	+2	+8	
14	+2	+9	
15	+2	+10	
16	+2	+10	
17	+2	+11	
18	+2	+12	
19	+2	+12	
20	+2	+13	

Ability Requirements: Intelligence 13 and Dexterity 13

Hit Die: d6 (4)

Alignment: Any non-good (lawful neutral, lawful evil, neutral, neutral evil, chaotic neutral, or chaotic evil)

Weapons: All

Armor: Light armor and small shields

Saving Throw Proficiencies: Intelligence and Dexterity

Skill Proficiencies: Athletics, Disable Device, Disguise, Poison, and Stealth, plus any other 2 skills.

Backstab

Assassins are opportunistic attackers, striking vulnerable foes more effectively than others. When making a melee or ranged attack against an opponent's rear facing, when unseen by their foe, or when making an attack against a blinded or flanked foe, assassins gain a +2 bonus to their attack and damage rolls. The bonus to damage increases by 1 point (to a maximum of +5) at assassin levels 6, 11, and 16.

An assassin may only Backstab creatures that have a discernible anatomy. The assassin must be able to see the target well enough to pick out a vital spot. If making ranged Backstab attacks, they must be within close range for the weapon used.

Burglar

Assassins gain a +2 bonus to all Athletics skills checks made to climb, all Disable Device checks made to open locks and disarm traps, and all Stealth checks. This bonus improves by 1 at assassin levels 6, 11, and 16. Assassins also halve any penalties to Perception checks and attack rolls in dark and dimly lit areas (round fractions down).

Find Traps

Assassins may make Perception checks to search for traps, including magical traps, with their full Proficiency Bonus. Other characters may attempt to find traps with a Perception check but may not apply their Proficiency Bonus to such checks, even if proficient in Perception.

To find a trap, the assassin spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate traps in a 5' by 5' foot area. The DC of this check is usually 10 + the Proficiency Bonus + the Dexterity modifier of the NPC who set the trap with a Disable Device check. For spell traps, such as Glyph of Warding, the DC is equal to the spell's Saving Throw DC.

A successful Perception check indicates that the assassin finds a trap, if one is present. If multiple traps are in an area, the result of this Perception check is applied against all traps in the area.

Killing Strike

When attacking a surprised target, an assassin may attempt to deliver a Killing Strike with their first attack against that target. If the assassin successfully makes a Killing Strike against a surprised opponent (see pages 62 and 68), the target must make a Constitution Saving Throw. The DC of this Saving Throw is equal to 10 plus the ½ of the assassin's level (minimum of 1) + the assassin's Intelligence modifier.

If the victim fails the save, they are automatically reduced to 0 Hit Points and dying. If the victim makes their Saving Throw the attack deals normal damage. After 1st level, an assassin's Killing Strike reduces the victim's Hit Points to a negative number equal to half of the assassin's level (rounded down). As such, a level 2 assassin reduces their victim to -1 Hit Points with a successful Killing Strike while a level 20 assassin reduces their victim to -10 Hit Points (instantly killing them).

An assassin can only use Killing Strikes on living creatures that have a discernible anatomy. The assassin must be able to see the target well enough to pick out a vital spot. They may only make Killing Strikes in melee or when making a ranged weapon attack at close range (without a range penalty).

Additional Languages

Assassins gain an additional Language skill at levels 3, 8, 13, and 18; and may even learn the secret tongues of druids and thieves.

Footpad

3rd level assassins may move at their full Movement Rate when making Stealth checks to move silently.

Read Languages

At 4th level assassins gain proficiency in the Ciphers skill. If an assassin already has proficiency in Ciphers, another Language skill may be chosen by the assassin.

Spy

At 5th level, assassins apply their Burglar bonus to all Disguise and Deception checks that they make.

Barbarian (Fighter)

Beyond the walls of cities and towns, and well beyond the bounds of civilization, dwell the barbarians. From windy steppes to mountaintops, from deep jungles to arid plains, barbarians live in freedom, a part of their environment rather than a slave to it.

Barbarians are born and raised in wild lands, outside the influences of civilization. They are found in every climate and every terrain, and have an acute knowledge of the environment in which they are raised, possessing a general knowledge of its plants and animals in order to survive the rigors of life in the wilderness.

Banded together in family clans or tribal nations, they are a free people ruled by strength and custom alone, subject to no state or empire. They are the fearsome warriors of their tribe, who spend their time hunting and raiding to provide for their people and, when their lands are threatened, waging guerilla warfare against would-be conquerors.

They judge others by action and deed, not the more corrupt values of civilization, like race, occupation, education, or wealth. Neither ignorant nor savage, barbarians are masters of their own destiny.

Barbarians are generally free of the bonds and fetters that tie down most peoples, even the brethren in their tribal nations. Above all else, barbarians value their independence and often maintain their own codes or beliefs. Many have died from voicing opposition to tribal leaders, but are respected all the more, for they spoke or acted upon their beliefs. This makes most barbarians willful in nature, with a temperament that many view as chaotic and ill-disciplined.

Barbarians rely upon their individual skills and instincts to carry them through difficult tasks or demanding ventures while drawing upon primeval instincts and powers to overcome foes. As their cultures are usually uneasy with the supernatural, barbarians generally distrust magic and those who employ it, although some barbarians will use magic in dire circumstances.

A barbarian's self-reliance and solitary nature does not, however, lead them to abhor the company of others. Oft times, their strengths are given to the preservation of their clans or tribes, for only in them are like-minded people found. And when a barbarian comes to trust others and call them friends, no stronger ally can be found in the entire world.

Living in the wilds and at the whims of uncaring nature takes great fortitude and barbarians become inured to the physical demands of this life and suffer its inflictions and its pains with steely determination. Possessed of staggering constitution, barbarians are capable of absorbing damage that would quickly fell others of a more civilized bent.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Battle Frenzy, Danger Sense, Primal Will
2	2	+2	
3	3	+3	Keen Reflexes
4	4	+4	Force of Nature
5	5	+5	Extra Attacks
6	6	+6	
7	7	+7	Improved Danger Sense
8	8	+8	
9	9	+9	
10	+4	+10	
11	+4	+11	
12	+4	+12	
13	+4	+13	
14	+4	+14	
15	+4	+15	
16	+4	+16	
17	+4	+17	
18	+4	+18	
19	+4	+19	
20	+4	+20	

Ability Requirements: Strength 13 and Constitution 13

Hit Die Type: d12 (7)

Alignment: Any non-lawful: neutral good, chaotic good, neutral, chaotic neutral, neutral evil, or chaotic evil

Weapon Proficiencies: All

Armor Proficiencies: Light and medium armors, and shields

Saving Throw Proficiencies: Strength and Constitution

Skill Proficiencies: Athletics, Stealth, Survival, and any 2 of the following skills: Animal Handling, Craft (any), Insight, Intimidation, Medicine, Nature, Perception, Performance (any), or Profession (any)

Battle Frenzy

Barbarians have the ability to call upon a reserve of strength and rage while in battle. Barbarians can direct this rage to devastating effect. This ability manifests itself differently across barbarian cultures and societies, and each calls it by a different name. It is commonly known as the fury, red mist, warp spasm, or berserker rage.

Entering Battle Frenzy uses a free action on the barbarian's turn. While frenzied, the barbarian gains a +2 bonus to damage rolls with melee

and thrown weapons. This damage bonus increases by 1 at barbarian levels 6, 11, and 16.

While under the effects of Battle Frenzy, the barbarian may neither cast nor concentrate on spells but makes all Strength checks, including Saving Throws, with a +2 bonus. This bonus increases by 1 at barbarian levels 6, 11, and 16.

In addition, the barbarian has resistance to nonmagical bludgeoning, piercing, and slashing damage while in a Battle Frenzy (see page 72 for more details on Damage Resistance).

Battle Frenzy has a duration of 10 rounds and may be used three times per day. The barbarian may voluntarily end the Battle Frenzy, as a free action, before the duration has elapsed, though unused rounds are lost. At barbarian levels 6, 11, and 16 the barbarian gains another use of this ability each day.

Danger Sense

Barbarians have an uncanny sense of when things nearby aren't as they should be, giving them an edge when dodging away from danger. At 1st level, the barbarian's foes do not gain an attack roll bonus when attacking them from the flank or rear.

In addition, barbarians gain a +2 bonus to all Saving Throws versus traps. This bonus increases by 1 at barbarian levels 6, 11, and 16. To gain this benefit, the barbarian can't be blinded, deafened, or unconscious.

Primal Will

Barbarians are, by nature, willful, and distrustful of magic. At 1st level, barbarians gain a +2 to all Saving Throws versus fear and charm spells and spell-like effects. This bonus improves by 1 point at levels 6, 11, and 16.

Barbarians are also able to push themselves to incredible feats of stamina. This allows barbarians to add their Primal Will bonus to all Constitution checks made to resist fatigue (see page 231).

Keen Reflexes

At 3rd level, the barbarian's finely-honed instincts and martial training grants him a +1 bonus to Armor Class when no more than lightly encumbered.

This bonus to Armor Class improves by 1 point at barbarian levels 9 and 15. To gain this benefit, the barbarian can't be blinded, deafened, surprised, or unconscious.

Force of Nature

Barbarians' natural attack abilities allow them to strike creatures that would normally be immune to non-magical attacks as they rise in level.

At 4th level a barbarian can affect creatures which require a +1 or better weapon to hit, while an 8th level barbarian can strike creatures which require a +2 weapon to hit. Similarly, at 12th level, a barbarian can hit creatures requiring a +3 weapon to hit, and at 16th level can damage creatures requiring a +4 weapon to hit. At 20th level, a barbarian can affect creatures harmed normally only by weapons of +5 or better.

Extra Attacks

Barbarians gain the ability to make more than one attack each round. At level 5 barbarians may make 1 extra attack per round. At levels 10 and beyond barbarians may make 2 extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Improved Danger Sense

At 7th level, barbarians gain improved Danger Sense and are no longer subject to Sneak Attacks by thieves or Killing Strikes by assassins when surprised. They also retain their Dexterity, Keen Reflexes, and shield bonus to Armor Class when surprised.

Bard (Cleric)

Every age and people has a voice. That voice finds its measure in story, expressed in legend, tale, song, poem, battle cry, or speech. From wild barren steppes to the frozen lands at the tips of the world, from taverns to town squares, and from city streets to imperial residences, there are those blessed with the ability to artfully weave story and legend and move the heart to great feats. In recounting epic deeds of ages past, bards inspire listeners to greater deeds as if by magical incantation. They captivate hearts, cause tears to flow, and invigorate individuals and crowds.

These storytellers are historians and lore masters with oratorical skills guided by the muses. Some are powers behind thrones, weaving a future through tales of the past. Others are the backbone to a troop of soldiers, inspiring courage in times of distress. But the most renowned are the warrior-poets, whose adventures and escapades are legend. These ply their skills across the wide world and are known as bards.

Bards can lead by example or deed, but they primarily influence others with story, art, or argument. Their skill of recitation borders on the magical, so much so that they are often able to charm listeners with their tales. They are also learned in druidic lore, having received tutelage in those arts, and have access to spells that reflect this training and the esoteric knowledge they have gained through their deep understanding of myth and legend. Bards possess artistic skills that are needed to convince an audience that what they see is more than what is shown.

They gain access to the various strata of society, both low and high. They walk among them, acquiring knowledge and power. Whether from noble or villain, the bard pays heed to the moods and tales of all, realizing the import of even the meanest of peoples.

They are skalds, minstrels, troubadours, lore masters, poets, chroniclers, schemers, sages, musicians, and orators blending fact and fiction to great effect. Whether weaving tales or delivering odes, bards can affect changes in individuals and small groups, inspiring them to great deeds in combat or fascinating them with their performance. They give voice to history, and weave tales establishing ethics and morals, reinforcing the frameworks of societies. They possess a tremendous knowledge of events great and small, of legends and the nature of magics. Most bards teach much of what they know, but all bards keep some knowledge to themselves, considering it a source of power and prestige only to be dispensed with or used in the most extraordinary of circumstances.

The bard's nature as that of a historian and storyteller requires a bending and twisting of fact and a weaving of fiction to tell their tales well. They must be free of mind and spirit, with agile and active imaginations. Bards are not bound by the more moribund and strict interpretations of academics and others who depend on the separation of fact and fiction.

Though bards are known to inspire others to greater deeds, their lifestyle often leads them into conflict and combat where many times they perform deeds of valor. In life they prefer not to be encumbered by worldly goods. They rarely take up permanent residence, always ready to move. Usually, their most prized possessions are the instruments they carry, scrolls with great tales writ upon them, or items with which they have traveled many long years, like boots or a hat to which they have attached great value and through which they recall tales or bygone days.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Additional Languages, Bard Spells, Bardic Music, Lore
2	2	+1	
3	3	+2	
4	4	+2	
5	5	+3	
6	6	+4	
7	7	+4	
8	8	+5	
9	9	+6	
10	+2	+6	Use Written Magic Items
11	+2	+7	
12	+2	+8	
13	+2	+8	
14	+2	+9	
15	+2	+10	
16	+2	+10	
17	+2	+11	
18	+2	+12	
19	+2	+12	
20	+2	+13	

Ability Requirements: Intelligence 13, Wisdom 13, and Charisma 13

Hit Die Type: d8 (5)

Alignment: Any neutral: neutral good, neutral evil, neutral, chaotic neutral, or lawful neutral

Weapon Proficiencies: All

Armor Proficiencies: Light and medium armors, and shields

Saving Throw Proficiencies: Wisdom and Charisma

Skill Proficiencies: History, Performance (any 2), Persuasion, and any 3 of the following: Animal Handling, Arcana, Ciphers, Craft (any), Deception, Insight, Medicine, Nature, Performance (any), Profession (any), Religion, Sleight of Hand, or Stealth

Additional Languages

Bards gain an additional Language skill at levels 1, 5, 10, 15, and 20. Bards may learn any language through their studies of history, mythology, and folklore, including the secret tongues of druids and thieves.

Bard Spells

Bards cast divine spells much as a cleric or druid does. The spells available are listed on the bard spell list (page 79). A bard is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare.

Bards prepare spells each day through prayer, song and recitation dedicated to their deity or deities. This process is covered in greater detail in the Magic section, on page 73.

Spell Slots

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

Charisma is a bard's spellcasting ability for casting spells. The power of a bard's spells comes from a bard's devotion to their people's gods, myths, and legends. Bards use their Charisma modifier when setting the Saving Throw DC for a bard spell they cast. A bard's caster level is equal to his bard level.

Spell save DC = 10 + the spell level + the bard's Charisma modifier

Cantrips: Bards know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them each day, as noted on the table above.

Bardic Music

Bards can use their songs or poetics to produce magical effects. Each of the three Bardic Music abilities detailed below requires concentration upon the musical performance or recitation as if the bard were concentrating upon a spell (see page 76) and requires that the bard's words or music be heard (the area of a Silence 15' Radius spell negates all Bardic Music effects).

Maintaining Bardic Music uses the bard's action during each round that it is used. Each use of the Bardic Music feature lasts for up to 10 rounds, provided that the bard maintains concentration upon, and continues to perform, his song.

Bardic Music may be used 3 times per day. At bard levels 6, 11, and 16 bards gain one additional use of this ability per day. The Bardic Music options are:

- Countersong: The bard's singing and playing can negate the song effects of harpies and sirines, and counter attacks which rely upon song or sounds. Bardic countersong has no effect against spells that simply have verbal components.

  Each round of the countersong the bard and all allies within 30' gain a +2 bonus on Saving Throws made against all sound or language-dependent magical attacks. This bonus improves by 1 point at bard levels 6, 11, and 16.

  If a creature within range of the countersong is already under the effect of such a magical effect, it gains a new Saving Throw (with the bonus) each round it hears the countersong. Countersongs only affect spells and effects that allow Saving Throws.

- Fascinate: Bards have the ability to fascinate one or more creatures within 30' through their musical or oratory performance. To be fascinated the targets must be able to see and hear the bard, and the bard must also see the targets. The number of creatures that the bard may attempt to fascinate is equal to his bard level divided by two.

  The targets must succeed on a Charisma Saving Throw or be fascinated. The DC of this Saving Throw is equal to 10 plus the ½ the bard's level (minimum of 1) + the bard's Charisma modifier. Fascinated creatures suffer a -4 penalty to their Armor Class and to Dexterity Saving Throws, and are treated as surprised if attacked. A fascinated creature's Movement Rate drops to 0, and the creature is visibly dazed.

  Any threat that is obvious to a fascinated creature, such as the casting of a spell or the drawing or aiming of a weapon, automatically breaks the effect on that creature.

  The effect ends if the bard moves more than 30 feet away from the creature, if the creature can no longer see or hear the bard, or if any target of the fascinate effect takes damage.

  Once the effect ends, or if the creature succeeds on its initial Saving Throw against this effect, the bard can't use this feature on that creature again until the next day.

- Inspire: This ability allows the bard to inspire one or more allies within 30'. Inspired allies gain a +2 bonus on all attack rolls and Saving Throws against fear (including allied NPCs' morale checks). The number of allies that the bard may inspire is equal to his bard level divided by two. This bonus improves by 1 point at bard levels 6, 11, and 16.

Lore

Bards are lore masters of myth and memory. With a successful History skill check, a bard recalls some information about a notable person, group, legendary item, noteworthy place, or some other bit of information relevant to the bard's current exploits. Gaining information may entail speaking to local inhabitants or doing research within the library of a sage or wizard. The information might prove useful in persuading, entertaining, deceiving, or otherwise influencing others.

The ability also might impart insight into (and limited understanding of) local or secret languages, including Thieves' Cant, druidic, or ranger signs.

Bards have a chance to identify the general purpose and function of any magical item by making a Lore check. The bard need not handle the item but must examine it closely. Even if successful, the exact function of the item is not revealed, only its general nature.

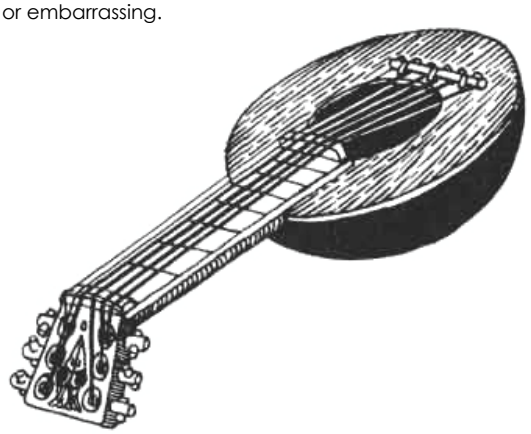
Use Written Magic Items

Upon reaching 10th level, a bard can attempt to use magical devices of written nature (scrolls, books, etc.) that are not normally useable by bards.

To use such an item the bard must make a Concentration Check with a DC of 15 + the creator's Proficiency Bonus (DC 20 for single-use items, DC 21 for charged items, and DC 23 for permanent magic items if the creator's level is not known). For spell scrolls, the DC is 10 + the spell level of the scribed spell. The bard gets a +4 bonus to this check if he has successfully identified the item's general purpose and function through use of the Lore class feature (see above).

This understanding of magic is imperfect, so that a failed check indicates that the written item is read incorrectly and fails to work. For spell scrolls, failure indicates that the spell fails and that the scribed spell disappears. If the Concentration Check roll was a "natural 1", the item's effect is reversed or target's the caster (as determined by the DM).

The DM will tell you what happens to your character, based on the situation and particular magical item. The result may be unpleasant, deadly, or embarrassing.



Cleric

Upon the fields of battle, where good and evil struggle, stride holy warriors dedicated to the service of a deity, their martial ability enhanced by divine dispensation. They obey the will of the gods, and influence others through faith in their deity's tenets, action on the field of battle, and by bringing justice or retribution to their foes.

Clerics are warrior-priests. They are religious in nature and are eternally bound to the service of one deity. From this deity they receive divine powers and act as conduits of the power of their deity.

A cleric's divine connection to their deity is of supreme importance. This spiritual connection allows them to better understand the motives and will of their deity and to more capably and earnestly enact the deity's desire.

Deities can be of any ethos or morality, from good to evil and lawful to chaotic. All of the deities have clerics and other priests who serve and worship them. The cleric is always of like mind and nature as the deity they worship and never falters in carrying out their duties lest they face the most horrible of retribution and suffer the interminable revenge of an angered power.

Clerics prefer to use those weapons that allow them a better chance to subdue and convert enemies instead of killing them outright. In this they gain converts and servants to serve them and their deity. On the field of battle, where clerics spend much of their lives, they wear any armor necessary and utilize whatever is necessary to see them through the day and on to victory.

Clerics who generally act in ways opposed to their deity's alignment and purposes, and who grossly violate the code of conduct expected by their deity, lose the use of all divine abilities and capacities for advancement, wandering alone and cursed until they atone for their wrongs.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Cleric Spells, Domain, Turn Undead
2	2	+1	
3	3	+2	
4	4	+2	
5	5	+3	
6	6	+4	
7	7	+4	
8	8	+5	
9	9	+6	
10	+2	+6	
11	+2	+7	
12	+2	+8	
13	+2	+8	
14	+2	+9	
15	+2	+10	
16	+2	+10	
17	+2	+11	
18	+2	+12	
19	+2	+12	
20	+2	+13	

Ability Requirements: Wisdom 9

Hit Die Type: d8 (5)

Alignment: Any

Weapon Proficiencies: Club, dagger, footman's flail, footman's mace, great club, hammer, horseman's flail, horseman's mace, morningstar, quarterstaff, sling, and warhammer. They are also proficient with the preferred weapon of their deity.

Armor Proficiencies: All armor types and shields

Saving Throw Proficiencies: Wisdom and Charisma

Skill Proficiencies: Religion and any 1 of the following: Arcana, Craft (any), History, Insight, Intimidation, Medicine, Nature, Performance (any), Persuasion, Profession (any), or Survival

Cleric Spells

A cleric casts divine spells. The spells available are listed on the cleric spell list (page 80). A cleric is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare. Clerics prepare spells each day through prayer to their deity or deities. This process is covered in greater detail in the Magic section, on page 73.

Spell Slots

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

Wisdom is a cleric's spellcasting ability for casting spells. The power of a cleric's spells comes from a cleric's devotion to their patron deity. Clerics use their Wisdom modifier when setting the Saving Throw DC for a cleric spell they cast. A cleric's caster level is equal to his cleric level.

Spell save DC = 10 + the spell level + the cleric's Wisdom modifier

Cantrips: Clerics know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them each day, as noted on the table above.

Domain

Choose one of the following domains that is associated with the cleric's deity. If the cleric has a domain spell that doesn't appear on the cleric spell list, the spell is a cleric spell for that cleric and may be prepared normally. If the spell is reversible, the cleric has access to both versions of the spell unless otherwise noted. Each domain is detailed below:

- Agriculture: The cleric gains Profession (Farmer) as a bonus skill. At 5th the cleric may cast Plant Growth once per day in addition to his prepared spells.
- Air: The cleric may either turn earth creatures as a good cleric turns undead or command air creatures as an evil cleric controls undead. Use of this ability counts against the cleric's daily allotment of Turn Undead uses. Air clerics may only summon air elementals.

- Animals: The cleric gains Animal Handling as a bonus skill and may cast Speak with Animals once per day in addition to his prepared spells.
- The Arts: The cleric gains a single type of Performance as a bonus skill and may cast Charm Person once per day in addition to his prepared spells.
- Chaos: The cleric gains Ciphers as a bonus skill. At 5th the cleric may cast Confusion once per day in addition to his prepared spells.
- Cold: The cleric gains Survival as a bonus skill and may cast Endure Elements once per day in addition to his prepared spells.
- Crafting: The cleric gains a Craft skill of his choice as a bonus skill and may cast Unseen Servant once per day in addition to his prepared spells.
- Darkness: The cleric gains Stealth as a bonus skill. At 5th level the cleric gains the Darkvision 60' ability. If the cleric already has Darkvision 60' he gains Darkvision 120'.
- Death: The cleric may control undead rather than turn or destroy them, regardless of alignment. The cleric may cast Speak with Dead once per day in addition to his prepared spells.
- Deceit: The cleric gains Deception as a bonus skill. At 5th the cleric may cast Undetectable Lie (the reverse of Detect Lie) once per day, in addition to his prepared spells.
- Decay: The cleric gains resistance to both disease and poison. They increase the damage dealt with any Inflict Wounds spell by 2 points but reduce all damage healed with a Cure Wounds spell by 2 points.
- Destruction: The cleric gains Athletics as a bonus skill and may cast Shatter once per day in addition to his prepared spells.
- Dreams: The cleric gains Insight as a bonus skill and may cast Sleep once per day in addition to his prepared spells.
- Earth: The cleric may either turn air elementals as a good cleric turns undead or command earth elementals as an evil cleric controls undead. Use of this ability counts against the cleric's daily allotment of Turn Undead uses. The cleric may only summon earth elementals.
- Fire: The cleric may either turn water elementals as a good cleric turns undead or command fire elementals as an evil cleric controls undead. Use of this ability counts against the cleric's daily allotment of Turn Undead uses. The cleric may only summon fire elementals.
- Home: The cleric starts play with a bonus Craft or Profession skill related to domestic life and may cast Sanctuary once per day in addition to his prepared spells.
- Knowledge: The cleric has the bardic Lore class feature and gains History as a bonus skill.
- Law: The cleric gains History as a bonus skill and may cast Command once per day in addition to his prepared spells.
- Life: The cleric gains Medicine as a bonus skill and may expend any prepared spell in order to cure 2d4+2 Hit Points of damage per spell level of the expended spell.
- Light: Undead make Wisdom Saving Throws against the cleric's Turn Undead checks with a -4 penalty. The cleric may dispel any Darkness spell by expending a prepared spell of an equal or greater spell level.
- Love: The cleric gains Persuasion as a bonus skill. Once per day the cleric may cast Friends in addition to his prepared spells.
- Luck: The cleric gains Profession (gambler or fortune teller) as a bonus skill. Once per day the cleric may reroll a d20 when making an attack roll, skill check, or a Saving Throw. The cleric chooses which of the two d20 die rolls is used for the attack roll, ability check, or Saving Throw.
- Magic: The cleric gains Arcana as a bonus skill. The cleric may cast Identify once per pay in addition to his prepared spells.
- Mischief: The cleric gains Sleight of Hand as a bonus skill. The cleric may cast Ventriloquism in addition to his prepared spells once per day.
- Moon: The cleric gains Nature as a bonus skill and may cast Faerie Fire once per day in addition to his prepared spells.
- Peace: The cleric gains Persuasion as a bonus skill and may cast Sanctuary once per day in addition to his prepared spells.
- Plague: The cleric gains Nature as a bonus skill and has immunity to the ill-effects of diseases, regardless of origin.
- Plants: The cleric gains Nature as a bonus skill and may cast Entangle once per day in addition to his prepared spells.
- Protection: The cleric gains Perception as a bonus skill and may cast Shield of Faith once per day in addition to his prepared spells.
- Revelry: The cleric gains a Performance skill of his choice as a bonus skill. The cleric may cast Friends once per day in addition to his prepared spells.
- Strength: The cleric gains Athletics as a bonus skill and may cast Strength once per day in addition to his prepared spells.
- Time: The cleric may use Wisdom, rather than Dexterity, to determine his Initiative modifier. At 5th the cleric may cast Haste once per day, in addition to his prepared spells.
- Travel: The cleric gains a Profession of the cleric's choice as a bonus skill. At 5th the cleric may cast Freedom of Movement once per day, in addition to his prepared spells.
- War: The cleric is proficient with all weapons and may cast Spiritual Weapon once per day in addition to his prepared spells.
- Water: The cleric may either turn fire elementals as a good cleric turns undead or command water elementals as an evil cleric controls undead. Use of this ability counts against the cleric's daily allotment of Turn Undead uses. The cleric may only summon water elementals.
- Weather: The cleric gains Nature as a bonus skill and may cast Obscurement once per day in addition to his prepared spells.
- Wilderness: The cleric gains Survival as a bonus skill and may cast Pass without Trace once per day in addition to his prepared spells.

Turn Undead

As an action, the cleric presents their holy symbol and recites a prayer censuring the undead. Each undead within 30' that can see or hear the cleric must make a Wisdom Saving Throw. The DC of this Saving Throw is equal to 10 + ½ the cleric's level (minimum of 1) + the cleric's Wisdom modifier. Those that fail their Saving Throw are turned for 10 rounds.

Turned undead flee from the cleric by the best and fastest means available to them. If they cannot flee, they cower, unable to attack but able to defend themselves. The turning cleric cannot attack turned creatures without breaking the turning effect. Other characters can attack them without breaking the turning effect.

Undead with Hit Dice equal to or less than ½ of the cleric's level may be destroyed rather than turned (rounding all fractions down).

Evil clerics may, instead of destroying undead, control them. Evil clerics may control undead with Hit Dice equal to ½ of their cleric level. They may control a number of undead creatures equal to 1 plus their highest available cleric spell level (2 at cleric level 1, 3 at cleric level 3, 4 at cleric level 5, and so on). Evil clerics can also turn, but not destroy or control, paladins.

This ability may be used 3 times per day. At levels 6, 11, and 16 the cleric gains an additional use of this ability.

Druid (Cleric)

Beyond the confines of walls and city battlements, within the vast expanse of the wilderness areas of the world are many folk who live with contentment outside of civilization. Those who push aside material culture to live in harmony with nature often draw upon its forces for spiritual guidance and commune with its spirits. These are the druids, and they offer guidance and wisdom about the order of life and the world, the cycle of life and death and acceptance thereof.

Many fear druids; for they call upon powerful elemental and nature spirits and they can gather great hosts of nature to fight for their causes.

Druids seek to protect the wilderness and its beasts from the encroachments of civilization lest the order of the natural world be upset. They find the myriad artificial creations of civilized peoples abhorrent, for they believe that reliance upon the unnatural creates peoples that are weak and dependent upon a material culture.

They are fiercely individualistic and are often found among barbarian tribes. Druids live in harmony with nature, venerating its power and beauty. Although sometimes termed priests of nature, druids are much more. They allow nature to determine the fate of its creatures, for good or ill. Some druids revere nature and its elements alone, while some promote belief in one or more nature deities and others bind their animistic faith to a strict code of personal conduct. All are devoted to their life's calling and possess specialized wilderness lore, including knowledge of the animal and plant kingdoms.

Their divine dispensations are gifts from the spirits of the wood, rock, water and windstorms that rage across the plains, seas that thunder against coasts, or the waving grass of the wild steppe: none knows a motive. Druids must be able to relate to this balance and neutrality in nature. From this closeness to their surroundings a druid possesses specialized knowledge of wilderness environments, particularly those in which the druid lives or was trained.

Druids must use armor crafted from items found in nature, such as leather and wood. They view armor forged with advanced metalsmithing techniques as tainted and impure. These impure items make one dependent upon them and, in consequence, weak.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Druid Spells
2	2	+1	Resistance to Elements
3	3	+2	Woodland Stride
4	4	+2	Wild Shape
5	5	+3	
6	6	+4	
7	7	+4	Immunity to Nature's Charms
8	8	+5	
9	9	+6	
10	+2	+6	
11	+2	+7	Immunity to Nature's Venom
12	+2	+8	
13	+2	+8	
14	+2	+9	
15	+2	+10	A Thousand Faces
16	+2	+10	
17	+2	+11	Timeless Body
18	+2	+12	
19	+2	+12	Hibernate
20	+2	+13	

Ability Requirements: Wisdom 13 and Charisma 13

Hit Die Type: d8 (5)

Alignment: Any neutral: neutral good, neutral evil, neutral, chaotic neutral, or lawful neutral

Weapon Proficiencies: Club, dagger, dart, great club, quarterstaff, scimitar, sling, sickle, and spear (any)

Armor Proficiencies: Light armor, and wooden shields

Saving Throw Proficiencies: Wisdom and Charisma

Skill Proficiencies: Language (Druidic), Nature, and any 2 of the following: Animal Handling, Arcana, Athletics, Insight, Intimidation, Medicine, Persuasion, Poison, Profession (any), Religion, or Survival

* Druids may not cast spells or use their Wild Shape ability when using metal armor or shields.

Druid Spells

A druid casts divine spells. The spells available are listed on the druid spell list located in the Magic section (page 81). Each druid may prepare a limited number of spells from each spell level per day. The table below shows the number of spells per day a druid may prepare from each spell level. Druids prepare and cast spells by praying for them. This process is covered in greater detail in the Magic section, on page 73.

Spell Slots

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

Wisdom is a druid's spellcasting ability for casting spells, since their magic draws upon your devotion and attunement to nature. Druids use their Wisdom modifier when setting the Saving Throw DC for a druid spell they cast. A druid's caster level is equal to his druid level.

Spell save DC = 10 + the spell level + the druid's Wisdom modifier

Cantrips: Druids know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them each day, as noted on the table above.

Resistance to Elements

At 2nd level druids gain a +2 bonus to all Saving Throws against all cold, lightning, and fire attacks. This bonus improves by 1 point at druid levels 6, 11, and 16.

Woodland Stride
At 3rd level druids gain the ability to move through natural thorns, briars, overgrown areas, and similarly difficult terrain at their normal Movement Rate and without suffering damage or other impairment. When doing so, the druid leaves no trail in the natural surroundings and cannot be tracked (as the Pass without Trace spell). Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the druid.

Wild Shape
At 4th level druids gain the ability to change into a Small or Medium mundane animal once per day as a free action. The druid must have seen a creature in order to take its form. This form may be kept for 1 hour per druid level attained, or until the druid changes back to his natural form. The druid can revert to his normal form by using a free action on his turn. The druid automatically reverts if he falls unconscious or dies.

This ability operates like the Polymorph spell except that each time the druid assumes an animal's form the druid regains 2d8+2 Hit Points.

At 8th level, druids gain the ability to take the shape of a Large mundane animal when using the Wild Shape ability.

Upon reaching 10th and 16th level in this class druids gain an additional use of this ability each day.

Immunity to Nature's Charms
At 7th level druids become immune to all Charm spells and effects cast by fey woodland creatures such as dryads and nymphs.

Immunity to Nature's Venom
At 11th level druids gain immunity to all poisons.

A Thousand Faces
At 15th level the druid is able to alter his appearance at will as per the Change Self spell, except that the druid may only change his appearance and not that of his possessions.

Furthermore, the use of this ability is not a magical effect, so it can only be detected through the use of True Seeing or the like, and actually changes the facial features and body of the druid.

Timeless Body
At 17th level the druid is no longer affected by the ravages of age and ignores all ability penalties that have been accrued through aging (see page 36). The druid's lifespan is increased considerably (the character's maximum age is doubled).

Hibernate
By 19th level a druid has learned secrets that allow him to slow body functions to the point where the character appears dead to casual observers. The character is unconscious during hibernation and his aging is effectively halted while in this stasis. The druid awakens at either a preordained time (i.e., "I will hibernate for a year") or when there is a specific change in his environment (i.e., "I will awaken when the first snow falls" or "I will awaken when someone enters my resting chamber.")

Fighter

From the maelstrom of war and conflict, great warriors arise, tested on and mastering the brutal fields of battle. These combatants nobly war against cruel overlords and barbarous hordes or are driven to conquest and brutish slaughter by depraved spirits and malignant desires. Found in all societies and amongst all peoples for whom war is a constant, these are those who turn to the sword and might of arms to defeat their foes and fulfill their desires. Kings and tyrants, warriors and brigands, foot soldiers and raiders, adventurers and treasure hunters; these are all fighters.

The fighter is the archetypical warrior, superior to all other classes in armed combat. Fighters come from every geographic region and occupy all social strata. They are born with a strength of will and spirit that leads them to seek the field of battle. They find the clash of metal and ring of steel invigorating at times, and necessary at others. Fighters do not live in fear of melee; they face their foes with gritted teeth and steely determination, longingly anticipating the next test of their strength and skill. All fighters, regardless of background, are characterized by the will and ability to use brute strength and swift sword to solve problems or overcome foes. Fighters are a unique breed and make their own way in the world, for ill or good.

Fighters depend on heavy armor and weaponry that require great strength and skill to wield properly. Whether sallying forth with a massive double-bladed battle axe or delicately balanced sword of the finest steel, sheathed in plates of shiny metal or hefting a lone shield, on the blood-washed fields of combat, the mighty arm rises and the weak fall beneath it. It is their strength that carries fighters through the laborious contests of steel that mark their daily lives.

Many cultures have unique weapons, and warriors in those cultures are often trained in their use, wielding them as if extensions of their body. However, all weapons, regardless of make, function to the same end, and the well-trained and highly skilled fighter intuitively knows the best manner in which to use them. The fighter is an opponent that only the foolish underestimate and the weak regret offending.

As with weapons, the use of heavy armor is demanding on the body and, when worn by those unfamiliar with its structures, hinders movement. It requires great strength and knowledge to properly wear any armor and maintain one's skill of hand. Fighters are well trained and accustomed to armor's bulk and weight, knowing how to manage and adjust their thrusts and parries when wearing any armor. Once trained, a fighter knows how to adjust his fighting style, weight, and load in order to use any armor effectively.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Weapon Specialization
2	2	+2	Cleave
3	3	+3	
4	4	+4	Combat Dominance
5	5	+5	Extra Attacks
6	6	+6	
7	7	+7	2nd Weapon of Specialization
8	8	+8	
9	9	+9	
10	+3	+10	
11	+3	+11	
12	+3	+12	
13	+3	+13	3rd Weapon of Specialization
14	+3	+14	
15	+3	+15	
16	+3	+16	
17	+3	+17	
18	+3	+18	
19	+3	+19	
20	+3	+20	

Ability Requirements: Strength 9

Hit Die Type: d10 (6)

Alignment: Any

Weapon Proficiencies: All

Armor Proficiencies: All armor types and shields

Saving Throw Proficiencies: Strength and Constitution

Skill Proficiencies: Any 4 of the following: Acrobatics, Animal Handling, Athletics, Craft (any), History, Insight, Intimidation, Medicine, Nature, Perception, Profession (any), Religion, Stealth, or Survival

Weapon Specialization

At 1st level fighters choose a weapon of specialization. This weapon, once chosen, cannot be changed. Fighters gain a +2 bonus to attack and damage rolls when using a weapon of specialization. The damage bonus increases by 1 at fighter levels 6, 11, and 16.

At 7th and 13th levels fighters choose another weapon of specialization. The attack and damage bonus with these weapons is equal to that gained with their other weapons of specialization.

Cleave

Starting at 2nd level, fighters gain the ability to hack through foes that they have struck down in order to strike another foe within reach. If you deal enough damage to drop your foe (by reducing it to 0 hit points or less), you get an immediate, extra melee attack against another enemy within reach. You cannot move before making this extra attack. The extra attack is with the same weapon and Attack Bonus as the attack that dropped the previous opponent. This ability may be used once per round and may only be used in melee.

Combat Dominance

Starting at 4th level, fighters gain a +1 bonus to make and resist Disarm, Push, and Trip contests (see page 68), and to counter opponents' Acrobatics attempts to Tumble past them. This bonus improves by 1 point at fighter levels 8, 12, 16, and 20.

In addition, fighters double their usual number of attacks per round against opponents with Hit Dice equal to or less than their Combat Dominance bonus (1 HD at level 4, 2 HD at level 8, and so on).

In order to use this ability, the fighter must direct all melee weapon attacks against opponents that meet this criterion. The fighter can split the available attacks among qualified opponents as desired. This ability may not be used with ranged weapons.

> Example: An 8th level fighter, facing a dozen 2nd level guards, could make four melee attacks per round. If that same fighter were 10th level, he could make 6 attacks per round (see the description for the Extra Attacks feature below for more details).

Extra Attacks

Fighters gain the ability to make more than one attack each round. At level 5 fighters may make 1 extra attack per round. At levels 10 and beyond fighters may make 2 extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Magic-User

Among all peoples are those who strive to understand the oft forbidden and feared arcane magics of the multiverse. These few must have no fear in their quest for knowledge, as delving into the arcane involves powers and energies that are poorly understood by those bound to mortal planes. If not harnessed with care, unleashing these magics can cause catastrophes of great proportion and slay those who dabble in this art. The reward, however, for the diligence and willingness to plumb the depths of these magical energies is potentially great indeed. Magic-users bind themselves to this task, seeking to master eldritch sorceries and unravel the riddles and meanings of the world. They use their powers to reshape the world around them and often, to bring prince and king to their knees.

Magic-users are the archetypical wizards, and they are vastly superior to all others in understanding and harnessing the magic that ebbs and flows through the multiverse. They come from all social strata and can be found in all positions in society. They are often employed by kings, nobles, religious houses, or other powerful individuals, where they act as guides and advisors and attempt to dominate courtly politics. More often though, magic-users work in solitude, far away from the prying eyes and keen ears of enemies, spies, and other magic-users who find them untrustworthy, dangerous competitors. In windswept towers or dank dungeons deep beneath the earth, far from the din of civilization, magic-users find the solitude and quiet necessary to pursue their research and carry out their oft times dangerous experiments.

Though from many walks of life, all magic-users have a few characteristics in common. They are intelligent and observant, diligent and have an exacting eye for detail. Their unyielding search and thirst for knowledge of the eldritch powers often generates a self-serving egomania in the most successful and powerful of magic-users. And, as they become ever more competent in harnessing eldritch sorceries and control of the world about them, they attempt to bend it to their will. In this, they suffer little distraction and afford interlopers little forgiveness.

Woe to the foe of these powerful magic-users. Garnering their ire means the unleashing of horrid and terrible magics few can understand and fewer still combat. A magic-user's enemies are laid to waste from balls of blue flame and bolts of lightning called from elemental planes or from fiends of the nether worlds conjured forth to act in their name. They can make objects disappear, transport themselves many miles away, see into the darkness, and build walls of force no man can pass. Magic-users are powerful beyond measure.

Their pursuits and studies, and the focus upon the arcane mean a life of laboring over ancient tomes of knowledge. This leaves magic-users little time to learn and become proficient in all but the most common of weapons and not at all capable of using armor that hinders the intricate somatic movements needed to cast many of their spells. Yet this matters little to them as magic-users realize their wits and arcane powers are far more powerful than any sword will ever be and that magics and servants conjured from the elemental planes offer far more protection than any armor could possibly manage.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Magic-User Spells, Spellbook, Spellcasting Focus
2	2	±0	
3	3	+1	
4	4	+1	
5	5	+1	
6	6	+2	
7	7	+2	
8	8	+2	
9	9	+3	
10	+1	+3	
11	+1	+3	
12	+1	+4	
13	+1	+4	
14	+1	+4	
15	+1	+5	
16	+1	+5	
17	+1	+5	
18	+1	+6	
19	+1	+6	
20	+1	+6	

Ability Requirements: Intelligence 9

Hit Die Type: d4 (3)

Alignment: Any

Weapon Proficiencies: Club, dagger, dart, light crossbow, and quarterstaff

Armor Proficiencies: None. You may not cast arcane spells in armor.

Saving Throw Proficiencies: Intelligence and Wisdom

Skill Proficiencies: Arcana and 3 of the following: Ciphers, Craft (any), Deception, Disguise, History, Insight, Language (any), Nature, Perception, Performance (any), Profession (any), Religion, or Sleight of Hand

Magic-User Spells

A magic-user casts arcane spells from the magic-user spell list (pages 82-84). Each magic-user may prepare a limited number of spells from each spell level per day. The table below lists the number of spells per day a magic-user may prepare from each spell level.

A magic-user must prepare spells before casting them by studying from a spellbook. While studying, the magic-user decides which spells to prepare. Spell memorization and descriptions are covered in greater detail in the Magic section beginning on page 73.

Spell Slots

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

Intelligence is the spellcasting ability for casting magic-user spells, since magic-users learn their spells through dedicated study and memorization. Magic-users use Intelligence whenever a spell refers to their spellcasting ability. A magic-user's caster level is equal to his magic-user level.

In addition, magic-users use their Intelligence modifier when setting the Saving Throw DC for a magic-user spell they cast.

Spell save DC = 10 + the spell level + the magic-user's Intelligence modifier

Cantrips: Magic-users know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them each day, as noted on the table above.

Ritual Spells: Magic-users may cast spells with the (Ritual) tag beside them at will. The magic-user spell list on page 82 shows all spells with the (Ritual) tag. Ritual spellcasting adds 10 minutes to the spell's casting time, and requires the magic-user to have learned the spell, scribed it into their spellbook, and have their spellbook on hand.

The Schools of Magic: Spells are divided into nine different categories, or schools, according to the types of magical energy they utilize. Each school has its own special methods and practices.

Although they are called schools, schools of magic are not organized places where a person goes to study. The word "school" identifies a magical discipline. A school is an approach to magic and spellcasting that emphasizes a particular sort of spell. Practitioners of a school of magic may set up a magical university to teach their methods to beginners, but this is not necessary. Many powerful magic-users learned their craft studying under reclusive masters in distant lands.

The nine schools of magic are:

1. Abjuration
2. Alteration
3. Conjuration/Summoning
4. Divination
5. Enchantment/Charm
6. Illusion/Phantasm
7. Invocation/Evocation
8. Necromancy
9. Universal

Spellbook

At 1st level, your spellbook contains all of the magic-user cantrips and four 1st level spells of your choice.

Spellcasting Focus

You can use a spellcasting focus for your magic-user spells. A spellcasting focus is a special item - an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item - designed to channel the power of arcane spells.

Casting some spells requires a material component, as specified in each spell's description. A character can use a spellcasting focus in place of the components specified for a spell. If a cost is indicated for a material component, a character must have that specific component before he can cast the spell.

If this item is lost or destroyed, the magic-user may create another one with suitable raw materials, a day's work, and an applicable Craft skill check. Otherwise, the magic-user may purchase a spellcasting focus for twice the listed raw material cost given below.

- Crystal: A crystal may be cut and polished with a Craft (Jeweler) skill check. Raw materials cost 5 gold pieces.
- Orb: An orb of glass may be created with a Craft (Glassblower) skill check. Raw materials cost 5 gold pieces.
- Rod: A rod of iron or other hard metal may be forged or otherwise constructed with a Craft (Smith) skill check. Raw materials cost 5 gold pieces.
- Staff: A suitable staff may be created with a Craft (Carpenter) skill check. Raw materials are readily available for no cost, though a purchased staff would cost 5 gold pieces.
- Wand: Wands may be made from wood, glass, or metal, and be created through an applicable Craft skill check. Raw materials cost 5 gold pieces.

Specialist Magic-Users (optional)

Most magic-users choose not to specialize in any single school of magic. These magic-users are called generalists. Being a generalist magic-user has both advantages and disadvantages.

On the positive side, generalist magic-users face no spell restrictions and, as such, are quite versatile. The other side of the coin is that specialist magic-users cast spells from their school of specialty with greater efficacy than their generalist counterparts.

Specialist Requirements

Title	School	Ability Score Minimum	Opposition Schools
Abjurer	Abjuration	13 WIS	Alteration, Illusion
Conjurer	Conj./Sum.	13 CON	Divination, Invoc/Evoc.
Diviner	Divination	13 WIS	Conj./Summoning
Enchanter	Ench./Charm	13 CHA	Invoc./Evoc., Necro.
Invoker	Invoc./Evoc.	13 CON	Ench./Charm, Conj./Summ.
Illusionist	Illusion/Phantasm	13 DEX	Invoc./Evoc., Necro.
Necromancer	Necromancy	13 WIS	Ench./Charm/Illusion
Transmuter	Alteration	13 DEX	Abjuration, Necromancy

A magic-user who concentrates his effort in a single school of magic is called a specialist. There are specialists in each type of magic, although some are extremely rare. Not all specialists are well-suited to adventuring - the diviner's spells are limited and not generally useful in dangerous situations. On the other hand, player characters might want to consult an NPC diviner before starting an adventure.

Specialist magic-users have advantages and disadvantages when compared to generalist magic-users. The number of spells they can cast increases, but they lose the ability to cast spells of the schools in opposition to their specialty (as shown on the table above). Note that magic-users cannot specialize in the Universal school of magic.

Not all magic-users can become specialists. The player character must meet certain requirements to become a specialist.

- The Minimum Ability Score column of the preceding table lists the ability score minimums needed to study intensively in that school. All schools require at least the minimum Intelligence (9) demanded of a magic-user.
- The Opposition Schools column shows the schools of magic that a specialist magic-user is barred from learning. Spells from the Universal school, which includes all magic-user cantrips, are never barred, as these spells are the basic spells that magic-users require in order to conduct their studies in other schools of magic.

Being a specialist does have significant advantages to balance the trade-offs the character must make. These are listed here:

- A specialist gains one additional spell slot for 1st level and higher spells. These additional spell slots must be filled with a spell from the specialist's school.

Example: A 1st level illusionist has a total of four 0-level and three 1st level spells. The additional, 1st level, spell slot must be from the school of Illusion/Phantasm.

- Because specialists have an enhanced understanding of spells within their school, they gain a +2 bonus to all Saving Throws they make against spells from that school. Likewise, a specialist adds 1 to the Saving Throw DC for all spells from his chosen school.

Monk

Adventure is fraught with danger, and most heroes gird themselves with weapons and armor. There are those, however, who reject steel and iron. They instead rely primarily upon their body and mind for survival in combat and hone them into unbreakable weapons of war.

The monk is devoted to the perfection of the body, and the mastery of mind over body. The monk is an expert in unarmed combat, be it wrestling, boxing, kung fu, or any of the other of the myriad martial arts styles. Some monks' dedication to the martial arts flows from a strong spirituality, and they often live by stringent personal or organizational codes of conduct. Others show only disdain for religion but look to training and personal perfection to bring their lives meaning. While there is no standard that a monk must follow, they are all devoted to the use of the body as the best of weapons on the field, and the mind's control of the body as the best weapon of all.

To achieve a harmonious balance in mind and spirit, the monk must not be susceptible to wild urges, emotions, or other distracting mental and physical conditions. A physical and mental harmony and balance must be maintained for them to function at their peak. As such, they are strict adherents to their codes, masters of the routines necessary to train the body and follow strict regimens to undertake the mental and physical purification to achieve perfect control of the body.

The monk generally prefers to engage only in unarmed combat. However, many simple weapons that are innocuous in appearance, are used as extensions of the body. These weapons are mirrors of the personal ethos of the monk and their desire to make what appears weak and harmless into something strong and lethal.

Monks eschew the use of bulky and weighty armors, relying instead upon their speed and skill at predicting a foe's movements and attacks to protect them from harm.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Fast Movement, Martial Arts Mastery, Slow Fall
2	2	+2	
3	3	+3	Stunning Attack
4	4	+4	Ki Strike, Speak with Animals
5	5	+5	Extra Attacks
6	6	+6	Meditative Trance
7	7	+7	Mind over Body
8	8	+8	Purity of Body
9	9	+9	Still Mind
10	+2	+10	Tongues
11	+2	+11	Immunity to Nature's Venom
12	+2	+12	
13	+2	+13	Quivering Palm
14	+2	+14	
15	+2	+15	
16	+2	+16	
17	+2	+17	
18	+2	+18	Speak with Plants
19	+2	+19	
20	+2	+20	

Ability Requirements: Strength 13, Wisdom 13, and Dexterity 13

Hit Die Type: d8 (5)

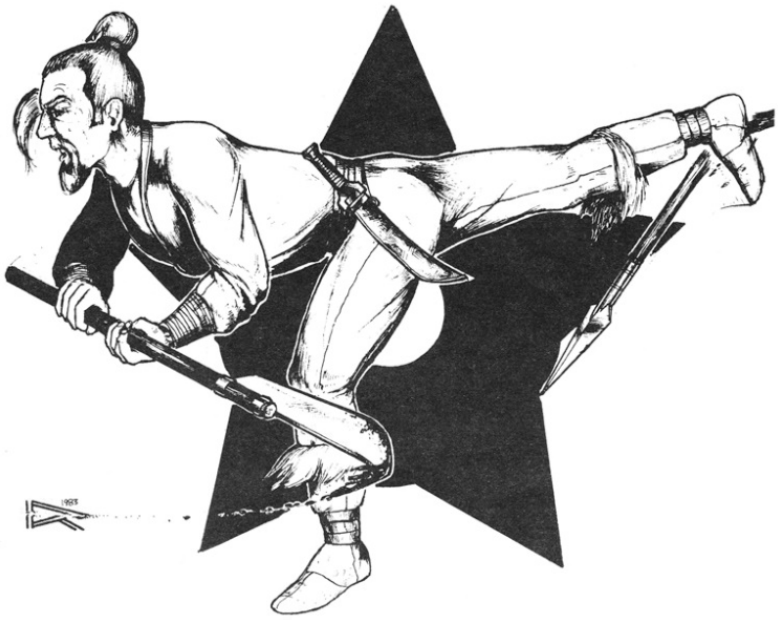
Alignment: Any lawful: lawful good, lawful neutral, or lawful evil

Weapon Proficiencies: Club, dagger, dart, footman's flail, footman's mace, great club, hand axe, horseman's flail, horseman's mace, javelin, light crossbow, long bow, polearm (any), quarterstaff, sickle, short bow, short sword, sling, and spear (any)

Armor Proficiencies: None

Saving Throw Proficiencies: Wisdom and Dexterity

Skill Proficiencies: Acrobatics, Athletics, and 2 of the following: Animal Handling, Arcana, Craft (any), History, Insight, Language (any), Medicine, Nature, Perception, Performance (any), Profession (any), Religion, Stealth, or Survival



Fast Movement

At 1st level, monks add 10' to their Movement Rate so long as they are not armored and no more than lightly encumbered. At monk levels 5, 10, 15, and 20, the monk adds an additional 5' to their Movement Rate.

Martial Arts Mastery

Monks specialize in unarmed, hand-to-hand combat and unarmored defense. Monks deal 1d6 points of bludgeoning damage with all unarmed strikes and gain a +2 bonus to all damage dealt with unarmed strikes. This damage bonus increases by 1 when the monk reaches levels 6, 11, and 16. Monks may also attempt to disarm foes whether armed or not.

The training, lightning reflexes, and finely-honed instincts of monks also allows them to dodge and deflect attacks, increasing their Armor Class by 2. To gain this benefit, the monk may not be armored or employing a shield, and must be unencumbered. This bonus increases by 1 when the monk reaches levels 6, 11, and 16. The monk loses this bonus if blinded, deafened, surprised, or unconscious.

Slow Fall

Monks reduce falling damage by a number of d6 equal to their monk level divided by two (minimum of 1d6), so long as they are unarmored and no more than lightly encumbered.

Stunning Attack

Starting at 3rd level, a monk may designate one successful attack per round as being a Stunning Attack. His foe must make a Constitution Saving Throw or be stunned for 1d4 combat rounds. The DC of this Saving Throw is equal to 10 + ½ the monk's level + the monk's Wisdom modifier.

Monks may make one Stunning Attack per day at levels 3-8, 2 at levels 9-13, and 3 at levels 14-20.

Ki Strike

At 4th level the monk's unarmed strikes can affect creatures which require a +1 or better weapon to hit, while an 8th level monk can strike

creatures which require a +2 weapon to hit. Similarly, at 12th level, the monk's unarmed strikes can hit creatures requiring a +3 weapon to hit, and at 16th level can strike creatures requiring a + 4 weapon to hit. At 20th level, monks can affect creatures harmed normally only by weapons of +5 or better with their unarmed strikes.

Speak with Animals

At 4th level and higher monks may converse with animals, as per the Speak with Animals spell.

Extra Attacks

Monks gain the ability to make more than one attack each round. At level 5 monks may make 1 extra attack per round. At levels 10 and beyond monks may make two extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Meditative Trance

Beginning at 6th level, monks have mastery over their vital functions, and can slow them until they appear to be dead. The trance mimics the effects of a Feign Death Spell, except that monks make all Perception checks normally while meditating.

Mind over Body

Beginning at 7th level, a monk's mental mastery over his body allows him to heal 2 hit points per monk once per day. Use of this ability uses his action for the round.

Purity of Body

At 8th level onward monks are not subject to diseases of any sort.

Still Mind

Starting at 9th level monks gain a +2 bonus to all Wisdom and Charisma Saving Throws. This bonus increases by 1 at monk levels 12, 15, and 18.

Tongues

At 10th level and higher monks may converse with all living creatures that are capable of speech, as per the Tongues spell.

Immunity to Nature's Venom

At 11th level and higher monks are immune to all poisons.

Quivering Palm

At 13th level, monks gain a fearsome and fabled attack, the Quivering Palm. Monks can use the Quivering Palm attack once per day.

The attack must be announced before an attack roll is made. If the monk successfully strikes and the target takes damage from the unarmed attack, the Quivering Palm succeeds. Thereafter, you can choose to try to slay the victim at any later time, within 1 day per monk level that you have attained.

The monk merely wills the target to die, and the victim makes a Constitution Saving Throw. The DC of this Saving Throw is equal to 10 + ½ the monk's level + the monk's Wisdom modifier. If the victim fails its Saving Throw, it is reduced to 0 Hit Points. If the monk's target succeeds on its Saving Throw it suffers no other ill effect. This attack has no effect on nonliving creatures.

Speak with Plants

By 18th level monks are so attuned to their surroundings that they may Speak with Plants at will.

A human monk, lizard man barbarian, and human assassin

Paladin (Fighter)

In the constant battle between good and evil, a select few, through their selfless devotion, courage, nobility of spirit, and unyielding faith rise to the forefront of the struggle. These holy warriors strike terror in the hearts of evil creatures and inspire others to greater good. Their constancy and strength know only the limits of their deity and code.

The paladin is a holy warrior chosen for adherent and absolute devotion to a deity or similar holy cause. They are trained in all the arts of combat, serving in the vanguard of many wars and movements. Their belief in the tenets of their deity gives them strength and divine powers beyond those of other warriors. A paladin's code requires them to respect legitimate authority, act with honor, help those in need, and punish those that harm or threaten innocents. They can serve priests, temples, religious houses, or other religious authorities but obey only one calling.

These paladins serve their code alone. They are defined by their actions, and their actions are dictated by their code. These holy warriors are driven by virtue, courage, and nobility on their quest to combat evil in all forms. They ride for no master but their deity or cause. The greater good guides their actions and victory over evil brings with it honor.

They fight on lonely battlefields and protect the weak. These warriors fight and die for the greater good, often unsung, alone and beyond the reach of succor.

Though often maligned for their zealous actions, or feared for their powers, all regard paladins with respect, for they wage an unflagging war against evil. A paladin's power flows from a strength of will and the ability to project divine power upon the enemy.

Every deity or pantheon has a moral code that often dictates what is acceptable on the battlefield. A paladin's weapons of choice are generally those of the paladin's deity or of a knightly sort, for paladins eschew cowardly combat and believe that facing one's enemy in melee is the highest honor. They never use weapons associated with thieves and the cowardly and generally refuse to use ranged weapons, though some of them are not averse to their use if absolutely necessary.

Paladins never knowingly associate with evil characters under any circumstances. A paladin ends all associations with those who consistently offend their moral code or refuse to help in the cause the paladin considers worthy.

A paladin who ceases to perform his duties or strays from the path of righteousness, who willfully commits an evil act, or who grossly violates the code of conduct loses all class features, except for proficiencies and the Extra Attacks ability. The character is outcast and cursed and no longer advances in strength or power. Only by atoning for the violations of the code may a paladin regain the status and powers once theirs.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Detect Evil, Lay on Hands
2	2	+2	Immunity to Disease
3	3	+3	Divine Grace, Turn Undead
4	4	+4	Paladin's Mount
5	5	+5	Extra Attacks
6	6	+6	
7	7	+7	
8	8	+8	Paladin Spells
9	9	+9	
10	+3	+10	
11	+3	+11	
12	+3	+12	
13	+3	+13	
14	+3	+14	
15	+3	+15	
16	+3	+16	
17	+3	+17	
18	+3	+18	
19	+3	+19	
20	+3	+20	

Ability Requirements: Strength 13, Wisdom 13, and Charisma 13

Hit Die Type: d10 (6)

Alignment: Lawful good

Weapons Proficiencies: All

Armor Proficiencies: All armor types and shields

Saving Throw Proficiencies: Wisdom and Charisma

Skill Proficiencies: Religion plus any 2 of the following: Animal Handling, Athletics, Craft (any), History, Insight, Intimidation, Medicine, Nature, Persuasion, Profession (any), or Survival

Detect Evil

Paladins may cast the Detect Evil spell at will but must use an action to do so and must concentrate (see page 76) in order to maintain the spell.

Lay on Hands

A paladin's blessed touch can heal wounds. Paladins have a pool of healing power that replenishes each day. With that pool, paladins can restore a total number of Hit Points equal to their paladin level times 3.

As an action, a paladin can touch a creature and draw power from the pool to restore a number of Hit Points to that creature, up to the maximum amount remaining in your pool.

Starting at 2nd level, a paladin can expend 5 Hit Points from their pool of healing to cure the target of a disease that is affecting it. A paladin can cure multiple diseases with a single use of Lay on Hands, expending Hit Points separately for each one.

This feature has no effect on undead and constructs.

Immunity to Disease

Starting at 2nd level, paladins are immune to all diseases, whatever their origin.

Divine Grace

Starting at 3rd level, the favor of the paladin's god grants them a +2 bonus to all Saving Throws. This bonus increases by 1 at paladin levels 8, 13, and 18.

Paladins grant all allies within 30' their Divine Grace bonus to all Saving Throws versus charm and fear spells and effects. If the paladin is knocked unconscious or killed their allies lose this bonus.

Turn Undead

At 3rd level, the paladin gains the ability to drive back or destroy undead creatures. As an action, the paladin presents his holy symbol and recites a prayer censuring the undead. Each undead within 30' that can see or hear the paladin must make a Wisdom Saving Throw. The DC of this Saving Throw is equal to 10 + ½ the paladin's level (minimum of 1) + the paladin's Wisdom modifier. Those that fail their save are turned for 10 rounds. Turned undead flee from the paladin by the best and fastest means available to them. If they cannot flee, they cower, unable to attack but able to defend themselves. The turning paladin cannot attack turned creatures without breaking the turning effect. Other characters can attack them without breaking the turning effect.

Undead with Hit Dice equal to or less than half the paladin's level may be destroyed rather than turned (rounding all fractions down).

This ability may be used 2 times per day. At levels 9 and 15 the paladin gains an additional use of this ability.

Paladin's Mount

Upon reaching 4th level, the paladin gains the service of an unusually intelligent, tough, and loyal steed to serve him in his crusade against evil. This mount is usually a heavy warhorse (for a Medium-sized paladin) or a war pony (for a Small-sized paladin). This mount has an Intelligence score of 6, 5+5 Hit Dice, and a Movement Rate of 45'. War ponies are similar to heavy warhorses, but are of Medium size, have a Movement Rate of 40', 5+10 Hit Dice, and deal 1d6 points of bludgeoning damage with their hoof attacks.

If this mount dies, the paladin may not summon another mount for a year and a day.

Extra Attacks

Paladins gain the ability to make more than one attack each round. At level 5 paladins may make 1 extra attack per round. At levels 10 and beyond paladins may make two extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Paladin Spells

A paladin casts divine spells much as a cleric does. The spells available are listed on the cleric spell list (page 80). A paladin is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare. Paladins prepare spells each day through prayer to their deity or deities. This process is covered in greater detail in the Magic section, on page 73.

Spell Slots

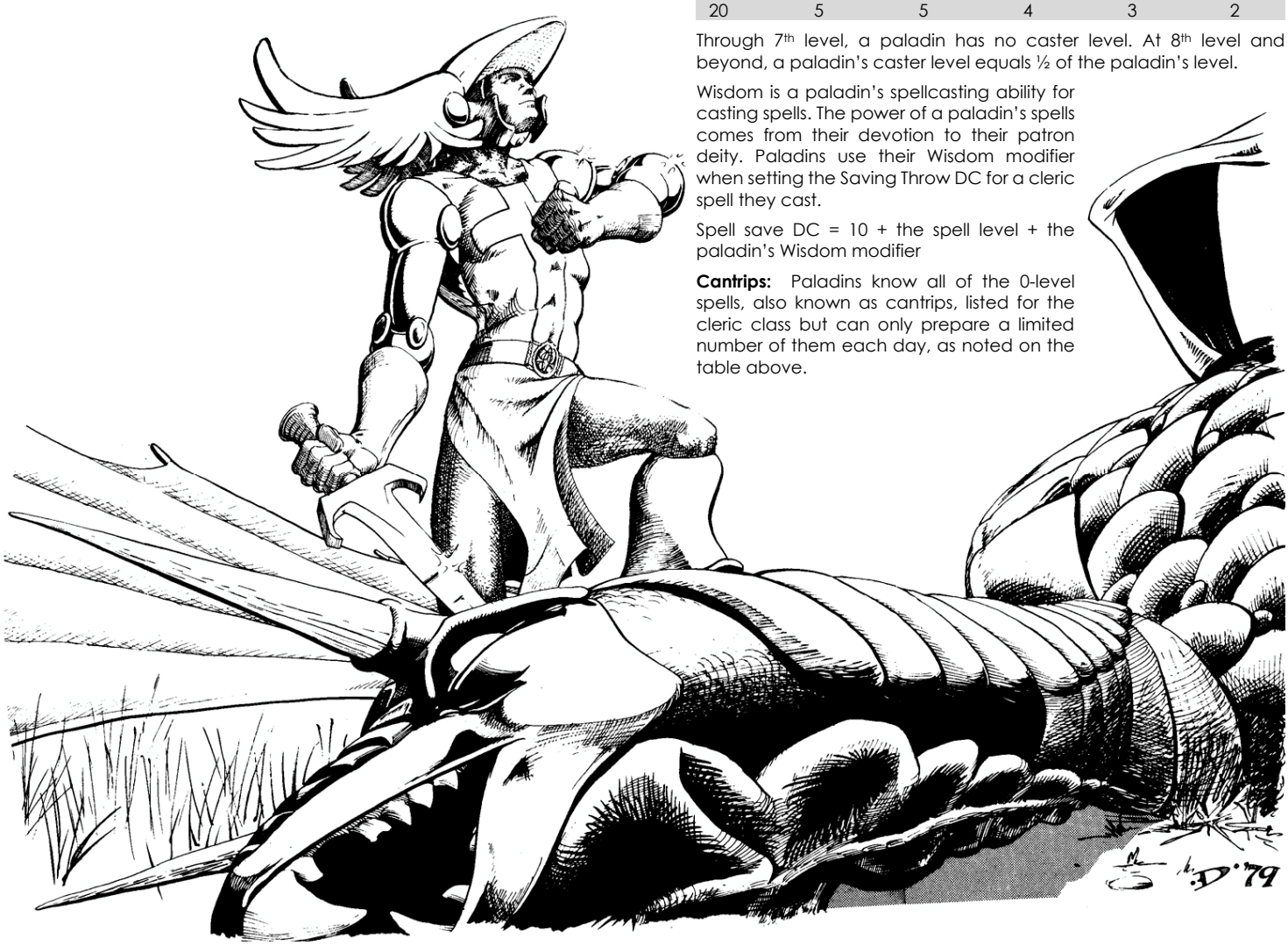
	Spell Level				
Level	0	1st	2nd	3rd	4th
8	4	2			
9	4	3			
10	4	3	1		
11	4	3	2		
12	4	3	2	1	
13	5	3	2	2	
14	5	3	2	2	1
15	5	3	3	2	1
16	5	4	3	2	1
17	5	4	3	2	1
18	5	4	3	3	1
19	5	4	3	3	2
20	5	5	4	3	2

Through 7th level, a paladin has no caster level. At 8th level and beyond, a paladin's caster level equals ½ of the paladin's level.

Wisdom is a paladin's spellcasting ability for casting spells. The power of a paladin's spells comes from their devotion to their patron deity. Paladins use their Wisdom modifier when setting the Saving Throw DC for a cleric spell they cast.

Spell save DC = 10 + the spell level + the paladin's Wisdom modifier

Cantrips: Paladins know all of the 0-level spells, also known as cantrips, listed for the cleric class but can only prepare a limited number of them each day, as noted on the table above.



Ranger (Fighter)

Every king, prince, general, or mercenary captain has need of specialized warriors whose skills go beyond sword and shield. Knowledge of the enemy, including their strengths and weaknesses, movements and encampments, and intentions, is often vital to defeating that enemy. For these princes of the world, the ranger fulfills this need. Rangers are also inspired by causes or creeds to battle enemies along the frontiers of their civilization, keeping in abeyance the vile depredations of evil marauders or mean beasts.

The ranger spends his life in the trackless wastes and wildernesses of the world. There they travel barren escarpments and dense forests in search of their foe, studying, tracking, and gaining an intimate knowledge of their manners and ways. Waylaying and combating these enemies alone or in small groups, rangers are often driven by a cause greater than themselves. These brave and stalwart souls often live lonely and brutal lives far from the places they deem worthy of their protection, and are as often viewed with skepticism and distrust as they are with hope and admiration.

The ranger occasionally finds employment with a lord, baron, or other leader, and is usually commissioned to guard large tracts of land against interlopers or as a scout for large armies. As often, rangers have committed themselves to a forsaken, bloody, yet noble cause - defending civilization, at all costs, against those evil creatures that would overrun it. The willingness of most rangers to take extreme measures in this defense ostracizes them from their more urbane brethren.

The ranger is a warrior skilled at combating humanoid creatures and giantkind. They have honed their skills at combating these foes through years of constant surveillance and combat. Their knowledge extends well beyond fighting their enemies. They can track them, speak their tongues when possible, and learn their ways. The ranger's ability in combat is renowned and they can take up armor and shield to stride stone battlements and fight alongside the best of warriors. However, a ranger's true expertise lies elsewhere and requires skills of a nature wholly unknown to others; hunting, interdiction, escape, and evasion are often the ranger's most powerful weapons. These talents, compounded with their eventual use of druidic magic, make rangers formidable foes in battle.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Favored Enemies, Foe Hunter
2	2	+2	Animal Empathy
3	3	+3	Strider
4	4	+4	
5	5	+5	Extra Attacks
6	6	+6	
7	7	+7	
8	8	+8	Ranger Spells, Use Scrying Devices
9	9	+9	
10	+3	+10	
11	+3	+11	
12	+3	+12	
13	+3	+13	
14	+3	+14	
15	+3	+15	
16	+3	+16	
17	+3	+17	
18	+3	+18	
19	+3	+19	
20	+3	+20	

Ability Requirements: Strength 13, Wisdom 13, and Constitution 13

Hit Die Type: d10 (6)

Alignment: Any non-evil neutral or good: lawful good, neutral good, chaotic good, lawful neutral, neutral, or chaotic neutral

Weapon Proficiencies: Any

Armor Proficiencies: Light and medium armors, and shields

Saving Throw Proficiencies: Wisdom and Constitution

Skill Proficiencies: Animal Handling, Nature, Stealth, and Survival plus any 2 of the following: Athletics, Craft (any), Insight, Intimidation, Medicine, Perception, Profession (any), or Religion

Favored Enemies

Rangers possess an extraordinary ability to combat their most common foes: bugbears, cyclopskin, cyclopses, dune stalkers, ettins, flinds, giants, gibberlings, gnolls, goblins, grimlocks, hobgoblins, kobolds, meazels, norkers, ogres, ogre magi, ogrillons, orcs, quaggoths, tasloi, trolls, and xvarts.

When fighting these foes, rangers deal an additional 2 points of damage with both melee and ranged weapons. At ranger levels 6, 11, and 16 this bonus increases by 1.

Rangers may choose any two languages spoken by their Favored Enemies to gain as bonus Language skills. Rangers make all Survival checks to track Favored Enemies with their Favored Enemies bonus (+2 at level 1, +3 at level 6, and so on).

Foe Hunter

A ranger's training grants them a +2 bonus to all Perception and Stealth checks at 1st level. This bonus increases by 1 point at levels ranger levels 6, 11, and 16. Rangers also halve foes' Armor Class bonuses for cover and concealment (round all fractions down).

Animal Empathy

Rangers may attempt to alter the reaction of wild and domesticated beasts, in the same manner that others may influence the initial reactions of more intelligent creatures through parleying. Starting at 2nd level, rangers gain a +2 bonus to all Animal Handling skill checks. This bonus increases by 1 at ranger levels 7, 12, and 17.

In addition, you are able to attract animal companions through use of the Animal Friendship spell (page 86) with Hit Dice equal to your ranger level, rather than your caster level.

Strider

Starting at 3rd level, rangers may move at their normal Movement Rate when making Stealth checks to move silently or Survival checks to track.

Extra Attacks

Rangers gain the ability to make more than one attack each round. At level 5 rangers may make 1 extra attack per round. At levels 10 and beyond rangers may make two extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Ranger Spells

A ranger casts divine spells much as a druid does. The spells available are listed on the druid spell list (page 81). A ranger is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare. Rangers prepare spells each day through prayer to their deity or deities. This process is covered in greater detail in the Magic section, on page 73.

Spell Slots

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

Through 7th level, a ranger has no caster level. At 8th level and beyond, a ranger's caster level equals ½ of the ranger's level.

Wisdom is a ranger's spellcasting ability for casting spells. The power of a ranger's spells comes from their devotion to their patron deity. Rangers use their Wisdom modifier when setting the Saving Throw DC for a druid spell they cast.

Spell save DC = 10 + the spell level + the ranger's Wisdom modifier

Cantrips: Rangers know all of the 0-level spells, also known as cantrips, listed for the druid class but can only prepare a limited number of them each day, as noted on the table above.

Use Scrying Devices

At 8th level, rangers are able to employ all non-written magic items which pertain to clairaudience, clairvoyance, ESP, scrying, and telepathy.

Thief

Ancient cities with high towers and crumbling walls, sprawling towns along coastal highways, villages, castles, and hamlets – all have one thing in common. All have thieves in their environs. Their names vary: thieves, rapscallions, cutpurses, confidence men, burglars, pickpockets, or highwaymen. Their methods vary as widely as their names, but their goals and the theme of their lives are constant. Thieves steal from others. They gather ill-gotten goods for their own pleasure or needs and care not a whit for payment or compensation of those they take from. Thieves make their living in the shadows, through stealth, deceit, and thievery, or at times, in service to some greater purpose known only to them.

The archetypical ne'er-do-well, thieves can be scions of the wealthiest families or simple street urchins. Some make their living by burglary, robbing wealthy merchants and pilfering the goods of many a palace. Others pick the pockets of the unwary, from the simple traveler to the noble lord. Still others find their skills best suited to plundering dungeons, unraveling riddles in dark caves, and stealing treasure from the forgotten places of the world, avoiding the laws and the lawmen of the more civilized areas of the world.

To perform the many acts of daring a thief manages on a routine basis, they must be exceedingly dexterous. A thief must be nimble of hand and foot. They should be quick of wit and mind. When perfectly combined into a seamless coordination of mental acumen and hand-eye coordination the thief becomes a foe to be feared and friend never to be trusted.

Their weapons are generally of the smaller variety and not very impressive, being those that be easily concealed and/or take advantage of their dexterity, or that can be used to make ranged attacks. Thieves do not have much regard for shields and armor, as they hinder movement and make even simple tasks difficult. Since thieves avoid toe-to-toe combat as much as possible, armor becomes a useless accoutrement in most cases and, in a city, attracts more attention than most thieves desire.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Backstab, Burglar, Find Traps, Sneak Attack
2	2	+1	
3	3	+1	Footpad
4	4	+2	Read Languages
5	5	+2	Acrobat
6	6	+3	
7	7	+3	
8	8	+4	Read Magic
9	9	+4	
10	+2	+5	
11	+2	+5	
12	+2	+6	
13	+2	+6	
14	+2	+7	
15	+2	+7	
16	+2	+8	
17	+2	+8	
18	+2	+9	
19	+2	+9	
20	+2	+10	

Ability Requirements: Dexterity 9

Hit Die Type: d6 (4)

Alignment: Any

Weapon Proficiencies: Club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longsword, horseman's mace, quarterstaff, scimitar, sickle, shortbow, short sword, and sling

Armor Proficiencies: Light armor

Saving Throw Proficiencies: Intelligence and Dexterity

Skill Proficiencies: Athletics, Disable Device, Language (Thieves' Cant), Perception, Sleight of Hand, and Stealth, plus any 2 of the following: Acrobatics, Arcana, Ciphers, Deception, Disguise, History, Insight, Intimidation, Performance (any), Persuasion, Poison, and Profession (any)

Backstab

Thieves are opportunistic attackers, striking vulnerable foes more effectively than others. When making a melee or ranged attack against an opponent's rear facing, when unseen by their foe, or when making an attack against a blinded or flanked foe, thieves gain a +2 bonus to their attack and damage rolls. The damage bonus increases by 1 point (to a maximum of +5) at thief levels 6, 11, and 16.

A thief may only Backstab creatures that have a discernible anatomy. The thief must be able to see the target well enough to pick out a vital spot. They may only Backstab with weapons listed on the thief weapon proficiency list. If making ranged Backstab attacks, they must be within close range for the weapon used.

Burglar

Thieves gain a +2 bonus to all Athletics skills checks made to climb, all Disable Device checks made to open locks and disarm traps, and all Stealth checks. This bonus improves by 1 at thief levels 6, 11, and 16. Thieves also halve all penalties to Perception checks and attack rolls in dark and dimly lit areas (round fractions down).

Find Traps

Thieves may make Perception checks to search for traps, including magical traps, with their full Proficiency Bonus. Other characters may attempt to find traps with a Perception check, but do not apply their Proficiency Bonus to such checks, even if they are proficient in the Perception skill.

To find a trap, the thief spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate traps in a 5' by 5' foot area. The DC of this check is usually 10 + the Proficiency Bonus + the Dexterity modifier of the NPC who set the trap with a Disable Device check. For spell traps, such as Glyph of Warding, the DC is equal to the spell's Saving Throw DC.

A successful Perception check indicates that the thief finds a trap, if one is present. If multiple traps are in an area, the result of this Perception check is applied against all traps in the area.

Sneak Attack

A thief normally avoids face-to-face combat if possible, preferring to use stealth or guile to catch opponents unaware or off-guard. If a thief successfully strikes a surprised opponent (see pages 62 and 68), their first attack deals twice the usual Backstab damage (4 points of Backstab damage at levels 1-5, 6 points of Backstab damage at levels 6-10, etc.).

Sneak Attacks, unlike normal Backstab attacks, need not be made against flanked foes or a foes' rear facing. The other requirements for Backstabbing opponents still apply.

Footpad

3rd level thieves may move at their full Movement Rate when making Stealth checks to move silently.

Read Languages

At 4th level thieves gain proficiency in the Ciphers skill. If a thief already has proficiency in Ciphers, another Language skill may be chosen by the thief.

Acrobat

At 5th level thieves apply their Burglar bonus to all Acrobatics checks that they make, whether they are proficient in Acrobatics or not.

Read Magic

At 8th level thieves can use the Ciphers skill to read scribed spells as if they had cast the Read Magic spell. Thieves can read at the rate of 1 page per minute. The DC of this check equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect. You may cast arcane spells that you have successfully read. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust. Divine scrolls can be identified but not cast.

This ability may also be used to identify a Glyph of Warding, an Improved Glyph of Warding, or any Symbol spell with a Ciphers skill check. The DC of this check is equal to the spell's Saving Throw DC. As such, a Glyph of Warding (spell level 3) cast by a cleric with a 16 Wisdom would have a Ciphers skill DC of 15.

Multiclassed Characters

A multiclassed character improves in two or three classes simultaneously, and his experience points are always divided equally between these classes. The character can use the features of each class at any time, with only a few restrictions. When creating a multiclassed character, use the following guidelines:

1. In all instances a multiclassed character's level is equal to his level in each class (i.e., a multiclassed 4th level fighter/magic-user is a 4th level character) rather than his totaled levels.
2. The character's Hit Points are the average of his Hit Die rolls for each class. When the character is first created, the player totals the rolled Hit Points for each class and divides that total by 2 (or 3, if multiclassing in 3 classes). Any Constitution bonus or penalty is then applied to the character's averaged Hit Points. At 10th level and beyond average the fixed Hit Points for all classes. If the average is a fraction, round it up.
3. Class combinations may be restricted by race and by alignment.
4. The multiclass options listed below only show core class combinations. Characters may also choose to multiclass using subclasses of each listed core class, so long as the chosen subclass is permitted by race and alignment.
5. As shown by the Permitted Multiclass Options table below the character may not multiclass in a primary class and one of its subclasses, or with two subclasses of the same core class (i.e., Paladin/Rangers, Cleric/Druids, and Thief/Assassins are not permitted).
6. The character must meet each class's ability requirements.
7. Multiclassed characters use the best Attack Bonus value of their classes.
8. Multiclassed characters use the least restrictive weapon and armor lists of their classes but suffer all penalties to class features (such as the inability to cast arcane spells while armored) related to armor use.
9. When determining starting funds, multiclass characters use the most advantageous die range of their classes.
10. All experience points are always divided equally between their chosen classes. Once a character acquires enough experience points to progress in level, they progress simultaneously in all chosen classes.
11. Multiclassed characters use their level in each class rather than totaling their levels when determining their Proficiency and Common Ability Bonuses (i.e., a 4th level fighter/magic-user gains a +2 Proficiency Bonus to skills and Saving Throws in which he is proficient). If more than one class has a class feature that provides a static bonus to one or more skill checks do not combine these static bonuses but use the best applicable bonus.
12. Multiclassed characters must choose 2 Saving Throws proficiencies available to their chosen classes in which to be proficient. (i.e., a fighter/magic-user is not proficient in all 4 Saving Throws proficiencies available to his chosen classes: Strength, Intelligence, Wisdom, and Constitution. He must choose any 2 of these Saving Throws proficiencies at the start of play.) These may not be changed.
13. Multiclassed characters do not gain all the skill proficiencies available to each of their chosen classes. Instead, they gain the following proficiencies:

Class	Skill Proficiencies
Assassin	Any 4 from the assassin skill proficiency list
Barbarian	Any 2 from the barbarian skill proficiency list
Bard	Any 2 from the bard skill proficiency list plus History and Performance
Cleric	Religion. Cleric/paladins may choose another skill from the paladin skill proficiency list.
Druid	Language (Druidic) and Nature
Fighter	Any 2 from the fighter skill proficiency list
Magic-User	Any 1 from the magic-user skill proficiency list, plus Arcana
Monk	Acrobatics and Athletics
Paladin	Religion. Paladin/clerics may choose another skill from the paladin skill proficiency list.
Ranger	Any 3 from the ranger skill proficiency list
Thief	Language (Thieves' Cant) plus any 5 from the thief skill proficiency list

Permitted Multiclass Options	Character Race						
Options	Dwarf	Elf	Gnome	Half-Elf	Halfling	Half-Orc	Human
Cleric/Fighter	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Cleric/Monk	No	No	No	Yes	No	Yes	Yes
Cleric/Thief	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Cleric/Magic-User	No	Yes	Yes	Yes	No	Yes	Yes
Fighter/Monk	No	No	No	Yes	No	Yes	Yes
Fighter/Thief	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Fighter/Magic-User	No	Yes	Yes	Yes	No	Yes	Yes
Magic-User/Thief	No	Yes	Yes	Yes	No	Yes	Yes
Magic-User/Monk	No	No	No	Yes	No	Yes	Yes
Monk/Thief	No	No	No	Yes	No	Yes	Yes
Cleric/Fighter/Magic-User	No	Yes	Yes	Yes	No	Yes	Yes
Cleric/Fighter/Monk	No	No	No	Yes	No	Yes	Yes
Cleric/Fighter/Thief	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Cleric/Magic-User/Monk	No	No	No	Yes	No	Yes	Yes
Cleric/Magic-User/Thief	No	Yes	Yes	Yes	No	Yes	Yes
Fighter/Magic-User/Thief	No	Yes	Yes	Yes	No	Yes	Yes
Fighter/Monk/Thief	No	No	No	Yes	No	Yes	Yes
Monk/Magic-User/Thief	No	No	No	Yes	No	Yes	Yes

Split-Classed Characters

A player who plays a single-classed character may, eventually, wish to broaden that character's capabilities by having their character advance in another character class. When deciding to have a single-classed character take up another character class, use the following guidelines:

1. Unlike multiclassing, which requires a character to advance simultaneously in two character classes, split-classing allows a single-classed character to end their advancement in one character class in order to begin advancement in another character class.

2. Any single-classed character may split-class. A multiclassed character may not split-class, nor may a split-classed character multiclass. You must transition from a single class to another, single class when deciding to split-class.

3. Split-classed characters do not face as many restrictions as multiclassed characters when it comes to choosing another adventuring career. The character must meet the ability requirements of their new class and be eligible to take that class (based on his race, background, and alignment).

   Example: A fighter wishing to split-class as an assassin must have minimum a Strength score 9, and a minimum Intelligence and Dexterity score of 13. The character may not be of good alignment.

4. The character must reach 2nd level in one class before switching to another. Once a character begins training in a newly chosen class, he must halt his advancement in whatever class or classes he formerly progressed in. 1st level in the newly chosen class is not gained until the character gains additional experience points to advance in character level (the total levels acquired in all of his classes).

   Example: A 7th level thief (with 75,000 experience points) who begins fighter-training will not gain a fighter level until he earns enough experience points to become an 8th level character (a total of 150,000 experience points). At that point he will be a split-classed thief 7-fighter 1.

5. All characters may advance in a maximum of 3 different classes through split-classing.

6. As noted above, split-classed characters total the class levels acquired in all of their classes to determine their character level. Character level is used to determine the character's Proficiency and Common Ability Bonuses to skills and Saving Throws. Split-classed characters only have proficiency in the Saving Throws proficiencies listed for their 1st chosen class.

   Example: A character with 2 fighter class levels and 4 thief class levels is a 6th level character. The character has a +3 Proficiency Bonus to skills and Saving Throws in which he is proficient and would need to advance to 75,000 experience points to advance in level.

7. A character gains Hit Points from each class as his class levels increase, adding the new Hit Points to the previous total. Additionally, at character level 10 and higher, the character no longer rolls Hit Dice but gains the bonus Hit Points of the class that he is currently advancing in.

   Example: A character with 5 fighter class levels and 4 thief class levels is a 9th level character with 5d10 and 4d6 Hit Dice. Upon advancing to 750,000 experience points the character chooses to advance in the thief class and gains 2 Hit Points (thieves gain 2 Hit Points per thief level after character level 9).

8. The Attack Bonuses for all classes are totaled when determining the character's bonus to attack rolls.

9. The class level in each class determines the character's class features for that class, including the character's available spells and caster level, where applicable. A split-classed character that shares a class feature between two or more of their chosen classes may total their class levels in those classes when determining the benefits for that class feature.

   Example: A split-classed paladin 3 – cleric 3 would Turn Undead as a 6th level character. As such, he could destroy 3 Hit Die undead on a successful Turn Undead check (with a +3 Proficiency Bonus) and could use the class feature 4 times per day (as a 6th level cleric, as that class gains more uses of Turn Undead each day than a paladin of the same level).

   Example 2: A split-classed assassin 6 – thief 6 would have a +4 Burglar bonus to Athletics, Disable Device, and Stealth skill checks (as either a 12th level assassin or thief would).

   Example 3: A fighter 7 – paladin 3 would have the Extra Attacks of a 10th level fighter or paladin and could make 3 attacks per round.

10. Split-classed characters with two different class features that provides a static bonus to the same skill, such as the Burglar feature of thieves and Foe Hunter feature of rangers, which both grant a bonus to Stealth checks, do not combine these static bonuses, but use the best applicable bonus.

    Example: A ranger 6 – thief 2 would gain a +3 For Hunter bonus to Stealth skill checks, rather than totaling the character's +2 Burglar Bonus and +3 Foe Hunter Bonus to such checks.

11. Split-classed casters are still restricted with regards to the armor that they may wear and cast spells. As such, a split-classed bard cannot wear medium or heavy armor when spellcasting, while a split-classed magic-user may not wear any armor while spellcasting. Split-classed casters may total their caster levels in all spellcasting classes when determining their caster level but not when determining their daily spell slots. Those are determined by the class levels in each spellcasting class.

    Example: A cleric 4 – magic-user 5 has a caster level of 9. As such, spells cast by that character function as if cast by a 9th level caster (i.e., a Fireball would deal 9d6 damage). This character has the spell slots of a 4th level cleric (four 0-level, three 1st-level, and two 2nd-level cleric spells) and 5th level magic-user (five 0-level, four 1st-level, two 2nd-level, and one 3rd-level magic-user spell).

12. Once a split-classed character reaches a character level of 9 or greater, the experience needed to progress in level becomes a set amount (250,000 experience points). As such, the character must gain 250,000 experience points per character level beyond 9th.

13. A character may choose to resume advancement in a previously chosen class, but follows the procedures listed above for advancing in character level.

14. Finally, split-classed characters only gain all the listed skill proficiencies for their first chosen class. When choosing a second (or third) class in which to advance, split-classed characters do not gain all the skill proficiencies listed for that class. Instead, they gain the following proficiencies:

Class	Skill Proficiencies
Assassin	Any 4 from the assassin skill proficiency list
Barbarian	Any 2 from the barbarian skill proficiency list
Bard	Any 2 from the bard skill proficiency list plus History and Performance
Cleric	Religion. Cleric/paladins may choose another skill from the paladin skill proficiency list.
Druid	Language (Druidic) and Nature
Fighter	Any 2 from the fighter skill proficiency list
Magic-User	Any 1 from the magic-user skill proficiency list, plus Arcana
Monk	Acrobatics and Athletics
Paladin	Religion. Paladin/clerics may choose another skill from the paladin skill proficiency list.
Ranger	Any 3 from the ranger skill proficiency list
Thief	Language (Thieves' Cant) plus any 5 from the thief skill proficiency list

ALIGNMENT

A typical creature in the worlds of Dungeons & Dragons has an alignment, which broadly describes its moral and personal attitudes. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations.

These brief summaries of the nine alignments describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

- Lawful Good (LG) creatures can be counted on to do the right thing as expected by society. Gold dragons, paladins, and most dwarves are lawful good.
- Neutral Good (NG) folk do the best they can to help others according to their needs. Many aasimon, some cloud giants, and most gnomes are neutral good.
- Chaotic Good (CG) creatures act to help others as their conscience directs, with little regard for what others expect. Copper dragons, many elves, and unicorns are chaotic good.
- Lawful Neutral (LN) individuals act in accordance with law, tradition, or personal codes. Many monks and some magic-users are lawful neutral.
- Neutral (N) is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time. Lizardmen, most druids, and many humans are neutral.
- Chaotic Neutral (CN) creatures follow their whims, holding their personal freedom above all else. Many barbarians and thieves, and some bards, are chaotic neutral.
- Lawful Evil (LE) creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order. Baatezu, blue dragons, orcs, and hobgoblins are lawful evil.
- Neutral Evil (NE) is the alignment of those who do whatever they can get away with, without compassion or qualms. Nightmares, kuo-toa, some cloud giants, and yugoloths are neutral evil.
- Chaotic Evil (CE) creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust. Tanar'ri, red dragons, and drow are chaotic evil.

Non-Aligned Creatures

Most creatures that lack the capacity for rational thought do not have alignments - they are unaligned. Such a creature is incapable of making a moral or ethical choice and acts according to its bestial nature. Sharks are ruthless predators, for example, but they are not evil; they have no alignment.

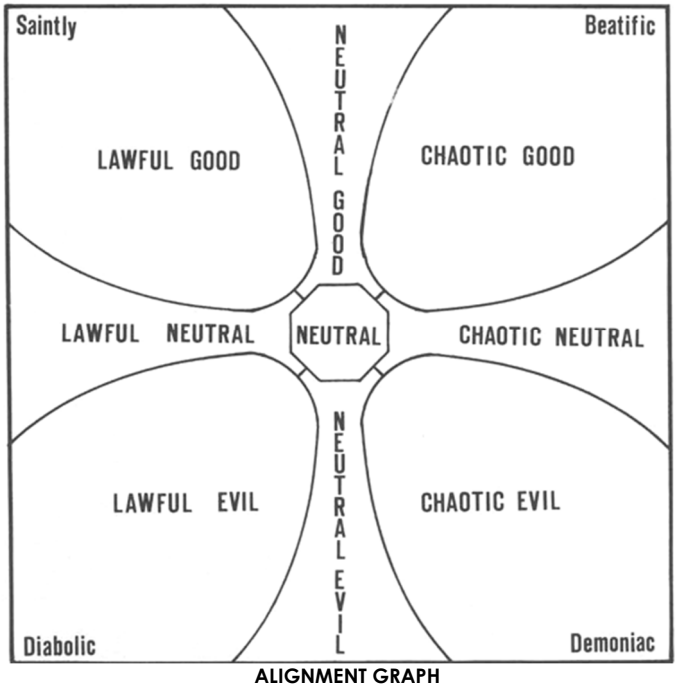
Alignment in the Multiverse

For many thinking creatures, alignment is a moral choice. Humans, dwarves, elves, and other humanoid races can choose whether to follow the paths of good or evil, law or chaos.

According to myth, the good-aligned gods who created these races gave them free will to choose their moral paths, knowing that good without free will is slavery.

The evil deities who created other races, though, made those races to serve them. Those races have strong inborn tendencies that match the nature of their gods. Most orcs share the violent, savage nature of the orc god, Gruumsh, and are thus inclined toward evil. Even if an orc chooses a good alignment, it struggles against its innate tendencies for its entire life. (Even half-orcs feel the lingering pull of the orc god's influence.)

Alignment is an essential part of the nature of celestials and fiends. A devil does not choose to be lawful evil, and it doesn't tend toward lawful evil, but rather it is lawful evil in its essence. If it somehow ceased to be lawful evil, it would cease to be a devil.



ALIGNMENT GRAPH

Changing Alignment

It is possible for you to change your character's alignment after your character is created, either by action or choice. Most often the character's alignment will change because that character's actions are more in line with a different alignment. This typically happens if you reconsider how you wish to play your character due to events that take place over the course of a campaign, and is commonly influenced by the actions taken by one's fellow adventurers. In such instances, your character gradually assumes an alignment better suited to their actions and adopted worldview.

There are also magical effects that can change a character's

alignment. Rare and cursed magical items can instantly alter a character's alignment. Powerful artifacts may slowly erode a character's determination and willpower, causing subtle shifts in behavior. Spells can compel characters to perform actions against their will but rarely have the power to outright alter alignment.

Certain character classes require specific alignments. A paladin who is no longer lawful good is no longer a paladin. A character may have magical items usable only by creatures of specific alignments. Such items don't function (and may even prove dangerous) in the hands of a differently aligned character.

There will be times when the DM creates situations to test the character's resolve and ethics. But finding the right course of action within the character's alignment is part of the fun and challenge of roleplaying.

RELIGION

In fleshing out your character, it helps to choose a deity or pantheon of deities whom your character calls upon (or even curses) in times of need. A deity adds a depth to a character that cannot be captured in any other way.

Choice of a deity is not required. Yet, in a world of fantasy where deities are presumed to exist, it is an oft-overlooked aspect of character creation. You should consult with their Dungeon Master when choosing your deity. You should not feel restricted to the mantra of having one deity, or even a named deity. The ancient Athenians, for example, paid homage to Athena, but they sacrificed and even called upon Poseidon before they crossed the sea.

Polytheistic societies tend to be open in their religious devotion, with gods rising and waning in power. In monotheistic societies, one deity reigns supreme. Animistic societies turn to a host of spirits for their explanations of the world. In short, take into consideration the kind of religious society your character comes from.

Consult with the Dungeon Master to work out what is best for the theme of the game and the idea of your character and choose accordingly.

Divine spellcasters draw their power from the deity, pantheon of deities, or whatever supernatural forces they have allegiance to. In choosing a deity, consultation with the DM is necessary to learn more about a particular deity or pantheon and what boons they bestow upon their faithful priests and defenders. Though clerics are restricted in their choice of weapons, most clerics wield a weapon similar to that of their deity or from the pantheon worshipped even if that weapon does not appear on the cleric weapon list.

Divine spellcasters must hold true to the common belief system of their deity. They must be of an alignment that is close to their deity's and possess a similar worldview. Bards, clerics, druids, paladins, and rangers who break with their deity or act against them are denied their spells and abilities.

> Example: A cleric who pays homage to a goddess of wisdom should not approach problem-solving with unreasoned violence, but rather with calm and wisdom. A druid who needlessly destroys flora and fauna is certainly breaking a covenant with their deity.

More information on the gods of the Dungeons & Dragons multiverse is provided in Appendix B. Of course, it is entirely possible that your DM will make up his own pantheon of gods for his campaign world. If that is the case, please discuss your campaign setting's mythos before choosing a deity.

PHYSICAL TRAITS

After you have selected your character's race, class, alignment, and religious affiliations you may want to fill in the finer details of your character. You are not required to do so, but there are many situations in which this information is vital or useful to roleplaying.

The sex and name of your character are up to you. Your character can be of the same sex as yourself or of the opposite sex. Some people feel it is important to know whether their character is right- or left-handed. Actually, this has no bearing on the play of the game, since all characters are assumed to be reasonably competent with either hand (that doesn't mean everyone is trained to fight with two weapons).

Age

At the onset of each and every character's creation you should establish his age. For both player characters and NPCs you may use the following table, or may assign age as you see fit.

Once character age is established, you should keep track of it from game year to game year. To normal game years must be added any of the various unnatural causes of aging. These effectively add years to the character's age. The effects of aging are given in the next section. The maximum age of any character is likewise explained.

	Class (or Subclass Thereof)				
Race	Cleric	Fighter	Magic-User	Monk	Thief
Dwarf	75+4d10	20+5d4	-	-	35+5d6
Elf	150+2d%	25+2d%	75+2d%	-	50+2d%
Gnome	75+5d10	20+5d10	75+5d10	-	35+5d10
Half-Elf	18+2d4	15+2d6	20+4d6	20+2d4	18+2d4
Halfling	24+3d6	16+4d6	-	-	16+4d6
Half-Orc	16+2d4	13+1d6	20+2d6	20+1d4	20+2d4
Human	18+1d4	15+1d6	20+2d6	20+1d4	18+1d4

*For multiclassed characters use the column that generates the highest starting age.

Aging

In order to establish the overall effects of age, it is necessary to establish a number of standard age brackets for each race of characters (see the Age Categories table below for details). When age category is established, modify ability scores accordingly, making each change progressively from young adulthood, all additions and subtractions being cumulative.

	Age Categories				
Race	Young	Mature	Middle-Aged	Old	Venerable
Dwarf	25-50	51-150	151-250	251-350	351 -500
Elf	25-175	176-550	551-800	801-1200	1201-1600
Gnome	25-90	91-300	301-400	401–600	601-800
Half-Elf	15-40	41-100	101-175	176-250	251-350
Halfling	18-32	33-68	69-110	111-150	151-220
Half-Orc	12-15	16-30	31-45	46-64	65-90
Human	15-20	21-40	41-60	61-90	91-120

- Middle-aged: Subtract 1 point of Strength, Dexterity, or Constitution.
- Old: Subtract 1 points of Strength, Dexterity, and Constitution.
- Venerable: Subtract 1 point of Strength, Dexterity, and Constitution.

Determination of Maximum Age

Unless the character dies of some other cause, he will live to old age. The character's maximum age is equal to the maximum age listed for "middle aged" plus 1-100% (d%) of that listed age.

Death Due to Age

This is a serious matter, for unless the lifespan can otherwise be prolonged, the character brought back from such death faces the prospect of soon dying again. Beyond the maximum age determined

for the character in question, no form of magic which does not prolong lifespan will work.

Of course, multiple *potions of longevity*, Wishes, and possibly magical devices will allow a greatly extended lifespan, but once a character dies due to old (venerable) age, then it is all over. If you make this clear, many participants will see the continuity of the family line as the way to achieve a sort of immortality.

Height and Weight

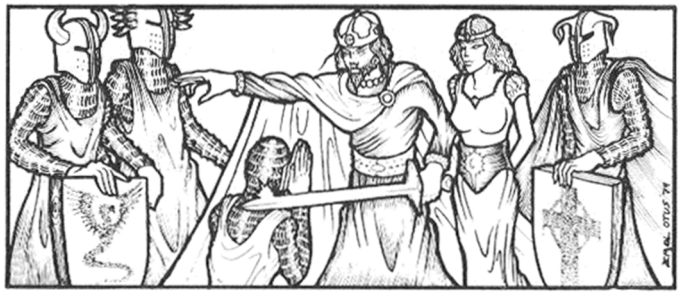
You can decide your character's height and weight, using the information provided in your race description or on the table below. Think about what your character's ability scores might say about his or her height and weight. A weak but agile character might be thin. A strong and tough character might be tall or just heavy.

If you want to, you can roll randomly for your character's height and weight using the table below. Females tend to be lighter and shorter than males. Thus, the base numbers for height and weight are divided into male/female values.

Race	Base Height	Modifier	Base Weight	Modifier
Dwarf	3'9" or 3'6"	+2d4"	130 lb. or 100 lb.	+8d6 lb.
Elf	4'6" or 4'3"	+2d10"	85 lb. or 75 lb.	+6d6 lb.
Gnome	3' or 2'10"	+2d4"	50 lb. or 45 lb.	+5d6 lb.
Half-Elf	4'9" or 4'6"	+2d8"	100 lb. or 80 lb.	+8d8 lb.
Halfling	2'6" or 2'3"	+2d6"	40 lb. or 30 lb.	+5d6 lb.
Half-Orc	4'9" or 4'6"	+2d12"	130 lb. or 100 lb.	+12d8 lb.
Human	4'9" or 4'6"	+2d10"	120 lb. or 90 lb.	+10d8 lb.

Other Physical Characteristics

You choose the color of your character's hair, eyes, and skin. To add a touch of distinctiveness, you might want to give your character an unusual or memorable physical characteristic, such as a scar, a limp, or a tattoo.



SOCIAL CLASS

The Dungeon Master should determine the social class of each character he has in the campaign. This is accomplished by use of the Social Class table given on the next page. You will note that this table does not include any social or political information, but that guidelines of this sort are included in a reference immediately following the table. This allows the DM to model the social class distinctions to the tenor of his individual milieu.

For player characters, initial social status has no effect on starting money and equipment. Rules for starting gold and equipment for those classes are detailed under the "Initial Character Funds" page 42 of the Equipment section.

The various occupations and status positions can be adjusted as required by the background of each milieu. The positioning of non-humans is entirely dependent upon the individual milieu. As a general rule, a human society would probably consider the demihumans as members of the following social classes:

Race	Perceived Social Class
Dwarf	UMC (They are reputed to have gold and gems!)
Elf	ULC (wood elves) to LUC (gray elves)
Gnome	ULC to LMC
Half-Elf	Slightly above a human counterpart
Halfling	ULC (They are small and rustic)
Half-Orc	LLC

Social Class and Character Class

As a general rule, most NPCs and player characters have a social status no lower than one rank below that specified for their profession on the following table.

Example: A character embarking on a career as a fighter would typically have a social standing of no lower than middle lower class at the start of play.

D% Roll	Social Class	Typical Members of Society
01-04	Lower-lower class (LLC)	Freed slaves, peasants, tinkers, vagabonds, beggars, criminals, low-level thieves, low-level, and mid-level assassins
05-10	Middle-lower class (MLC)	Herdsmen, laborers, peddlers, actors, jugglers, men-at-arms, low-level barbarians, mid-level thieves, high level assassins, and low-level bards
11-20	Upper-lower class (ULC)	Freemen, tradesmen, petty officers, money-changers, fences, low-level fighters, and high-level thieves
21-35	Lower-middle class (LMC)	Artisans, craftsmen, petty merchants, junior officers, bankers, landless knights, druids, rangers, tutors, and clerks
36-55	Middle class (MC)	Landed gentry, academics, merchants, petty officials, senior officers, landless petty nobles, mid-level fighters, and low-level magic-users
56-87	Upper-middle class (UMC)	Guild masters, great merchants, military commanders, officials, landless nobles, lesser clerics, high-level fighters, and mid-level magic-users
88-96	Lower-upper class (LUC)	Great landed gentry, generals and marshals, greater officials, knights, mid-level clerics, paladins, and high-level magic-users
97-99	Middle-upper class (MUC)	Knights, commanders, great clerics, nobles, high-level paladins, and very high-level magic-users
00	Upper-upper class (UUC)	Great nobles, sovereign nobility, and royalty

PERSONALITY TRAITS

Fleshing out your character's personality - the array of traits, mannerisms, habits, beliefs, and flaws that give a person a unique identity - will help you bring him to life as you play the game. Think about your character's favorite words or phrases, tics, habitual gestures, vices, pet peeves, and whatever else you can imagine. More information on the typical characteristics of demihuman characters is provided in the Races section of these rules on pages 7-10.

Bonds

Create one bond for your character. Bonds represent a character's connections to people, places, and events in the world. They tie you to things from your background. They might inspire you to heights of heroism or lead you to act against your own best interests if they are threatened. They can work very much like ideals, driving a character's motivations and goals.

Bonds might answer any of these questions: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession? Your bonds might be tied to your class, your background, your race, or some other aspect of your character's history or personality. You might also gain new bonds over the course of your adventures.

Flaws

Choose a flaw for your character. Your character's flaw represents some vice, compulsion, fear, or weakness - in particular, anything that someone else could exploit to bring you to ruin or cause you to act against your best interests. More significant than negative personality traits, a flaw might answer any of these questions: What enrages you?

What's the one person, concept, or event that you are terrified of? What are your vices?

Ideals

Describe one ideal that drives your character. Your ideals are the things that you believe in most strongly, the fundamental moral and ethical principles that compel you to act as you do. Ideals encompass everything from your life goals to your core belief system.

Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals and ambitions? What is the single most important thing you strive for?

You can choose any ideals you like, but your character's alignment is a good place to start defining them.

Traits

Give your character two personality traits. Personality traits are small, simple ways to help you set your character apart from every other character. Your personality traits should tell you something interesting and fun about your character. They should be self-descriptions that are specific about what makes your character stand out. "I'm smart" is not a good trait, because it describes a lot of characters. "I've read every book that I could get my hands on" tells you something specific about your character's interests and disposition.

Personality traits might describe the things your character likes, his past accomplishments, things your character dislikes or fears, your character's self-attitude or mannerisms, or the influence of his ability scores.

A useful place to start thinking about personality traits is to look at your highest and lowest ability scores and define one trait related to each. Either one could be positive or negative: you might work hard to overcome a low score, for example, or be cocky about your high score.

STARTING SKILLS

All characters begin play with skills based upon their chosen race plus whatever skills they receive from their chosen character class (or classes). Your race also indicates the languages your character can speak by default, and both your class and skill choices might give you access to one or more additional languages. Note these languages on your character sheet. See page 40 for more details on Language skills.

Starting Skills by Race

The following table shows what skills (including Languages) your character gains at the start of play based upon their chosen race.

Race	Starting Skills
Dwarf	Languages (Common and Dwarven), Profession (Miner)
Elf	Languages (Common and Elven)
Gnome	Languages (Common and Gnomish), Profession (Miner)
Half-Elf	Languages (Common and Elven)
Halfling	Languages (Common and Halfling)
Half-Orc	Languages (Common and Orcish)
Human	Languages (Common) plus any 2 skills

Starting Skills by Class

Each character class grants proficiency in one or more skills. See the character class descriptions on pages 13-32, as well as the rules for Multiclassed and Split-Classed characters on pages 33-34, for more information on skill proficiencies gained when choosing character classes.

Background Skill

In addition to the starting skills that your character gets from their chosen race and class, all characters may choose 1 skill based upon the character's life before taking up as an adventurer. This background skill must be a Craft, Language, Performance, or Profession skill.

SKILLS

All characters begin play with whatever skills they receive from their chosen race and character class, plus their chosen background skill (see page 38).

Strength Skills	Proficiency Required
Athletics	No
Intelligence Skills	
Arcana	Yes
Ciphers	No
Craft†	Yes
History	No
Language†	Yes
Nature	No
Poison	Yes
Religion	No
Wisdom Skills	
Animal Handling	No
Insight	No
Medicine	No
Perception	No
Profession†	No
Survival	No
Dexterity Skills	
Acrobatics	No
Disable Device	Yes
Sleight of Hand	No
Stealth	No
Charisma Skills	
Deception	No
Disguise	Yes
Intimidation	No
Performance†	No
Persuasion	No

† Proficiency in this skill grants proficiency in one particular Craft, Language, Profession, or Performance subskill. See the relevant skill description for more information.

Acrobatics (Dexterity)

Your Acrobatics check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The DM might also call for an Acrobatics check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips. Characters using Acrobatics to balance upon a narrow, uneven, or slippery surface move at ½ of their usual Movement Rate.

Animal Handling (Wisdom)

When there is any question whether you can calm down a domesticated beast, keep a mount from getting spooked, or intuit an animal's intentions, the DM might call for an Animal Handling check. You also make an Animal Handling check as a free action in combat or as when you attempt a risky maneuver.

See Mounted Combat on page 69 for more information on the benefits and limitations on fighting while mounted.

Arcana (Intelligence)

Your Arcana check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

Athletics (Strength)

Your Athletics check covers difficult situations you encounter while climbing, jumping, or swimming.

- Climb: Athletics checks may be made to climb a sheer or slippery cliff, or cling to a surface while fighting. Characters trying to climb move at ½ of their usual Movement Rate, rounded down to the nearest 5' increment.
- High-Jump: Characters may high-jump a number of inches equal to their twice their Movement Rate by making a DC 10 Athletics (Strength) check. For every point higher (or lower) than 10 on the Athletics check, the high-jumper adds (or subtracts) 1 inch.
- Long-Jump: Generally, a character can long-jump a number of feet equal to their Movement Rate divided by 2, by making a DC 10 Athletics (Strength) check. Without a running start of at least 20' that base distance jumped is halved. For every point higher (or lower) than 10 on the Athletics check, the long-jumper adds (or subtracts) half of a foot.
- Swim: Athletics checks are made to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed, or when another creature tries to push or pull you underwater or otherwise interfere with your swimming. Characters trying to swim move at ½ of their usual Movement Rate, rounding down to the nearest 5' increment.

Ciphers (Intelligence)

This skill may be used to decipher writing in an unfamiliar language, a message written in an incomplete or archaic font, or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 10 minutes to decipher each page of a script. The attempt may be made only once per writing.

You can use this skill to create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence (Ciphers) check (the DC is equal to your Ciphers skill check result), or they use magic to decipher it.

Craft (Intelligence)

All Craft skills involve the creation of a functional (or consumable) item from raw materials. When proficiency in the Craft skill is chosen, the character chooses one of the following crafts to focus upon: alchemy, bowyer, brewer, carpenter, cook, glassblower, jeweler, mason, siege engineer, shipwright, smith, and weaver. A character who wishes to master more than one of these Crafts must gain proficiency in other Craft skills separately.

Use of this skill allows the character to appraise the craftsmanship and value of items directly related to their Craft with their Proficiency Bonus. In addition, given time and adequate materials, the character can

repair or create such items. Craft skill checks are usually Intelligence checks, though other abilities (such as Dexterity) may come to bear when crafting items.

Deception (Charisma)

Your Deception check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie. See page 61 for more information on Social Interaction.

Disable Device (Dexterity)

This skill is used to open mechanical locks and disable traps, including magical traps. Generally, it takes 1d4 rounds to disarm a device, depending on its complexity. This ability requires the use of a set of Thieves' Tools, including picks, blank keys, wires, or other appropriate tools.

A successful skill check indicates that the lock has been opened or the trap has been disabled. If a Disable Device attempt fails when opening a lock, the character cannot try to open the same lock again until the next level of experience is gained, as it is beyond that character's current ability. Failure to disarm a trap indicates that the character has set off the trap and suffers the trap's effect. The DC for checks made to find mundane traps and for Saving Throws against mundane traps is equal to 10 + the Proficiency Bonus + the Dexterity modifier of the character setting the trap.

To set a trap, or to reset a previously disabled trap, the character must make a successful Disable Device check. If a character is resetting a trap that he previously disabled, he gains a +5 bonus to this check. Failure to set a trap does not trigger it. For magical traps (such as a Glyph of Warding) the DC for the Perception and Disable Device checks is equal to the spell's Saving Throw DC.

Disguise (Charisma)

With a successful check, the character can alter his appearance or attempt to impersonate others. The difficulty of the check depends upon the extent of alterations needed to affect the disguise. When impersonating individuals, the difficulty may be compounded by others' familiarity with the impersonated person.

History (Intelligence)

Your History check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

Insight (Wisdom)

Your Insight check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Intimidation (Charisma)

When you attempt to influence someone through overt threats, hostile actions, and physical violence, the DM might ask you to make an Intimidation check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision. See page 61 for more information on Social Interaction.

Language (Intelligence)

All characters begin play proficient in the Common language, as well as other languages based upon their chosen race and class.

Standard Languages

Language	Typical Speakers	Script
Common	Humans	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Giant	Ogre, giants	Dwarvish
Gnomish	Gnomes	Dwarvish
Goblin	Goblinoids	Dwarvish
Halfling	Halflings	Common
Orc	Orcs	Dwarvish

Language checks are typically made to parse the meaning of challenging or semi-legible written passages, to understand idioms and dialects of that tongue, and to gain insight into the culture of speakers of that language. A character fluent in Orcish, for example, would know a bit about Orcish culture and about their social norms.

With your DM's permission, you can instead choose an exotic or secret language, such as Thieves' Cant or the tongue of druids.

Some of these languages are actually families of languages with many dialects. For example, the Primordial language includes the Auran, Aquan, Ignan, and Terran dialects, one for each of the four elemental planes. Creatures that speak different dialects of the same language can communicate with one another.

Exotic Languages

Language	Typical Speakers	Script
Abyssal	Demons	Infernal
Celestial	Celestials	Celestial
Deep Speech	Aberrations	-
Draconic	Dragons	Draconic
Druidic	Druids	Elvish
Infernal	Devils	Infernal
Primordial	Elementals	Dwarvish
Sylvan	Fey creatures	Elvish
Thieves' Cant	Thieves	Common
Undercommon	Drow, duergar, derro	Elvish

Medicine (Wisdom)

A Medicine check lets you try to stabilize a dying companion, diagnose an illness, and help others recover from wounds and ability damage (see page 72).

Nature (Intelligence)

Your Nature skill check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

Perception (Wisdom)

Your Perception check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses.

You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse.

Perception skill checks usually take an action to perform. Examining an object takes anywhere from 1 action to 1 minute, depending upon its size and complexity. Searching a 5' x 5' area takes at least 1 minute.

Using Intelligence for Perception Checks: When you look around for clues and make deductions based on those clues, you may make a Perception check using Intelligence in place of Wisdom. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for a Perception check based on Intelligence.

Performance (Charisma)

Your Performance check determines how well you can delight an audience through your art. When proficiency is taken in the Performance skill the character must choose a type of performance art in which they are proficient: acting, buffoonery, dancing, stringed instruments, percussion instruments, woodwind instruments, singing, etc. A character who wishes to master more than one mode of Performance must gain proficiency in other Performance skills separately.

Unskilled Performance checks are typically made without a musical instrument, as most musical instruments require some degree of proficiency to use with any degree of aptitude.

Persuasion (Charisma)

When you attempt to influence someone or a group of people with tact, social graces, or good nature, the DM might ask you to make a Persuasion check. Typically, you use Persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper

etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk. See page 61 for more information on Social Interaction.

Poison (Intelligence)
Proficiency with this skill lets you add your Proficiency Bonus to any ability checks you make to craft, identify, or use poisons.

Profession (Wisdom)
When proficiency in the Profession skill is chosen, the character chooses one of the following professions to focus upon: artist, butcher, clerk, farmer, fisher, gambler, herbalist, hostler, miner, sailor, scribe, tailor, teamster, trader, trapper, etc. A character who wishes to master more than one of these professions must gain proficiency in other Profession skills separately.

These Profession skills would allow the character to bring their professional knowledge to bear, where appropriate, or even ply their trade once they have settled down or during their downtime between adventures. Profession skill checks are usually Wisdom checks but, at times, may involve other ability scores (as the situation warrants).

Religion (Intelligence)
Your Religion check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, celestial, fiendish, and undead creatures, and the practices of secret cults.

Sleight of Hand (Dexterity)
Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Sleight of Hand check.

The DM might also call for a Sleight of Hand check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Finally, Sleight of Hand checks may be made to slip free from bonds or shackles.

Stealth (Dexterity)
Make a Stealth check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

All characters may attempt Stealth checks to hide from others or move silently. These checks are always opposed by the target's Perception check. Characters using Stealth to move silently move at ½ of their usual Movement Rate.

- Hiding: When you try to hide, make a Stealth check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

  If you are being observed, even casually, you can't hide. If observers are momentarily distracted, though, you can attempt to hide. While the observer averts its attention from your character, you can attempt to get to a hiding place. This check, however, is made with a -5 penalty because your character has to move quickly to the hiding place.

  You cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Dungeon Master's discretion. If you make noise (such as shouting a warning or knocking over a vase), you give away your position. An invisible creature can't be seen, so it can always try to hide. Signs of its passage might still be noticed, however, and it still has to stay quiet.

  In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees or hears you. However, under certain circumstances, the Dungeon Master might allow you to stay hidden as you approach a creature that is distracted or looking in the opposite direction, allowing you to make a surprise attack before you are seen.

- Stealth versus Passive Perception: When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier + its Proficiency or Common Ability bonus.

Survival (Wisdom)
The DM might ask you to make a Survival check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards. Characters using Survival to track another creature move at ½ of their usual Movement Rate.

Gaining New Skills
Player characters learn new skills over the course of the campaign, both during their adventures and during the downtime between their exploits and journeys.

A character gains an additional skill proficiency at character level 5 and, again, at character levels 10, 15 and 20. These skills work just like other starting skills do. Skills gained during game play should reflect the character's interests and in-game training. See page 230 for more information on character level and class level.

EQUIPMENT

Although your character has some impressive abilities and skills, he really isn't going to be effective without the equipment necessary for adventuring. To get this equipment, he needs money. Not only does he need money to outfit himself, but your character also has to cover his living expenses.

The Monetary System

Although there are many different types of coins and currencies in the world, all prices and treasures in the AD&D rules are given in standard coinage. Your DM may have specific names for different coins and may have different rates of exchange, but this is material particular to his campaign. He will tell you if there are differences from the coins listed here. The standard rate of exchange for each coin is given below.

The basic coins are the copper piece (cp) and the silver piece (sp). These form the backbone of the monetary system and are the coins most frequently found in the hands of the common folk. Above these two coins is the much rarer gold piece (gp). This coin is seldom found in common use and mainly exists on paper as the standard money of account. This means it is used to measure the value of property and goods. Land values, ship cargoes, gemstones, and penalty bonds (royal court fines) are normally calculated in gold pieces, although payment of such vast sums normally takes other forms.

In addition to these coins, there are other unusual metals used in exchange. Most of these come from failed currencies. As such, they are viewed with skepticism by many honest folk. Principal among these coins are the electrum (ep) and platinum pieces (pp). These coins are rarely circulated, and most are hidden away in ancient treasure hoards.

However, remember that not all wealth is measured by coins. Wealth can take many forms - land, livestock, the right to collect taxes or customs, and jewelry are all measures of wealth. Coins have no guaranteed value. A gold piece can buy a lot in a small village but won't go very far in a large city. This makes other forms of wealth, land for instance, all the more valuable. Indeed, many a piece of jewelry is actually a way of carrying one's wealth. Silver armbands can be traded for goods; a golden brooch can buy a cow, etc. In your adventures, wealth and riches may take many different forms.

Standard Exchange Rates

	Exchange Value				
Coin	CP	SP	EP	GP	PP
Copper Piece (CP) =	1	1/10	1/100	1/200	1/1000
Silver Piece (SP) =	10	1	1/10	1/20	1/100
Electrum Piece (EP) =	100	10	1	1/2	1/10
Gold Piece (GP) =	200	20	2	1	1/5
Platinum Piece (PP) =	1000	100	10	5	1

Circumstances can affect the value of any coin. If your characters start flashing about a lot of gold, pumping it into the local economy, merchants will quickly raise prices. As another example, the local lord may commandeer most of the region's horses for his knights, making those left all that much more expensive.

Silver pieces are about the size and weight of a modern-day quarter, which roughly equates to 50 silver pieces weighing one pound. All other coins, for the sake of simplicity, use this weight ratio. Gold, electrum and platinum pieces are smaller than silver pieces while copper pieces are slightly larger than silver pieces.

Initial Character Funds

All player characters begin with some amount of cash. This nest egg may be your character's life savings. It may be a gift from his parents to start him out in the world. It may be his booty from an army campaign. Perhaps he stumbled across a small treasure chest, whetting his appetite for greater and more dangerous prizes. How he came by his money is not important (although it may be fun to know). You are free to create any explanation you want.

To learn your character's starting funds, roll the dice indicated for his class on the table below. This is the number of gold pieces your character has to obtain equipment. If you are creating a character starting out at a level above 1st level, check with the DM to see if you can increase your character's funds beyond the amounts given here. Multiclass characters use the most advantageous die range of their classes. Split-classed characters do not gain initial funds when taking up a second (or third) character class.

Class	Initial Funds (Die Range)
Assassin	20-120 gold pieces (2d6x10)
Barbarian	50-200 gold pieces (5d4x10)
Bard	30-180 gold pieces (3d6x10)
Cleric	30-180 gold pieces (3d6x10)
Druid	30-180 gold pieces (3d6x10)
Fighter	50-200 gold pieces (5d4x10)
Magic-User	20-80 gold pieces (2d4x10)
Monk	5-20 gold pieces (5d4)
Paladin	50-200 gold pieces (5d4x10)
Ranger	50-200 gold pieces (5d4x10)
Thief	20-120 gold pieces (2d6x10)

Equipping the Character

Careful selection of equipment and supplies for characters is very important. Often there will not be sufficient funds to purchase everything desired, so intelligent choices will have to be made. Also, the choice of equipment should always be done with respect to encumbrance restrictions.

In many campaigns it is necessary for the characters to shop in a number of places in order to obtain everything they desire. A few games will have a trader's establishment in which everything, or nearly everything, can be found, but the average costs will be higher because these traders are middlemen. As in most dealings, the buyer should always beware.

Equipment Lists

The following lists include much of the equipment your character needs for adventuring. The most basic of these are armor, weapons, clothing, and outfitting gear. The other lists provide goods and services your character may need during the course of his many adventures. While most items are always available, your DM may add to or delete from these lists. What you want may not be available or, if your DM has set his game in a specific time period, may not have been discovered or invented yet! While he should tell you which items are and aren't available, you should ask if you have any doubts, particularly on large purchases. Many of the uncommon items in these lists are explained in the following pages.

The price given for each item in the lists is its average price, the amount you can expect the item to cost in a normal economy. However, large cities, barren wildernesses, and places with brave adventurers carrying bags full of gold are not normal economies. In these places you may find yourself paying more (very rarely less) than the amount listed. You can also haggle with merchants over prices, though if you wind up haggling over the cost of every tankard of ale, your character is going to spend more time being a penny pincher than an adventurer!

The table at the top of the following page gives a brief overview of what arms and armor are available to each character class, and shows which classes may use poison.

Equipment for Small Characters

The weight of most equipment remains unchanged for small characters. Worn items such as backpacks, clothing items, armor, and shields, weigh ½ of the standard weight given. Note that small characters are limited as to what weapons they may employ (see Weapon Sizes on page 44 for more details).

Armor and Weapon Proficiencies by Class

Class	Armor	Shield	Weapon Proficiencies	Poison
Assassin	Light	Small shield	Any	Yes
Barbarian	Light & medium	Any	Any	?
Bard	Light & medium	Any	Any	?
Cleric	Any	Any	Club, dagger, footman's flail, footman's mace, great club, hammer, horseman's flail, horseman's mace, morningstar, quarterstaff, sling, and warhammer. They are also proficient with the preferred weapon of their deity.	?
Druid	Light	Any wooden	Club, dagger, dart, great club, quarterstaff, scimitar, sling, sickle, and spear (any)	?
Fighter	Any	Any	Any	?
Magic-User	None	None	Club, dagger, dart, light crossbow, and quarterstaff	?
Monk	None	None	Club, dagger, dart, footman's flail, footman's mace, great club, hand axe, horseman's flail, horseman's mace, javelin, light crossbow, long bow, polearm (any), quarterstaff, sickle, short bow, short sword, sling, and spear (any)	?
Paladin	Any	Any	Any	No
Ranger	Light & medium	Any	Any	?
Thief	Light	None	Club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longsword, horseman's mace, quarterstaff, scimitar, sickle, shortbow, short sword, and sling	?

Armor
The listed armors are those that the character is proficient with; those that he has trained in and may use without additional penalties. If a character dons armor that he is not proficient with, he is penalized on all attack rolls, taking a –1 penalty to attack rolls if wearing light armor or using a shield unskilled, a –2 penalty if wearing medium armor unskilled, or a –4 penalty if wearing heavy armor without training in its use.

Weapons
The listed weapons are those that the character can use proficiently. If a character attempts to use a weapon with which they are not proficient, they suffer a -4 penalty to all of their attack rolls.

Poison
The question mark indicates that the use of poisons is possible depending upon your character's alignment and the permission of your Dungeon Master.

Armor
Armor, along with the use of a shield, is the basis for determination of how easily a character can be struck by an opponent's weapon. Other factors modify this, of course. Dexterity and magical effects are the two principal modifiers. The cost of armor and shield varies. Generally speaking, the better the protection, the greater the expense. Remember that attacks from the rear always negate the advantage of the shield.

Armor Class
Armor Class is equal to 10 plus the Armor Class Bonus (AC Bonus) listed for the armor worn. See page 65 for more details on calculating Armor Class.

Light Armor
Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the AC Bonus from your armor type to determine your Armor Class.

Medium Armor
Medium armor offers more protection than light armor, but it also impairs movement more. Characters in medium armor are moderately encumbered. Moderately encumbered characters reduce their Movement Rate by 5' and their maximum Dexterity bonus to Armor Class is +2. In addition, the character takes a -2 penalty to all Acrobatics, Sleight of Hand and Stealth checks, and to all Athletics checks made to swim.

Heavy Armor
Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk. Characters in heavy armor are heavily encumbered. Heavily encumbered characters receive no Dexterity bonus to Armor Class and reduce their Movement Rate by 10'. In addition, the character takes a -4 penalty to all Acrobatics, Sleight of Hand and Stealth checks, and to all Athletics checks made to swim.

Light Armor	Cost	AC Bonus	Maximum DEX Bonus	Weight	Notes
Padded	5 gp	+1	Full	10 lbs.	Includes quilted armor and leather jerkins
Leather	15 gp	+2	Full	15 lbs.	Includes hide armor
Medium Armor	**Cost**	**AC Bonus**	**Maximum DEX Bonus**	**Weight**	**Notes**
Studded leather	30 gp	+3	+2	25 lbs.	
Chain shirt	50 gp	+4	+2	25 lbs.	Includes brigandine, ringmail, and scalemail
Chainmail	100 gp	+5	+2	35 lbs.	
Heavy Armor	**Cost**	**AC Bonus**	**Maximum DEX Bonus**	**Weight**	**Notes**
Splint mail	200 gp	+6	None	40 lbs.	Includes banded mail
Platemail	400 gp	+7	None	45 lbs.	
Full plate	1000 gp	+8	None	40 lbs.	
Shield	**Cost**	**AC Bonus**	**Weight**		**Notes**
Small, wooden	4 gp	+1	3 lbs.		
Small, steel	10 gp	+1	5 lbs.		
Large, wooden	6 gp	+2	8 lbs.		
Large, steel	15 gp	+2	10 lbs.		

Weapons

The class of your character might circumscribe the choice of weapons used by your character, but selection is otherwise a matter of your preferences based on various factors presented hereafter. Of course, the initial cost of the weapon might affect your selection at the beginning. Beyond this consideration, there are factors of size, weight, and the damage inflicted by the weapon. These details are given hereafter. Your character will be able to proficiently use all weapons listed beside their chosen class on the Armor and Weapon Proficiencies by Class table on page 43.

Weapon Sizes

The melee (hand-to-hand) and ranged weapons are listed below according to their size category: Tiny, Small, Medium, and Large. Tiny weapons include unarmed strikes, gauntlets and other weapons shorter than 1' in length (such as knives and daggers). Small-sized weapons are approximately two feet or less in size, Medium-sized weapons are two to five feet long, and Large-sized weapons are generally six feet or greater in length.

A character can always wield a weapon of a size equal to his own or less. Normally this requires only one hand, except for some missile weapons (bows and crossbows in particular). A character can also use a weapon one size greater than himself although it must be gripped with two hands. Beyond this size limit, the weapon is not usable without special means (most often magical). All bows require two hands to use properly. Crossbows require two hands while loading, though they may be fired one-handed.

Characters who fight with two-weapons often employ a "light weapon" in at least one hand. Light weapons are weapons at least 1 size category smaller than that of the character (i.e., a dagger wielded by a halfling would be a light weapon).

Weapon Qualities

Some of weapons have special qualities listed in the "Weapon Qualities" column of either the Melee Weapon and Ranged Weapon Table. These special qualities are described on page 49.

Melee Weapons

Tiny Melee Weapons	**Cost**	**Damage**	**Damage Type**	**Range**	**Weight**	**Weapon Qualities**
Dagger	2 gp	1d4	Piercing	10'	1 lb.	Finesse, Thrown
Gauntlet	2 gp	1d3	Bludgeoning		1 lb.	
Unarmed strike	—	1	Bludgeoning		—	Finesse
Small Melee Weapons	**Cost**	**Damage**	**Damage Type**	**Range**	**Weight**	**Weapon Qualities**
Axe, hand or throwing	2 gp	1d6	Slashing	10'	2 lbs.	Thrown
Flail, horseman's	5 gp	1d6	Bludgeoning		5 lbs.	
Hammer, throwing	1 gp	1d4	Bludgeoning	20'	2 lbs.	Thrown
Mace, horseman's	4 gp	1d6	Bludgeoning		4 lbs.	
Pick, horseman's	5 gp	1d6	Piercing		3 lbs.	
Sword, short	10 gp	1d6	Piercing or Slashing		2 lbs.	Finesse
Sickle	6 gp	1d6	Slashing		2 lbs.	Finesse
Medium Melee Weapons	**Cost**	**Damage**	**Damage Type**	**Range**	**Weight**	**Weapon Qualities**
Axe, battle	8 gp	1d8	Slashing		6 lbs.	
Club	—	1d6	Bludgeoning	10'	3 lbs.	Thrown
Flail, footman's	10 gp	1d8	Bludgeoning		10 lbs.	
Mace, footman's	8 gp	1d8	Bludgeoning		8 lbs.	
Morningstar	8 gp	1d8	Bludgeoning		6 lbs.	
Pick, footman's	8 gp	1d8	Piercing		6 lbs.	
Scimitar	15 gp	1d8	Slashing		4 lbs.	
Spear	1 gp	1d6	Piercing	20'	3 lbs.	Set, Thrown
Sword, bastard	25 gp	1d8	Slashing		6 lbs.	Deals 1d10 damage when used 2-handed
Sword, broad	15 gp	2d4	Slashing		5 lbs.	
Sword, long	15 gp	1d8	Slashing		4 lbs.	
Trident	15 gp	1d8	Piercing	10'	4 lbs.	Thrown
Warhammer	10 gp	1d8	Bludgeoning		5 lbs.	
Whip	1 gp	1d2	Slashing		2 lbs.	Disarm, Finesse, Trip
Large Melee Weapons	**Cost**	**Damage**	**Damage Type**	**Range**	**Weight**	**Weapon Qualities**
Axe, great	15 gp	1d12	Slashing		10 lbs.	
Club, great	—	1d8	Bludgeoning		8 lbs.	
Flail, great	12 gp	1d10	Bludgeoning		12 lbs.	
Lance, light	6 gp	1d6	Piercing		6 lbs.	Reach
Lance, heavy	10 gp	1d8	Piercing		12 lbs.	Reach
Polearms						
Awl pike	5 gp	1d8	Piercing		9 lbs.	Reach, Set
Bardiche	15 gp	1d10	Slashing		10 lbs.	Reach
Crow's Beak	8 gp	1d8	Piercing		8 lbs.	Reach, Set
Glaive	8 gp	1d8	Slashing		10 lbs.	Reach
Guisarme	10 gp	1d8	Slashing		10 lbs.	Reach, Trip
Halberd	10 gp	1d8	Slashing or Piercing		12 lbs.	Reach, Set
Military fork	8 gp	1d8	Piercing		8 lbs.	Reach, Set
Ranseur	8 gp	1d6	Piercing		12 lbs.	Disarm, Reach, Set
Scythe	8 gp	1d8	Slashing		8 lbs.	Trip
Quarterstaff	—	1d6	Bludgeoning		4 lbs.	
Sword, great	30 gp	2d6	Slashing		8 lbs.	

Ranged Weapons

All ranged weapons may be fired up to their listed range (called close range) without penalty. For each range increment beyond the first, a cumulative -2 penalty is applied to the ranged attack roll. Thrown weapons may be thrown up to 5 range increments away (the initial range increment plus 4 increments beyond that) while other ranged weapons, such as bows, crossbows, and slings, may be fired up to 10 range increments away.

Tiny Ranged Weapons	Cost	Damage	Damage Type	Range	Weight	Weapon Qualities
Crossbow, hand	100 gp	1d4	Piercing	30'	2 lbs.	Loading
Dagger	2 gp	1d4	Piercing	10'	1 lb.	Finesse, Thrown
Dart	5 sp	1d4	Piercing	20'	½ lb.	Thrown

Small Ranged Weapons	Cost	Damage	Damage Type	Range	Weight	Weapon Qualities
Axe, hand or throwing	2 gp	1d6	Slashing	10'	2 lbs.	Thrown
Bola	3 gp	1d3	Bludgeoning	10'	2 lbs.	Thrown, Trip
Hammer, throwing	1 gp	1d4	Bludgeoning	20'	2 lbs.	Thrown
Javelin	1 gp	1d4	Piercing	30'	2 lbs.	Thrown
Sling	-	1d4	Bludgeoning	50'	0 lbs.	Loading

Medium Ranged Weapons	Cost	Damage	Damage Type	Range	Weight	Weapon Qualities
Bow, short	15 gp	1d6	Piercing	60'	2 lbs.	Two-handed
Bow, short composite	75 gp	1d6	Piercing	75'	2 lbs.	Two-handed
Club	—	1d6	Bludgeoning	10'	3 lbs.	Thrown
Crossbow, light	15 gp	1d8	Piercing	80'	4 lbs.	Loading
Spear	1 gp	1d6	Piercing	20'	3 lbs.	Set, Thrown
Trident	15 gp	1d8	Piercing	10'	4 lbs.	Thrown

Large Ranged Weapons	Cost	Damage	Damage Type	Range	Weight	Weapon Qualities
Bow, long	75 gp	1d8	Piercing	100'	3 lbs.	Two-handed
Bow, long composite	100 gp	1d8	Piercing	110'	3 lbs.	Two-handed
Crossbow, heavy	25 gp	1d10	Piercing	120'	8 lbs.	Loading
Net	20 gp	-	-	10'	6 lbs.	Thrown (10' maximum)

Miscellaneous Equipment

Item	Cost	Weight
Arrows (20)	1 gp	3 lbs.
Backpack	2 gp	2 lbs.
Barrel, small	2 gp	30 lbs.
Basket	-	-
large	3 sp	1 lb.
small	5 cp	*
Belt pouch	-	-
large	1 gp	1 lb.
small	15 sp	½ lb.
Block & tackle	5 gp	5 lbs.
Bolts, crossbow (10)	1 gp	1 lb.
Bolt case	1 gp	1 lb.
Bucket	5 sp	3 lbs.
Bullets, sling (20)	1 sp	4 lbs.
Caltrops	2 gp	2 lbs.
Chain (per ft.)	-	-
heavy	4 gp	3 lbs.
light	3 gp	1 lb.
Chest	-	-
large	2 gp	25 lbs.
small	1 gp	10 lbs.
Cloth (10 sq. yards)	-	-
common	7 gp	10 lbs.
fine	50 gp	10 lbs.
rich	100 gp	10 lbs.
Candle	1 cp	*
Canvas (sq. yard)	4 sp	1 lb.
Chalk	1 cp	*

* Ten of these items weigh one pound.

Item	Cost	Weight
Climbing gear	25 gp	5 lbs.
Fishhook	1 sp	-
Fishing net (10' sq.)	4 gp	5 lbs.
Flint and steel	1 gp	*
Glass bottle	10 gp	*
Grappling hook	8 sp	4 lbs.
Holy symbol (silver)	25 gp	*
Holy water (vial)	25 gp	*
Hourglass	25 gp	1 lb.
Iron pot	5 sp	2 lbs.
Ladder, 10 ft.	5 cp	20 lbs.
Lantern	-	-
beacon	150 gp	50 lbs.
bull's-eye	12 gp	3 lbs.
hooded	7 gp	2 lbs.
Lock	-	-
good	100 gp	1 lb.
poor	20 gp	1 lb.
Magnifying glass	100 gp	*
Map or scroll case	8 sp	½ lb.
Merchant's scale	2 gp	1 lb.
Mirror, small silver	20 gp	*
Musical instrument	5-100 gp	½-3 lbs.
Oil (per flask)	-	-
lamp	6 cp	1 lb.
naphtha	10 gp	2 lbs.
Paper (sheet)	2 gp	-
Papyrus (sheet)	8 sp	-

* Ten of these items weigh one pound.

Item	Cost	Weight
Parchment (sheet)	1 gp	-
Perfume (vial)	5 gp	*
Piton	3 cp	½ lb.
Quiver	12 sp	1 lb.
Rope (per 50 ft.)	-	-
hemp	4 sp	20 lbs.
silk	10 gp	8 lbs.
Sack	-	-
large	2 sp	½ lb.
small	10 cp	*
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	-
Signal whistle	8 sp	*
Signet ring	5 gp	*
Soap	5 sp	1 lb.
Spellbook (blank)	25 gp	5 lb.
Spyglass	1,000 gp	1 lb.
Tent	-	-
large	25 gp	20 lbs.
pavilion	100 gp	50 lbs.
small	5 gp	10 lbs.
Thieves' tools	30 gp	1 lb.
Torch	1 cp	1 lb.
Water clock	1,000 gp	200 lbs.
Whetstone	2 cp	1 lb.
Wineskin	15 sp	1 lb.
Winter blanket	5 sp	3 lbs.
Writing ink (vial)	8 gp	*

* Ten of these items weigh one pound.

Clothing

	Cost	Weight
Belt	3 sp	½ lb.
Boots	-	-
riding	2 gp	2 lbs.
soft	1 gp	1 lb.
Breeches	2 gp	1 lb.
Cap, hat	2 sp	*
Cloak	-	-
good cloth	5 sp	2 lbs.
fine fur	50 gp	2 lbs.
Girdle	2 gp	½ lb.
Gloves	10 sp	*
Gown, common	10 sp	2 lbs.
Hose	1 gp	½ lb.
Knife sheath	3 cp	½ lb.
Mittens	3 sp	*
Pin	5 gp	*
Plain brooch	5 gp	*
Robe	-	-
common	6 sp	2 lbs.
embroidered	20 gp	2 lbs.
Sandals	1 sp	1 lbs.
Sash	4 sp	½ lb.
Scabbard	1 gp	1 lb.
Shoes	10 sp	1 lb.
Silk jacket	80 gp	2 lbs.
Surcoat	10 sp	1 lb.
Tabard	6 sp	1 lb.
Toga, coarse	8 cp	2 lbs.
Tunic	8 sp	2 lbs.
Vest	6 sp	1 lb.

* Ten of these items weigh one pound.

* Ten of these items weigh one pound.

* Ten of these items weigh one pound.

Accommodations

	Cost
Ale (per gallon)	4 sp
Banquet (per person)	10 gp
Bread	10 cp
Cheese	4 sp
City rooms	-
common	15 sp
poor	2 sp
Common wine (pitcher)	4 sp
Egg or fresh vegetables	2 cp
Honey	10 sp
Inn lodging	-
common	10 sp
poor	1 sp
Meat for one meal	2 sp
Meals	-
good	10 sp
common	6 sp
poor	2 sp
Small beer (gallon)	1 sp
Soup	1 sp

Animals

	Cost
Boar	10 gp
Bull	20 gp
Calf	5 gp
Camel	50 gp
Capon	3 cp
Cat	1 sp
Chicken	2 cp
Cow	10 gp
Dog	-
guard	25 gp
hunting	17 gp
war	20 gp
Donkey, mule or ass	8 gp
Elephant	-
labor	200 gp
war	500 gp
Falcon (trained)	1,000 gp
Goat	1 gp
Goose	5 cp
Guinea hen	2 cp
Horse	-
draft	200 gp
heavy war	400 gp
light war	150 gp
medium war	225 gp
riding	75 gp
Hunting cat	5,000 gp
Partridge	5 cp
Peacock	5 sp
Pig	3 gp
Pigeon	1 cp
Pigeon, homing	100 gp
Pony	30 gp
Ram	4 gp
Sheep	2 gp
Songbird	10 sp
Swan	5 sp

Provisions

	Cost
Barrel of pickled fish	3 gp
Butter (per lb.)	4 sp
Coarse sugar (per lb.)	1 gp
Dry rations (5 lbs., weekly supply)	5 gp
Eggs (per 100)	16 sp
(per dozen)	2 sp
Figs (per lb.)	6 sp
Firewood (per day)	2 cp
Herbs (per lb.)	1 sp
Nuts (per lb.)	1 gp
Raisins (per lb.)	4 sp
Rice (per lb.)	4 sp
Salt (per lb.)	2 sp
Salted herring (per 100)	1 gp
Spice (per lb.)	-
exotic (saffron, clove)	15 gp
rare (pepper, ginger)	2 gp
uncommon (cinnamon)	1 gp
Tun of cider	8 gp
Tun of good wine	20 gp

Transports

	Cost
Barge	500 gp
Canoe	-
small	30 gp
war	50 gp
Caravel	10,000 gp
Carriage or wagon	-
common	150 gp
coach, ornamented	7,000 gp
Chariot	-
chariot, riding	200 gp
chariot, war	500 gp
Coaster	5,000 gp
Cog	10,000 gp
Curragh	500 gp
Drakkar	25,000 gp
Dromond	15,000 gp
Galleon	50,000 gp
Great galley	30,000 gp
Knarr	3,000 gp
Longship	10,000 gp
Oar	-
common	2 gp
galley	10 gp
Raft or small keelboat	100 gp
Sail	20 gp
Sedan chair	100 gp
Wagon or cart wheel	5 gp

Hirelings

	Cost
Bath	5 cp
Bearer/porter (per day)	2 sp
Blacksmith (per day)	3 gp
Carpenter (per day)	4 sp
Clerk (per letter)	4 sp
Doctor, leech, or bleeding	3 gp
Guard (per day)	4 gp
Guide, in city (per day)	4 sp
Laundry (by load)	2 cp
Leatherworker (per day)	4 sp
Limner (per day)	10 sp
Linkboy (per night)	1 sp
Mason (per day)	5 sp
Messenger (per message)	2 sp
Minstrel (per performance)	5 sp
Mourner (per funeral)	4 sp
Pack handler (per day)	3 sp
Tailor (per garment altered)	2 sp
Teamster w/wagon	2sp/mi.
Valet	4 sp

Tack & Harness

	Cost	Weight
Barding	-	-
chain	500 gp	70 lbs.
leather or padded	150 gp	60 lbs.
plate	2,000 gp	85 lbs.
Bit and bridle	15 sp	3 lbs.
Cart harness	2 gp	10 lbs.
Halter	5 cp	*
Horseshoes & shoeing	1 gp	10 lbs.
Saddle	-	-
pack	5 gp	15 lbs.
riding	10 gp	35 lbs.
Saddle bags	-	-
large	4 gp	8 lbs.
small	3 gp	5 lbs.
Saddle blanket	3 sp	4 lbs.
Yoke	-	-
horse	5 gp	15 lbs.
ox	3 gp	20 lbs.

Lifestyle Expenses (day)

	Cost
Wretched	-
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	5 gp
Aristocratic	10 gp
Self-Sufficient	Special

EQUIPMENT DESCRIPTIONS

Not every piece of equipment is described here. The vast majority of things found on the equipment lists need no description, as their functions, forms, and purposes are obvious. Only those items whose use is obscure or appearance is unusual are described below. Specific game effects of equipment are given in the appropriate sections of the rules.

Armor

You are going to want your player character to buy armor if he is allowed to use it. Armor is the easiest and cheapest way to improve your character's chance of surviving the more violent dangers of the adventuring life. Clearly, the better the armor the character possesses, the less likely he is to be hurt. Armor protection is measured by its Armor Class bonus; the higher the Armor Class bonus number, the better the protection.

Although there is some controversy historically over the different types of armor, both known or suspected types are included here. However, not all armor may be available if your DM has chosen to set his campaign in a particular historical era or locale.

Chainmail

This armor is made of interlocking metal rings. It is always worn with a layer of quilted fabric padding underneath to prevent painful chafing and to cushion the impact of blows. Several layers of mail are normally hung over vital areas. The links yield easily to blows, absorbing some of the shock. Most of the weight of this armor is carried on the shoulders and it is uncomfortable to wear for long periods of time.

Chain Shirt

A chain shirt protects your torso while leaving your limbs free and mobile. It includes a layer of quilted fabric worn underneath to prevent chafing and to cushion the impact of blows. It offers protection equivalent to brigandine, armor made from small metal plates sewn or riveted onto a layer of canvas or leather and protected by an outer layer of cloth. It is also similar to ringmail, in which metal rings are sewn directly onto a leather backing, or scalemail, in which a coat and leggings of leather is covered with overlapping pieces of metal, much like the scales of a fish.

Full Plate

This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, boots and a visored helmet. A thick layer of padding must be worn underneath. However, the weight of the suit is well-distributed over the whole body.

Aside from its expense, the main disadvantages are the lack of ventilation and the time required to put it on and take it off (see "Donning and Doffing Armor" below). Each suit of full plate must be individually fitted to its owner by a master armorer, although captured pieces can be resized to fit the new owner unless such alteration is patently absurd.

Leather

This armor is made of leather hardened in boiling oil and then shaped into breastplate and shoulder protectors. The remainder of the suit is fashioned from more flexible materials.

Padded

This is the simplest type of armor, fashioned from quilted layers of cloth and batting. It tends to get hot and after a time becomes foul with sweat, grime, lice, and fleas. A leather jerkin uses lighter, suppler leather than true leather armor and is closer to padded armor in all respects.

Platemail

This armor, which is also called half-plate or partial plate, is a combination of chain or brigandine with metal plates (cuirass, epaulettes, elbow guards, gauntlets, tasets, and greaves) covering vital areas. The weight is distributed over the whole body and the whole thing is held together by buckles and straps. This is the most common form of heavy armor.

Splint Mail

This armor is made of narrow vertical strips riveted to a backing of leather and cloth padding. Since this is not flexible, the joints are protected by chain mail. Lamellar armor is similar to splint mail in all respects.

Banded mail is similar to splint mail, with overlapping strips of metal sewn to a backing of leather and chainmail. Generally, the strips cover only the more vulnerable areas, while the chain and leather protect the joints where freedom of movement must be ensured. Through straps and buckles, the weight is more or less evenly distributed.

Shields

Small shields, such as targes or bucklers, improve a character's Armor Class by 1 while large shields, such as kite shields, improve a character's Armor Class by 2 against attacks.

A shield is useful only to protect the front and flanks of the user. Attacks from the rear cannot be blocked by a shield (exception: a shield slung across the back does help defend against rear attacks). The reference to the size of the shield is relative to the size of the character. Thus, a human's small shield would have all the effects of a large shield when used by a gnome.

You can bash an opponent with a shield. Shields deal 1d3 bludgeoning damage when used to make a shield bash. If you use your shield as a weapon, you lose its Armor Class bonus until your next round's action. A magical shield does not count as a magical weapon in combat and provides no bonus to attack and damage rolls.

Studded Leather

This armor is made from leather (not hardened as with normal leather armor) reinforced with close-set metal rivets.

Armor Sizes

The equipment list reflects the price of a suit of armor (including an appropriate helmet) made for any normal player character race. Although a halfling is much smaller than a human and needs a smaller suit, there are fewer armorers available to meet such specialized needs. Thus, the armor for a halfling is as expensive as that for a human. Armor for non-standard sizes and shapes is going to cost significantly more and must be custom-made. This is not the kind of thing one can pick up at the local store!

When armor is found during the course of an adventure, the players should note the creature that wore the armor previously. While a human character might be able to wear the armor of a gnoll, it will do little good for a halfling. Likewise, the armor of a giant is of little use to anyone.

Armor size also affects the weight of the armor. The weights listed on the table are for human-sized (Medium) armors. Small-sized armor weighs half the amount listed, while Large-sized armor weighs at least 100% more.

Donning and Doffing Armor

The time it takes to don (put on) or doff (remove) armor depends on the armor's category. If you have help, reduce this time by half.

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

Weapons

The weapon tables list more than just the price of each item. It also gives other game information. Since each weapon is different, you should note this information separately for each weapon your character purchases or finds.

Bola

You can use this weapon to make a ranged Trip attempt (page 69) against an opponent. If used in this manner, the bola does not deal damage.

Bows

Bows are grouped into short and longbows, with composite bows and stick bows of either type existing. Stick bows such as the English longbow are made from a single stave of wood while composite bows are made from several layers of wood and/or bone that grant the bow great strength and elasticity.

All bows but longbows may be fired from the saddle. Horse nomads favoring recurved composite bows due to their greater range.

All bows are limited by the strength of their wielder, with negative Strength modifiers applied to all bow damage. Bows may be made to accommodate exceptionally strong bowmen.

The materials and workmanship required to make bows for exceptionally strong bowmen increases their cost by 50 gold pieces per point of Strength bonus to damage permitted. As such, a composite shortbow made for a bowman with a 17 Strength would cost 175 gold pieces: 75 gold pieces for the bow + 100 gold for the 2 extra points of damage that the bow could deal.

Crossbow

Strength bonuses or penalties do not apply to crossbows, since these are purely mechanical devices. The hand crossbow is easily held in one hand and cocked with the other. The light crossbow, also called a latch, must be braced against an object to be cocked with a lever mounted on the stock. The heavy crossbow has a powerful pull and must be cocked with a cranequin (a simple winch or lever) that comes with the weapon. One foot is placed in a stirrup at the end of the crossbow while the cranequin is worked.

Dagger

Daggers include long knives and blades such as the seax, dirk, cinquedea, and main gauche.

Great Axe

Great axes are heavy battleaxes that require the use of two hands in combat. These heavy, cleaving blades evolved into one of the simplest of polearms, the bardiche, which is little more than an elongated battle axe.

Lance

The different lances are rated according to size and sturdiness. Each type can be used only if the rider is on the same type of horse or a greater one. A man on a light warhorse could not effectively use a heavy horse lance, while all lances require that the rider be firmly in a saddle and using stirrups. Despite their size, lances may be used 1-handed while mounted. If used while unmounted, a lance is treated as an awl pike that deals 1d6 damage.

A jousting lance is a heavy horse lance modified for use in tournaments, in which the desire is not to kill the opponent. The end of the lance is fitted with a special blunted tip intended to lessen the chance of wounds. Of course, good intentions often go awry, so there is still a chance of injury during a joust. In game terms, a jousting lance always does ¼ damage on a successful hit.

Lances deal double damage when used to make a mounted Charge attack against an opponent. See page 64 for more information on the use of the Charge action in combat. In addition, see page 69 for more information on mounted combat.

Net

A net is used to entangle enemies. When you throw a net, you make an Athletics check opposed by your target's Dexterity Saving Throw. If you win this opposed check, the target is caught in the net.

The netted creature can move only 5' per round. If a netted creature attempts to cast a spell, it must make a DC 15 Concentration Check or lose the spell.

A netted creature can escape by succeeding at a DC 20 Athletics check or by using a light slashing weapon to cut through the net. The net takes 10 Hit Points of damage to cut through.

Polearms

Polearms are a group of weapons that were used extensively during the ancient through medieval periods. Their length was a distinct advantage and, for peasants, they were relatively easy to make. Thus, there came to be an abundance of polearms of different sizes and shapes. Due to their numbers, there is no standard system for naming polearms. The names used in this game might possibly be applied to other weapons elsewhere.

Because of their length, all polearms are infantry weapons and require two hands to use. They were almost always the weapon of the common peasant or soldier, who, lacking a horse and heavy armor, needed some weapon to keep enemy knights at bay. Thus, most polearms are intended to be used in close-packed formations that present a forest of sharp points and wicked blades to any knight foolish enough to charge.

The following weapons are polearms: awl pikes, bardiches, crow's beaks, glaives, guisarmes, halberds, military forks, ranseurs, scythes, spears, and all weapons based upon or similar in design to these weapons. Lances are polearms as well, but their mode of use differs greatly from that of other polearms. Lances may be used 1-handed while mounted. If used while unmounted, a lance is treated as an awl pike that deals 1d6 damage.

- Awl Pike: Essentially this is a spear of 12 to 20 feet in length. This weapon is quite similar to both the longspear and partisan in its design and use. The awl pike, in particular, was a popular weapon during the Renaissance. Since the pike stuck out in front, men could be packed side-by-side in dense formations, and several rows of men could fight. Large blocks of pikemen made formidable troops. However, once the pikemen engaged in close combat, they normally dropped their clumsy awl pikes and fought hand-to-hand with short swords. The partisan is slightly shorter, with an 8' shaft on average and broader spear-head.

- Bardiche: A bardiche is much like a great axe except for its longer haft.

- Crow's Beak: Fitted with a shaft up to ten feet long, it is usually found in the hands of the common soldier. It, and the similarly designed Lucern hammer, were mainly used to punch through armor. The end is fitted with the long point of an awl pike to hold off enemy cavalry.

- Glaive: One of the most basic polearms, the glaive is a single-edged blade mounted on an eight- to ten-foot-long shaft. While not the most efficient weapon, it is relatively easy to make and use. Normally the blade turns outward to increase the cutting area until it almost resembles a cleaver or axe.

- Guisarme: Thought to have derived from a pruning hook, this is an elaborately curved heavy cleaving blade set atop a 7- to 8-foot-long pole. While convenient and handy, it is not very effective. Voulges and bill hooks are similar polearms, designed to pull riders from their saddles as well as cleave through enemy armor. Guisarmes grant a +2 bonus to Trip checks made with the weapon. They are popular weapons, easy to make and simple to learn.

- Halberd: After the awl pike and the bill, this was one of the most popular weapons of the Middle Ages. Fixed to a 5- to 8-foot-long shaft is a large axe blade, angled for maximum impact. The end of the blade tapers to a long spear point or awl pike. On the back is a hook for attacking armor or dismounting riders. Originally intended to defeat cavalry, it is not tremendously successful in that role since it lacks the reach of the pike and needs considerable room to swing. It found new life against blocks of pikemen. Should the advance of the main attack stall, halberdiers issue out of the formation and attempt to flank their foes. The pikemen with their overlong weapons are nearly

defenseless in such close combat.

- Military Fork: This is one of the simplest modifications of a peasant's tool since it is little more than a pitchfork fixed to a longer shaft. With tines strengthened and straightened, the military fork serves well. The need for cutting and cleaving often results in combining the fork with other weapons.
- Ranseur: Very much like the partisan and spetum, the ranseur differs in that the main blade is thinner and the projecting blades extended more like tines of a fork. These can trap a weapon and sometimes punch through armor. Ranseurs grant a +2 bonus to Disarm checks made with the weapon. Awl pikes with side tines may be treated as ranseurs.
- Scythe: Scythes and fauchards are long, inward curving blades mounted on a shaft six to eight feet long. It can slash or thrust, although the inward curving point makes thrusting rather ineffective. Its advantage is that a peasant can easily convert his common scythe into a weapon of war.

Quarterstaff
A quarterstaff is a simple piece of wood, about 5 feet in length. The quarterstaff can be used for two-weapon fighting, incurring all the normal attack penalties associated with fighting with two weapons, as if fighting with a one-handed weapon and a light weapon (see page 66 for more details on two-weapon fighting).

Sling
You can fire a sling with one hand; though loading a sling requires two hands.

You can use ordinary stones with a sling, but stones are inferior to bullets. As such sling attacks made with stones deal 1d3 damage.

Sword, Bastard
This sword is similar to a long sword in size and weight but has a longer hilt. It can be used one- or two-handed. Claymores are synonymous with bastard swords.

Sword, Long
Longswords include blades approximately 4' in length such as the war rapier, falchion, spata, and arming sword.

Sword, Short
Shortswords include small thrusting and slashing blades such as the rapier, small-sword, gladius, and dress sword.

Whip
The whip is a dangerous weapon only in the hands of a highly skilled and well-trained user. To inflict damage, the whip must contact exposed, or lightly covered, flesh. As such, a whip is ineffective against opponents in heavy armor.

The whip also has another use. It can entangle an opponent's limb(s) or weapon in order to make Trip or Disarm attacks.

Weapon Qualities
Many weapons have special properties related to their use, as shown on the Melee and Ranged Weapon tables.

Disarm
This weapon grants a +2 bonus to Disarm attacks (see page 68) made with this weapon.

Finesse
When making an attack with a finesse weapon, or when making an unarmed strike, you may use your Strength or Dexterity modifier for attack rolls.

Loading
Because of the time required to load this weapon, you can fire only one projectile from it each round, regardless of the number of attacks you can normally make.

Range
All ranged weapons may be fired up to their listed range without penalty. For each range increment beyond the first a cumulative -2 penalty is applied to the ranged attack roll. A thrown weapon may be thrown up to 5 range increments away (the initial range increment plus 4 increments beyond that) while other ranged weapons, such as bows, slings, and crossbows, may be fired up to 10 range increments away.

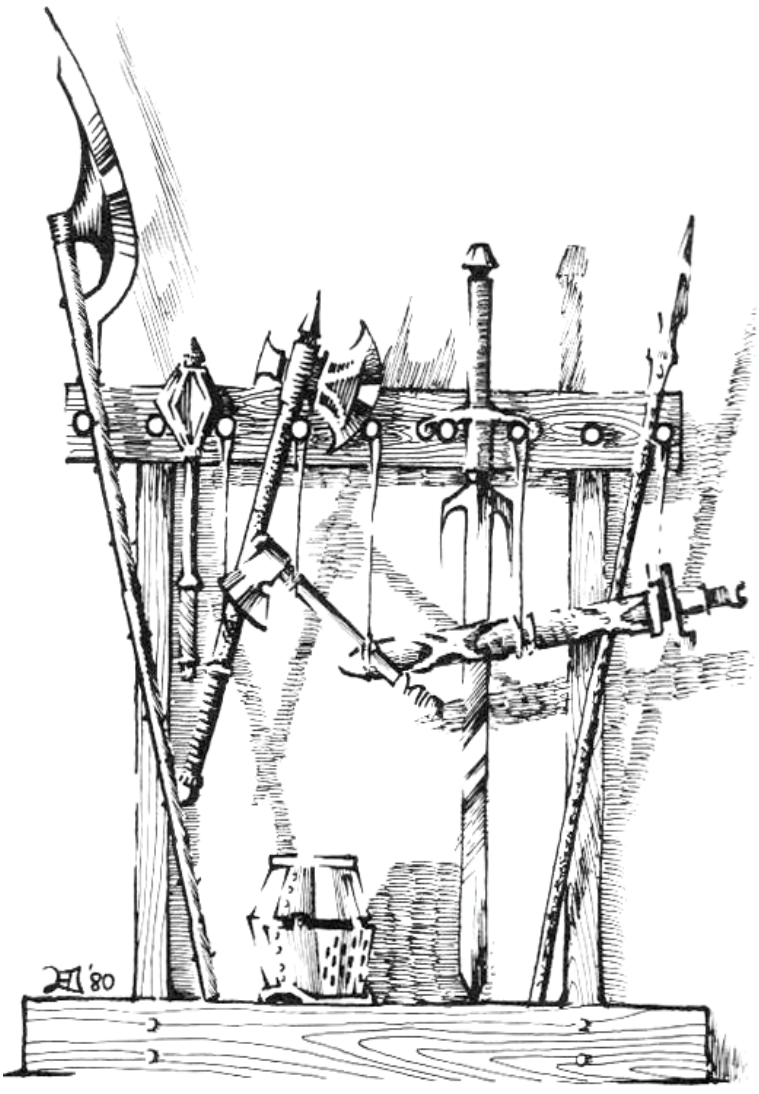
Reach
This weapon allows its user to strike at a foe up to 10 feet away. It may be used against adjacent foes (those within 5 feet) with a -4 attack roll penalty.

Set
This weapon may be set or braced in order to deal double damage on attacks made against charging opponents. Setting a polearm or spear weapon in this manner requires the use of the Ready action. See page 64 for more information on the use of the Ready action in combat.

Trip
This weapon grants a +2 bonus to Trip attempts (see page 69) made with this weapon.

Thrown
If a weapon has the Thrown property, you can throw the weapon to make a ranged attack. Characters add their Strength modifier to damage rolls made when using a thrown weapon.

Two-Handed
This weapon requires two hands to use regardless of its size or that of its wielder.



Miscellaneous Equipment

Caltrops
A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are, at least, forced to slow down to avoid them. One 2-pound bag of caltrops covers a 5' by 5' square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The creature can avoid the caltrops by making a DC 12 Dexterity Saving Throw. Creatures moving cautiously through the area (at ½ their Movement Rate) need not roll a save to avoid the caltrops.

If the creature fails its save, it steps on 1d3 caltrops. Each deals 1 point of piercing damage, and the creature's Movement Rate is reduced by ½ because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 10 Medicine checks, or until it receives at least 1 point of magical healing.

Climbing Gear
These tools (pitons, crampons, and a small hammer) give you a +2 bonus to all Athletics checks made to climb or scale surfaces, so long as the time is taken to properly use them. Rope must be purchased separately.

Lantern
A hooded lantern (30' radius of bright light) is a standard lantern with shuttered or hinged sides. It is not directional, as its light is cast equally in all directions. A bull's-eye lantern (60' cone of light) has only a single shutter, the other sides being highly polished to reflect the light in a single direction. Both hooded and bull's-eye lanterns can be carried in one hand. A single flask of oil (one pint) burns for six hours in either.

The beacon lantern (240' radius of light) is a much larger affair and must be mounted on the prow of a ship, the bed of a wagon, or other large structure. It operates like the bull's-eye lantern but illuminates to a greater distance. The beacon goes through oil quickly, burning one flask of oil every two hours.

Locks
Locks are still fairly primitive affairs (except for those complicated by the use of magic or made through the exceptional artifice of the elven, gnomish, or dwarven people). Most are worked with a large bulky key. Combination locks are virtually unknown at this time. As with most things, there are good, very complex locks as well as bad, easily opened locks. Average locks require a DC 13 Disable Device check to unlock.

Magnifying Glass
This simple lens is more an oddity than a useful tool. It does not greatly enhance viewing, especially since many are unevenly ground, creating distortion. It is useful as a substitute for tinder and steel when starting fires on a sunny day.

Merchant's Scale
This is a small balance and pans along with a suitable assortment of weights. Its main use is to weigh coins - a common method of settling a transaction. In well-regulated areas, officials verify the accuracy of weights and measures.

Oil
Lamp oil is used for lamps and lanterns. It is not particularly explosive although it can be used to feed an existing blaze.

Naphtha or Greek fire is a general name given to all highly flammable oils used in combat. It is a special combination of oil and chemicals that is sticky and difficult to extinguish. See page 67 for more details.

Spyglass
Like the magnifying glass, the spyglass is more of an oddity than a useful item. Objects viewed through it are a little closer, although not much. For better results magical items are preferred. The spyglass gives from two to three times magnification. It grants a +2 bonus to Perception checks made to see distant objects or creatures.

Thieves' Tools
This is a small collection of tools useful to burglars. The kit includes one or more skeleton keys, long metal picks, a long-nosed clamp, a small handsaw, a small wedge, and a hammer. These combined with some common tools (such as a crowbar) make up most of the special equipment a thief needs to perform his trade. Disable Device checks made without such tools suffer a -4 penalty.

Water Clock
This bulky item is good for giving the time accurate to a half-hour each day. Activated by a regulated flow of drops, the water clock must have a source of water and be left undisturbed on an even surface.

Hirelings
Adventurers can pay non-player characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills. Some of the most basic types of hirelings appear on the table on page 46.

Other common hirelings include any of the wide variety of people who inhabit a typical town or city, where the adventurers pay them to perform a specific task. For example, a magic-user might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the Leomund's Secret Chest spell. A fighter might commission a blacksmith to forge a special sword. A bard might pay a tailor to make exquisite clothing for an upcoming performance in front of the duke. See page 180 for more information on hirelings.

Transports
Caravel
This ship was sailed in late Medieval/early Renaissance times and was the type of ship Columbus used to reach the New World. It should be used only in late Medieval settings. It normally has two or three masts and square sails. No oars are used. The typical caravel is 70 feet long and 20 feet wide. The normal crew is from 30 to 40 men. The average cargo displacement is 150-200 tons.

Coaster
Also called a round ship, this is a small merchant ship that hugs the coasts. This is a sailing ship, fitted with two masts and triangular sails. The average size is 60 to 70 feet long and 20 feet wide. The rudder hangs from one side. The crew is 20 to 30 men, and the cargo capacity is about 100 tons. Normally there is only a small sterncastle. A coaster is slow and not tremendously seaworthy, but it can carry large amounts of cargo with smaller crews than galleys.

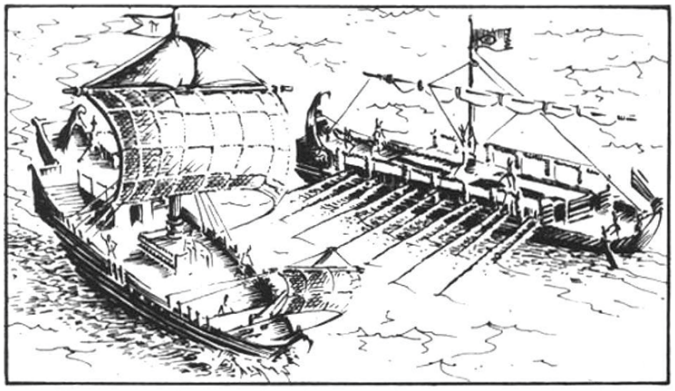
Cog
This ship is a larger, improved version of the coaster, able to make ventures into the open sea. Like the coaster, it is a sailing ship with one or two masts, but the cog employs square sails. It is about 75 to 90 feet long and 20 feet wide. The crew is only 18 to 20 men. There is normally one deck and both a fore- and stern-castle. The cargo capacities of cogs vary greatly, but the average is 100 to 200 tons.

Curragh
This is an early, primitive vessel. It is made from thick hides stretched over a wood-and-wicker frame. A single mast carries a small square sail, but the curragh is usually worked by oars. It is normally 20 to 40 feet long. The crew is approximately six to eight and the cargo space is limited - no more than five tons.

Drakkar
The largest of the Viking longships is known as a drakkar or dragonship. Built for war, this ship stretches about 100 feet in length. Although a single mast can be raised, oars provide the main source of power. The crew of 60 to 80 men rows, one man to an oar. Up to 160 additional men can be carried for boarding and raiding. Due to its great size, a drakkar is not very seaworthy. This and the fact there is no space on board for many supplies (certainly not enough for 240 men) or sleeping quarters keep the drakkar close to the coast where it can put in for the night. Because of its cost and limited use, a drakkar is usually built by kings and rulers and is not used for the mundane task of shipping cargo.

Dromond
This ship is the largest of the Byzantine galleys. Although it boasts one or two masts and triangular sails, the main power comes from the 100 oars, 50 to a side. These oars are divided into an upper and lower bank, with one man per oar on the lower bank and three men on the upper bank. Thus, the total crew is about 200 men. The dromond is about 130 to 175 feet long and 15 feet wide, making it a very slender ship. The cargo capacity is around 70 to 100 tons.

A dromond can be used both for shipping and war. As a warship, a ram projects from the front just above the water line. Castles are built fore, aft, and amidships as firing platforms. The cargo space is then taken up by marines. With such numbers of men, it is a very dangerous ship to attack. A dromond is not a seaworthy craft, however, and usually sails in sight of shore. They beach at night like all galleys, since supplies and sleeping accommodations are very limited.



Galleon
This is the largest and most advanced sailing ship that might be available in the AD&D game. It should appear only in Renaissance-period settings. It is a sail-driven ship with three or four masts. There are normally three through decks (running the length of the ship), while the castles fore and aft have two decks. The average size is about 130 feet long and 30 feet wide. Crews average about 130 men. Although cargo capacity is about 500 tons, a galleon is mainly used as a warship. (In the real world they were fitted with cannon, something beyond the standard AD&D game rules.) They can easily carry men equal to their tonnage, making capture by pirates nearly impossible.

Great Galley
Built during the Late Middle Ages, the great galley is an improved version of the dromond. It is slightly smaller than the dromond, about 130 feet long and 20 feet wide. The main power comes from 140 rowers, one man to an oar, but is supplemented by three masts; this combination gives it better speed and handling. The cargo capacity is 150 tons. When outfitted as a warship, the front end is built as a ram and marines are carried instead of cargo. Like all galleys, the great galley is a coastal vessel, rarely venturing into open water. It is not seaworthy in heavy storms and waits in port for these to pass.

Knarr
This small ship was a common cargo ship of the Scandinavian region. It is 50 to 75 feet long and 15 to 20 feet wide. It has a single mast and a square sail. In times of poor wind, a few oars at the bow and stern can provide more power. The crew ranges from eight to 14 men. The cargo capacity is small, anywhere from ten to 50 tons. The ship is, however, relatively seaworthy and can be used to make long sea voyages (although it cannot be called comfortable). Its flat bottom makes it useful for sailing up rivers and estuaries, and it can be beached easily.

Longship
This is the standard Viking warship. It is more substantial than the knarr but not nearly as massive as the drakkar. An average longship is 75 feet long with 20 to 25 oars per side. Each oar is worked by a single man for a total crew of 40 to 50 men. There is also a single mast and a square sail. In addition to the crew, the ship can carry 120 to 150 men. A longship can be used for shipping, but its cargo capacity is only about 50 tons. It is, however, fairly seaworthy and can sail across the open sea when necessary.

Tack and Harness

Barding
A warhorse, or any animal trained for combat, is a considerable investment for the average warrior. Therefore, it behooves the owner to see that his mount is as well protected as possible. Other than avoiding risks, the best non-magical protection is horse armor or barding.

Padded or leather barding provides a +1 Armor Class bonus. Chain barding provides a +3 Armor Class bonus. Plate barding provides a +5 Armor Class bonus.

Saddles
There are two basic saddles - riding and pack. Riding saddles take many forms, but their basic purpose is to carry a person. Pack saddles are special frames designed to carry supplies and equipment. The only practical limit to how much a well-stowed pack saddle can carry is the carrying ability of the animal.

Lifestyle Expenses
Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food, and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

Wretched
You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid
You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

Poor
A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still must contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest
A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people

living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

Comfortable

Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

Wealthy

Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

Aristocratic

You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

Self–Sufficient

The expenses and lifestyles described in this chapter assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford - paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on.

If you spend your time between adventures practicing a Craft, Performance, or Profession skill, you can eke out the equivalent of a modest lifestyle. Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming.

Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear. Proficiency in the Survival skill also lets you live at the equivalent of a modest lifestyle when living off of the land.

ABILITY CHECKS

Throughout the game, the Dungeon Master and players must resolve whether or not specific actions succeed or fail. These actions might include tracking a band of goblins, detecting a trap, swimming a mighty river, or resisting the effects of a giant snake's poison. To resolve these situations and others, a player rolls an ability check.

It is important to note that only those activities that have a significant chance of failure, as determined by the DM, should be resolved by a die roll. In most cases, narrative development and not chance should guide the game. Judicious use of the ability check is essential to maintaining the fast flow of action and adventure. There are instances in which an ability check is used to resolve success or failure. These include class feature checks, skill checks, and Saving Throws where the DM deems a check necessary to resolve a conflict.

Once it is decided an ability check is needed, the Dungeon Master must identify the ability score to be checked against. In most cases, the answer is obvious. In the case of class features, skills, and Saving Throws, the appropriate ability score has already been identified. With class features, the associated ability score is in the ability's description. Non-specified situations requiring a check are typically easy to resolve as well.

Skill Checks

One of the challenges of running a game is deciding when and how to use the rules of the game to enhance the game play experience. Knowing when and how to use the ability check to the best advantage will make for a fun and exciting game. Misusing them will cause the game to become bogged down with trivialities.

Each ability covers a broad range of capabilities, including skills that a character can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect.

> Example: A Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So, a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown on the page 39. See each skill's description, on pages 39-41, for examples of how to use a skill associated with an ability.

Sometimes, the DM might ask for an ability check using a specific skill - for example, "Make a Wisdom (Perception) check." At other times, a player might ask the DM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his Proficiency Bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes an ability check without his Proficiency Bonus (see below).

> Example: If a character attempts to climb up a dangerous cliff, the Dungeon Master might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's Proficiency Bonus is added to the Strength check. If the character lacks that proficiency, he makes a Strength check with his Common Ability Bonus (see below).

All characters begin play with the skills they receive from their chosen race and character class, plus a skill based upon their background (see page 38 for more on starting skills).

Proficiency and Common Ability Bonuses

Most non-combat actions that require a die roll to determine success or failure are resolved by an ability check. Every ability check has an associated ability score. Whenever one of these checks is made a d20 is rolled by the player. The character's ability modifier is always added to this roll.

- When using skills and making Saving Throws in which your character is proficient (see the character race and class descriptions, and the Starting Skills section on page 38 for more details on proficiencies) your character adds his Proficiency Bonus to the roll. This bonus is equal to half of your character's level (rounded down, to a minimum of 1 at 1st level) and is shown on the Proficiency Bonus Table that follows.
- When using skills and making Saving Throws in which your character is not proficient, your character adds his Common Ability Bonus, which is equal to half of his Proficiency Bonus (rounding fractions down). Some skills require proficiency in order to be used with any degree of aptitude (see the table on page 39 for more details). Characters attempting to use these skills (Arcana, Craft, Disable Device, Disguise, Languages, Medicine, and Poisons) untrained gain neither a Proficiency nor Common Ability Bonus to their ability check.

Proficiency Bonus Table

Level	Proficiency Bonus	Common Ability Bonus
1	+1	±0
2	+1	±0
3	+1	±0
4	+2	+1
5	+2	+1
6	+3	+1
7	+3	+1
8	+4	+2
9	+4	+2
10	+5	+2
11	+5	+2
12	+6	+3
13	+6	+3
14	+7	+3
15	+7	+3
16	+8	+4
17	+8	+4
18	+9	+4
19	+9	+4
20	+10	+5

Skills Checks for Monsters and NPCs

When making skill checks for NPCs and creatures with no listed ability scores, only add the Proficiency Bonus if the monster or NPC should be reasonably adept in the use of that skill. Otherwise, add its Common Ability Bonus to such checks. NPCs and creatures without listed ability scores may gain bonuses to skill checks that they would normally excel at. Conversely, they should suffer penalties to skill checks that they are ill-suited for.

> Example: A giant should gain a bonus to Athletics skill checks that involve brute strength, while a large or oafish creature should have a penalty to Stealth skill checks.

Difficulty Class of Ability Checks

The Dungeon Master assigns a difficulty rating, known as the Difficulty Class or DC, for the ability check. If the creature's d20 roll, plus the ability modifier and applicable Proficiency or Common Ability Bonus, is equal to or greater than the Difficulty Class (DC) then the ability check is successful. Otherwise, the check is a failed. Note that rolling a "natural 20" (a 20 is rolled on your d20) always indicates success on ability checks and attack rolls while rolling a "natural 1" (a 1 is rolled on your d20) always indicates failure.

The Dungeon Master has discretion in determining the challenge's difficulty and assigning a Difficulty Class (DC). Although the task sounds difficult, it is actually fairly easy. The DC represents the level of difficulty of the action attempted or the reaction made.

The simplest way to determine the DC is by referencing the level the NPC (or Hit Dice of the monster) that the character making the check is acting against or reacting to. In such cases, the DC is equal to 10 + opponent's Proficiency Bonus (equal to ½ the NPC's level or monster's Hit Dice) + the relevant ability modifier of the NPC initiating the attack. A spell's DC is equal to 10 + the spell level + the caster's applicable ability score modifier; a trap's DC is equal to 10 + the Proficiency Bonus + the Dexterity modifier of the NPC who set it. For monsters, ability scores are usually unknown. Therefore, the DC to resist their attacks and abilities is usually 10 + its Proficiency Bonus (half of its Hit Dice).

There are more arbitrary situations that require the DM to create a DC. If a character is attempting a task such as making an extraordinary jump or swinging on a rope to grab an object, the Dungeon Master needs to assign a difficulty to the task. A good way to assign such a DC is to think of the task's difficulty as if it were a monster, and then assign a DC equal to 10 plus the half of the Hit Dice of the monster imagined. In this way, a level or Hit Dice can be assigned to tasks such as swimming a river, knocking down a door, jumping a pit, or catching a falling object.

As a rule of thumb, a DC of 0 is recommended for routine tasks, while a DC of 5 is adequate for most easy tasks. Checks that are of average difficulty should have a DC of 10. For tough tasks, a DC of 15 works well. For challenging tasks, a DC of 20 suffices. Extremely difficult checks should have a DC of 25 or greater, while truly heroic actions have a DC of 30 or even higher. When in doubt, err on the low side since it never hurts a game to have a character succeed in something difficult.

The following examples are a guide for assigning a Difficulty Class to ability checks:

Ability Check Guidelines

Challenge	DC	Example
Routine	0	Notice something in plain sight (Perception).
Easy	5	Repair a broken door-latch (Craft)
Average	10	Haggle with a down-on-his-luck merchant (Persuasion)
Tough	15	Guide your ship safely through a raging storm (Profession: Sailor)
Challenging	20	Leap onto the back of a giant eagle as it swoops past you (Athletics)
Formidable	25	Open an ancient lock made by a legendary dwarven craftsman (Disable Device)
Heroic	30	Move a goddess of the arts to tears with your song (Performance)

Opposed Skill Checks

An opposed check is a check whose success or failure is determined by comparing the skill check result to another character's skill 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.

Examples of opposed skill checks include:

- Athletics (Strength) skill checks that are made to disarm, grapple, overrun, or push a foe are opposed by that foe's Athletics (Strength) or Acrobatics (Dexterity) skill check. See page 39 for more information on Athletics skill checks, and pages 68-69 for more information on disarming, grappling, overrunning, or pushing foes in combat.
- Deception (Charisma) skill checks, which are opposed by an Insight (Wisdom) skill check. See pages 40 and 61 for more information on Deception skill checks.
- Disguise (Charisma) skill checks, which are also opposed by either Insight (Wisdom) or Perception (Wisdom) skill checks. See page 40 for more information on Disguise skill checks.
- Intimidation (Charisma) skill checks, which are resisted with a Charisma Saving Throw. See pages 40 and 61 for more information on Intimidation skill checks.
- Sleight of Hand (Dexterity) and Stealth (Dexterity) skill checks, which are opposed by Perception (Wisdom) checks. See page 41 for more details on Sleight of Hand and Stealth skill checks.

Variant: Skills with Different Abilities

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the DM might ask for a check using an unusual combination of ability and skill, or you might ask your DM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your DM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your DM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check.

So, if you're proficient in Athletics, you apply your Proficiency Bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your half-orc barbarian uses a display of raw strength to intimidate an enemy, your DM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

Passive Skill Checks

A passive skill check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again or performing an action slowly and methodically when there are no threats, distractions, or time constraints on the person attempting the check.

Passive checks can also be used when the DM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive skill check: 10 + all modifiers that normally apply to the check. The game refers to a passive skill check total as a score.

> Example: If a 4th level character has a Wisdom of 15 and proficiency in Perception, he has a passive Wisdom (Perception) score of 13: 10 + 2 (Proficiency Bonus) + 1 (Wisdom modifier).

The rules for hiding, detailed in the Stealth skill description on page 41, rely on passive skill checks.

Working Together

Sometimes two or more characters team up to attempt a task. The character who's leading the effort - or the one with the highest ability modifier - can make an ability check with a +2 bonus, reflecting the help provided by the other characters. In combat, this requires the Help action (see page 64).

A character can only provide help if the task is one that he could attempt alone. For example, trying to open a lock requires proficiency with the Disable Device skill, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks. such as threading a needle, are no easier with help.

Group Skill Checks

When a number of individuals are trying to accomplish something as a group, the DM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't. To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the DM might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

Saving Throws

A Saving Throw is an ability check. Saving Throws - also called saves - represent attempts to resist spells, traps, poisons, diseases, or similar threats. Characters don't normally decide to make a Saving Throw; they are forced to make them because their character is at risk of harm.

To make a Saving Throw roll a d20, adding the relevant ability modifier and applicable Proficiency or Common Ability Bonus (see page 53).

> Example: A character's Dexterity modifier is added to Dexterity Saving Throws. If that character has proficiency with Dexterity saves due to their chosen character class, their Proficiency Bonus is added to Dexterity Saving Throws as well. Otherwise, the character's Common Ability Bonus is added.

A Saving Throw can be modified by a situational bonus or penalty, as determined by the DM.

The Difficulty Class for a Saving Throw is determined by the effect that causes it:

- The DC for a spell's Saving Throw equals 10 + the spell level + the caster's applicable ability modifier.
- The DC to resist most attack forms made by NPCs, such as an assassin's Killing Strike, is equal to 10 + the NPC's Proficiency Bonus (equal to ½ of the NPC's level) + the relevant ability modifier of the NPC whose attack is being resisted.
- When finding and making Saving Throws against mundane traps, the DC equals 10 + the Proficiency Bonus + the Dexterity bonus of the NPC who set the trap.
- The DC to resist most attack forms made by monsters is equal to 10 + its Proficiency Bonus (equal to half of the monster's Hit Dice).

The result of a successful or failed Saving Throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

Note that rolling a "natural 20" (a 20 is rolled on your d20) always indicates success on a Saving Throw roll while rolling a "natural 1" (a 1 is rolled on your d20) always indicates failure.

Saving Throws for Monsters and NPCs

Monsters and NPCs without character class levels add their Proficiency Bonus (equal to ½ their level or Hit Dice) to all Saving Throws. Monsters and NPCs without listed ability scores do not add ability modifiers to their Saving Throws.

NPCs with character class levels make their Saving Throws in the same manner as player characters; adding ability score modifiers, if listed.

Types of Saving Throws

There are six different kinds of Saving Throws each corresponding to an ability score. The situations and effects that trigger a Saving Throw generally fall into one of the following categories. This list is not definitive but should provide a template for Dungeon Masters to determine a Saving Throw category for something not listed here.

Save Type	Categories
Strength	Paralysis, Constriction
Intelligence	Arcane Magic, Illusion
Wisdom	Divine Magic, Confusion, Gaze Attack, Polymorph, Petrification
Dexterity	Breath Weapon, Traps
Constitution	Ability and Energy Drain, Disease, Killing Strike, Poison
Charisma	Death Attack, Charm, Fear
Variable:	Spells

More information on Saving Throws, including details regarding Item Saving Throws is provided below.

- Ability Damage or Drain (Constitution): Ability damage typically results from the ravages of disease, the ill-effects of poison, or through the baleful powers of monstrous creatures and spellcasters. Creatures with that deal ability damage or ability drain inflict such damage in addition to the normal, Hit Point, damage of their natural attack.

  Ability damage is temporary, healing at the rate of 1 point per day of rest. Ability drain, on the other hand, permanently lowers one or more of the target's ability scores. Nothing short of a Restoration spell reverses such ability loss. Permanent ability drain results from the attacks of undead creatures, such as vampires and wraiths, and other dreadful creatures, such as lamias.

  No ability scores can be damaged or drained to a value below 0. If a character's Constitution is reduced to a score of zero, that character is slain. If any other ability score is reduced to a score of zero, the character is rendered immobile (in the case of Strength or Dexterity) or comatose (in the case of Intelligence, Wisdom, or Charisma). See page 70 for more details on the effects of ability loss.
- Breath Weapon (Dexterity or Constitution): Any character caught in the area of effect of a breath weapon must make the appropriate Saving Throw or suffer the breath weapon's full effects. The type of Saving Throw necessary is described with the monster or spell that causes the Saving Throw. Generally, the character must dodge the effects of a breath weapon, so a Dexterity save is appropriate, though gaseous cloud breathe weapon attacks require a Constitution Saving Throw.
- Charm (Charisma): Charm spells or spell-like abilities allow a Charisma Saving Throw to avoid being overcome by the charm. A failed save means the character suffers the effect of the Charm spell or effect.
- Confusion (Wisdom): Confusion spells or spell-like powers allow a Wisdom Saving Throw to avoid being overcome by confusion. A failed save means the character becomes confused, as per the Confusion spell, for an amount of time as specified by the spell or ability.
- Death Attacks (Charisma): Death Attacks are rare and only a few monsters and the rare artifact have them. In most cases, Death Attacks allow the victim to make a Charisma save to avoid the effect, but if the save fails the character will die instantly.
- Disease (Constitution): When a character is injured by a disease attack such as from a mummy, touching an item smeared with diseased matter, or consumes disease-tainted food or drink, the character must make an immediate Constitution Saving Throw. If the character succeeds, the disease has no effect, for the immune system has fought off the infection. If failed, damage occurs after

an incubation period. The description for each disease will give the details on the effects following the incubation period.

- Energy Drain (Constitution): An Energy Drain attack takes away levels from the victim unless a successful Saving Throw is made. Most Energy Drain attacks require a successful melee attack. Mere physical contact is not enough. The full effect of an Energy Drain, such as the number of levels taken away, is specified in the monster, magic item, or spell description causing the drain. If it is not specified, 1 level is removed.

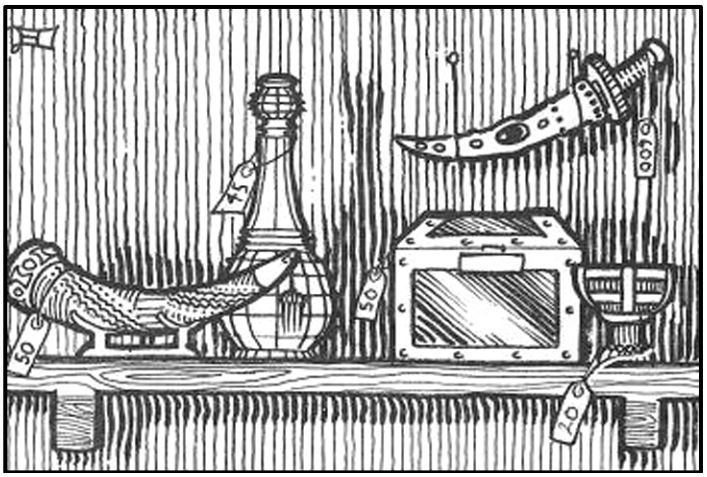
  A character who loses a level this way suffers the effects of the drain immediately. The character loses one Hit Die of Hit Points of the appropriate class, and all other class features are reduced to the new level. The victim's experience point total is immediately set to the midpoint point of the previous level.

  A character drained below 1st level is instantly slain. Depending on the creature that killed the character, the character may rise the next night as a monster of that kind. If not, the character rises as a wight.

  Lost levels remain until removed by spells, such as Restoration, or other means. Sometimes level loss is temporary and will return to normal in a day's time. A creature gains temporary Hit Points each time it successfully uses its innate Energy Drain ability. Unless specified otherwise, the creature gains the amount of Hit Points that the victim loses. Energy Drain through spell or magic item does not grant temporary Hit Points unless their description indicates otherwise.
- Fear (Charisma): Spells, magic items, and certain monsters can affect characters with fear. The character facing a monster that emanates fear or who has a spell cast upon him makes a Charisma Saving Throw to resist the effect. A failed roll means that the character is affected by the fear, as detailed in the spell or monster description.
- Gaze Attack (Wisdom): Each character within range of a Gaze Attack must attempt a Saving Throw each round at the beginning of his turn. Generally, the character can avoid the gaze with a successful Wisdom save. In many instances, the situation is more appropriately handled without a Saving Throw through narrative and roleplaying. If necessary, the Dungeon Master may require a Saving Throw. Failure indicates the character was unable to avoid the gaze and suffers its effect.
- Magic/Illusion (Intelligence or Wisdom): This category is for spells cast by creatures or from scrolls. It is a catch-all for magic not covered by one of the other Saving Throw categories. Arcane or divine spells cast by a magic item or other object, or spell-like abilities possessed by creatures or items usually allow a Saving Throw to negate, lessen, avoid, or resist their effects. If the type of magic is arcane, then an Intelligence Saving Throw is made. If divine, then a Wisdom Saving Throw is made.

  In some cases, the specific effect of the spell calls for another type of Saving Throw. All Charm spells, whether cast by creature, item, or spell-like ability require a Charisma Saving Throw. Other Saving Throw categories not covered by this catch-all would include paralysis, Polymorph, Energy Drain, Death Attack, and fear.
- Paralysis/Constriction (Strength): Some monsters and spells have the supernatural or spell-like ability to paralyze or hold victims, immobilizing them through magical means. Paralysis works on a character's body, but a character can usually resist it with a Strength Saving Throw. The effects of spell, monster constriction, and/or paralysis are discussed above in the spell descriptions or in the Monstrous Manual.
- Petrification/Polymorph (Wisdom): Arcane and divine magics can cause creatures and characters to change their shapes, sometimes against their will. The victim may make a Wisdom Saving Throw to resist the Polymorph. Polymorphed creatures retain their own minds but have new physical forms.

  A petrified character is not dead if a majority of the body is intact. No movement or actions of any kind can be made, not even mental ones while petrified. Strength and Dexterity scores are effectively (but not actually) reduced to 0. There is no awareness of what is occurring since all of the 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 returned to flesh, so is their restored body.
- Poison (Constitution): When a character takes damage from a poisoned weapon, an item smeared with contact poison, consumes poisoned food or drink or is otherwise poisoned, he must make a Constitution Saving Throw. If he fails, he suffers the poison's initial damage. Even if he succeeds, he typically faces more damage a short time later. Sometimes, the additional damage allows for another Saving Throw.
- Spells (Variable): Arcane and divine spells sometimes allow a Saving Throw to negate, lessen, avoid, or resist the effect. Each spell description indicates the type of Saving Throw including those spells cast from scrolls, wands, rings or other magical devices.
- Traps (Dexterity): When a character sets off a trap, a Dexterity Saving Throw is allowed to avoid all or some of the effects of the trap. Each trap is unique and the effects of a successful or failed Saving Throw should be designated beforehand.



Item Saving Throws

- Held or Worn Items: Unless the descriptive text for a spell (or attack) specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If a creature rolls a "natural 1" on its Saving Throw against the effect, however, 1d4 exposed items are harmed (if the attack can harm objects). Refer to the table below to determine the order in which items are affected. Determine which objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined items must make a Saving Throw against the attack form or take whatever damage the attack dealt. An item held or worn by a character makes Saving Throws as the character (that is, using the character's Saving Throw bonus).
- Magic Items: Magic items always get Saving Throws. A magic item's Saving Throw bonus equals its creator's Proficiency Bonus (if known) or (if not known) +5 for single-use items, +6 for charged items, and +8 for permanent magical items. A held or worn magic item either makes Saving Throws as its owner or uses its own Saving Throw bonus, whichever is better.
- Unattended Mundane Items: Mundane, unattended items never make Saving Throws. They are considered to have failed their Saving Throws, so they are always fully affected by spells and other attacks that allow Saving Throws to resist or negate.

Order	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand (including weapon, wand, or the like)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

ADVENTURING

Encumbrance

A character's Strength score determines the amount of weight that character can bear. The following terms define what a character or creature can lift or carry.

Carrying Capacity

A character's maximum carrying capacity equals the character's Strength score multiplied by 15. This is the most weight (in pounds) that the character can carry.

Moderate Encumbrance: If a character carries weight in excess of 5 times that character's Strength score, that character is moderately encumbered, which means the character's Movement Rate drops by 5' and the character's maximum Dexterity bonus to Armor Class is +2. In addition, the character takes a -2 penalty to all Acrobatics, Sleight of Hand and Stealth checks, and to all Athletics checks made to swim.

Heavy Encumbrance: If a character carries weight in excess of 10 times that character's Strength score, up to the character's maximum carrying capacity, that character is heavily encumbered. When heavily encumbered the character's Movement Rate drops by 10' and the character gains no Dexterity bonus to Armor Class. In addition, the character takes a -4 penalty to all Acrobatics, Sleight of Hand and Stealth checks, and to all Athletics checks made to swim.

Encumbrance	Penalties
None	None
Moderate	Movement Rate reduced by 5 feet. Maximum Dexterity bonus of +2 to Armor Class. -2 to all Acrobatics, Sleight of Hand, and Stealth checks, and to all Athletics checks made to swim.
Heavy	Movement Rate reduced by 10 feet. No Dexterity bonus to Armor Class. -4 to all Acrobatics, Sleight of Hand, and Stealth checks, and to all Athletics checks made to swim.

Adjusted Movement Rate for Encumbered Characters

Unencumbered Movement Rate	Moderately Encumbered	Heavily Encumbered
25'	20'	15'
30'	25'	20'
35'	30'	25'
40'	35'	30'
45'	40'	35'
50'	45'	40'
55'	50'	45'
60'	55'	50'

Push, Drag, or Lift

A character can push, drag, or lift a weight in pounds up to twice your character's carrying capacity (or 30 times the character's Strength score). While pushing or dragging weight in excess of a character's carrying capacity, that character's Movement Rate drops to 5 feet per round.

Size and Strength

For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For each size category below Medium, halve creature's carrying capacity and the amount it can push, drag, or lift.

If the creature is a quadruped, double its creature's carrying capacity and the amount it can push, drag, or lift.

Time

Time in the campaign is very important. Your referee will keep account of the time consumed by various characters, for it is likely to separate them, since not all participants in a campaign are likely to play at the same actual time. Time costs characters money in support, upkeep, and wage payments. It takes time to adventure, to heal wounds, to memorize spells, to learn skills, to build strongholds, and to create magic items.

Typically, while traveling, time is measured in hours. Each hour is divided into 60 minutes. Each minute is divided into 10 rounds (each round is 6 seconds long). Thus, 1 minute equals 10 rounds, 10 minutes equals 100 rounds, and an hour equals 600 rounds.

Converting Units of Time

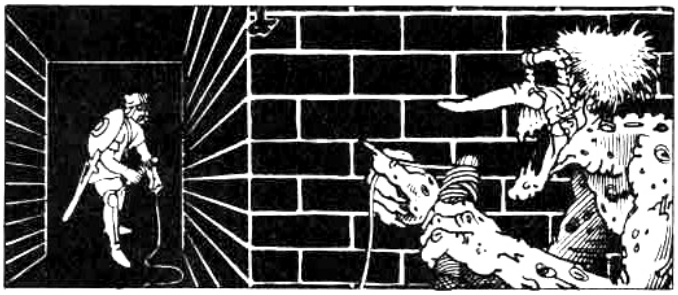
	Hours	Minutes	Rounds
Hour	1	60	600
Turn	1/6	10	100
Minute	1/60	1	10
Round	1/600	1/10	1

For long-distance movement time is measured in days, usually subdivided into daylight (movement) and night (rest) periods. Thus, while actual time playing is about the same for a dungeon adventure, the game time spent is much greater in the case of outdoor adventures.

Movement

A character may move up to their Movement Rate each round, assuming that he is not running. As such, a character with a 30' Movement Rate may move up to 30' each round (or 5' per second) while one with a 25' Movement Rate may move up to 25' per round (or 4.16' per second). For the purposes of combat and dungeoneering,

each 1" map square equates to 5 feet of distance. See Combat Movement on page 62 for more details.



Each minute of normal movement allows a character 10' of movement per foot of their Movement Rate. Thus, a character with a 30' Movement Rate would move 300' per minute while a character with a 45' Movement Rate would move 450' per minute.

Due to the fact that long-distance travel is, by necessity, slower in pace than the quick bursts of movement required by combat, it is assumed that a character with a 30' Movement Rate travels around 3 miles per hour. To calculate a creature's hourly rate of travel, simple divide their Movement Rate by 10 (every 5' of Movement Rate = ½ mile per hour).

In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character or mount can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution Saving Throw (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d3 points of CON ability damage. A character or mount that takes any CON damage from a forced march becomes fatigued (see page 231). Eliminating this ability damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

	Distance traveled per:			
Movement Rate	**Round**	**Minute**	**Hour**	**Day**
5'	5'	50'	½ mile	4 miles
10'	10'	100'	1 mile	8 miles
15'	15'	150'	1 ½ miles	12 miles
20'	20'	200'	2 miles	16 miles
25'	25'	250'	2 ½ miles	20 miles
30'	30'	300'	3 miles	24 miles
35'	35'	350'	3 ½ miles	28 miles
40'	40'	400'	4 miles	32 miles
45'	45'	450'	4 ½ miles	36 miles
50'	50'	500'	5 miles	40 miles
55'	55'	550'	5 ½ miles	44 miles
60'	60'	600'	6 miles	48 miles

Light

While some characters have Darkvision (the ability to see normally in areas of natural darkness) due to race or through magical means, most characters can only see in darkness by aid of a light source. The following table gives the properties of typical light sources:

Light Source	**Radius of Bright Light**	**Burning Time**
Torch	30-foot sphere	1 hour
Hooded Lantern	30-foot sphere	6 hours*
Bull's-eye Lantern	60-foot cone	6 hours*
Magic Weapon	15-foot sphere	Infinite

* Per pint of fine oil

Light sources provide bright light within the listed radius. They offer dim light (see below) at up to double the brightly lit area's radius.

> Example: A torch offers bright light up to 30' away from the torchbearer and dim light for 30' beyond that.

Characters with Twilight Vision (elves, half-elves, and halflings) can see normally in dim light and by moonlight. Those with Darkvision (dwarves, gnomes and half-orcs) lose that ability while in a brightly lit area. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

The presence or absence of light in an environment creates three categories of illumination: Bright light, dim light, and darkness.

- Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.
- Dim light, also called deep shadow, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. Characters face dim light outdoors on most moonlit nights or indoors when glowing embers in a fireplace or moonlight through a window provide some light to see by.

  Perception skill checks made within a dimly lit area suffer a -1 penalty. Such areas offer light concealment to those in the area (see Cover and Concealment on pages 67-68 for more details).

  Characters with Twilight Vision suffer no penalties to Perception checks or attacks rolls in dimly lit areas.

- Darkness, also called complete darkness or pitch-black, creates a totally obscured area. Characters face darkness outdoors on a moonless night, within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness. Such areas offer total concealment to those in the area (see Cover and Concealment on pages 67-68 for more details).

  Characters who cannot see due to darkness or magical effects are considered blinded and have their Movement Rate reduced to ½ normal, rounded to the nearest 5' increment.

  Perception skill checks made in an area of darkness suffer a -4 penalty. Attackers who can see blinded targets gain a +2 to hit them and, in the case of thieves or assassins, may use their Backstab ability against such targets, even if they are not flanking it or attacking from the rear. See Unseen Combatants on page 68 for more details.

  Characters with Darkvision suffer no penalties to Perception skill checks or attacks rolls in areas of natural darkness and may move at their normal Movement Rate.

Environmental Hazards

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

This section describes a few examples of hazards that adventurers might encounter in their adventures. Some hazards, such as slippery ice, require no ability check to spot. Others, such as desecrated ground, are undetectable by normal senses.

The natural hazards presented here can be identified with a successful Intelligence (Nature) check.

Avalanches and Landslides

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted or heard from as far away as 5d10 x 100' down slope by a character who makes a DC 10 Perception check. If all characters fail this check, the avalanche moves 1d4 x 50' closer to them each round, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it.

Characters caught in an avalanche take 5d6 points of bludgeoning damage, or half that amount if they make a DC 13 Dexterity Saving Throw. They are subsequently buried unless they succeed at a DC 15 Dexterity save. Buried characters are at risk of suffocating (see below) and take 1d3 points of bludgeoning damage for each hour that they are buried.

Cave-Ins

Cave-ins deal 5d6 points of bludgeoning damage to any creature caught within the area of collapse and are buried beneath the rubble. Those who make a DC15 Dexterity save take half damage and are not buried.

Buried characters are at risk of suffocating (see below) and take 1d3 points of bludgeoning damage for each hour that they are buried.

Desecrated Ground

Some cemeteries and catacombs are imbued with the unseen traces of ancient evil. An area of desecrated ground can be any size, and a Detect Evil spell cast within range reveals its presence.

Undead standing on desecrated ground gain a +2 bonus to their Saving Throws and attack rolls.

A vial of holy water purifies a 10-foot-square area of desecrated ground when sprinkled on it, and a Consecrate spell purifies desecrated ground within its area.

Extreme Cold and Heat

Exposure to extreme cold (below 0 degrees Fahrenheit) or heat (above 100 degrees Fahrenheit) deals 1d3 points of Constitution damage to those without resistance or immunity to those conditions each hour. This ability damage cannot be naturally recovered until the character gets out of the cold or heat.

For temperatures well below 0 degrees or above 100 degrees the rate of Constitution damage should be increased to 1d3 damage for every 10 minutes, minute, or round spent in those conditions (at the DM's discretion). Under such conditions, characters would also take 1d3 points of cold or fire damage for each minute spent in those conditions.

Falling

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

When falling from a great height, a creature instantly descends up to 1,650 feet per round. This process continues until the fall ends.

Fire Damage

Fire or extremely hot liquids, other than burning oil (which is described on page 67), magical fires (which are described in various spell and item descriptions), or the fiery attacks of creatures, causes damage dependent upon the size and intensity of the blaze.

A torch's flame, for example, should deal no more than 1d3 points of fire damage, a raging fire should deal 1d6 points of fire damage each round, and a hellish blaze that has totally engulfed a character should deal 5d6 points of fire damage per round. Immersion in boiling water should deal 9d6 damage per round (being doused with boiling water deals 1d6 damage) while immersion in molten lava should deal 20d6 fire damage per round.

Frigid Water

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects.

Each additional minute spent in frigid water requires the creature to succeed on a DC 15 Constitution Saving Throw or suffer 1d3 points of Constitution damage. Creatures with resistance or immunity to cold damage automatically succeed on the Saving Throw, as do creatures that are naturally adapted to living in ice-cold water.

Heavy Precipitation

Everything within an area of heavy rain or heavy snowfall is lightly obscured, and creatures in the area suffer a -1 penalty to Perception checks that rely on sight. Heavy rain also extinguishes open flames and imposes a -1 penalty to Perception checks that rely on hearing.

High Altitude

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel.

Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

Ice

Ice is difficult terrain (see page 63). When a creature moves onto ice for the first time on a turn, it must succeed on a DC 10 Acrobatics check or fall prone.

Thin ice has a weight tolerance of 3d10x10 pounds per 10' square area. Whenever the total weight on an area of thin ice exceeds its tolerance,

the ice in that area breaks. All creatures on broken ice fall through, into the frigid water below (see frigid water above).

Quicksand

A quicksand pit covers the ground in roughly a 10' square area and is usually 10 feet deep. When a creature enters the area, it sinks 1d4 feet into the quicksand. At the start of each of the creature's turns, it sinks another 1d4 feet.

As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on an Athletics check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see the suffocation rules below).

A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on an Athletics check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

Suffocating

A creature can hold its breath for 1 round per point of Constitution. After this period of time, the character must make a DC 10 Constitution Saving Throw in order to continue holding his breath. The save must be repeated each round, with the DC increasing by 2 for each previous success.

When the character fails one of these Constitution Saving Throws, he begins to suffocate. In the first round, the character falls unconscious (0 Hit Points). In the following round, the character drops to -1 Hit Points and is dying. In the third round, the character suffocates.

Strong Winds

Powerful wind gusts impose penalties to attack rolls and Perception checks, as well as posing danger to those attempting to move through areas with buffeting winds.

- Strong Wind: Strong wind gusts automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Perception checks.
- Severe Wind: In addition to automatically extinguishing any unprotected flames there is a 50% chance of extinguishing protected flames (such as lanterns). Ranged weapon attacks and Perception checks are at a -4 penalty. Creatures in the area must make a DC 5 Athletics check or be knocked prone. Flying creatures take 1d3 points of bludgeoning damage and are blown back 1d6 x 5 feet unless they succeed at a DC 10 Athletics check.
- Hurricane-Force Wind: All flames are extinguished. Ranged attacks and Perception checks suffer a -6 penalty. Creatures in the area must succeed at a DC 10 Athletics check or be knocked prone. Those failing by 5 or more take 1d3 points of bludgeoning damage. Creatures that make their Athletics check to remain standing move at ½ their Movement Rate.

  Flying creatures take 1d6 points of bludgeoning damage and are blown back 1d6 x 10 feet. Flying creatures must immediately land or get blown back 1d6 x 10 feet and take 1d6 points of bludgeoning damage on their next turn.
- Tornado: All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Perception checks. Characters within 60' of the 40' radius tornado funnel must make a DC 15 Athletics check or be knocked prone and sucked towards the tornado. Characters failing their Athletics check are moved 30' closer + 5' for every 5 points by which they failed their check. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 5d8 points of bludgeoning 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 (300' per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Webs

Giant spiders weave thick, sticky webs across passages and at the bottom of pits to snare prey. These web-filled areas are difficult terrain (see page 63). Moreover, a creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 13 Dexterity Saving Throw or be caught in the webs.

Creatures caught in a web are entangled and have their Movement Rate reduced to 0. Entangled creatures lose any Dexterity bonus they might have to Armor Class and may not employ a shield to defend themselves. Entangled creatures may only attack the web while entangled.

Each round, a character or creature caught in a web can take an action to make a DC 15 Athletics check in order to free itself from the web.

Those in the area of the web but unentangled, either by making the initial Dexterity Saving Throw or an Athletics skill check, may move through the web at a rate of 5' per round.

The web offers cover to those within it. A creature 5' away from his attacker has light cover. Creatures up to 10' away have heavy cover while those further away have total cover and cannot be attacked nor targeted by sight by spellcasters. Attacking a creature in a web won't cause you to become entangled.

The strands of a web spell are flammable. A magical *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burns away the entire web in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Each 5' cube of giant webs has AC 10, 10 Hit Points, and immunity to bludgeoning and piercing damage.

Food and Water

The food and water requirements noted below are for characters. Horses and other creatures require different quantities of food and water per day based on their size. Water needs are doubled if the weather is hot.

Creature Size	Food per Day	Water per Day
Tiny	1/4 pound	1/4 gallon
Small	1 pound	1 gallon
Medium	1 pound	1 gallon
Large	4 pounds	4 gallons
Huge	16 pounds	16 gallons
Gargantuan	64 pounds	64 gallons

Characters who don't eat or drink suffer the effects of fatigue (see page 231). Constitution damage and fatigue brought on from thirst or starvation cannot be recovered until the character eats or drinks, as needed - not even magic can restore this ability damage or remove fatigue.

Food

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his Constitution modifier (minimum 1). After this time, the character must make a DC 13 Constitution Saving Throw each day (with a cumulative, +2 to the DC for each previous check) or take 1d3 points of Constitution damage and become fatigued (see page 231).

A normal day of eating resets the count of days without food to zero.

Water

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a DC 13 Constitution Saving Throw each day (with a cumulative, +2 to the DC for each previous check) or take 1d3 points of Constitution damage and become fatigued (see page 231).

A normal day of drinking water resets the count of days without water to zero.

SOCIAL INTERACTION

Any intelligent creature that can be conversed with will react in some way toward the character who is speaking. When a creature is trying to influence the actions or feelings of another through their words, roleplaying in conjunctions with Charisma skill checks may be used to resolve the situation.

Charisma skill checks made to influence others include the use of intimidation, persuasion, haggling, begging, bluffing, etc.

Deception

Deception skill checks are made when attempting to convincingly hide the truth, either verbally or through your actions. As noted in the description for the Deception skill, deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

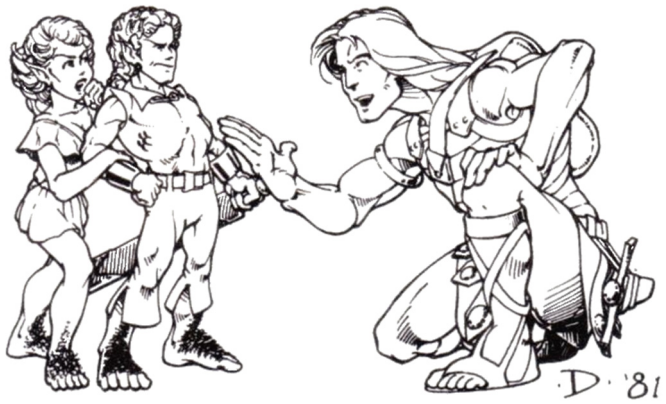
Deception skill checks are opposed skill checks (see page 54), with the Deception (Charisma) check opposed by the Insight (Wisdom) check of the intended target. The DC of the target's Insight roll is equal to the result of the Deception skill check. In an opposed check, the higher result succeeds, while 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.

Intimidation

Intimidation checks are made in order to cow others into submission or otherwise dominate them into acquiescing to your demands.

The character making the Intimidation check makes their skill check. The result of this skill check sets the DC of the target's Charisma Saving Throw. If the target succeeds on its save, it resists the Intimidation attempt. If the target fails its save, it gives into your demands (if able).

The effect lasts as long as the target remains in the intimidator's presence, and for 1d6 x 10 minutes afterwards. After this time, the target's default attitude toward the intimidator shifts to antipathy (or hatred if its initial attitude was one of antipathy).



Persuasion

Most Persuasion skill checks are modified by the initial attitude of the target towards the speaker and his associates. As shown on page 11, the various player races typically greet each other with varying degrees of acceptance that influence the interactions between these races. Of course, these initial reactions are subject to change, and are based upon generalizations that may not be relevant to the character's current situation or the DM's campaign.

> Example: Humanoids and giants typically greet all humans and demihuman races with "Hatred," though half-orcs are sometimes met with "Antipathy" or, possibly, a "Neutral" attitude.

The initial attitude of other races towards the players is based upon the immediate situation and upon the typical interactions between members of that race with humans and demihumans. The initial attitude categories, and their social implications, are:

Attitude	Implications	Possible Actions
Preferred	Will take risks to help you	Protect, back up, heal, aid
Goodwill	Wishes you well	Chat, advise, offer limited help, advocate
Neutral	Doesn't much care	Socially expected interaction
Antipathy	Wishes you ill	Mislead, gossip, avoid, scrutinize, insult and cheat
Hatred	Will take risks to hurt you	Attack, interfere, berate, flee

When making Persuasion checks, the initial attitude of the target modifies the speaker's Persuasion skill check as follows:

Initial Attitude	Persuasion Check Modifier
Preferred	+4 bonus to the skill check
Goodwill	+2 bonus to the skill check
Neutral	± 0 to the skill check
Antipathy	-2 penalty to the skill check
Hatred	-4 penalty to the skill check

The Persuasion check result determines the result of the interaction:

Check Result	Encounter Reaction
Less than 10	The target's attitude is worsened by one category. ("Neutral" to Antipathy")
10	The target's attitude is unchanged.
15	The target's attitude is unchanged. The character may make another attempt at Persuasion with a +4 bonus.
20	The target's attitude improves by one category. ("Hatred" to "Antipathy")
25	The target's attitude improves by two categories. ("Hatred" to "Neutral")
30	The target's attitude improves by three categories. ("Hatred" to "Goodwill")

> Example: A band of adventurers making their way through a mountain pass comes upon 2 hill giants resting by a mountain stream. Normally the giants would rush to slay the party, as their initial attitude towards the party is one of "Hatred." The group, having spotted the giants first, attempts to approach cautiously and lets the group's charismatic 8th level halfling thief speak on their behalf.
>
> The thief has Proficiency with the Persuasion skill, giving him a +4 Proficiency Bonus to the check. In addition, he has a 16 Charisma (+2 modifier) giving him a bonus of +6 to his Persuasion check.
>
> The giants' initial reaction of Hatred imposes a -4 penalty to the Persuasion check, giving the thief a total bonus of +2 to his skill check. The halfling rolls a 16 on a d20 and adds 2 for a total of 18.
>
> The result (18) means that the lucky halfling has managed to hold the giants' attention long enough to make another Persuasion check with a +4 bonus (making his total bonus to the next check +6).

Repeated Charisma Checks

Once a Charisma skill check has been made, further attempts to influence the target of the interaction might be fruitless or run the risk of upsetting or angering the subject creature, potentially shifting its attitude toward hostility. Characters should use their best judgment when considering whether to try their luck with another Charisma skill check.

> Example: A party's thief says something that pushes a noble's attitude toward the party from neutrality to antipathy. Another character might be able to diffuse the noble's hostility with clever roleplaying and a successful Persuasion or Performance check.

COMBAT

The clatter or a sword striking a shield. The terrible rending sound as monstrous claws tear through armor. A brilliant flash of light as a ball of flame blossoms from a magic-user's spell. The sharp tang of blood in the air, cutting through the stench of vile monsters. Roars of fury, shouts of triumph, cries of pain. Combat in AD&D can be chaotic, deadly, and thrilling.

Much of the excitement in playing Advanced Dungeons & Dragons occurs during the characters' combat with monsters. Whether a fighter battling a horde of bloodthirsty orcs, a thief facing off with a nefarious pirate, or a cleric turning a vampire, combat is often the climax of many roleplaying sessions.

Managing combat is often a challenging affair as the Dungeon Master must not only know the rules but must also know how to apply the rules fluidly to maintain a sense of excitement through description and action. To facilitate this, the rules for combat have been kept as simple as possible with much maneuver room left for the Dungeon Master. They are designed to organize the action of combat yet enable the DM to manipulate the rules in support of the narrative. Narrative development is as equally important to the game as any combat's results. The rules of combat and its narrative development are discussed below.

The Combat Round

If an encounter escalates into a combat situation, the time scale of the game automatically goes to rounds (also called melee rounds or combat rounds). Rounds are used to measure the actions of characters in combat (or other intensive actions in which time is important).

As stated earlier, a round is 6 seconds long. Ten combat rounds equal 1 minute. This is particularly important to remember for spells that last for minutes, rather than rounds. The progression of a typical combat usually follows the following steps:

Combat Step-by-Step

1. Determine surprise. The DM determines whether anyone involved in the combat encounter is surprised.
2. Establish positions. The DM decides where all the characters and creatures are located. Given the adventurers' marching order or their stated positions in the room or other location, the DM figures out where the adversaries are - how far away and in what direction.
3. Roll initiative. Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. Take turns. Each participant in the battle takes a turn in initiative order.
5. Begin the next round. When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Surprise

A surprised party is caught unprepared, becoming aware of their opponent a moment before he strikes. In such circumstances the non-surprised combatants have an immediate advantage over the surprised combatants. A group that is aware of another's presence cannot be surprised.

If a party can be surprised by opponents who are not attempting an ambush (for example, a party of adventurers turning the corner of a dungeon and stumbling into a band of trolls), each combatant can make a Perception check in order to avoid being surprised. Those failing a DC 10 Perception check are surprised and cannot act during the surprise round. Those who succeed may roll initiative and act during the surprise round.

When one group is trying to surprise their opponents, the members of the ambushing party make a group Dexterity (Stealth) check (see Group Skill Checks on page 54) with a DC equal to the highest passive Wisdom (Perception) score in the opposing group. This equals 10 + that creature's Wisdom modifier + its Proficiency or Common Ability bonus. Any party member whose Stealth check equals or exceeds that DC gets to roll initiative and act during the surprise round.

Surprised combatants lose their Dexterity bonus and shield bonus to Armor Class until they act. Surprised combatants cannot act or move during the surprise round. Thieves may Sneak Attack them for added damage. Assassins have the option of making a Killing Strike against surprised opponents.

Initiative

The initiative roll determines who acts first in combat. Initiative is determined at the start of combat (or during the surprise round for those who may act) and does not change until the combat ends. Those who are surprised do not get to roll initiative until after the surprise round.

Initiative is normally determined with a single roll for each combatant in a conflict. Roll 1d20 for each combatant who is not surprised, with that combatant's Dexterity bonus or penalty applied to the roll. Normally, the DM rolls for the monsters and NPCs while the players roll for their respective player characters. The highest roll wins initiative and actions are then resolved in initiative order, from the highest to lowest initiative.

- Simultaneous Initiative: If more than one opponent rolls the same number for initiative, their actions are resolved in Dexterity order, from highest to lowest Dexterity. Those with equal Dexterity scores act simultaneously - all attack rolls, damage, spells, and other actions are completed before any results are applied. With simultaneous actions it is possible for a magic-user to be slain by a goblin that collapses from his Sleep spell.

Combat Turns

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds. A round represents about 6 seconds in the game world.

During a round, each participant in a battle takes a turn. Turn order is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

- Combat Movement: On your turn, you can move a distance up to your Movement Rate and take one action. You decide whether to move first or take your action first. Your Movement Rate is noted on your character sheet.
- Combat Actions: The most common actions you can take are described in the Combat Actions section on page 64. Many class features and other abilities provide additional options for your action. The Combat Movement section that follows gives the rules for your movement.

Characters can forgo moving, taking an action, or doing anything at all on their turn. If a character can't decide what to do on his turn, that character might want to consider taking the Dodge or Ready action, as described in the Combat Actions section on pages 64-65.

Combat Movement

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand. On your turn, you can move a distance up to your Movement Rate.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your Movement Rate until it is used up or until you are done moving.

Breaking Up Your Movement

You can break up your movement on your turn, using some of your movement before and after your action.

> Example: If you have a Movement Rate of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks.

> Example: A fighter who can make two attacks each round with the Extra Attacks class feature and who has a Movement Rate of 25 feet could move 20 feet, make an attack, move 5 feet, and then attack again.

Moving on a Grid

If you play out a combat using a square grid and miniatures or other tokens, follow these rules:

- Squares: Each square on the grid represents 5 feet.
- Movement: Rather than moving foot by foot, move square by square on the grid. This means you use your Movement Rate in 5-foot segments. This is particularly easy if you translate your Movement Rate into squares by dividing the Movement Rate by 5. For example, a Movement Rate of 30 feet translates into a Movement Rate of 6 squares. If you use a grid often, consider writing your Movement Rate in squares on your character sheet.
- Entering a Square: To enter a square, you must have at least 1 square of movement left, unless the square is diagonally adjacent to the square you're in. If the square is diagonally adjacent to your square, follow the rules for diagonal movement below.

  If a square costs extra movement, as a square of difficult terrain (see below) does, you must have enough movement left to pay for entering it. For example, you must have at least 2 squares of movement left to enter a square of difficult terrain.
- Diagonal Movement: When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

  You can't move diagonally past a corner. You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.
- Ranges: To determine the range on a grid between two things - whether creatures or objects - start counting squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Moving Around Other Creatures

You can move through a non-hostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Moving through another creature's space is considered to be movement through difficult terrain (see below).

Whether a creature is a friend or an enemy, you can't willingly end your move in its space. If you leave a hostile creature's reach during your move, you provoke an Opportunity Attack, as explained later in the chapter.

Moving Through Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases - the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space occupied by another creature, whether hostile or not, also counts as difficult terrain.

Movement and Falling Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in the Special Combat Modifiers on page 68.

You can drop prone without using any of your Movement Rate. Standing up takes more effort; doing so uses up ½ of your Movement Rate.

> Example: If your Movement Rate is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your Movement Rate is 0.

To move while prone, you must crawl or use magic such as Teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

A character may make a DC 15 Acrobatics skill check in order to kip up from prone to a standing position. If successful, the character need only use 5' of movement to stand from a prone position.

Squeezing Through Tight Spaces

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide (see Size of Creatures below).

While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and takes a -2 penalty to attack rolls, Armor Class, and Dexterity Saving Throws.

Using Different Movement Rates

If you have more than one Movement Rate, such as your walking Movement Rate and a flying Movement Rate, you can switch back and forth between them during your move. Whenever you switch, subtract the distance you've already moved from the new Movement Rate. The result determines how much farther you can move. If the result is 0 or less, you can't use the new Movement Rate during the current move.

> Example: If you have a Movement Rate of 30 and a flying Movement Rate of 60 because a magic-user cast the Fly spell on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

Using Hex Grids

Tactical affairs such as movement are best handled on a grid, but the grid need not be a bunch of squares. This variant replaces the squares with hexagons. (Hex grid paper and mats are available at many hobby stores.)

The primary advantage of this variant is that it eliminates the "every other square counts as 2" rule for diagonal movement (see Moving on a Grid above), because it eliminates diagonal movement. Characters simply move from hex to adjacent hex, changing direction as they like. To determine the distance between two hexagons, just count hexes by the shortest path (in most cases, there will be a number of equally short paths).

Using a hex-based grid changes relatively little about the game, but poses a mapping dilemma for the DM. Most buildings and dungeons are based on 90-degree and 45-degree corners, so superimposing a hex-based grid on a structure leaves the DM with many partial hexagons, not all of which are big enough for a Medium creature. Use this variant only if you're comfortable adjudicating these partial spaces on the fly.

Size of Creatures

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

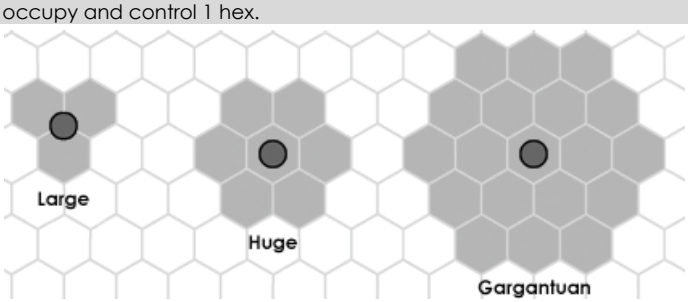
Size Category	Space Controlled
Tiny	2 ½ by 2 ½ feet
Small	5 by 5 feet
Medium	5 by 5 feet
Large	10 by 10 feet
Huge	15 by 15 feet
Gargantuan	20 by 20 feet or more

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium hobgoblin stands in a 5-foot-wide doorway, other creatures can't get through unless the hobgoblin lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can surround their shared target.

Because larger creatures take up more space, fewer of them can surround a creature. If four Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

If using Hex Grids (see above) rather than squares for mapping and tracking combat, please use the following chart to determine how many hexes a creature controls in combat. Medium-sized creatures occupy and control 1 hex.



Combat Actions

During each round of combat, character may move and take 1 action. Typical actions include making an attack, casting a spell, readying an item, using an item, or making a skill check. Only creatures or characters normally able to make more than one attack per round (typically high-level fighter-types and creatures employing multiple attacks, such as the dreaded claw/claw/bite attack routine) may make additional attacks each round.

Attack

The most common action to take in combat is the Attack action, whether your character is swinging a sword, firing an arrow from a bow, or brawling with fists.

With this action, a character makes one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks. Certain class features, such as the Extra Attacks feature of the fighter, allow a character to make more than one attack with this action.

Cast a Spell

Spellcasters such as magic-users and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, minutes, or even hours to cast the spell.

Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his action in combat to cast such a spell.

Charge

When taking the Charge action, a combatant may move up to twice its Movement Rate before making a single melee attack against a foe, or attempting an Overrun, Push, or Trip special attack against that foe.

When charging, a combatant must move in a straight line towards its foe, and must move at least 10' during its Charge. If this path passes through any square with difficult terrain (page 63) the combatant cannot Charge. Additionally, a combatant must have a line of sight to its foe at the start of its turn in order to Charge it.

A combatant taking the Charge action reduces its Armor Class by 2 until its next action but gains a +2 bonus to the attack roll made at the end of its Charge. If making an Overrun, Push, or Trip attempt (page 69) a charging combatant gains a +2 bonus to its Strength (Athletics) check.

Disengage

If you take the Disengage action, your character's movement doesn't provoke Opportunity Attacks (see page 66) for the rest of the round.

Dodge

When your character takes the Dodge action, he focuses entirely on avoiding attacks. Until the start of your next turn, your character has a +4 bonus to Armor Class and to Dexterity Saving Throws. Your character loses this benefit if incapacitated or cannot otherwise move.

Free Actions

A character's turn can include a variety of flourishes that require neither the use of their action nor movement. There are several types of free actions that can be taken:

- Change Facing: Defenders may change their facing to better defend themselves as a free action. See Opponents and Facing on page 65 for more details.
- Control a Mount: A rider can command their mount to act and move in combat (see page 69) as a free action.
- Dismiss a Spell: Many spells with extended durations are dismissible by their caster. Spells that may be dismissed may be dismissed with a free action, unless the spell's duration requires the caster's concentration. These spells may be dismissed with no action on the caster's part.
- Interact with an Object: Characters can also interact with one object or feature of the environment for free, during either their movement or their action. Examples in interacting with an object include: Drawing or sheathing a sword, opening or closing a door, withdrawing a potion from your character's backpack, picking up a dropped axe, taking a bauble from a table, removing or putting a ring on your character's finger, stuffing some food into your character's mouth, planting a banner in the ground, fishing a few coins from your character's belt pouch, quaffing all the ale in a flagon, throwing a lever or switch, pulling a torch from a sconce, taking a book from a shelf you can reach, extinguishing a small flame, donning a mask, pulling the hood of your cloak up and over your head, putting your ear to a door, kicking a small stone, turning a key in a lock, tapping the floor with a 10-foot pole, or handing an item to another character.

  The DM might require that a character uses an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the DM could reasonably expect a character to use an action to open a stuck door or turn a crank to lower a drawbridge.
- Make an Off-Hand Weapon Attack: Characters can choose to fight with two weapons, making an off-hand weapon attack as a free action when taking the Attack action (see Two-Weapon Fighting on page 66).
- Make an Opportunity Attack: Characters can make an Opportunity Attack (see page 69) as a free action when one is triggered.
- Speak: Characters can communicate however they are able, through brief utterances and gestures.
- Use the Battle Frenzy or Wild Shape class feature: Characters with the Battle Frenzy or Wild Shape class feature may use, or end their use of, either ability as a free action on their turn.

A character can take up to 3 free actions per round. Each type of free action listed above can only be taken once per round.

> Example: Calevan directs his mount to charge by making an Animal Handling check as a free action. At the same time, he calls out a challenge to his foe (a second free action) while drawing his lance (a third free action).
>
> Example 2: Isolde Heimgard, a dwarven fighter, could open a door as a free action during her move as she strides toward a foe. She could not draw her weapon as a second free action because both free actions involve interacting with an object. Instead, she chooses to taunt her foe as a free action, using her action for the round to draw her battle axe.

Help

Your character can lend aid to another creature in the completion of a task. When you take the Help action, the creature aided gains a +2 bonus the next ability check it makes to perform a specific task, provided that it makes the check before your character's next turn.

Alternatively, your character can aid a friendly creature in attacking a creature within your character's reach. Your character feints, distracts the target, or in some other way teams up to make an ally's attack more effective. Your ally gains a +2 bonus to its attack rolls against that target, so long as the target is attacked before your next turn.

Hide

When your character takes the Hide action, he makes a Stealth skill check in an attempt to hide (see page 41). If you succeed, you are hidden.

When a creature can't see you, you gain the benefits listed for Unseen Combatants on page 68.

Improvising an Action

Your character can do things not covered by the actions in this chapter, such as breaking down doors, intimidating enemies, sensing weaknesses in magical defenses, or calling for a parley with a foe. The only limits to the actions attempted are your imagination and the abilities of your character.

When describing an action not detailed elsewhere in the rules, the DM determines whether that action is possible and what kind of roll must be made, if any, to determine success or failure.

Ready

A character or creature may hold their action until an opponent is about to act (i.e., a paladin may wait until a foe draws its weapon or a spellcaster may hold off on casting Dispel Magic until their rival begins to cast a spell). In such instances the combatant must declare that he

is taking the Ready action on their turn. When taking the Ready action, a character must indicate what circumstance will trigger his action and what action he will take in response.

Examples: "If the cultist steps on the trapdoor, I'll pull the lever that opens it," or "If the goblin steps next to me, I move away."

When the trigger occurs, the character can either take their action just as the trigger occurs (see Simultaneous Initiative under Initiative on page 62) or can ignore the trigger. The initiative of the combatant that took the Ready action drops to that of the foe who triggered the action.

Characters with Reach weapons, such as polearms, or creatures with greater natural reach, such as giants, may ready an action in order to strike a foe who approaches within their extended reach (and before that foe strikes them). The readied attack interrupts the provoking creature's movement, occurring just as the creature enters your reach.

Polearms and spears with the Set weapon quality (see page 49) may be readied for attacks against charging opponents. If an attack made with a readied and Set weapon strikes a charging foe, the attack deals double damage. This damage bonus only applies when the creature is charging a polearm-equipped defender, and only for the attack made through the Ready action.

When a spellcaster uses the Ready action to cast a spell, the caster casts it as normal but holds its energy, which is released when the trigger occurs. To be readied, a spell must have a casting time of 1 action and holding onto the spell's magic requires concentration (see Casting Spells on page 75).

If the caster's concentration is broken before the Ready action is triggered, the spell dissipates without taking effect.

Example: If Spugnoir is concentrating on the Web spell and takes damage before releasing the Web spell through the Ready action, his concentration might be broken before his readied spell takes effect.

Run

When your character takes the Run action, their Movement Rate is tripled for that round. Any increase or decrease to Movement Rate changes this additional movement by the same amount. If a character's normal Movement Rate of 30 feet is reduced to 15 feet, for instance, that character can move up to 45 feet when taking the Run action.

Creatures taking the Run action reduce their Armor Class by 2 until their next action.

Search

When a character takes the Search action, he devotes his attention to finding something. Depending on the nature of the search, the DM might have the character make an Intelligence or Wisdom (Perception) check. Some searches require more than the use of 1 action. Examining an object takes anywhere from 1 action to 1 minute, depending upon its size and complexity. Searching a 5' x 5' area takes at least 1 minute.

Use an Object

Combatants normally interact with an object while doing something else, such as when drawing a sword as part of an attack. When an object, such as a wand, requires an action for its use, a character can take the Use an Object action. This action is also useful when a character wishes to interact with more than 1 object in a given round.

MAKING AN ATTACK

An attack roll represents the attacker's attempt to strike at an opponent on their turn. When a combatant makes an attack roll, it rolls a d20 and add all applicable modifiers (totaling its Attack Bonus, Strength or Dexterity ability modifier, and any other modifiers that apply to its attack roll). If the result equals or exceeds the target's Armor Class (see below), the attack hits and deals damage.

Armor Class

Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on a combatant. It's the attack roll result that an opponent needs to equal or exceed in order to hit that combatant.

Armor Class is equal to 10 plus any Armor Class Bonus a combatant gets from armor worn (see page 43) plus its Dexterity modifier (see pages 4 and 5). Armor Class may also be modified by class abilities, spells, and magical items, as noted in their descriptions.

The higher the Armor Class value, the less vulnerable the combatant is to melee and ranged attacks.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows an attacker to attack a foe within reach. A melee attack typically uses a hand-held weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack. Monsters have an Attack Bonus equal their Hit Dice, with a maximum Attack Bonus of 20.

Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted on page 63 under Size of Creatures.

When unarmed, a character can fight in melee by making an unarmed strike that deals 1 point of damage. A character making an unarmed strike may apply either his Strength or Dexterity modifier to the attack roll, just as he would with a finesse weapon (see page 49).

Opponents and Facing

When in combat, a defender is often attacked from different directions. A defender may be attacked by up to 8 opponents of the same size, with larger attackers counting as 2 opponents and smaller attackers counting as ½ of an opponent. For the purposes of combat, Small- and Medium-sized creatures are considered to be the same size because both occupy and control a 5' square on a battle mat (see Size of Creatures on page 63).

Example: Isolde Heimgard is attacked by a band of 8 orcs and 2 ogres. Dwarves are Medium-sized creatures and, as such, can be attacked by 8 Medium-sized opponents. All 8 orcs could attack her, or 6 orcs and 1 ogre could attack her, or 4 orcs and 2 ogres could attack her.

Most attacks against a defender are made with no special bonus, as the defender can see and defend against such attacks. Defenders may, on their turn, change their facing to better defend themselves as part of their movement. This may be done once per turn as a free action.

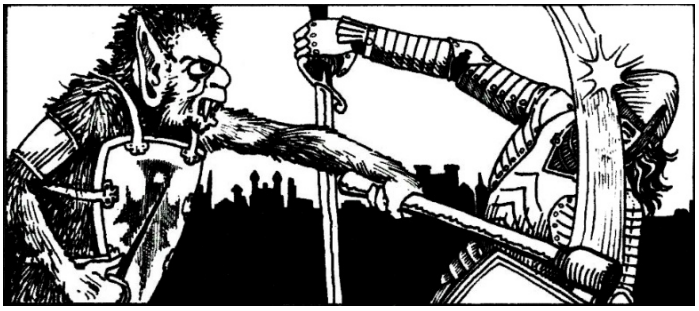
- Flank Attacks: Attacks made against a defender by flanking foes are called flanking attacks. Flanking attacks made against a defender are made with a +1 bonus to the attack roll.

  An attacker gains a flanking bonus if their target is threatened by an ally attacking from the opposite side or corner. When in doubt about whether two attackers flank an opponent in the middle, trace an imaginary line between the two attackers' centers. If the line passes through the center of the target's space, then the target is flanked. Note that a flanking ally must be able to attack the flanked target in order to grant (and gain) a flanking bonus against that target.

- Rear Attacks: Rear attacks must be made from directly behind the defender. Rear attacks are made with a +2 bonus to the attack roll and negate any shield bonus that the defender may have to their Armor Class. No more than 1 attacker can gain this bonus in combat, unless the attackers are fighting a larger foe. When that is the case, up to 2 attackers can gain this bonus. As noted above, Small- and Medium-sized creatures are considered to be the same size for the purposes of combat because both occupy and control a 5' square on a battle mat (see Size of Creatures on page 63).

  Example: A band of adventurers and their hirelings face off against a frost giant. Since the adventurers and their allies are Medium and Small-sized creatures, up to 16 of them could attack the giant and up to 2 of them can make rear attacks against the giant.

A flanking attacker who is also making a rear attack does not gain both attack roll bonuses. Only the better, rear attack, bonus applies to the attacker's die rolls (though its ally still gains a flanking bonus to its attack rolls).



Opportunity Attacks

In melee combat, everyone is constantly watching for enemies to drop their guard. A combatant can rarely move heedlessly past their foes without putting himself in danger; doing so provokes an opportunity attack.

A combatant can make an opportunity attack when an opponent that it can see moves out of its reach. To make the opportunity attack, a combatant uses a free action to make one melee attack against the provoking creature. The attack interrupts the provoking creature's movement, occurring right before the creature leaves their foe's reach.

Characters can avoid provoking an opportunity attack by taking the Disengage action (page 64). Characters also don't provoke an opportunity attack when teleporting or when someone or something moves your character involuntarily.

Example: You don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Two-Weapon Fighting

When wielding two melee weapons, a character may make an extra attack each round with their second, off-hand, weapon. Characters who may make multiple attacks each round, such as characters with the Extra Attacks feature, never gain more than 1 additional attack per round with their off-hand weapon.

A character using two weapons receives a -6 penalty to all attack rolls with both weapons. A character with an exceptional Dexterity score may reduce the two-weapon fighting penalties by his Dexterity modifier. Moderately encumbered characters are limited to a +2 Dexterity modifier to offset these penalties, while heavily encumbered characters may not apply any Dexterity bonus to offset these penalties.

Characters who fight with two-weapons often employ a "light weapon" in at least one hand. Light weapons are weapons at least 1 size category smaller than that of the character (i.e., a dagger wielded by a halfling would be a light weapon). If at least one weapon is a light weapon these penalties are reduced by 2.

These penalty reductions are cumulative, so that a character using a light weapon in his off-hand (which gives a 2-point penalty reduction) and with a Dexterity of 18 (which gives a 3-point penalty reduction) has his two-weapon fighting penalties reduced by 5, to -1/-1. Note that these bonuses only serve to offset the penalties for two-weapon fighting and may never improve the character's attack rolls.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

Ranged Attacks

When making a ranged attack, a character fires a bow or a crossbow, hurls a hand axe, or otherwise sends projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Some spells also involve making a ranged attack.

Ranged attacks can only be made against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, it can't be used to attack a target beyond this range.

All ranged weapons may be fired up to their listed range (called close range) without penalty. For each range increment beyond the first a cumulative -2 penalty is applied to the ranged attack roll. A thrown weapon may be thrown up to 5 range increments away (the initial range increment plus 4 increments beyond that) while other ranged weapons may be fired up to 10 range increments away.

Firing into Melee

Aiming a ranged attack at a melee combatant incurs no penalty unless the target of the attack has cover from intervening combatants or objects. In such instances the target gets the usual cover bonus to their Armor Class (see Cover and Concealment in the Attack Rolls section on pages 67-68 for more details).

In ranged combat against a target that has another combatant as cover, it may be important to know whether the cover was actually struck by an incoming attack that misses the intended target.

First, determine if the attack roll would have hit the target without the cover. If the attack roll misses the target due to cover but is high enough to strike the Armor Class of the covering creature, the covering creature is struck instead of the target.

Grenade-Like Missiles

Most grenade-like missiles are items of opportunity or necessity - flasks of oil, vials of holy water, or beakers of acid. As such, these items are not listed on the equipment tables for range and damage. Most grenade-like missiles have a range increment of 10', though the DM decides just how far an object can be thrown.

Exceptionally heavy items can be thrown only if the character rolls a successful Athletics skill check, with the DC based upon the object's weight and ungainliness. In no case can a creature or character throw an item heavier than its Strength score would allow it to lift.

Example: The DM can rule that a character would have little trouble chucking a half-empty backpack across a ten-foot chasm, but the character would need to make a DC 20 Athletics check to heave an orc 10' through the air into a crowd of orc allies.

Once a container hits, it normally breaks immediately. However, this is not always true. Some missiles, like soft leather flasks or hard pottery, are particularly resistant. If there's some doubt about whether or not a thrown object will break, the DM can require an Item Saving Throw (this information is on page 56) to see if it shatters or rips, spewing its contents everywhere.

If a missile is off-target, it is important to know where it landed - an errant grenade-like missile could present a hazard to other characters, start a fire,

or eat a hole in the floor. The process of finding where it lands is known as "scatter." First, determine the direction that the missing missile takes in relation to its intended target. Roll a d8 and consult the following table:

8	1 (Short)	2
7	TARGET	3
6	5 (Long)	4

Next determine how far off the mark the throw is. Roll a 4-sided die. The number rolled is the number of 5' squares away from the intended target the missile lands.

The damage taken from a grenade-like attack depends on whether a direct hit is scored on the target or if the target is in the splash area, 5' away from the intended target. An errant grenade-like missile causes splash damage to all creatures in the 5' square where it lands, and in all adjacent squares.

Grenade-Like Missile Damage

Type of Missile	Direct Hit	Splash
Acid	2d4 hp	2 hp
Flaming Oil	2d6 hp + 1d6 hp (see below)	2 hp
Holy water	2d4 hp	2 hp
Poison	Special	Special

Types of Grenade-Like Missiles

- Acid: Acid damage is particularly grim. Aside from the possibility of scarring (which is left to the DM), acid damage cannot be healed by regeneration. It must be healed normally. Thus, it is very useful against regenerating creatures such as trolls. Acid is very rare.
- Flaming Oil: Oil causes damage only when it is lit. This normally requires a two-step process - first soaking the target in flammable oil and then setting it afire. Thus, using flaming oil often requires two successful attacks. A direct hit from flaming oil burns for two rounds, causing 2d6 points of damage in the first round and 1d6 points in the second round.
- Holy Water: Holy water affects most forms of undead and creatures from the Lower Planes. It has no effect against a creature in gaseous form or undead without material form. Unholy water (essentially holy water used by evil priests) affects paladins, creatures whose purpose is to defend good (lammasu, shedu, etc.), and creatures and beings from the Upper Planes. Holy (or unholy) water affects creatures as does acid, causing damage that cannot be regenerated but must be healed normally.
- Poison: Poison is generally not very effective as a missile weapon. Most poisons take effect only if the missile scores a direct hit and, even then, only if it drops into the gaping maw of some huge creature. Contact poisons have normal poison effects on a direct hit. The DM has information about specific poison effects.

Ranged Attacks in Close Combat

A combatant engaged in melee combat will find it difficult to use ranged weapons against opponents. Because of their need to dodge incoming attacks, a combatant employing a ranged weapon in melee suffers a -2 penalty to their attack rolls in addition to the penalties imposed by firing at foes engaged in melee combatant (see Firing into Melee above).

A character is engaged in melee if he is within reach (usually 5 feet) of a hostile creature who can see and attack the character.

ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

Attack Roll Modifiers

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's Attack Bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block. The Attack Bonus for monsters is usually equal to its Hit Dice (with a maximum Attack Bonus of +20).

Ability Modifier

The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule, as do unarmed strikes.

Some spells also require an attack roll. The ability modifier used for a spell attack roll depends on whether the spell attack is a melee or ranged attack. For melee spell attacks either Strength or Dexterity may be used, while the caster's Dexterity modifier is applied to ranged spell attacks. Casters always add their Proficiency Bonus to spell attack rolls.

Attack Bonus

You add your Attack Bonus to your attack roll when attacking with a weapon with which you are proficient, or with unarmed strikes.

Rolling a "Natural 1" or "Natural 20"

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

Critical Hits

On a "natural 20" (a 20 is rolled on your d20) the attack automatically hits, even the resulting attack roll total would normally miss. In addition, a critical hit always deals maximum damage.

Fumbles

On a "natural 1" (a 1 is rolled on your d20) the attack automatically misses, even if the resulting attack roll total would normally hit.

Conditional Attack Roll Modifiers

Blinded Combatants

Characters who cannot see due to darkness or magical effects are considered blinded and have their Movement Rate reduced to ½ of their normal Movement Rate, rounded to the nearest 5' increment.

Perception skill checks made by blinded combatants (such as those within an area of total darkness) suffer a -4 penalty and foes have total concealment against blinded combatants.

Opponents who can see blinded characters gain a +2 bonus to hit them. Thieves or assassins may Backstab them even if they are not flanked or attacked from the rear. See Unseen Combatants below for more details.

Cover and Concealment

One of the best ways to avoid being hit and injured is to hide behind something - a wall, a tree, a building corner, a heap of boulders, or whatever happens to be available. Taking cover doesn't work particularly well in a melee, since the cover hampers defender and attacker equally. However, it is quite an effective tactic against ranged attacks. There are two types of protection a character can have:

Concealment: The first is concealment. A character hiding behind a clump of bushes is concealed. He can be seen, but only with difficulty, and it's no easy task to determine exactly where he is. The bushes cannot stop an arrow, but they do make it less likely that the character is hit. Other types of concealment include curtains, tapestries, smoke, fog, dimly lit rooms, and brambles.

- A target has light concealment when in a dimly lit room (see page 58) or when lightly obscured by fog, smoke, or foliage.
- A target has heavy concealment if in an area of heavy fog or smoke, or heavily obscured by foliage.
- A target has total concealment when in a completely dark area (see page 58) or when its attacker cannot see it (i.e., when the attacker is blinded or the defender is invisible). See the sections for Blinded Combatants, above, and for Unseen Combatants, below, for more information.

Cover: The other type of protection is cover. It is, as its name implies, something a character can hide behind that will block a missile. Cover can be provided by stone walls, the corner of a building, tables, doors, earth embankments, tree trunks, and magical walls of force.

- A target has light cover when an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.
- A target has heavy cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk. A target with heavy cover gains a +2 bonus to Dexterity Saving Throws.
- A target has total cover if it is completely blocked by an obstacle. A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target with total cover gains a +4 bonus to Dexterity Saving Throws.

Example: A man crouching behind a stone wall would be protected if a Fireball exploded in front of the wall but would not be protected by cover if the blast occurred behind him, on his side of the wall.

Armor Class Bonuses Due to Cover and Concealment: Cover or concealment helps a potential target by providing a bonus to the target's Armor Class. The AC bonus for concealment or cover depends on the degree to which it is being used as shelter. The different modifiers for varying degrees of cover and concealment are shown below.

Cover and Concealment Bonuses

Level of:	Concealment	Cover
Light	+1 to Armor Class	+2 to Armor Class
Heavy	+2 to Armor Class	+4 to Armor Class, +2 to DEX saves
Total	+4 to Armor Class	Can't be directly targeted, +4 to DEX saves

Flank Attacks

Attacks made against a defender by flanking foes are called flanking attacks. Flanking attacks against a defender are made with a +1 bonus to the attack roll. Thieves and assassins making flank attacks against opponents gain an additional, Backstab, bonus. See Opponents and Facing on page 65 for details on flanking attacks in combat.

Incapacitated Combatants

During melee combat opponents who are magically sleeping, held, unconscious or otherwise helpless are automatically struck for a critical hit (see page 67) by any attack made against them. Outside of melee such opponents may be automatically slain, or bound as appropriate to materials at hand, in one round. Note that this does not include normally sleeping or grappled opponents.

Prone Combatants

Attackers gain a +2 bonus to melee attack rolls against prone targets, but do not get this bonus when making ranged attacks against prone targets. In addition, prone combatants suffer a -2 penalty to attack rolls with unarmed strikes and all weapons except for crossbows.

Rear Attacks

Opponents attacking a defender's rear facing gain a +2 bonus to their attack roll. Thieves and assassins making rear attacks against opponents gain an additional, Backstab, bonus. See Opponents and Facing on page 65 for details on making rear attacks in combat.

A flanking attacker who is also making a rear attack does not gain both attack roll bonuses. Only the better, rear attack, bonus applies to its attack rolls (though its ally still gains a flanking bonus to its attack rolls).

Stunned Combatants

Stunned combatants suffer a -2 penalty to Armor Class and cannot act or move until they recover.

Surprised Combatants

Surprised combatants lose their Dexterity bonus and shield bonus to Armor Class until they act. Surprised combatants cannot act or move during the surprise round.

Thieves and assassins making attacks against surprised opponents gain an additional, Backstab, bonus to attack and damage rolls. Thieves may also Sneak Attack them for added damage, while assassins have the option of making a Killing Strike against surprised opponents.

Unseen Combatants

Combatants often try to escape their foes' notice by hiding, casting the Invisibility spell, or lurking in darkness.

When a creature can't see its attacker, because it is blinded or unable to see in darkness, or the attacker is invisible, the attacker gains a +2 bonus to attack rolls made against it. In addition, unseen combatants usually surprise their foes (see above) at the start of combat, unless those foes can see invisible creatures or otherwise notice the attacker (usually with a Perception skill check). A hidden or unseen attacker gives away its location when its attack hits or misses. Unseen attackers with the Backstab class ability, such as assassins and thieves, gain that ability's attack and damage bonuses against their foes.

When attacking an unseen target, the target is harder to hit (it gains a +4 bonus to its Armor Class because it has total concealment). This is true whether the combatant is guessing its target's location or is targeting a creature that can't be seen but can otherwise be detected. If the target isn't in the location targeted, the attack automatically misses, but the DM typically just says that the attack missed, not whether the attacker guessed the target's location correctly.

COMBAT CONTESTS

Battle often involves one combatant pitting their prowess against their foe's. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: disarming, grappling, overrunning, pushing, tripping, and tumbling past a creature. The DM can use these contests as models for improvising others.

Disarm

A combatant can use a melee weapon attack to knock a weapon or another item from a target's grasp. The attacker makes a melee attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check (the target chooses the ability to use). If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item. On a tie result, the defender wins.

The defender gains a +2 bonus to its roll if holding the item with two or more hands. The combatant making the disarm attempt gains a +2 bonus to its check if it is larger than its target. The target gains a +2 bonus to resist this check if it is larger than its attacker.

Grapple

When attempting to grab a foe or wrestle with it, a combatant can use the Attack action to make a special melee attack, a Grapple. If a combatant can make more than 1 attack with the Attack action, this attack replaces one of them.

The target of the grapple must be no more than one size larger than its attacker, and it must be within the attacker's reach. The attacker tries to seize its target by making a Strength (Athletics) check opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses which ability to use). See page 54 for more information on Opposed Skill checks.

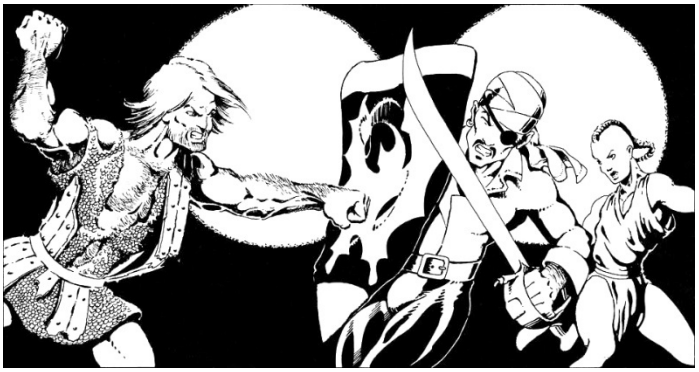
The combatant attempting the grapple has a +2 bonus to this check if it is larger than its target. The target gains a +2 bonus to resist this check if it is larger than the attacker.

If the attacker wins the contest, its target is grappled. A grappled creature's Movement Rate becomes 0, and it can't benefit from any bonus to its Movement Rate. The grappled creature may only attack the grappler and may only attack with light weapons or unarmed strikes. A grappled target must make a DC 15 Concentration Check (see page 75) in order to cast a spell with a somatic component and must make a DC 15 Concentration Check on its turn in order to maintain a spell while grappled.

The condition ends if the grappler is incapacitated, the target escapes the grapple (see below), or if an effect removes the grappled creature from the reach of the grappler.

While maintaining a grapple, you may only attack the grappled creature, and may only attack with light weapons or unarmed strikes. You may not cast spells with somatic components while maintaining a grapple.

Both the grappler and its grappled opponent suffer a -2 penalty to Armor Class. If the grappler is two or more size categories larger than its grappled foe, it ignores this AC penalty.



Climbing onto a Bigger Creature

If one combatant wants to jump onto another, it can do so by grappling. A Small or Medium combatant has little chance of making a successful grapple against a Huge or Gargantuan opponent, however, unless magic has granted the grappler supernatural might.

As an alternative, a suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check opposed by the target's Dexterity (Acrobatics) check.

If it wins the contest, the smaller creature successfully moves into the target creature's space and clings to its body. While in the target's space, the smaller creature moves with the target and has a +2 bonus on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location, and is left to the DM's discretion. The larger creature can dislodge the smaller creature as an action - knocking it off, scraping it against a wall, or grabbing and throwing it - by making a Strength (Athletics) check opposed by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

Escaping a Grapple

A grappled target can use its action to escape. To do so, it must win a Strength (Athletics) or Dexterity (Acrobatics) check opposed by the attacker's Strength (Athletics) check.

Moving a Grappled Creature

When moving, a combatant can drag or carry its grappled target, but its Movement Rate is reduced, based on the weight of the grappled target. A grappler can also fall prone with a grappled target if it chooses to.

Overrun

When taking the Attack or Charge action, a combatant can try to force its way through an opponent's space by barreling past the target. If a combatant can make more than 1 attack with the Attack action, this attack replaces one of them. The moving combatant makes a Strength (Athletics) check opposed by its target's Strength (Athletics) check. See page 54 for more information on Opposed Skill checks.

The combatant making the overrun attempt gains a +2 bonus to its check if it is larger than its target. The target gains a +2 bonus to resist this check if it is larger than its attacker.

If the mover wins the contest, it can move through the target's space once this turn. If not, it ends its movement in the last square it entered before make the check.

Push

When taking the Attack or Charge action, a combatant can make a special melee attack to push a foe away from it or knock that foe aside. If a combatant can make more than 1 attack with the Attack action, this attack replaces one of them. The target of the Push attempt must be no more than one size larger than the attacker, and it must be within the attacker's reach.

The attacker makes a Strength (Athletics) check opposed by its target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). See page 54 for more information on Opposed Skill checks.

The combatant attempting the push gains a +2 bonus to this check if it is larger than its target. The target gains a +2 bonus to resist this check if it is larger than its attacker.

If the attacker wins the contest, its target is either knocked 5 feet away from that attacker or moved to a 5' space beside the attacker.

Sunder

A combatant can make a melee attack with a slashing or bludgeoning weapon to strike a weapon, shield, or item that its opponent is holding, carrying, or wearing.

A successful attack roll indicates that the attacker strikes the defender and deals damage to the weapon, shield, or item struck.

The struck item must make an Item Saving Throw (p. 56) with a DC of 10 plus 1 for every 5 points of damage dealt (round all fractions down) or be destroyed. This may be either a Dexterity or Strength Saving Throw (defender chooses).

Trip

When taking the Attack or Charge action, a combatant can make a special melee attack to knock a foe prone. If a combatant can make more than 1 attack with the Attack action, this attack replaces one of them. The target of the Trip attempt must be no more than one size larger than the attacker, and it must be within the attacker's reach.

The attacker makes a Strength (Athletics) check opposed by its target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). See page 54 for more information on Opposed Skill checks.

The creature attempting the trip gains a +2 bonus to this check if it is larger than its target. The target gains a +2 bonus to resist this check if it is larger than its attacker.

If the attacker wins the contest, its target is knocked prone in its space.

Tumble

A combatant can attempt to tumble through a hostile creature's space. As an action the tumbler makes a Dexterity (Acrobatics) check opposed by the target's Dexterity (Acrobatics) check. See page 54 for more information on Opposed Skill checks.

If the tumbler wins the contest, it can move through the hostile creature's space once this turn. If not, it ends its movement in the last square it entered before make the check. Moving through another creature's space is considered to be movement through difficult terrain (page 63).

MOUNTED AND UNDERWATER COMBAT

Mounted Combat

A knight charging into battle on a warhorse, a magic-user casting spells from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of the Movement Rate and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has

an appropriate anatomy can serve as a mount, using the following rules.

Controlling a Mount

Fighting while mounted is a difficult undertaking. Mounted combatants suffer a -4 to all attack rolls while mounted unless they are proficient in the Animal Handling skill.

- Combat-trained mounts, such as warhorses, may be ridden into combat without the need to make an Animal Handling skill check.

  When fighting from a combat-trained mount, the rider can direct the mount to move and take its action, while still taking his action for the round, by making a DC 10 Animal Handling skill check as a free action.
- Mounts that are not combat trained, such as donkeys and riding horses, must always be coaxed into combat with a DC 10 Animal Handling check. This check requires the use of an action at the start of combat. When fighting from an untrained mount, the rider can direct the mount to move and take its action, while still taking his action for the round, by making a DC 15 Animal Handling skill check as a free action.
- Intelligent creatures, such as dragons, act independently of their rider.

Initiative

The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Run, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an Opportunity Attack while you're on it, the attacker can target you or your mount.

Mounting, Dismounting, and Falling

A character can mount or dismount a creature that is within 5 feet of him. Doing so costs an amount of movement equal to ½ of his Movement Rate.

> Example: Isolde Heimgard, a dwarven fighter, has a Movement Rate of 20 feet. As such, she must spend 10 feet of movement to mount her war pony. Therefore, she can't mount it if she doesn't have 10 feet of movement left or if her Movement Rate is reduced to 0.

If an effect moves a rider's mount against its will, the rider must make a DC 10 Dexterity Saving Throw or fall off the mount, landing prone in a space within 5 feet of it and suffering 1d6 bludgeoning damage from the fall. If a rider is knocked prone while mounted, he must make the same Saving Throw.

If a mount is knocked prone, its rider must make a DC 15 Dexterity Saving Throw or fall prone in a space within 5 feet it, suffering 1d6 bludgeoning damage from the fall. Falling from a flying mount incurs normal falling damage.

Underwater Combat

When adventurers pursue sahuagin back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment.

Underwater the following rules apply:

- Non-aquatic creatures (those without a Swimming Movement Rate) can have considerable difficulty when fighting in water. All melee attacks made suffer a -4 attack penalty, unless the weapon is a dagger, javelin, shortsword, spear, or trident.
- Ranged weapons have their normal range quartered and automatically miss beyond this shortened range. Even within this reduced range the attack roll suffers a -4 penalty unless the weapon is a crossbow, net, javelin, trident, or dart designed specifically for underwater use.
- Non-aquatic creatures also suffer a -2 penalty to their Armor Class when under water. Characters with Freedom of Movement do not suffer any of the penalties listed for underwater combat.
- Creatures and objects that are fully immersed in water take ½ damage from magical fire attack damage. Creatures that are fully immersed in water also have heavy cover (see page 68) against attacks made from land.

DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who explore the worlds of D&D. The thrust of a sword, a well-placed arrow, or a blast of flame from a Fireball spell all have the potential to damage, or even kill, the hardiest of creatures.

Ability Damage and Drain

Some attacks reduce the target's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability scores is never necessary. A character's ability score can't drop below 0. Having a score of 0 in an ability is different from having no ability score whatsoever.

Ability Damage

Ability damage typically results from the ravages of disease, exposure to the elements, the ill-effects of poison, or through the baleful powers of monstrous creatures and spellcasters.

Ability Drain

Ability drain is much like damage, except that the ability drained is permanently lowered. Nothing short of a Restoration spell reverses such ability loss. Ability drain results from the attacks of undead creatures, such as vampires and wraiths, and other dreadful creatures, such as lamias. The Feeblemind spell permanently lowers the target's Intelligence, Wisdom, and Charisma scores but, unlike ability drain attacks, cannot be reversed through the use of a Restoration spell. Only a Heal, Limited Wish, Miracle, or Wish spell may be used to cancel the effect of Feeblemind.

Raised or Resurrected Characters

Characters who lose points of Constitution after being raised or resurrected cannot restore that ability loss through any means short of divine intervention.

Hit Points

Hit Points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more Hit Points are more difficult to kill. Those with fewer Hit Points are more fragile.

A creature's current Hit Points (usually just called Hit Points) can be any number from the creature's Hit Point maximum down to -10. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its Hit Points. The loss of Hit Points has no effect on a creature's capabilities until it drops to 0 Hit Points.

Describing the Effects of Damage

Dungeon Masters describe Hit Point loss in different ways. When a creature's Hit Point total is half or more of its Hit Point maximum, it typically shows no signs of injury. When a creature drops below half if its Hit Point maximum, it shows signs of wear, such as cuts and bruises. An attack that reduces a creature to 0 or fewer Hit Points strikes it directly, leaving a bleeding injury or other trauma, or it simply knocks it unconscious (see Knocking a Creature Out on page 72).

Temporary Hit Points

Some spells and special abilities confer temporary Hit Points to a creature. Temporary Hit Points aren't actual Hit Points; they are a buffer against damage, a pool of Hit Points that protect it from injury. When a creature has temporary Hit Points and takes damage, the temporary Hit Points are lost first, and any leftover damage carries over to its normal Hit Points.

> Example: If your character has 5 temporary Hit Points and takes 7 points of damage, he loses the temporary Hit Points and then takes 2 points of damage.

Because temporary Hit Points are separate from actual Hit Points, they can exceed a creature's Hit Point maximum. A character can, therefore, be at full Hit Points and receive temporary Hit Points.

Healing can't restore temporary Hit Points, and they can't be added together. If a creature has temporary Hit Points and receives more of them, it must decide whether to keep the ones it currently has left or to gain the new ones.

> Example: If a spell grants your character 12 temporary Hit Points when he already has 10, your character can have either 12 or 10, not 22.

If a creature has 0 or lower Hit Points, receiving temporary Hit Points doesn't restore it to consciousness or stabilize it. They can still absorb damage directed at the recipient of the temporary Hit Points, but only true healing can save the unconscious creature. Unless the spell or ability that grants temporary Hit Points has a duration, they last until they're depleted or until the character recovers Hit Points through rest (see Natural Healing below).

Damage Rolls

Each weapon, spell, and harmful monster ability specifies the Hit Point damage it deals. Roll the damage die or dice, add any modifiers, and then reduce the target's Hit Points by this amount. Magic weapons, special abilities, and other factors can grant a bonus to damage.

When attacking with a melee weapon, thrown weapon, or unarmed strike, characters add their Strength ability modifier to the damage. A spell tells you which dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to more than one target at the same time, roll the damage once for all of them.

> Example: When a magic-user casts Fireball or a cleric casts Flame Strike, the spell's damage is rolled once for all creatures caught in the blast.

Critical Hits and Damage

A critical hit (see page 67) always deals the maximum damage possible for that attack. As such, a longsword would deal 8 points of damage on a critical hit, plus any damage modifiers from Strength, class features, and magic.

Minimum Damage

If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as Damage Resistance, rely on these types.

The damage types follow, with examples to help a DM assign a damage type to a new effect.

Acid

The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.

Bludgeoning

Blunt force attacks - hammers, falling, constriction, and the like - deal bludgeoning damage.

Cold

The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breath deal cold damage.

Fire

Red dragons breathe fire, and many spells conjure flames to deal fire damage.

Force

Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including Magic Missile and Spiritual Weapon.

Lightning

A Lightning Bolt and a blue dragon's breath deal lightning damage.

Necrotic

Necrotic damage, dealt by certain undead and spells such as Chill Touch, withers matter and even the soul.

Piercing

Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

Poison

Venomous stings and the toxic gas of a green dragon's breath deal poison damage.

Psychic

Mental abilities such as a mind flayer's Psionic Blast deal psychic damage.

Radiant

Radiant damage, dealt by a cleric's Flame Strike spell or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.

Slashing

Swords, axes, and monsters' claws deal slashing damage.

Thunder

A concussive burst of sound, such as the effect of the Shatter spell, deals thunder damage.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

Both resistance and vulnerability are applied after all other modifiers to damage.

> Example: A creature has resistance to fire damage and is hit by an attack that deals 25 points of fire damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 points of fire damage.

Multiple instances of resistance or vulnerability that affect the same

damage type count as only one instance.

Example: If a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

Immunities

Many creatures are immune to one or more forms of attack. A creature with immunity to a particular effect cannot be harmed or otherwise hindered by such effects. Examples of immunities include, but are not limited to immunity to:

- Disease
- Enchantment/charm spells
- Fear
- Ghoul's paralysis
- Normal weapons (see Weapon Immunity below)
- Poison
- Sleep spells

Plant creatures, for example, are immune to enchantment/charm spells (except for Command Plants and Control Plants), fatigue, and fear effects. Undead creatures, on the other hand, are immune to disease, enchantment/charm spells, fatigue, fear, and poison. Creatures with innate poison or disease attacks are immune to the harmful effects of their own poison or disease. Individual creature's immunities are listed and described in the Monstrous Manual.

Weapon Immunity

Some monsters, particularly lycanthropes and powerful undead such as vampires, are immune to normal weapons. Attackers need special weapons to hurt them. The most common of these are cold-iron, silver and magical weapons. The rules for creating cold-iron and silver weapons are provided in the Special Materials section of the DMG.

Special weapon requirements are listed in the monster descriptions as "silver weapons or magic to hit" or "+2 weapons or better to hit," or something similar. The listed weapon, or one of greater power, must be used to damage the monster. Magical weapons are of greater power than cold-iron or silver weapons and, as such, can strike creatures that normally can be hit by only cold-iron or silver weapons.

Even creatures immune to certain weapons can be affected by magical spells, unless a specific immunity to a spell or group of spells is listed in the description.

When a creature is hit by a weapon to which it is immune, the attack appears to leave a visible wound. However, no points of damage are inflicted.

Example: A vampire strides across the banquet hall toward the player characters. Fearfully, they loose a volley of arrows at him. Three hit, but he doesn't even break his stride. They watch, aghast, as he disdainfully plucks the arrows from his body. Just as he closes with them, Kobrak the Battle-Blessed swings and hits him with his *+3 longsword*. The vampire's smug look of overconfidence is transformed to one of snarling rage as he realizes with a shock that one of these sniveling humans has hurt him!

Zero Hit Points

When a creature drops to 0 or fewer Hit Points, it is either dying or knocked out, as explained below.

Dying

When any living character or creature is brought to 0 or fewer Hit Points it is incapacitated (see page 68) and falls unconscious. A living creature with 0 or fewer Hit Points is dying due to blood-loss, shock, and similar causes, losing 1 Hit Point per round until it receives aid (see the Healing section below) or falls to -10 Hit Points. Dying creatures lose this Hit Point on their turn each round. Any living creature reduced to -10 or fewer Hit Points is slain.

Animated and undead creatures are destroyed or rendered inert when they reach 0 Hit Points.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 or fewer Hit Points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable at 0 Hit Points.

Stabilizing a Dying Creature

The best way to save a creature with 0 or fewer Hit Points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed through blood loss.

A character can use an action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful (DC 10) Medicine skill check.

A stable creature doesn't lose 1 Hit Point per round (see the Dying section above) and is no longer dying, but unconscious and stabilized.

Monsters and Death

Most DMs have a monster die the instant that it drops to 0 Hit Points, rather than having it fall unconscious and lose 1 Hit Point per round. Mighty villains and special non-player characters are common exceptions; the DM might have them fall unconscious and follow the same rules as player characters.

Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic.

Rest and Hit Point Recovery

Rest can restore a creature's Hit Points. A character or creature that rests for at least 8 hours recovers 2 Hit Points plus a number of Hit Points equal to their Attack Bonus (based upon their class levels or Hit Dice) when resting.

If a creature's wounds have been treated by a character proficient in the Medicine skill (DC 10 check) the number of Hit Points recovered increases by a number equal to the healer's Proficiency Bonus.

Example: Spugnoir is a 5th level magic-user who has taken 10 Hit Points of damage, bringing him from his maximum of 14 Hit Points down to 4 remaining Hit Points. Upon resting for 8 hours, he would regain 3 Hit Points (2 Hit Points + 1 additional Hit Point because 5th level magic-users have an Attack Bonus of 1).

His adventuring companion, Isolde, is a 5th level fighter who has taken 24 Hit Points of damage, bringing her from her maximum of 48 Hit Points down to 24 remaining Hit Points. Upon resting for 8 hours, she would regain 7 Hit Points (2 Hit Point + 5 additional Hit Points because 5th level fighters have an Attack Bonus of 5).

If the party's 5th cleric, who is proficient in the Medicine skill, tended to their wounds, both would recover 2 additional Hit Points.

Characters can only recover Hit Points once per day (24 hours) by resting.

Rest and Recovery of Ability Damage

Ability damage is temporary, just as Hit Point damage is. Ability damage returns at the rate of 1 point per 8 hours of rest for each affected ability score.

If a creature's ability damage has been treated with the Medicine skill (DC 15 check) it recovers at 2 points per 8 hours of rest for each affected ability score. Characters can only recover ability damage once per day (24 hours) by resting.

Magical Healing

Magical methods such as a Cure Light Wounds spell or a *potion of healing* remove damage in an instant.

When a creature receives healing of any kind, Hit Points regained are added to its current Hit Points. A creature's Hit Points can't exceed its Hit Point maximum, so any Hit Points regained in excess of this number are lost.

Example: A druid grants a ranger 8 Hit Points of healing. If the ranger has 14 current Hit Points and has a Hit Point maximum of 20, the ranger regains 6 Hit Points from the druid, not 8.

A creature that has died can't regain Hit Points until magic such as the Raise Dead spell has restored it to life.

Spells such as Restoration instantly restore ability damage or ability drain that the character has suffered. See the spell's description for more details on how the spell functions.

MAGIC

Magic lies at the heart of fantasy and so it does in Advanced Dungeons & Dragons. Of greatest importance for the players of spellcasters, such as clerics, bards, and magic-users, is the acquisition of magic spells and an explanation of how spells are used in the game. The following section provides details regarding the preparation, acquisition, and casting of spells.

Spells

A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression. In casting a spell, a character carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect – in most cases, all in the span of seconds.

Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, afflict others with or remove sickness, drain life energy away, and restore life to the dead.

Uncounted thousands of spells have been created over the course of the multiverse's history, and many of them are long forgotten. Some might yet lie recorded in crumbling spellbooks hidden in ancient ruins or trapped in the minds of dead gods. Or they might someday be reinvented by a character who has amassed enough power and wisdom to do so.

Arcane Spells

The magic used by magic-users is classified as arcane magic because it is learned from ancient knowledge and passed down from one generation of magic-users to the next, either through apprenticeship or textual record. Magic-users use their mystical knowledge to create and give form, or to enhance or physically alter an existing form.

Divine Spells

The magic used by bards, clerics, druids, paladins, and rangers is classified as divine magic because it is granted to them after inspiration from, prayer to, reflection upon, or supplication to a deity or other powerful entity or elemental force. In most cases, clerics and paladins receive their magic from deities or their intermediaries, who may limit or place special restrictions on its use. Druids, bards, and rangers gain their magic ability from more varied sources, be they primal forces, nature gods, divine inspiration, or elemental powers. Thus, divine casters act as a conduit, channeling and focusing magic originating from a higher entity. This similarity can be seen in the duplication of specific spells, or types of spells, in their spell lists.

Spell Level

Every spell has a level from 0 to 9. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) Magic Missile at 1st level and the earth-shaking Wish at 9th. Cantrips - simple but powerful spells that characters can cast almost by rote - are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell level and character level don't correspond directly. Typically, a character has to be at least 17th level, not 9th level, to cast a 9th level spell.

Preparing Spells

Before a spellcaster can use a spell, he must have the spell firmly fixed in mind, or must have access to the spell in a magic item. All spellcasters must undergo a process of preparing spells. A character needs to complete 8 hours of rest before preparing spells. It takes 1 hour for a character to prepare their full allotment of spells for the day.

During spell preparation, an arcane caster chooses spells from his spellbook to prepare, while a divine caster petitions his gods (or their intermediaries) for his daily allotment of prepared spells. If a character still has spells prepared from the previous day, he can abandon some or all of them to make room for new spells. If a spell has multiple versions, the character must choose which version to use when preparing it, unless the spell description specifies that the choice is made upon casting.

Once prepared, a spell remains in the character's memory unless he wishes to purge it from memory (typically to make room for new spells after 8 hours of rest).

> Example: The 3rd level magic-user Spugnoir has four 0-level, three 1st level spell slots, and one 2nd level slots. As such he may prepare four cantrips, three 1st level spells, and one 2nd level spell. He prepares the following:
>
> - 0-level: Dancing Lights, Light, Prestidigitation, Read Magic
> - 1st level: Comprehend Languages, Magic-Missile, Shield
> - 2nd level: Web

If a character dies, all spells stored in the character's mind are wiped away. Spells may not be prepared more than once per day, even if the caster rests for more than 8 hours during that day.

Arcane Casters

For arcane casters, spell preparation involves study of one's spellbook. Unless a character prepares spells from a spellbook, the only prepared spells available are those that that the character already had prepared from the previous day. Because arcane casters have mastered the use of cantrips, they may prepare them without studying their spellbook.

Divine Casters

For divine casters, spell preparation requires time spent in prayer and meditation or, in the case of bards, musical recitation and reflection upon the myths and legends of his people. Unlike arcane casters, who are limited by their spellbooks as to which spells they may prepare, divine casters may prepare any spell on their spell list.

In every case, the number of spells a caster can have fixed in mind at any given time depends on the character's level.

Spell Slots

Regardless of how many spells a caster prepares, he can cast only a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing, and higher-level spells are even more so. Thus, each spellcasting class's description includes a table showing how many spell slots of each spell level a character can use at each character level.

A spellcasting character knows all of the cantrips associated with their class but must still prepare them in advance, as they would with any other known spell. A cantrip's spell level is 0. Note that magic-users can cast ritual spells at will, so long as the spell is learned, has the Ritual tag, and the caster has his spellbook on hand.

> Example: The 3rd level magic-user Spugnoir has four 0-level, three 1st level spell slots, and one 2nd level slot. As such he may prepare four cantrips, three 1st level spells, and one 2nd level spell. He prepares the following:
>
> - 0-level: Dancing Lights, Light, Prestidigitation, Read Magic
> - 1st level: Comprehend Languages, Magic-Missile, Shield
> - 2nd level: Web
>
> Over the course of his adventuring day, he may cast Comprehend Languages, as a ritual spell, at will. He may choose to cast Comprehend Languages, Magic Missile, or Shield each time he expends a 1st level spell slot. Finally, he may only cast Web when he expends his 2nd level spell slot, as he only prepares one 2nd level spell after 8 hours of rest.

When your character casts a spell, he expends a slot of that spell's level, effectively "filling" a slot with the spell. Some monsters have special abilities that let them cast spells without using spell slots.

> Example: When Spugnoir casts Magic Missile, a 1st level spell, he expends one of his three 1st level slots and has two remaining.

Finishing 8 hours of rest restores any expended spell slots. Spells slots may not be restored more than once per day, even if the caster rests for more than 8 hours during that day.

Acquiring New Spells

Spellcasters, both arcane and divine, seek to add new spells to their repertoire, but the process for adding new spells is different for each group.

Arcane Spells

Magic-users rely on spellbooks when preparing their daily spell allotment. The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You

might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil magic-user's chest, for example, or in a dusty tome in an ancient library.

Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

Most magic-users desire, beyond all other treasure, the acquisition of new spells for their spellbooks. Magic-users learn and add new spells through several methods.

1. Gaining a Level: A magic-user may add 2 spells to his spellbook when advancing in level. The spell chosen must be of a level the character can cast.

   Example: Upon attaining 6th level, a Spugnoir may add two spells, with spell levels of 3 or less, to his spellbook.

2. Deciphering Scrolls and Spellbooks: To decipher spells in another's magic-user's spellbook or a scribed in a scroll, a character must first cast Read Magic on the spell to be deciphered. Once the character successfully casts Read Magic, the character can copy it to his spellbook if of sufficient level (see below). Spells on scrolls that are deciphered with Read Magic may also be cast from the scroll, so long as the spells appears on the magic-user spell list and the magic-user has access to spells of that spell level.

   If any spell-user acquires a scroll inscribed with a spell of a level too high for him to cast, he can still try to cast it from the scroll. In order to successfully cast the spell, the would-be caster must make a Concentration Check with a DC equal to 10 + the spell's level. On a failed roll, the spell fails and disappears from the scroll. If the Concentration Check roll was a "natural 1", the spell effect is reversed or target's the caster (as determined by the DM).

   If cast from a scroll, the spell disappears and may not be copied into the magic-user's spellbook.

3. Learning and Copying Spells: A character must first decipher the spells to be learned as described above. The character learns and transcribes the deciphered spell by studying and copying it for 1 day for each spell level of the spell (0-level spells still take one day to learn). Magic-users may only scribe spells that they are able to cast (i.e., that are of a spell level that they have spell slots for). This restriction may be circumvented through use of the Write spell.

   A spell takes up 1 page of the spellbook for each level of the spell (0-level spells take up 1 page each). A normal spellbook has 100 pages. Materials for writing a spell cost 50 gp per page.

4. Replacing Spellbooks: A lost spellbook may be replaced through several methods.

   If the character already has a particular spell prepared, the character can write it directly into a new book at a cost of 50 gp per page. The process wipes the prepared spell from the character's mind, just as casting it would.

   If a known spell is not prepared the character may not reconstruct it from memory but can transcribe it from a borrowed spellbook. Spells transcribed from a borrowed spellbook must first be deciphered with a Read Magic spell. Rewriting known spells into a new spellbook takes 2 hours for each spell level of the re-written spells and costs 50 gp per page of the spell. Spells take up 1 page of the spellbook for each level of the spell (0-level spells take up 1 page each).

5. Research: Additionally, arcane casters can research a spell independently (see pages 198-199). Only the creator of such a spell can prepare and cast it, unless the character decides to share it with others.

Divine Spells

Characters who can cast divine spells undertake a certain amount of study of divine magic between adventures. Divine casters learn and add new spells through several methods.

1. Gaining a Level: Divine casters know, and can prepare, all of the spells listed for the spell levels that they have spell slots for. When a divine caster gains spell slots for spells of a new level, the character automatically knows and can prepare all spells of that spell level.

   Example: A cleric reaching 3rd level is granted knowledge of all 2nd level cleric spells by their deity and may prepare them.

2. Research: Additionally, divine casters can research a spell independently (see pages 198-199). Only the creator of such a spell can prepare and cast it, unless the character decides to share it with others. Some creators share their research with their churches, but others do not. The character can create a magic scroll (provided they are of high enough level) or write a special text, similar to a spellbook, to contain spells that the character has independently researched.

   Other divine spellcasters who find the spell in written form can learn to cast it, provided they are of sufficient level to do so and may normally cast the same type of spells as the written spell's creator (i.e., a paladin could learn to cast a spell written by a cleric, while a ranger could cast a spell written by a druid). The process requires deciphering the writing (see Deciphering Scrolls and Spellbooks above).

Spell Description Format

Academies of magic group spells into nine categories, called schools of magic. Scholars, particularly arcane spellcasters, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity. The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools.

Schools of Magic

Spellcasters categorize their spells into schools. Each spell listed belongs to one of the following schools. All magic-user cantrips, as well as the Enchant an Item and Permanency spells belong to more than one school, allowing them all to be cast by specialist magic-users:

- Abjuration: Abjuration spells are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.
- Alteration: Alteration spells change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at your command, or enhance a creature's innate healing abilities to rapidly recover from injury. Alteration spells are commonly referred to as transmutation spells due to their effects.
- Conjuration/Summoning: Conjuration/Summoning spells involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to your side, whereas others allow the caster to teleport to another location. Some conjurations create objects or effects out of nothing.
- Divination: Divination spells reveal information, whether in the form of long-forgotten secrets, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.
- Enchantment/Charm: Enchantment/Charm spells affect the minds of others, influencing or controlling their behavior. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet.
- Invocation/Evocation: Invocation/Evocation spells manipulate magical energy to produce a desired effect, such as calling up blasts of fire, walls of ice, or fields of force magic.
- Illusion/Phantasm: Illusion/Phantasm spells deceive the senses or minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature. Some Illusion spells draw energy from the Demiplane of Shadow in order to create quasi-real objects and effects.

  A rule of illusions is that an illusion is only as good as the caster who created it. They draw from personal experience, so you cannot create a truly believable illusion unless you are intimately familiar with whatever you are attempting to create.
- Necromancy: Necromancy spells manipulate the energies of life

and death. Such spells can restore life force, drain the life energy from another creature, create the undead, or bring the dead back to life.

Creating the undead through the use of necromancy spells, such as Animate Dead, is not a good act, and only evil casters use such spells frequently.

- Universal: Consider universal magic to be Sorcery 101; without the basic spells in this school, magic-users are incapable of continuing their studies in the other schools of magic. Therefore, all magic-users have access to the spells in this school, regardless of specialization.

Casting Spells

A character must make all pertinent decisions about a spell (range, target, area, effect, etc.) when the character begins casting, unless the spell specifies otherwise. 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. The Dungeon Master applies whatever result a spell entails using the spell's description.

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 (if any). The spell descriptions indicate which components are necessary. 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.

Caster Level

A spell's power often depends on its caster level, which for most spellcasting characters is equal to your level in the class you're using to cast the spell.

Casting Time

Most spells require a single action to cast, but some spells require a minute or more time to cast. Spells that can be cast as instantaneously, such as Feather Fall, take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast instantaneously, the spell description tells you exactly when you can do so.

Certain spells require more time to cast: minutes or even hours. When casting a spell with a casting time longer than a single action, the caster must spend their action each turn casting the spell and must maintain concentration while doing so (see "Concentration Checks" below).

Concentration Checks

To cast a spell, the character must concentrate. If something interrupts the character's concentration while the character is casting, the spell is lost and marked off the character's list of prepared spells. The Dungeon Master may allow a Concentration Check (a special Saving Throw using the ability score that the caster uses to set their spell Saving Throw DCs) to see if the spell is disrupted, and lost, or not.

All spellcasters attempting to cast spells while engaged in melee must make a DC 10 Concentration Check in order to successfully cast that spell.

If damaged while casting a spell, the Concentration Check DC is 10 or ½ the damage taken, whichever is higher. For effects that do not inflict damage the DC is 10 for distractions, such as casting in the following condition: strong winds, while mounted, while onboard a pitching ship, or while in a driving rain. Major hindrances, such as casting while entangled, grappled, caught in an earthquake, or while moving at high speed on a galloping mount or in a bouncing wagon, raise this DC to 15 or higher.

Anything that could break the character's concentration when casting a spell can also break the concentration necessary to maintain a spell.

Using Scrolls

Scrolls are spells reduced to a portable form. Not only does a scroll contain the text of a spell, all the necessary components, except verbal, have been magically incorporated into the scroll. Before using a scroll, a character must decipher it by casting Read Magic. The character can then read the scroll aloud, casting the spell contained on it just as if the character had the spell prepared.

The spell's casting time, range, area of effect, duration and all other details and limitations are no different. A spell contained on a scroll may only be cast once. When a spell is cast from a scroll, the spell disappears or destroys the scroll.

There are some limitations on scroll use, of course. The spell must be on the caster's spell list in order to be cast, and the caster must be of a high enough level to cast the level of spell found on the scroll.

A character can attempt to use a scroll to cast a spell of a level they are not normally able to cast (provided that it appears on their spell list) but must first make a Concentration Check (see above) to do so. The DC of the check is 10 + the spell's level. Failure indicates that the spell fails and that the scribed spell disappears. If the Concentration Check roll was a "natural 1", the spell effect is reversed or targets the caster (as determined by the DM).

Example: A 2nd level magic-user deciphers a scroll bearing Teleport, which is a 5th level spell. The magic-user attempts to cast the spell from the scroll, but he must first make a successful Concentration Check with a DC of 15.

Range

A spell's range is the maximum distance from the spellcaster that the spell's effect can occur, as well as the maximum distance at which the caster can designate the spell's point of origin. The character aims a spell by making some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. If any portion of the spell's area extends beyond the range, that area is wasted.

Sometimes the range of a spell is only personal (the spell effects only the caster or emanates from the caster) or touch (the caster must touch a creature or object to affect it), as noted in the spell description. When targeting an unwilling creature with a touch spell, the caster must successfully touch his opponent with his hand. If the attacking spellcaster hits with a melee attack the spell is delivered to the targeted creature.

There are four distance ranges for spells: 30' (Close), 100 feet (medium), 400' (Long), and unlimited (reaching anywhere on the plane of existence). Some spells have no standard range category, just a range expressed in feet. 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 without regard to the spell's range (unless otherwise stated in the spell's description).

Targets

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a subtler effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

If the caster casts a targeted spell on the wrong sort of target, the spell has no effect and is lost.

Line of Sight: To target something, the caster must have a clear path to it, so it can't be behind total cover.

If the caster places an area of effect at a point that he can't see and an obstruction, such as a wall, is between the caster and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Yourself: If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself. If the target of a spell is the caster, the caster does not receive a Saving Throw and Magic Resistance does not apply.

Area of Effect

Spells such as Burning Hands and Cone of Cold cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of five different shapes: circle, cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how the caster

positions its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover, as explained on page 68.

- Circle: The spell radiates from a chosen point of origin (or from the caster, in some instances) affecting whatever lies within its area of effect. This area lies along a horizontal plane.
- Cone: A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin.

  A cone's area of effect specifies its maximum length. A cone's point of origin is not included in the cone's area of effect, unless the caster decides otherwise.
- Cube: The caster selects a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

  A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.
- Cylinder: A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder. A cylinder's point of origin is included in the cylinder's area of effect.
- Line: A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

  A line's point of origin is not included in the line's area of effect, unless the caster decides otherwise.
- Sphere: The caster selects a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

  A sphere's point of origin is included in the sphere's area of effect.

Obstacles: Some spell effects are affected by obstacles. The character must have a clear line of effect to any target that the character casts a spell upon or to any space in which the character wishes to place the point of origin for an area of effect spell.

For circles, cones, cylinders, and spherical spells, the spell only affects areas, creatures and objects to which it has line of effect from its origin (a circle's center, a cone's starting point, a cylinder's circle, or a spherical 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.

A caster aims a ray as if using a ranged weapon but requires no attack roll to strike his target. The character must be able see the creature he is trying to hit, as with any other targeted spell. Note that intervening creatures and obstacles can block the caster's line of sight to his target.

Duration

Duration measures how long a spell's effect lasts. Durations are measured in rounds, minutes, hours, or some other increment. When the limit is up, the magic goes away and the spell ends. Some spells have a permanent duration and some require the caster to concentrate in order to maintain that spell's effect. A spellcaster can typically dismiss personal spells as a free action, before the duration ends, unless the spell description states otherwise. A spell that requires concentration is dismissible by its very nature. Some spells specify that their effects last until the spells are dispelled or destroyed.

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

If a ray spell has a duration, the duration refers to the effect that the ray causes, not to the length of time the ray itself persists.

Concentration: Some spells require the caster to maintain concentration in order to keep their magic active. If the caster loses concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its "Duration" entry, and the spell specifies how long the caster can concentrate on it. The caster can end concentration at any time (no action required). Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell effects continue for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell but the character cannot maintain it for more than the stated duration in any event.

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- Casting another spell that requires concentration. The caster loses concentration on a spell if the caster casts another spell that requires concentration. The caster can't concentrate on two spells at once.
- Taking damage. Whenever the caster takes damage while concentrating on a spell, the caster must make a Concentration Check (a Saving Throw using the ability score that the caster uses to set their spell Saving Throw DCs) to maintain concentration. The DC equals 10 or ½ the damage taken, whichever number is higher. If the caster takes damage from multiple sources, such as an arrow and a dragon's breath, the caster makes a separate Concentration Check for each source of damage.
- Being incapacitated, grappled, or killed. The caster loses concentration on a spell if incapacitated or killed. The DC to maintain concentration while grappled is 15.
- The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Concentration Check to maintain concentration on a spell. See page 75 for more information on Concentration Checks.

Combining Magical Effects: The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect - such as the highest bonus - from those castings applies while their durations overlap.

> Example: If two clerics cast Bless on the same targets, those characters gain the spell's benefit only once.

Saving Throw

Most harmful spells allow an affected creature to make a Saving Throw in order to avoid some or all of the spell's effect. A spell's description details whether that spell allows a Saving Throw, what type of Saving Throw is made, and the effect of a successful save. If a spell does not include a Saving Throw entry, then assume no Saving Throw is allowed. A spell's Saving Throw DC is equal to 10 + the spell level + the caster's applicable ability modifier unless specified otherwise. As such, a 5th level spell cast by magic-user with a 15 Intelligence would have a DC of 16.

> Example: A Charm Person cast by a 1st level bard with an 18 Charisma has a DC of 14 (10 + 1 for the spell level + 3 for the bard's Charisma modifier).

Ability Score	Ability Modifier	Base Spell DC
1	-5	-
2	-4	-
3	-3	-
4-5	-2	-
6-8	-1	-
9-12	±0	10 + spell level
13-15	+1	11 + spell level
16-17	+2	12 + spell level
18	+3	13 + spell level
19	+4	14 + spell level
20	+5	15 + spell level
21	+6	16 + spell level
22	+7	17 + spell level
23	+8	18 + spell level
24	+9	19 + spell level
25	+10	20 + spell level

A creature that successfully makes a Saving Throw 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 area of effect spells.

A creature can voluntarily forego a Saving Throw and willingly accept a spell's result.

Negates:	This term means that the spell has no effect on an affected creature that makes a successful Saving Throw.
Partial:	The spell causes an effect on its subject, but a successful Saving Throw means some lesser effect occurs.
Half:	The spell deals damage, and a successful Saving Throw halves the damage taken (round down).
None:	No Saving Throw is allowed.

Magic Resistance

Magic Resistance is a special defensive ability. A defender's Magic Resistance grants them an additional measure of protection against magical attacks. If a spell is being resisted by a defender with Magic Resistance, the caster of the spell must pass a Concentration Check (see page 75) with a DC equal to 5 + the target's Magic Resistance rating. If the caster fails this check, the spell has no effect.

The Magic Resistance line of the descriptive text of a spell description explains whether or not the Magic Resistance applies, as some spells are not affected by a target creature's Magic Resistance. Magic Resistance applies even if a given spell also allows the target creature a Saving Throw. The effects of Magic Resistance, if any, are applied first, and then the creature may also make a Saving Throw. In most cases, Magic Resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place, such as a Wall of Iron.

A creature with Magic Resistance must voluntarily drop the resistance in order to receive the effects of beneficial spells without the check described above. If a spell does not include a Magic Resistance entry, then assume no Magic Resistance check is allowed.

Components

A spell's component's line includes abbreviations for the components required to cast the spell. Spells can have verbal (V), somatic (S), or material (M) components. If the necessary components are not used, the casting fails. If a material component has a gold piece cost, the cost is listed; otherwise, the character can assume that the actual materials involved have no significant monetary value, unless the Dungeon Master rules otherwise.

- Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, the caster must be able to speak in a strong voice. A Silence 15' Radius spell or a gag spoils the incantation. A deafened caster must make a Concentration Check to cast a spell with a verbal component. The DC of this check is equal to 10 + the spell's level.
- Somatic (S): A somatic component is a measured and precise movement of the hand or some other part of the body. The caster must have at least one hand free to provide a somatic component.
- Material (M): A material component is a physical substance or object that focuses a spellcaster's energies during the casting process. The component is destroyed in the process of casting a spell unless the spell description states otherwise.

  Divine casters may use a focus in place of any material component that does not have a cost in gold pieces. This focus is a holy symbol for clerics and paladins, a musical instrument for bards, and a sprig of mistletoe for druids and rangers. Holy symbols, bardic instruments, and mistletoe sprigs are not destroyed through spellcasting.

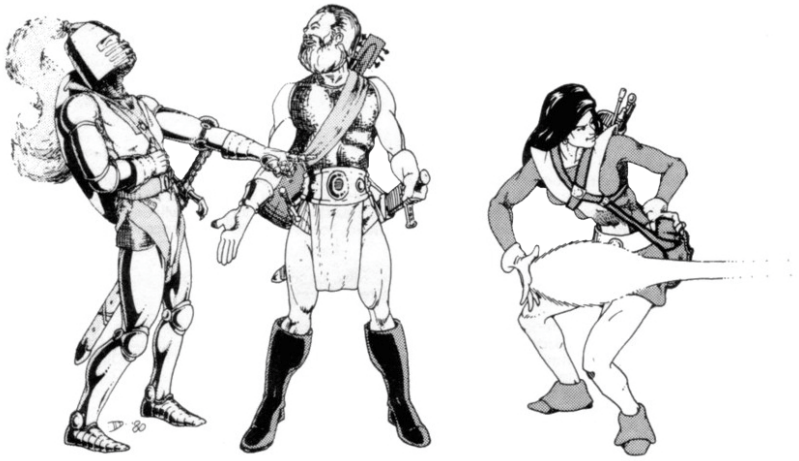
Reversible Spells

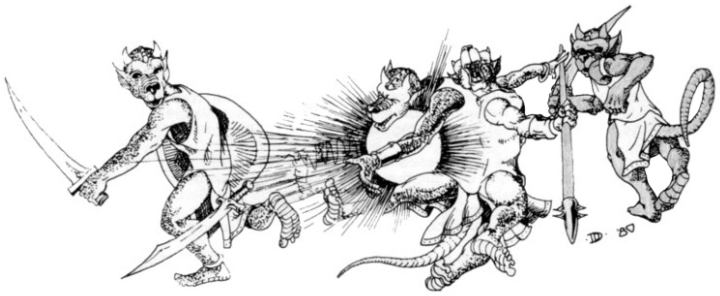
Some spells are reversible (they can be cast for an effect opposite to that of the standard spell). This is noted after the spell name. Spellcasters with reversible spells must prepare the desired version.

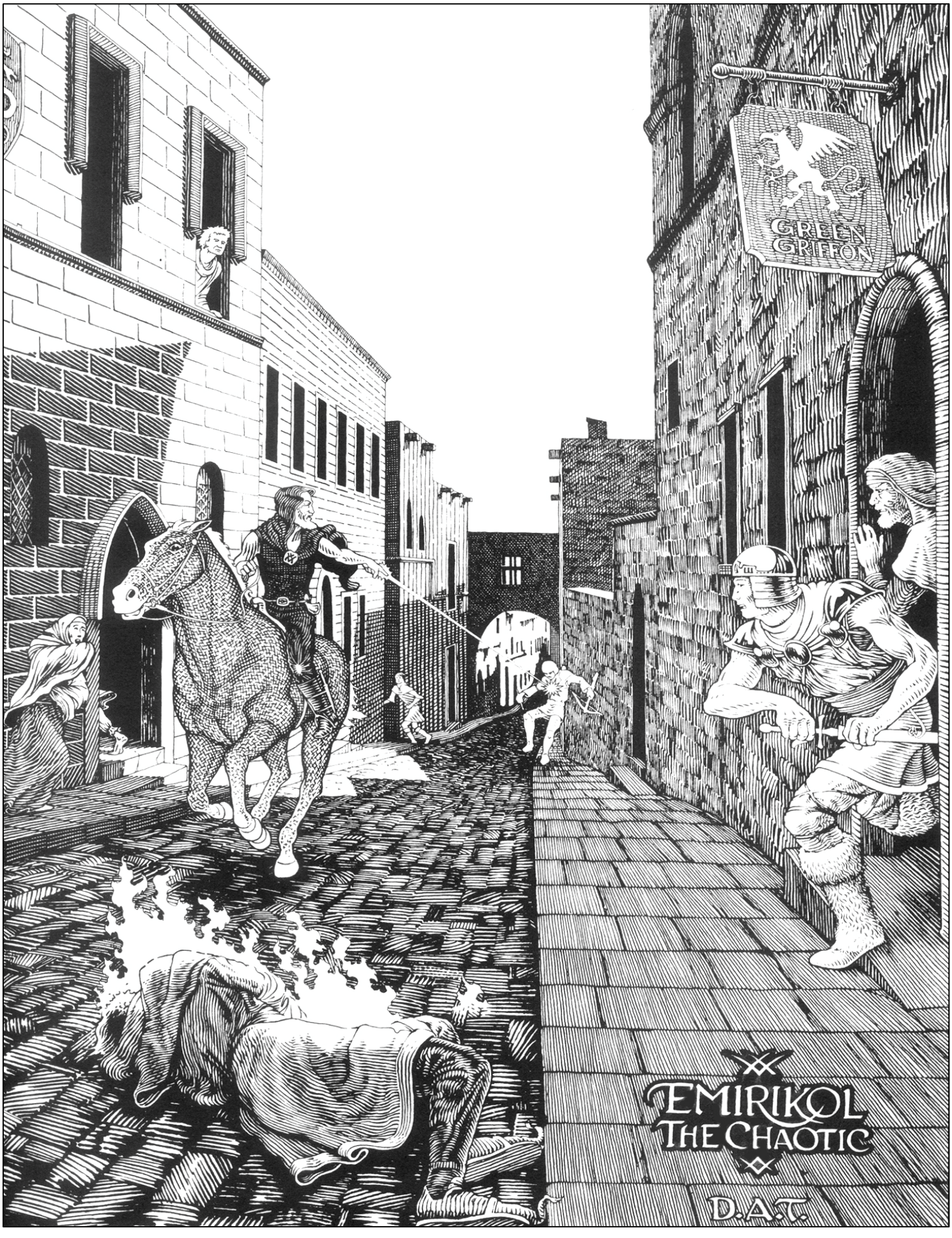
> Example: A cleric who desires a Cause Light Wounds spell must petition for this form of the Cure Light Wounds spell when meditating and praying.

Note that severe penalties can result if the spell choice is at variance with a divine spellcaster's alignment (possible penalties include denial of specific spells, entire spell levels, or even all spells for a certain period). The exact result (if any) depends on the reaction of the caster's divine patron, as determined by the DM. When an arcane caster learns a reversible spell, both forms are recorded in their spell books. However, the arcane caster must still decide which version of the spell he desires to cast when preparing the spell, unless the spell description specifically states otherwise.

> Example: A magic-user who has prepared Stone to Flesh and desires to cast Flesh to Stone must wait until the latter form of the spell can be prepared (i.e., he rests eight hours and prepares spells again). If he could prepare two 6th level spells, he could prepare each version once.






GREEN GRIFFON
EMIRIKOL THE CHAOTIC
D.A.T.

SPELL TABLES

Bard Spells

	0-Level	1st Level	2nd Level	3rd Level
1	Audible Glamer	Alarm	Animal Messenger	Arcane Sight
2	*Bind Wounds*	Calm Animals	Animal Trance	Charm Monster
3	Dancing Lights	Cause Fear	Calm Emotions	Clairaudience /Clairvoyance
4	Know Direction	Change Self	*Cure Moderate Wounds*	Confusion
5	Light	Charm Person or Mammal	Detect Invisibility	*Cure Serious Wounds*
6	Message	*Comprehend Languages*	Enchanted Weapon	Deep Slumber
7	Prestidigitation	Command	Enthrall	*Detect Lie*
8	Read Magic	*Cure Light Wounds*	ESP	Dispel Magic
9		*Detect Evil*	Hold Person	Fear
10		Detect Magic	*Know Alignment*	Illusionary Script
11		Erase	Locate Object	Massmorph
12		Friends	Misdirection	Nondetection
13		Hypnotic Pattern	Scare	*Phantasmal Force*
14		Identify	Shatter	*Remove Curse*
15		Nystul's Magic Aura	Silence 15' Radius	Secret Page
16		Obscure Object	Sound Burst	
17		Obscurement	Speak with Animals	
18		Penetrate Disguise	Suggestion	
19		Portent	Summon Insects	
20		Remove Fear	*Tongues*	
21		Sleep		
22		Tasha's Hideous Laughter		
23		Ventriloquism		

	4th Level	5th Level	6th Level
1	Animal Summoning I	Animal Summoning II	Animal Summoning III
2	Break Enchantment	Dismissal	Analyze Dweomer
3	*Cure Critical Wounds*	Dream	Banishment
4	Detect Scrying	Improved Dispel Magic	Demand
5	Dimension Door	Mass Suggestion	Discern Location
6	Dominate Person	Mind Fog	Eyebite
7	Freedom of Movement	Nightmare	*Find the Path*
8	Hallucinatory Terrain	Restoration	Geas
9	Hold Monster	Scrying	*Heal*
10	Legend Lore	Seeming	Improved Restoration
11	Locate Creature	Sending	Improved Scrying
12	Phantasmal Killer	Stone Tell	Mass Charm
13	Repel Vermin	*True Seeing*	Otto's Irresistible Dance
14	Shout	Veil	Vision
15	Speak with Plants		

Spells listed in italics are reversible

Cleric Spells

	0-Level	1st Level	2nd Level	3rd Level
1	*Bind Wounds*	*Bless*	Aid	Animate Dead
2	*Create Water*	*Bless Water*	Augury	*Continual Light*
3	Light	Cause Fear	*Consecrate*	Create Food and Water
4	*Purify Food and Drink*	Combine	*Cure Moderate Wounds*	*Cure Blindness/Deafness*
5	Read Magic	Command	Darkness 15' Radius	*Cure Disease*
6		*Comprehend Languages*	Dust Devil	*Cure Serious Wounds*
7		*Cure Light Wounds*	Enthrall	Dispel Magic
8		*Detect Evil*	Find Traps	Feign Death
9		Detect Life	Hold Person	Glyph of Warding
10		Detect Magic	*Know Alignment*	Locate Object
11		Detect Poison	Lesser Restoration	Meld into Stone
12		Detect Undead	Remove Paralysis	Obscure Object
13		Enchanted Weapon	Resist Energy	Prayer
14		Endure Elements	Silence 15' Radius	*Protection from Evil 10'Radius*
15		Invisibility to Undead	Slow Poison	*Remove Curse*
16		Magic Stone	Speak with Animals	Sticks to Snakes
17		Penetrate Disguise	Speak with Dead	*Water Breathing*
18		Portent	Spiritual Weapon	Water Walk
19		*Protection from Evil*	Wyvern Watch	
20		Remove Fear	Zone of Truth	
21		Sanctuary		
22		Shield of Faith		

Spells listed in italics are reversible

	4th Level	5th Level	6th Level
1	Air Walk	Atonement	Aerial Servant
2	Control Water	Break Enchantment	Animate Object
3	*Detect Lie*	Commune	Blade Barrier
4	Dimensional Anchor	*Cure Critical Wounds*	Conjure Elemental
5	Dismissal	*Dispel Evil*	*Find the Path*
6	Divination	Flame Strike	Forbiddance
7	Exorcise	Insect Plague	Geas
8	Freedom of Movement	Plane Shift	*Heal*
9	Imbue with Spell Ability	Raise Dead	Heroes' Feast
10	Improved Enchanted Weapon	Scrying	Improved Dispel Magic
11	Negative Plane Protection	Slay Living	Improved Glyph of Warding
12	*Neutralize Poison*	Symbol of Discord	Symbol of Fear
13	Restoration	Symbol of Pain	Symbol of Persuasion
14	Sending	Symbol of Sleep	Wind Walk
15	Speak with Plants	*True Seeing*	
16	Spell Immunity	Word of Recall	
17	*Tongues*		

	7th Level	8th Level	9th Level
1	Banishment	Antimagic Shell	Astral Spell
2	Control Weather	Dimensional Lock	Etherealness
3	Destruction	Discern Location	Gate
4	Ethereal Jaunt	Earthquake	Life Drain
5	*Holy Word*	*Holy Aura*	Miracle
6	Improved Restoration	Serten's Spell Immunity	Mind Blank
7	Improved Scrying	Symbol of Death	Soul Bind
8	*Regenerate*	Symbol of Insanity	
9	Repulsion		
10	Resurrection		
11	Stone Tell		
12	Symbol of Hopelessness		
13	Symbol of Stunning		
14	Symbol of Weakness		

Spells listed in italics are reversible

Druid Spells

	0-Level	1st Level	2nd Level	3rd Level	4th Level
1	*Bind Wounds*	Alarm	Animal Messenger	Call Lightning	Air Walk
2	*Create Water*	Animal Friendship	Animal Trance	*Cure Blindness/Deafness*	Animal Summoning I
3	Know Direction	Calm Animals	Barkskin	*Cure Disease*	Antiplant Shell 10' Radius
4	Light	*Cure Light Wounds*	Charm Person or Mammal	*Cure Moderate Wounds*	Call Woodland Beings
5	*Purify Food and Drink*	Detect Animals or Plants	Dust Devil	Dominate Animal	Command Plants
6	Read Magic	*Detect Evil*	*Enlarge Animal*	Improved Magic Fang	Control Water
7		Detect Magic	Feign Death	Meld into Stone	*Cure Serious Wounds*
8		Detect Poison	Fog Cloud	*Neutralize Poison*	Dimension Door
9		Detect Snares and Pits	Fire Trap	*Plant Growth*	Dispel Magic
10		Endure Elements	Flame Blade	Protection from Energy	Freedom of Movement
11		Entangle	Gust of Wind	Pyrotechnics	Hallucinatory Terrain
12		Faerie Fire	*Heat Metal*	Shape Wood	Hold Plant
13		Goodberry	Hold Animal	Snare	*Produce Fire*
14		Invisibility to Animals	*Know Alignment*	Speak with Plants	Repel Vermin
15		Magic Fang	Lesser Restoration	Spike Growth	Restoration
16		Magic Stone	Resist Energy	Sticks to Snakes	Scrying
17		Obscurement	Soften Earth and Stone	Stone Shape	Sleet Storm
18		Pass without Trace	Summon Insects	Wall of Wind	Spike Stones
19		*Produce Flame*	Tree	*Water Breathing*	
20		Shillelagh	*Warp Wood*		
21		Slow Poison	Whispering Wind		
22		Speak with Animals			

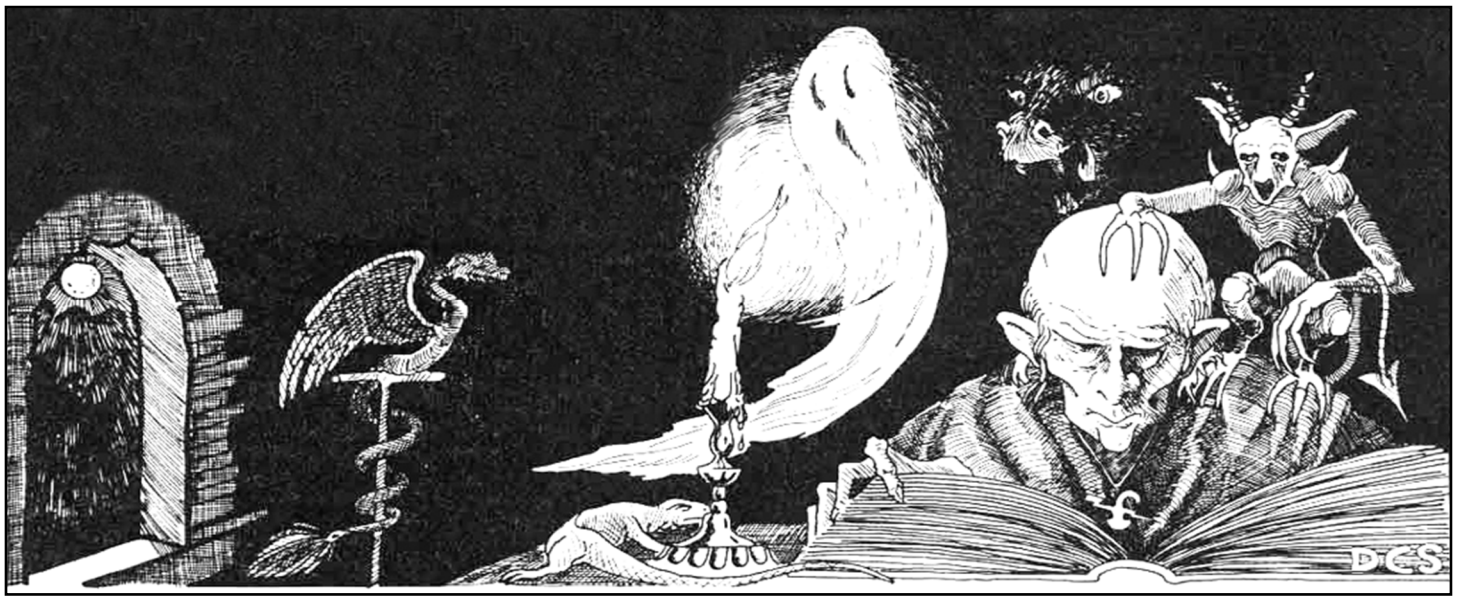
	5th Level	6th Level	7th Level	8th Level	9th Level
1	*Animal Growth*	Animal Summoning III	Animate Plants	Animate Rock	*Antipathy*
2	Animal Summoning II	Antilife Shell	Changestaff	Chariot of Sustarre	Elemental Swarm
3	Atonement	Conjure Elemental	Control Weather	Control Plants	Foresight
4	Commune with Nature	*Find the Path*	Creeping Doom	Earthquake	Shambler
5	Control Winds	Feeblemind	Fire Storm	Finger of Death	Shapechange
6	*Cure Critical Wounds*	Fire Seeds	*Heal*	*Regenerate*	Storm of Vengeance
7	Ice Storm	Geas	Heroes' Feast	Reverse Gravity	
8	Insect Plague	Improved Dispel Magic	Improved Scrying	Sunburst	
9	Negative Plane Protection	Liveoak	Sunray	Turn Metal or Stone	
10	Plant Door	Move Earth	Transmute Metal to Wood	Whirlwind	
11	Reincarnation	Stone Tell	Wind Walk		
12	Stoneskin	Transport via Plant	Word of Recall		
13	*Transmute Rock to Mud*	*True Seeing*			
14	Wall of Fire	Turn Wood			
15	Wall of Stone				
16	Wall of Thorns				

Spells listed in italics are reversible

Magic-User Spells

	0-Level	1st Level	2nd Level	3rd Level
1	Affect Normal Fires	Alarm	Alter Self	Arcane Sight
2	Audible Glamer	Animate Rope	Blur	Blindness/Deafness*
3	Dancing Lights	Armor	Darkness 15' Radius	Blink
4	Light	Burning Hands	Darkvision	Clairaudience / Clairvoyance
5	Mending	Cause Fear	Deeppockets	*Continual Light*
6	Message	Change Self	Detect Invisibility	Deep Slumber
7	Prestidigitation	Charm Person	ESP	Delude
8	Read Magic (*Ritual*)	Chill Touch	Flaming Sphere	*Detect Lie*
9	Wizard Mark (*Ritual*)	Color Spray	Fog Cloud	Dispel Magic (*Ritual*)
10	Write (*Ritual*)	*Comprehend Languages (Ritual)*	Fool's Gold	Explosive Runes
11		*Detect Evil*	Forget	Feign Death
12		Detect Magic (*Ritual*)	Glitterdust	Fireball
13		Detect Poison	Gust of Wind	Flame Arrow
14		Detect Secret Doors	Hold Undead	Fly
15		Detect Undead	Illusionary Script	Fumble
16		Enchanted Weapon	Invisibility	Gaseous Form
17		*Enlarge Person*	Irritation	*Haste*
18		Erase	Knock (*Ritual*)	Hold Person
19		Faerie Fire	*Know Alignment*	Improved Enchanted Weapon
20		Feather Fall	Leomund's Trap	Improved Phantasmal Force
21		Find Familiar (*Ritual*)	Levitate	Invisibility Purge
22		Friends	Locate Object	Invisibility 10' Radius
23		Gaze Reflection	Magic Mouth	Leomund's Tiny Hut
24		Grease	Melf's Acid Arrow	Lightning Bolt
25		Hold Portal (*Ritual*)	Mirror Image	Melf's Minute Meteors
26		Hypnotic Pattern	Misdirection	Monster Summoning I
27		Identify (*Ritual*)	Obscure Object	Nondetection
28		Jump	Phantasmal Force	Phantom Steed
29		Magic Missile	Protection from Normal Missiles	Protection from Energy
30		Mount	Pyrotechnics	*Protection from Evil 10' Radius*
31		Nystul's Magic Aura	Ray of Enfeeblement	Sepia Snake Sigil
32		Obscurement	Rope Trick	Shrink Item
33		Penetrate Disguise	Scare	Sleet Storm
34		Portent (*Ritual*)	Secret Page	Stinking Cloud
35		*Protection from Evil*	Shatter	Suggestion
36		Run	Spectral Hand	*Tongues*
37		Shield	Spider Climb	Vampiric Touch
38		Shocking Grasp	Strength	Wall of Wind
39		Silent Image	Summon Insects	*Water Breathing*
40		Sleep	Tasha's Hideous Laughter	Wraithform
41		Taunt	Web	
42		Tenser's Floating Disk	Whispering Wind	
43		Unseen Servant (*Ritual*)	Wizard Lock (*Ritual*)	
44		Ventriloquism		

Spells listed in italics are reversible. *Blindness/Deafness is the reverse of Cure Blindness/Deafness).



Magic-User Spells

	4th Level	5th Level	6th Level
1	Animate Dead	Airy Water	Analyze Dweomer
2	Cause Disease**	*Animal Growth*	Antimagic Shell
3	Charm Monster	*Avoidance*	Bigby's Forceful Hand
4	Confusion	Bigby's Interposing Hand	Chain Lightning
5	Detect Scrying	Break Enchantment	Contingency
6	Dig	Chaos	Control Water
7	Dimensional Anchor	Cloudkill	Death Fog
8	Dimension Door	Cone of Cold	Death Spell
9	Distance Distortion	Conjure Elemental	Demi-Shadow Magic
10	Emotion	Contact other Plane	Disintegrate
11	Enervation	Demi-Shadow Monsters	Enchant an Item
12	Evard's Black Tentacles	Dismissal	Eyebite
13	Fear	Dominate Person	*Flesh to Stone*
14	Fire Shield	Dream	Geas
15	Fire Trap	Fabricate	Glassee
16	Hallucinatory Terrain	False Vision	Globe of Invulnerability
17	Ice Storm	Feeblemind	Guards and Wards
18	Illusory Wall	Hold Monster	Improved Dispel Magic
19	Improved Invisibility	Leomund's Lamentable Belaborment	Invisible Stalker
20	Leomund's Secure Shelter	Leomund's Secret Chest	Legend Lore
21	Locate Creature	Lesser Planar Binding	Mass Suggestion
22	Massmorph	Magic Jar	Mislead
23	Minor Creation	Major Creation	Monster Summoning IV
24	Minor Globe of Invulnerability	Mind Fog	Mordenkainen's Lucubration
25	Monster Summoning II	Mirage Arcana	Move Earth
26	Otiluke's Resilient Sphere	Monster Summoning III	Otiluke's Freezing Sphere
27	Phantasmal Killer	Mordenkainen's Faithful Hound	Permanent Image
28	Plant Growth	Nightmare	Planar Binding
29	Polymorph	Passwall	Programmed Illusion
30	Rainbow Pattern	Persistent Image	Repulsion
31	Rary's Mnemonic Enhancer	Prying Eyes	Shades
32	*Remove Curse*	Seeming	Shadow Walk
33	Scrying	Sending	Summon Shadow
34	Shadow Monsters	Shadow Door	Symbol of Fear
35	Shout	Shadow Magic	Symbol of Persuasion
36	Solid Fog	Symbol of Discord	Tenser's Transformation
37	Speak with Plants	Symbol of Pain	*Transmute Water to Dust*
38	Stone Shape	Symbol of Sleep	*True Seeing*
39	Stoneskin	Telekinesis	Veil
40	Wall of Fire	Teleport	Wall of Iron
41	Wall of Ice	*Transmute Rock to Mud*	
42	Wizard Eye	Wall of Force	
43		Wall of Stone	

Spells listed in italics are reversible. **Cause Disease is the reverse of Cure Disease.

Magic-User Spells

	7th Level	8th Level	9th Level
1	Banishment	*Antipathy*	Astral Spell
2	Bigby's Grasping Hand	Bigby's Clenched Fist	Bigby's Crushing Hand
3	Control Undead	Binding	Crystalbrittle
4	Control Weather	Clone	Dominate Monster
5	Delayed Blast Fireball	Demand	Energy Drain
6	Drawmij's Instant Summons	Dimensional Lock	Etherealness
7	Duo-Dimension	Discern Location	Foresight
8	Ethereal Jaunt	*Find the Path*	Freedom
9	Finger of Death	Glassteel	Gate
10	Forcecage	Improved Planar Binding	Imprisonment
11	Improved Arcane Sight	Improved Prying Eyes	Meteor Swarm
12	Improved Scrying	Incendiary Cloud	Monster Summoning VII
13	Insanity	Iron Body	Mordenkainen's Disjunction
14	Limited Wish	Mass Charm	Power Word Kill
15	Mass Invisibility	Maze	Prismatic Sphere
16	Monster Summoning V	Mind Blank	Shapechange
17	Mordenkainen's Magnificent Mansion	Monster Summoning VI	Soul Bind
18	Mordenkainen's Sword	Otiluke's Telekinetic Sphere	*Succor*
19	Phase Door	Otto's Irresistible Dance	Teleportation Circle
20	Plane Shift	Permanency	Time Stop
21	Power Word Blind	Polymorph Any Object	Weird
22	Prismatic Spray	Power Word Stun	Wish
23	Project Image	Prismatic Wall	
24	Reincarnation	Scintillating Pattern	
25	Reverse Gravity	Screen	
26	Sequester	Serten's Spell Immunity	
27	Simulacrum	Symbol of Death	
28	Spell Turning	Symbol of Insanity	
29	Statue	Telepathy	
30	Symbol of Hopelessness	Temporal Stasis	
31	Symbol of Stunning	Trap the Soul	
32	Symbol of Weakness		
33	Teleport without Error		
34	Vision		

Spells listed in italics are reversible

SPELL DESCRIPTIONS

Aerial Servant
Conjuration/Summoning
Level: Cleric 6
Components: V, S
Casting Time: 10 minutes
Range: 30' (Close)
Effect: 1 summoned creature
Duration: 1 day/caster level
This spell summons an aerial servant to do the bidding of the cleric who conjured it. The creature does not fight directly, but obeys the command of the cleric with respect to finding and returning with whatever object or creature that is described to it. Of course, the object or creature must be such as to allow the aerial servant to physically bring it to the cleric or his assign.

The spell lasts for a maximum of 1 day for each caster level of the cleric who cast it. The aerial servant returns to its own plane whenever the spell lapses, its duty is fulfilled, it is dispelled, the cleric releases it, or the cleric is slain.

If summoned to retrieve an object it will attempt to take that object from its holder and, if summoned to retrieve a creature against that creature's will, will attempt to subdue that creature before carrying it back to the summoning cleric.

Affect Normal Fires
Alteration, Universal
Level: Magic-User 0
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Area of Effect: 10' radius circle
Duration: Concentration, up to 10 minutes/caster level
This spell enables the caster to cause non-magical fires - from as small as a torch or lantern to as large as the area of effect - to reduce in size and brightness to become a dim glow that offers no illumination or increases light to twice its normal intensity, which increases the radius of illumination to twice its normal radius. Note that this does not affect either fuel consumption or damage caused by the fire.

The caster can affect any or all fires in the spell's area. He can alter their intensities with a single gesture as long as the spell is in effect. The spell lasts until the caster cancels it, all fuel is burned, or the duration expires. The caster can also extinguish all non-magical flames in the area, which expends the spell immediately. The spell does not affect fire elementals or similar creatures.

Aid
Enchantment/Charm
Level: Cleric 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 1 minute/caster level
Saving Throw: None
Magic Resistance: Yes
Aid grants the touched target a +1 on attack rolls and Saving Throws against fear effects (as a Bless spell), plus 2d8+4 temporary Hit Points. These temporary Hit Points are lost first when the character is wounded and, once lost, may not be healed. At the end of the spell's duration any remaining temporary Hit Points are lost.

Air Walk
Alteration
Level: Cleric 4, Druid 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air-walker's normal Movement Rate.

A strong wind can push the subject along or hold it back. At the end of its turn, the creature using Air Walk must make a DC 10 Athletics check of be moved 1d4 x 5 feet in the direction that the wind blows. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. See page 60 for more on moving in strong winds.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of bludgeoning damage per 10 feet of distance fallen. Since dispelling a spell effectively ends it, the subject also descends in this way if the Air Walk spell is dispelled, but not if an Antimagic Shell negates it.

Airy Water
Alteration
Level: Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 20' radius hemisphere, centered on you
Duration: 1 hour/caster level
Saving Throw: None
Magic Resistance: Yes
The Airy Water spell turns normal liquid such as water or water-based infusions or solutions to a less dense, breathable substance. Thus, if the caster wished to enter an underwater place, he would step into the water, cast the spell and sink downwards in a hemisphere of bubbling water that he and any companions in the spell's area of effect could move freely in and breathe just as if it were air rather than water.

The hemisphere moves with the spellcaster. Note that water-breathing creatures will avoid a hemisphere of airy water, although intelligent ones can enter it if they are able to move by means other than swimming, but no water-breathers will be able to breathe in an area affected by this spell. There is only one word that needs to be spoken to actuate the magic; thus, it can be cast under water.

Material Component: A small handful of alkaline or bromine salts.

Alarm
Abjuration
Level: Bard 1, Druid 1, Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Area of Effect: 20' radius circle centered on a point in space
Duration: 2 hours/caster level
Alarm sounds a mental or audible alarm each time any creature larger than a normal rat - anything larger than about ½ cubic foot in volume or more than about three pounds in weight - enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. Ethereal or astral creatures do not trigger the alarm. You decide at the time of casting whether the alarm will be mental or audible.

- Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A Silence 15' Radius spell has no effect on a mental alarm.
- Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

  In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a Silence 15' Radius spell cannot hear the ringing.

Alarm can be made permanent with a Permanency spell.

Material Component: A tiny bell and a piece of very fine silver wire. These are not consumed by this spell's casting.

Alter Self

Alteration
Level: Magic-User 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: Self
Duration: 10 minutes/caster level
When this spell is cast, the caster can alter his appearance and form - including clothing and equipment - to appear taller or shorter; thin, fat, or in between; human, demihuman, humanoid, or any other generally man-shaped bipedal creature. The new form must be of the same size category as the caster's true form.

If the form selected has wings, the magic-user can actually fly, but at only ½ of the Movement Rate of a true creature of that type, and with a loss of two Maneuverability Classes (to a minimum of E). If the form has gills, the caster can breathe underwater as long as the spell lasts. However, the caster does not gain any multiple attack routines or additional damage allowed to an assumed form. Likewise, he retains whatever sensory powers he had before the spell was cast and does not gain the sensory powers of his new form.

The caster's Hit Dice, Hit Points, attack rolls, Armor Class, and Saving Throws do not change. The spell does not confer special abilities, attack forms, or defenses. Once the new form is chosen, it remains for the duration of the spell. The caster can change back to his natural form at will, though this ends the spell immediately. A caster who is slain automatically returns to his normal form.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item) or melds into the new form and becomes non-functional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry on a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

A creature using Alter Self to impersonate another person gains a +5 bonus Disguise skill checks.

Analyze Dweomer

Divination
Level: Bard 6, Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Targets: 1 object or creature per caster level
Duration: Concentration, up to 1 round/caster level
Saving Throw: Wisdom negates; see text
Magic Resistance: No
You discern all spells and magical properties present in a number of creatures or objects. Each round you may examine a single creature or object that you can see. In the case of a magic item you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

A creature examined through this spell may attempt a Wisdom save to resist this effect. If its save succeeds you learn nothing about the creature except what you can discern by looking at it. A creature that makes its save cannot be affected by any other Analyze Dweomer spells for 24 hours.

Analyze Dweomer does not function when used on an artifact.

Material Component: A tiny lens of ruby or sapphire, worth at least 1,500 gp, set in a small golden loop. It is not expended by the casting of this spell.

Animal Friendship

Enchantment/Charm
Level: Druid 1
Components: V, S, M
Casting Time: 1 hour
Range: 30' (Close)
Target: See text
Duration: Instantaneous
Saving Throw: Charisma negates
Magic Resistance: Yes
By means of this spell the caster is able to show any animal of low intelligence (Intelligence 1-4) that he desires friendship. If the animal does not roll a successful Charisma Saving Throw immediately when the spell is begun, it stands quietly while the caster finishes the spell. Thereafter, it follows the caster as an animal companion.

The spell functions only if the caster actually wishes to be the animal's friend. If the caster has ulterior motives the animal always senses them (for example, the caster intends to eat the animal, send it ahead to set off traps, etc.).

The caster can teach the befriended animal 3 specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are those taught to a dog or similar pet (i.e., they cannot be complex). Training for each such trick must be done over a period of one week, and all must be done within three months of acquiring the creature. During the three-month period, the animal will not harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly. Characters with the Animal Handling skill for the type of animal befriended may teach that animal 2 tricks per week.

The caster can use this spell to attract up to 1 Hit Die of animal(s) per caster level. This is also the maximum total Hit Dice of the animals that can be attracted and trained at one time. Aligned animals can only be attracted, befriended, and trained by similarly aligned casters.

Material Component: The material components of this spell are a sprig of mistletoe and a piece of food liked by the animal, which is consumed when the spell is cast.

Animal Growth (reversible)

Alteration
Level: Druid 5, Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: 30 feet (Short)
Targets: 1 HD of animals per caster level
Duration: 10 minutes/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
This spell functions like Enlarge Animal except that you may target one or more animals, with Hit Dice totaling no more than your caster level with this spell.

The reverse of this spell, Shrink Animals, functions like Reduce Animal except that you may target one or more animals, with Hit Dice totaling no more than your caster level with this spell.

Only natural animals, including giant forms, can be affected by Animal

Growth or Shrink Animal.

Material Component: The material components of this spell are a sprig of mistletoe and a pinch of powdered bone, which is expended when the spell is cast.

Animal Messenger

Enchantment/Charm
Level: Bard 2, Druid 2
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: 1 Small-sized animal
Duration: 1 day/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
You compel a small animal with 1 HD or less to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in an unknown language, for example).

Material Component: A morsel of food the animal likes. This is expended when the spell is cast

Animal Summoning I

Conjuration/Summoning
Level: Bard 4, Druid 4
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 or more animals
Duration: Concentration, up to 1 round/caster level
This spell summons up to 16 Hit Dice worth of animals, with no more than 2 Hit Dice each. They appear where you designate (within 30') and act immediately, on your turn. They attack your opponents to the best of their ability. If you can communicate with the creatures, you can direct them not to attack, to attack certain enemies or to take other actions.

Creatures cannot be summoned into an environment that cannot support them. Other than various sorts of giant animals; fantastic animals or monsters cannot be summoned by this spell, i.e., no chimerae, dragons, gorgons, manticores, etc.

Page 228 of the Dungeon Master's Guide has a partial list of animals that may be summoned, sorted by their Hit Dice. Summoned creatures may be rolled randomly on these tables or may be chosen from the Monstrous Manual based upon the local flora and fauna (DM's discretion).

Animal Summoning II

Conjuration/Summoning
Level: Bard 5, Druid 5
Effect: 1 or more animals
This spell functions like Animal Summoning I, except that you can summon up to 24 Hit Dice worth animals, with no more than 4 Hit Dice each.

Animal Summoning III

Conjuration/Summoning
Level: Bard 6, Druid 6
Effect: 1 or more animals
This spell functions like Animal Summoning I, except that you can summon up to 32 Hit Dice worth of animals, with no more than 8 Hit Dice each.

Animal Trance

Enchantment/Charm
Level: Bard 2, Druid 2
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Targets: 2d6 Hit Dice of animals
Duration: Concentration, up to 10 minutes/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
Your swaying motion and music (or singing, or chanting) compels animals to do nothing but watch you. Only animals with low intelligence (Intelligence 1-4) can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

Fascinated creatures suffer a -4 penalty to their Armor Class and to Dexterity Saving Throws, and are treated as surprised if attacked. A fascinated creature's Movement Rate drops to 0, and the creature is visibly dazed. Any threat that is obvious to a fascinated creature, such as the casting of a spell or the drawing or aiming of a weapon, automatically breaks the effect on that creature.

Animate Dead

Necromancy
Level: Cleric 3, Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Targets: 1 or more corpses
Duration: Instantaneous
Saving Throw: None
Magic Resistance: No
This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead you create with this spell; you can't create more HD of undead than your caster level with a single casting

of animate dead. (The Desecrate spell or a desecrated area doubles this limit).

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 2 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command undead do not count toward the limit.

- Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.
- Zombies: A zombie can be created only from a mostly intact corpse.

Material Component: You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells. Clerics must also have their holy symbol at hand when casting this spell.

Animate Object

Alteration
Level: Cleric 6
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Area of Effect: 1 Small object per 2 caster levels; see text
Duration: Concentration, up to 1 round/caster level
You imbue inanimate, mundane objects with mobility and a semblance of life. Each animated object immediately attacks whomever or whatever you initially designate.

An animated object can be of any non-magical material. The animated objects attack whomever or whatever the caster first designates. The object can be of any material whatsoever - wood, metal, stone, fabric, leather, ceramic, glass, etc.

The speed of movement of the object is dependent upon its means of propulsion and its weight. Thus, a large stone pedestal would rock forward at 20' per round while a slithering object could move at 25' per round. Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a 30' Movement Rate. Objects with multiple legs (tables, chairs) have a Movement Rate of 45' per round. Wheeled objects have a Movement Rate of 60'. Objects might have additional modes of movement as well. A wooden object can float and has a Movement Rate on water equal to half its land speed. A rope or similar sinuous object can climb at half of its normal speed. A sheet-like object can fly (Maneuverability Class E) at half its normal Movement Rate.

The damage caused by the attack of an animated object is dependent upon its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike at their targets, or possibly wrap around and trip as do light, supple objects. Hard objects can crush or strike, with larger objects dealing more damage.

As a general guideline, assume that all animated objects have an Armor Class of 15. Small objects will have 15 Hit Points, Medium objects will have 30 Hit Points, and Large objects will have 45 Hit Points. All attack as if their Hit Dice equaled the caster level of the spell's caster. Animated objects deal 1d4 points of damage per size category (Small objects deal 1-4, Medium objects deal 2d4 and Large objects deal 3d4 points of damage).

Stone or hard metal objects have Damage Resistance against piercing and slashing weapons, while supple materials (such as rope or cloth) have Damage Resistance against bludgeoning and piercing damage.

You may animate one Small object or an equivalent number of larger objects per 2 caster levels. A Medium object counts as two Small objects, while a Large object counts as four Small objects. As such, a 12th level cleric may animate either 6 Small objects or its equivalent in larger objects. This spell cannot animate objects carried or worn by a creature.

Animate Object can be made permanent with a Permanency spell.

Animate Plants

Alteration
Level: Druid 7
Components: V
Casting Time: 1 action
Range: 30' (Close)
Targets: 1 Small plant per 2 caster levels; see text
Duration: Concentration, up to 1 round/caster level
You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object. In all other respects this spell functions as the Animate Objects spell.

Animate Plants cannot affect plant creatures, nor does it affect non-living vegetable material. Animated plants have Damage Resistance against piercing and bludgeoning damage.

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an Entangle spell. Magic Resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

Animate Rock

Alteration
Level: Druid 8
Components: V
Casting Time: 1 action
Range: 30' (Close)
Targets: 1 Small rock per 2 caster levels; see text
Duration: Concentration, up to 1 round/caster level
You imbue inanimate, non-magical rocks with mobility and a semblance of life. Each animated rock creature then immediately attacks whomever or whatever you initially designate as though it were an animated object.

Animated rock creatures follow the guidelines for animated objects but are stronger than those created through the Animate Object or Animate Plants spells. Assume that Small animated rocks have 30 Hit Points, Medium animated rocks will have 45 Hit Points, and Large animated rocks will have a 60 Hit Points. All attack as if their Hit Dice equaled the caster level of the spell's caster. Animated rocks have an Armor Class of 18 and have Damage Resistance against piercing and slashing damage. In all other respects this spell functions as the Animate Object spell.

Animate Rock cannot affect rock creatures such as elementals, galeb duhrs, or stone golems. The spell cannot animate rocks or gems carried or worn by a creature.

Animate Rope

Alteration
Level: Magic-User 1
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 ropelike object, up to 50' + 5' long/caster level; see text
Duration: Concentration, up to 1 round/caster level
You can animate a non-living, non-magical ropelike object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as part of concentrating on the spell.

A typical 1-inch diameter hempen rope has 10 Hit Points and an Armor Class of 15. Animated ropes have Damage Resistance against piercing and bludgeoning damage.

The rope can attack only a creature or an object within 5 feet of it - it does not snake outward - so it must be thrown at or near the intended target. Immediately following this, the rope springs towards its intended target in an attempt to grapple. It makes grapple checks using the caster's Concentration Check (see page 75) results.

A grappled creature can break the hold by making an opposed Athletics check (the rope uses the caster's Concentration Check result in place of its Athletics check). Unless the creature moves away from the rope, it will attempt to grapple the same creature again. See pages 68-69 for more information on grappling.

The rope itself and any knots tied in it are not magical. The spell cannot animate ropes carried or worn by a creature.

Antilife Shell

Abjuration
Level: Druid 6
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 10' radius sphere, centered on you
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
You bring into being a mobile, spherical energy field that prevents the entrance of most types of living creatures. The effect hedges out living creatures but not animated creatures, elementals, extraplanar creatures, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Antimagic Shell

Abjuration
Level: Cleric 8, Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 10' radius sphere, centered on you
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: See text
An invisible, spherical barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells and spell-like powers. Likewise, it prevents the functioning of any magic items or spells within its confines.

An Antimagic Shell suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an Antimagic Shell counts against the suppressed spell's duration.

Summoned creatures of any type are dispelled if they enter an Antimagic Shell. If you cast Antimagic Shell in an area occupied by a summoned creature that has Magic Resistance, you must make Concentration Check (page 75) with a DC equal to 10 + its Magic Resistance rating in order to banish it.

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword. The spell has no effect on golems and other animated creatures that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, undead, and extraplanar creatures are likewise unaffected unless summoned. These creatures' spell-like powers, however, may be temporarily nullified by the field. Dispel Magic does not remove the field.

Two or more Antimagic Shells sharing any of the same space have no effect on each other. Certain spells, such as Wall of Force, Prismatic Sphere, and Prismatic Wall, remain unaffected by Antimagic Shell (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Material Component: A pinch of powdered iron or iron filings.

Antipathy (reversible)

Enchantment/Charm
Level: Druid 9, Magic-User 8
Components: V, S, M
Casting Time: 1 hour
Range: 100 feet (Medium)
Target: 1 location (up to a 10' cube/caster level) or one object
Duration: 2 hours/caster level
Saving Throw: Charisma partial
Magic Resistance: Yes
You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature (i.e., dwarf, elf, human, troll, zombie) to be affected must be named specifically. Alternately, the specific alignment to be repelled must be named. Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful Saving Throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity ability checks (including Saving Throws), attack rolls, initiative rolls, and Armor Class by 2.

The reverse of the spell, Sympathy, causes an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels Antipathy and vice versa.

Material Component: A lump of alum soaked in vinegar or, for sympathy, a drop of honey. These are expended when the spell is cast.

Antiplant Shell 10' Radius

Abjuration
Level: Druid 4
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 10' radius sphere, centered on you
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
The antiplant shell spell creates an invisible, mobile sphere that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Arcane Sight

Divination
Level: Bard 3, Magic-User 3
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 120'cone
Duration: Concentration, up to 1 minute/caster level
This spell makes your eyes glow blue and allows you to see magical auras within a cone that extend to 120 feet. The effect is similar to that of a Detect Magic spell, but Arcane Sight discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the Detect Magic spell.

If you concentrate on a specific creature within 120 feet of you for 1 round you can determine whether it has any spellcasting or spell-like powers, whether these are arcane or divine (spell-like powers register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Arcane Sight can be made permanent with a Permanency Spell.

Armor

Abjuration, Invocation/Evocation
Level: Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: 1 hour/caster level
Saving Throw: Intelligence negates
Magic Resistance: No
The target of this spell gains a +4 bonus to Armor Class (as if wearing a chain shirt). The spell has no effect if the target is already armored, employing a shield, or using *bracers of defense* but is cumulative with the Shield spell or with either a *ring* or *cloak of protection*.

The Armor spell does not hinder movement or prevent spellcasting, and adds no weight or encumbrance.

The material component is a piece of finely cured leather that has been blessed by a cleric.

Astral Spell

Conjuration/Summoning, Universal
Level: Cleric 9, Magic-User 9
Components: V, S, M
Casting Time: 30 minutes
Range: Touch
Targets: You and 1 additional, willing creature per 2 caster levels
Duration: See text
Saving Throw: None
Magic Resistance: Yes
By freeing your spirit from your physical body this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken you are killed, astrally and physically. Luckily very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or astral form is slain the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral bodies are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it or until it is terminated by some outside means, such as Dispel Magic cast upon either the physical body or the astral form (which ends the spell), the severing of the silver cord (which kills you), or the destruction of your body back on the Material Plane (which also kills you).

Material Component: A silver cord worth 5 gp for each person to be affected. These are not consumed when the spell is cast.

Atonement

Abjuration
Level: Cleric 5, Druid 5
Components: V, S, M
Casting Time: 1 hour
Range: Touch
Target: 1 willing creature
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes
This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 5,000 gold pieces) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see Geas) or similar penance to determine whether the creature is truly contrite before casting the Atonement spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

- Reverse Magical Alignment Change: If a creature has had its alignment magically changed, Atonement returns its alignment to its original status at no cost in gold pieces.
- Restore Class Features: A paladin who has lost his class features due to committing an evil act may have his paladinhood restored to him by this spell.
- Restore Divine Spell Powers: A bard, cleric, druid, paladin, or ranger who has lost the ability to cast spells by incurring the anger of his deity may regain that ability by seeking Atonement from a cleric of the same deity (or from a druid with a similar ethos).
- Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on extraplanar creatures or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, Atonement can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note: Normally, changing alignment is up to the player. This use of Atonement simply offers a believable way for a character to change his alignment drastically, suddenly, and definitively.

Material Component: Burning incense. In addition to your holy symbol or mistletoe, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 5,000 gold pieces per casting (see above).

Audible Glamer

Illusion/Phantasm, Universal
Level: Bard 0, Magic-User 0
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: Illusory sounds
Duration: 1 round/caster level
Saving Throw: Intelligence negates (if interacted with)
Magic Resistance: No
Audible Glamer allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound Audible Glamer creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as 4 normal humans per caster level (to the maximum equivalent of 20 humans at caster level 5 and beyond). Thus talking, singing, shouting, walking, marching, or running sounds can be created. The noise an Audible Glamer spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting, while a roaring lion is equal to the noise from sixteen humans. Audible Glamer can enhance the effectiveness of a Silent Image spell.

Audible Glamer can be made permanent with a Permanency spell.

Material Component: A bit of wool or a small lump of wax.

Augury

Divination
Level: Cleric 2
Components: V, S, M
Casting Time: 1 minute
Range: Personal
Target: You
Duration: Instantaneous
An Augury can tell you whether a particular action will bring good or bad results for you in the immediate future.

In order to receive a meaningful reply, the DM secretly makes a DC 10 Concentration Check on the caster's behalf. If this check succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful Augury. Furthermore, a question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success.

The Augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All Augury spells cast by the same person about the same topic use the same dice result as the first casting.

Material Component: Incense worth at least 25 gp, which is consumed when the spell is cast. The spell also uses a set of marked sticks, bones, cards, or similar tokens of at least 25 gp value, which are not destroyed when the spell is cast.

Avoidance (Reversible)

Abjuration, Alteration
Level: Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: 1 object up to 10 cubic feet in volume
Duration: Permanent until triggered, then 10 minutes/caster level
Saving Throw: None; see text
Magic Resistance: Yes
By means of this spell, the caster sets up a natural repulsion between the affected object and all other living things except himself. Thus, any living creature attempting to touch the affected object is repulsed (unable to come closer than 1 foot), or repulses the affected object, depending on the relative mass of the two (a halfling attempting to touch an iron chest with an avoidance spell upon it will be held back, while the chest will skitter away from a giant-sized creature as the creature approaches).

A successful Athletics check, with a DC equal to the spell's Saving Throw DC, allows a creature to touch or otherwise interact with an item with Avoidance cast upon it. This check must be repeated each round until the spell expires or is dispelled.

The spell cannot be cast upon living things; any attempt to cast avoidance upon the apparel or possessions of a living creature requires a successful attack roll.

The reverse of this spell, Attraction, sets up a natural attraction between the affected object and all living things. A creature is drawn to the object if the creature is smaller, or the object slides toward the creature if the creature is larger. It takes a successful Athletics check, with a DC equal to the spell's Saving Throw DC, allows a creature to remove the enchanted object once it has adhered to an object or creature.

Material Component: A magnetized needle.

Banishment

Abjuration
Level: Cleric 7, Magic-User 7
Components: V, S, M; see text
Casting Time: 1 action
Range: 30' (Close)
Targets: 1 or more extraplanar creatures; see text
Duration: Instantaneous
Saving Throw: Charisma negates
Magic Resistance: Yes
A Banishment spell is a more powerful version of the Dismissal spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus to your Concentration Check (p. 75) when trying to overcome its Magic Resistance. Furthermore, the spell's save DC increases by 1 for each item used. Up to 3 objects can be used to augment this spell. Certain rare items might work twice as well as a normal item for the purpose of these bonuses (DM's discretion).

Barkskin

Alteration
Level: Druid 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
The target gains tough, bark-like skins that grants a +3 bonus to Armor Class. In addition, the spell grants the target resistance to bludgeoning and piercing damage and vulnerability to fire damage.

The spell grants no Armor Class bonus if the target is already armored or using *bracers of defense*, but is cumulative with the Shield spell, shield use, or with either a *ring* or *cloak of protection*.

Material Component: In addition to mistletoe, the caster must have a handful of bark from an oak.

Bigby's Clenched Fist

Invocation/Evocation
Level: Magic-User 8
Components: V, S, M
This spell functions like Bigby's Interposing Hand, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 30' and attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, always striking its target. The hand deals 2d10 points of force damage on each attack, and any creature struck must make a Strength Saving Throw or be stunned for 1 round.

Bigby's Clenched Fist can also interpose itself as Bigby's Interposing Hand does or can push an opponent as Bigby's Forceful Hand does. The hand uses the caster's Concentration Checks in lieu of Athletics skill checks when making Push attempts (the hand counts as a Large creature when doing so). See page 69 for more information on Push attempts.

Directing the spell to a new target uses your action that round but requires only concentration to continue attacking that target.

Material Component: A leather glove, which is not destroyed when the spell is cast.

Bigby's Crushing Hand

Invocation/Evocation
Level: Magic-User 9
Components: V, S, M
This spell functions like Bigby's Interposing Hand, except that the hand can interpose itself, push, or crush one opponent that you select.

Bigby's Crushing Hand can grapple an opponent like Bigby's Grasping Hand does. The hand attacks once per round and always hits its target. The hand uses the caster's Concentration Checks in lieu of Athletics skill checks when making Grapple attempts (the hand counts as a Large creature when doing so). See page 68-69 for more information on Grapple attempts.

The hand deals 3d10 points of force damage each round that it holds its grappled target (which is every round past the round it which it successfully grapples its opponent).

Bigby's Crushing Hand can also interpose itself as Bigby's Interposing Hand does, or it can push an opponent as Bigby's Forceful Hand does. The hand uses the caster's Concentration Checks in lieu of Athletics skill checks when making Push attempts (the hand counts as a Large creature when doing so). See page 69 for more information on Push attempts.

Directing the spell to a new target uses your action that round but requires only concentration to continue attacking that target.

Material Component: The shell of an egg, which is expended during casting, and a glove of snakeskin.

Bigby's Forceful Hand

Invocation/Evocation
Level: Magic-User 6
Components: V, S, M
This spell functions like Bigby's Interposing Hand, except that Bigby's Forceful Hand pursues and pushes away the opponent that you designate.

The hand attacks once per round and always strikes its target. Treat this attack as a Push attempt. The hand uses the caster's Concentration Checks in lieu of Athletics skill checks when making Push attempts (the hand counts as a Large creature when doing so). See page 69 for more information on Push attempts.

A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully pushing it.

Directing the spell to a new target uses your action that round but requires only concentration to continue blocking that target.

Material Component: A sturdy glove made of leather or heavy cloth that is not expended when the spell is cast.

Bigby's Grasping Hand

Invocation/Evocation
Level: Magic-User 7
Components: V, S, M
This spell functions like Bigby's Interposing Hand, except the hand can also grapple one opponent that you select.

Bigby's Grasping Hand gets one grapple attack per round and always strikes its target. The hand uses the caster's Concentration Checks in lieu of Athletics skill checks when making Grapple attempts (the hand counts as a Large creature when doing so). The hand holds but does not harm creatures it grapples. See page 68-69 for more information on Grapple attempts.

Bigby's Grasping Hand can also push an opponent as Bigby's Forceful Hand does or interpose itself as Bigby's Interposing Hand does. The hand uses the caster's Concentration Checks in lieu of Athletics skill checks when making Push attempts (the hand counts as a Large creature when doing so). See page 69 for more information on Push attempts.

Directing the spell to a new target uses your action that round but requires only concentration to continue attacking that target.

Material Component: A leather glove that is not expended when the spell is cast.

Bigby's Interposing Hand

Invocation/Evocation
Level: Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Effect: 10' long hand
Duration: Concentration, up to1 round/caster level
Saving Throw: None
Magic Resistance: Yes
Bigby's Interposing Hand creates a large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing heavy cover for you against that opponent. Nothing can fool the hand - it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

Bigby's Interposing Hand is 10 feet long and about that wide with its fingers outstretched. It has as many Hit Points the caster has when undamaged and its Armor Class is 20. It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

It cannot push through a Wall of Force or enter an Antimagic Shell and suffers the full effect of a Prismatic Wall or Prismatic Sphere. The hand makes Saving Throws as its caster.

Disintegrate or a successful Dispel Magic destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal Movement Rate. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target uses your action that round but requires only concentration to continue blocking that target.

Material Component: A soft glove that is not expended when the spell is cast.

Bind Wounds (reversible)

Necromancy
Level: Cleric 0, Bard 0, Druid 0
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 living creature
Duration: Instantaneous
Saving Throw: Constitution negates
Magic Resistance: Yes
Upon casting this spell, you target a living creature that has 0 or fewer Hit Points. That creature is automatically stabilized and does not lose any further Hit Points. If the creature later takes damage, it continues dying normally.

The reverse of this spell, Open Wounds, causes a living creature that is at or below 0 Hit Points but stabilized to resume dying. The creature can be stabilized later normally.

Binding

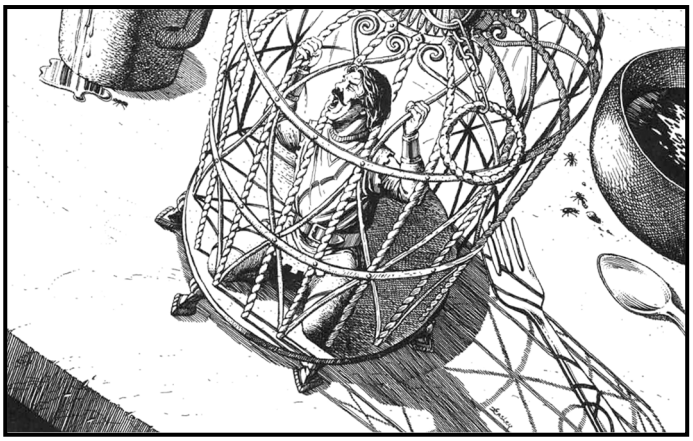
Enchantment/Charm, Invocation/Evocation
Level: Magic-User 8
Components: V, S, M
Casting Time: 1 minute
Range: 30' (Close)
Target: 1 creature
Duration: See text
Saving Throw: Charisma negates; see text
Magic Resistance: Yes
A Binding spell creates a magical restraint to hold a creature. You may have as many as six assistants help you with the spell. For each assistant who casts Suggestion, Dominate Animal, Dominate Monster, or Dominate Person, your effective caster level for the casting of Binding increases by 1, provided that the spell's target is appropriate for a binding spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the binding spell, Saving Throws and Magic Resistance against the assistants' spells are irrelevant.

Regardless of the version of Binding you cast, you may specify triggering conditions that end the spell and release the creature whenever a trigger occurs. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment but, otherwise, must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or Hit Points don't qualify. Once the spell is cast its triggering conditions cannot be changed. Setting a release condition increases the spell's DC by 1.

If you are casting any of the first three versions of Binding (those with limited durations), you may cast additional Binding spells to prolong the effect, since the durations overlap. If you do so, the target gets a Saving Throw at the end of the first spell's duration. If the creature succeeds on this save all the Binding spells it is targeted by are broken.

The Binding spell has six versions. Choose one of the following versions when you cast the spell. Regardless of which version is chosen the subject does not need to breathe, eat, or drink while bound, nor does it age.

- Chaining: The subject is confined by restraints that generate an Antipathy spell affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this form of Binding is confined to the spot it occupied when it received the spell.
- Slumber: This version causes the subject to become comatose for as long as one year per caster level. This form of Binding is more difficult to cast than chaining, making it slightly easier to resist. Reduce the DC by 1.
- Bound Slumber: This combination of chaining and slumber lasts for as long as one month per caster level. Reduce the DC by 1.
- Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. Reduce the DC by 1.
- Metamorphosis: The subject assumes Gaseous Form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The Binding is permanent. Reduce the DC by 2.
- Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The Binding is permanent. Reduce the DC by 2.



You can't dispel a Binding spell with Dispel Magic or a similar effect, though an Antimagic Shell or Mordenkainen's Disjunction affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to Dismissal, Banishment, or a similar effect.

Components: The components for a Binding spell vary according to the version of the spell but always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of Binding used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for slumber Bindings), a bell jar of the finest crystal, and the like.

In addition to the specially made props suited to the specific type of Binding (costing 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured. These materials are destroyed upon the casting of this spell.

Blade Barrier

Invocation/Evocation
Level: Cleric 6
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Effect: Wall of whirling blades 20' high and up to 20' long/caster level,
Duration: Concentration, up to 1 minute/caster level
Saving Throw: Dexterity half or Dexterity negates; see text
Magic Resistance: Yes
An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 10d6 points of slashing damage, with a Dexterity Saving Throw reducing this to ½ damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and take no damage by making a successful Dexterity save.

A Blade Barrier provides light cover against attacks made through it.

Bless (reversible)

Enchantment/Charm
Level: Cleric 1
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 50' radius circle, centered on you
Duration: 1 minute/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
Bless fills the caster and all allies within a 50' radius with courage. Each ally gains a +1 bonus on attack rolls and on Saving Throws against fear effects.

The reverse of this spell, Bane, fills all enemies within a 50' radius with fear and doubt. Each affected creature takes a -1 penalty to attack rolls and Saving Throws against fear effects unless they succeed at a Charisma Saving Throw against the spell.

Bane counters and dispels Bless and vice versa.

Bless Water (reversible)

Alteration
Level: Cleric 1
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: 1 flask of water
Duration: Instantaneous
This alteration transforms a flask (1 pint) of water into holy water. Holy water may be used as a grenade-like weapon (see page 66 for more details).

The reverse of this spell, Curse Water, transforms a flask (1 pint) of water into unholy water. Unholy water may be used as a grenade-like weapon (see page 67 for more details). Unholy water damages good extraplanar creatures the way holy water damages undead and evil extraplanar creatures.

Material Component: 5 pounds of powdered silver (worth 25 gp) that is expended during the casting of this spell and the cleric's holy symbol.

Blink

Alteration
Level: Magic-User 3
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/caster level
You "blink" back and forth between the Material Plane and the Ethereal Plane.

You look as though you're winking in and out of reality very quickly and at random. Blinking has several effects, as follows:

- Physical attacks against you have a 50% chance of missing, regardless of your opponent's attack roll. If the attacker is capable of striking ethereal creatures, you only gain a +2 bonus to Armor Class due to the partial invisibility provided by the spell. You gain no Armor Class bonus when attacked by those who can see invisible creatures. Those who may strike ethereal creatures ignore the automatic 50% chance of missing a blinking target.

  Likewise, your own attacks have a 50% chance of missing their target, since you sometimes go ethereal just as you are about to strike. While blinking you strike as an invisible creature (with a +2 bonus on attack rolls) unless your opponent can see invisible creatures.
- Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 50% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.
- While blinking you take only ½ damage from area attacks (but full damage from those that extend onto the Ethereal Plane) and environmental effects (such as cold, fire, or falling damage).
- Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature can't attack material creatures and spells you cast while ethereal affect only other ethereal things.
- An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through (but not see through) solid objects, including living creatures. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of force damage per 5 feet so traveled. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial.
- Abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa.
- Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Blur

Illusion/Phantasm
Level: Magic-User 2
Components: V
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: Concentration, up to 1 minute/caster level
Saving Throw: None
Magic Resistance: Yes
The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject heavy concealment (+2 to Armor Class) and a +1 to their attack rolls. A Detect Invisibility spell does not counteract the Blur effect though a True Seeing spell does.

Break Enchantment

Abjuration
Level: Cleric 5, Bard 4, Magic-User 5
Components: V, S
Casting Time: 1 minute
Range: 30' (Close)
Targets: 1 creature/caster level, all within 30' of each other
Duration: Instantaneous
Saving Throw: See text
Magic Resistance: No
This spell frees victims from enchantments, alterations, and curses. Break Enchantment can reverse even an instantaneous effect such as polymorphing or petrifying effects. For each such effect you make a Concentration Check with a DC equal to the spell's Saving Throw DC. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the item's Saving Throw DC or 20 (if the save DC is unknown).

If the spell is one that cannot be dispelled by Dispel Magic, Break Enchantment works only if that spell is 6th level or lower.

If the effect comes from some permanent magic item, Break Enchantment does not remove the curse from the item, but it does free the victim from the item's effects so it can be removed or discarded.

Burning Hands

Alteration
Level: Magic-User 1
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 15' cone
Duration: Instantaneous
Saving Throw: Dexterity half
Magic Resistance: Yes
A cone of searing flame shoots from your fingertips, striking all opponents standing directly in front the caster. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum of 5d4). The fire ignites any flammable objects in the area that aren't being worn or carried.

Call Lightning

Invocation/Evocation
Level: Druid 3
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Effect: 1 or more 30' long vertical lines of lightning
Duration: Concentration, up to 1 minute/caster level; see text
Saving Throw: Dexterity half
Magic Resistance: Yes
Immediately upon completion of the spell, and once per round thereafter, you may call down a vertical bolt of lightning that deals 3d8 points of lightning damage to those in its path. The bolt of lightning flashes down in a vertical stroke at whatever target you choose within the spell's range.

You need not call a bolt of lightning immediately so long as you maintain concentration on the spell. Over the course of the spell's duration, you may call a total number of bolts equal to your caster level, to a maximum of 10 bolts.

This spell functions indoors or under ground but not underwater.

Call Woodland Beings

Conjuration/Summoning
Level: Druid 4
Components: V, S, M
Casting Time: 10 minutes
Range: 30' (Close)
Target: 1 or more summoned woodland creatures
Duration: Special
By means of this spell the caster is able to summon certain woodland creatures to his location. Naturally this spell will only work outdoors, in an area that could conceivably be a home to such creatures.

The caster begins the incantation and the spell must be continued, uninterrupted, for 10 minutes. The verbalization and somatic gesturing are easy so this is not particularly exhausting to the spellcaster, though the spell will be disrupted if the caster loses concentration during this time.

Any woodland being answering the call will initially be favorably disposed to the spellcaster and give whatever aid it is capable of, so long as the actions are in keeping with their alignment. If the caster

requests that the summoned creatures engage in combat or act in a manner that endangers it, he must make a successful Persuasion skill check.

Only one of the following types of beings can be summoned by the spell, and the type of creature summoned is limited by the caster's alignment:

Creature	# Summoned	Summoner's Alignment
Brownie	2d8	Neutral good, lawful neutral
Centaur	1d4	Lawful neutral, neutral, chaotic neutral, neutral evil, neutral good
Dryad	1d4	Lawful neutral, neutral, chaotic neutral, neutral evil, neutral good
Pixie	1d8	Lawful neutral, neutral, chaotic neutral, neutral evil, neutral good
Satyr	1d4	Lawful neutral, neutral, chaotic neutral, neutral evil, neutral good
Sprite	1d6	Lawful neutral, neutral, chaotic neutral, neutral good
Treant	1	Neutral, chaotic neutral, chaotic good
Unicorn	1	Neutral, chaotic neutral, neutral good

Material Component: A pinecone and 8 holly berries.

Calm Animals

Enchantment/Charm
Level: Bard 1, Druid 1
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Targets: Animals within a 30' radius of each other
Duration: 1 minute/caster level
Saving Throw: Charisma negates; see text
Magic Resistance: Yes
This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1-4) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart.

The number of Hit Dice of animals you can affect is equal to 2 per caster levels. An animal trained to attack or guard is allowed a Saving Throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Calm Emotions

Enchantment/Charm
Level: Bard 2
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Area of Effect: Creatures in a 20' radius circle
Duration: 1 round/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
This spell calms agitated creatures. You have no control over the affected creatures but Calm Emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions nor do anything destructive, although they can defend themselves. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses any bonuses granted by spells such as Bless, Aid, and Prayer as well as negating a bard's ability to inspire or a barbarian's Battle Frenzy ability. It also suppresses fear and Confusion effects on all targeted creatures. While the spell lasts, a suppressed spell or effect has no effect. When the Calm Emotions spell ends the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Cause Fear

Enchantment/Charm
Level: Cleric 1, Bard 1, Magic-User 1
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 creature with 5 or fewer HD
Duration: Instantaneous; see text
Saving Throw: Charisma negates
Magic Resistance: Yes
The affected creature becomes frightened and flees from the caster as quickly as possible for 1d4 rounds. Creatures unable to flee cower in fear, unable to attack but able to defend themselves. Creatures with 6 or more Hit Dice are immune to this effect.

Cause Fear counters and dispels Remove Fear, and vice versa.

Chain Lightning

Invocation/Evocation
Level: Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long); see text
Targets: 1 primary target, plus 1 secondary target/caster level; see text
Duration: Instantaneous
Saving Throw: Dexterity half
Magic Resistance: Yes
This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike the Lightning Bolt spell, Chain Lightning initially strikes one target and then arcs to other targets.

The bolt deals 1d6 points of lightning damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

You may choose secondary targets as you like but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum. Each target can attempt a Dexterity Saving Throw for half damage.

Material Component: A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels. These are not expended by this spell's casting.

Change Self

Illusion/Phantasm
Level: Bard 1, Magic-User 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: Concentration, up to 10 minutes/caster level
Saving Throw: Intelligence negates (if interacted with); see text
You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or of medium build. You cannot change your body type (a humanoid caster must retain a humanoid form). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. A creature using Change Self to impersonate another person gains a +5 bonus to their Disguise skill checks, so long as the illusion goes unnoticed (see below).

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. A creature that interacts with the glamer gets an Intelligence save to recognize it as an illusion.

Changestaff

Alteration
Level: Druid 7
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 quarterstaff
Duration: 1 hour/caster level

You change a specially prepared quarterstaff into a treant. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant.

The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer Hit Points it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell ends and can be used as the material component for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Material Component: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days). You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

Chaos

Enchantment/Charm
Level: Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Area of Effect: 20' radius circle
Duration: Concentration, up to 1 round/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
This spell is similar to the Confusion spell (q.v.) except that all creatures in the area of effect are confused for the duration of the spell.

Material Component: A small disc of bronze and a small rod of iron. These components are not consumed by this spell's casting.

Chariot of Sustarre

Invocation/Evocation
Level: Druid 8
Components: V, S, M
Casting Time: 10 minutes
Range: 30' (Close)
Area of Effect: See text
Duration: 30 minutes/caster level
When this spell is cast, it brings forth a large flaming chariot pulled by two fiery horses which appear in a clap of thunder amidst cloud-like smoke. This vehicle moves at 60' on the ground, 120' flying (Maneuverability Class C), and can carry the caster and up to 8 other Medium-sized creatures whom he first touches so as to enable these creatures to be able to ride aboard this burning transport. The caster controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, turning left or right as you desire. This does not require the use of any actions on your part.

Creatures other than the caster and his designated passengers will sustain 1d6 points of fire damage if within 10' or 1d4 points of fire damage if past 10' but within 20'.

Note that the Chariot of Sustarre is a physical manifestation and can sustain damage. The vehicle and steeds have resistance to bludgeoning, piercing, and slashing damage weapons, but are vulnerable to cold damage. The chariot and horses are attacked as one entity, with an Armor Class of 20 and 80 Hit Points. Naturally fire has absolutely no effect upon either the vehicle or its steeds, and the chariot's passengers are immune to all fire or heat-based attacks.

Material Component: In addition to mistletoe the caster must have a small piece of wood, 2 holly berries, and a fire source at least equal to a torch.

Charm Monster

Enchantment/Charm
Level: Bard 3, Magic-User 4
Target: 1 creature
Duration: 1 day/caster level
This spell functions like Charm Person, except that the effect is not restricted by creature type or size.

Charm Person

Enchantment/Charm
Level: Magic-User 1
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 humanoid creature
Duration: 1 day/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target as having a "Preferred" attitude towards you, see page 61). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +4 bonus on its Saving Throw.

The spell does not enable you to control the charmed person as if he were an automaton, but he perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must succeed at a Persuasion skill check in order to convince him to do anything he wouldn't ordinarily do.

An affected creature never obeys suicidal or obviously harmful orders but might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Charm Person or Mammal

Enchantment/Charm
Level: Bard 1, Druid 2
Target: 1 humanoid creature or mammal
This spell functions like Charm Person, except that it affects all mammalian animals as well.

You must succeed at an Animal Handling skill check in order to convince an animal to do anything it wouldn't ordinarily do.

Chill Touch

Necromancy
Level: Magic-User 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 living or undead creature
Duration: Concentration, up to 1 round/caster level
Saving Throw: Constitution partial; see text
Magic Resistance: Yes
You draw negative energy from the Demiplane of Shadow to create a ghostly glow upon your hand that can be used as a touch attack while the spell persists. A living creature touched by your hand (requiring an attack roll) suffers 1d6 points of necrotic damage. If a living target fails a Constitution Saving Throw it suffers 1 point of Strength damage as well. Creatures not rated for Strength take a -1 penalty to their attack rolls for 1 day.

An undead creature hit by the spell is not damaged and does not lose Strength, but flees from the caster for 1d4 rounds + 1 round/ caster level unless it succeeds at a Charisma Saving Throw.

Clairaudience/Clairvoyance

Divination
Level: Bard 3, Magic-User 3
Components: V, S, M
Casting Time: 10 minutes
Range: Personal
Effect: An invisible, magical sensor up to 400 feet away
Duration: Concentration, up to 1 minute/caster level
Clairaudience/Clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place familiar to you or an obvious one.

Once you have selected the locale the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells this spell does not allow magically or supernaturally enhanced senses to work through it. Clairaudience /Clairvoyance functions only on the plane of existence you are currently occupying.

Material Component: A small horn (for hearing) or a glass eye (for seeing) that is not consumed by the spell's casting.

Clone

Necromancy
Level: Magic-User 8
Components: V, S, M
Casting Time: 10 minutes
Range: Special; see text
Effect: 1 clone
Duration: Instantaneous
This spell makes an inert duplicate of a creature. If the original individual has been slain its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) that was taken from the original creature's living body. The piece of flesh need not be fresh but it must be kept from rotting. Once the spell is cast the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed the original's soul enters it immediately if that creature is already dead. The clone is physically identical to the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including the loss of one level or 2 points of Constitution (if the original was a 1st level character). If this Constitution adjustment would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken, and died at a lower level than the clone would otherwise be, the clone is one level below the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh which rots if not preserved.

Material Component: The piece of flesh and various laboratory supplies (cost 1,000 gp) that are used up by the spell. In addition, the caster needs to have special laboratory equipment (cost 500 gp) that is necessary for the spell's functioning but is not consumed during its casting.

Cloudkill

Conjuration/Summoning
Level: Magic-User 5
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Area of Effect: 20' radius cylinder, 20' in height
Duration: Concentration, up to 1 minute/caster level
Saving Throw: Constitution partial; see text
Magic Resistance: No
You create a 20-foot-radius cylinder of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the spell's duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured. These noxious vapors have the following effect:

- Any living creature with 3 or fewer HD is slain (no Saving Throw).
- A living creature with 4 to 5 HD is slain unless it makes a Constitution Saving Throw. The creature must repeat this Saving Throw on each round spent in the cloud.

  If it makes the save it is sickened while in the spell's area of effect. Sickened creatures suffer a -2 penalty to all Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½.
- A living creature with 6 or more HD is sickened during each round spent in the cloud unless it succeeds on Constitution Saving Throw. Sickened creatures suffer a -2 penalty to all Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½.

The spell also obscures vision, providing concealment to those within the spell's radius. A creature 5' away has light concealment. Creatures up to 10' away have heavy concealment while those further away have total concealment. See page 68 for more details on concealment.

Unlike a Fog Cloud, Cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down dens or sinkhole openings. It cannot penetrate liquids; nor can it be cast underwater. Creatures immune to poison are unaffected by the spell.

Color Spray

Illusion/Phantasm, Invocation/Evocation
Level: Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 15' cone
Duration: Instantaneous; see text
Saving Throw: Wisdom negates
Magic Resistance: Yes
A vivid cone of clashing colors springs forth from your hand, causing living creatures to become stunned, perhaps also blinded, and possibly knocked unconscious. Each creature within the cone is affected according to its Hit Dice. Sightless creatures are not affected by Color Spray.

- 2 HD or less: The creature is knocked unconscious for 2d4 rounds and then blinded and stunned for 1d4+1 rounds.
- 3 or 4 HD: The creature is blinded and stunned for 1d4+1 rounds.
- 5 or more HD: The creature is stunned for 1 round.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.

Combine

Invocation/Evocation
Level: Cleric 1
Components: V, S; see text
Casting Time: 1 minute; see text
Range: Touch
Target: 1 cleric
Duration: 10 minutes
Saving Throw: None
Magic Resistance: Yes
This spell enables two to five casters to combine their abilities and thereby empower one of their number to cast spells and Turn Undead with greater efficacy.

The highest-level caster of the group stands, while the other casters join hands in a circle that includes the spell's target. All the assisting casters then cast the Combine spell during the same round.

The central caster functions as if of higher level, temporarily gaining 1 caster level for every encircling caster. The central caster gains no additional spell slots but may cast any previously prepared spell.

The encircling casters must concentrate and maintain their circle around the central caster throughout the casting of the spell. While linked by their hands they gain no Armor Class bonuses from shield or Dexterity, and their attackers gain a +4 bonus to all attack rolls made to strike them.

Command

Enchantment/Charm
Level: Cleric 1
Components: V
Casting Time: 1 action
Range: 30' (Close)
Target: 1 creature
Duration: 1 round
Saving Throw: Charisma negates
Magic Resistance: Yes

You give the subject a single command, which it obeys to the best of its ability on its turn. You may select from the following options:

- Approach: The subject moves directly toward you at its normal Movement Rate for 1 round. The creature may do nothing but move during its turn.
- Drop: The subject drops whatever it is holding. It can't pick up any dropped item until its next turn.
- Fall: The subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.
- Flee: The subject moves away from you as quickly as possible for 1 round. It may do nothing but take the Run action during its turn.
- Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

Command Plants

Enchantment/Charm
Level: Druid 4
Components: V
Casting Time: 1 action
Range: 30' (Close)
Targets: 2 HD/caster level of plant creatures
Duration: 1 day/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you and they perceive your words and actions in the most favorable way (treat them as if they had a "Preferred" attitude towards you, see page 61). They will not attack you while the spell lasts.

You can try to give the targets orders, but you must succeed at a Persuasion skill check in order to convince them to do anything they wouldn't ordinarily do. A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or HD do not exceed twice your caster level.

Commune

Divination
Level: Cleric 5
Components: V, S, M
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Concentration, up to 1 round/caster level
You contact your deity or a divine proxy and ask up to one question per round that can be answered with a "yes" or "no." Each question uses your action for the round. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

If you cast the spell two or more times in a single day, there is a cumulative 25% chance for each casting after the first that you get no answer. The DM makes this roll in secret.

Material Component: Holy (or unholy) water and incense worth 1,000 gold pieces, which is consumed during the spell's casting.

Commune with Nature

Divination
Level: Druid 5
Components: V, S
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous
You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects:

- Terrain and bodies of water
- Prevalent plants, minerals, animals, or peoples
- Powerful extraplanar creatures, elementals, or undead
- Influence from other planes of existence
- Buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

In outdoor settings the spell operates in a radius of 1 mile per caster level. In natural subterranean settings - caves, caverns and the like - the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Comprehend Languages (reversible)

Divination, Universal
Level: Cleric 1, Bard 1, Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: Personal or touch
Target: 1 creature
Duration: 10 minutes/caster level
Saving Throw: Wisdom negates; see text
Magic Resistance: Yes
You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of 1 page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the Secret Page and Illusionary Script spells). It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend Languages can be made permanent with a Permanency spell.

The reverse of this spell, Confuse Languages, cancels a Comprehend Languages spell or renders a touched creature's speech and writing incomprehensible, for the same duration as above. Alternately, you can touch a mundane item to render its text incomprehensible.

Material Component: A pinch of soot and a few grains of salt.

Cone of Cold

Invocation/Evocation
Level: Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 60' cone
Duration: Instantaneous
Saving Throw: Dexterity half
Magic Resistance: Yes
Cone of Cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It deals 1d6 points of cold damage per caster level (maximum 15d6). A nonmagical object that isn't being worn or carried also takes the damage if in the spell's area.

Material Component: A very small crystal or glass cone that may be re-used by the caster.

Confusion

Enchantment/Charm
Level: Bard 3, Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Area of Effect: 2d4 creatures in a 10' radius circle
Duration: Concentration, up to 1 round/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
This spell causes the 2d4 targets within the spell's area of effect to become confused, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round. A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

D20 roll	Behavior
1-2	Attack caster
3-4	Act normally
5-10	Do nothing but babble incoherently
11-14	Flee from caster at top possible speed
15–20	Attack nearest creature

Material Component: A set of three nut shells that are not expended during this spell's casting.

Conjure Elemental

Conjuration/Summoning
Level: Cleric 6, Druid 6, Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close); see text
Target: 1 summoned elemental
Duration: Concentration, up to 1 round/caster level; see text
Saving Throw: No
Magic Resistance: None
The caster of this spell is able to conjure an air, earth, fire or water elemental with this spell - assuming he has the material component for the particular elemental. Conjured elementals are very strong - typically having 12 Hit Dice (12d8). A caster may only have one such creature in his service at any given time. The type of elemental to be conjured must be decided upon before preparing the spell.

The elemental obeys any verbal commands that you issue to it (no action required by you), even laying down its life for you if necessary. If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. The elemental can be controlled up to 10' distance per level of the spellcaster. The elemental remains until its form on this plane is destroyed due to damage or the spell's duration expires.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

Material Component: The material component of this spell is a small amount of:

Elemental Conjured	Material Components
Air elemental	Burning incense
Earth elemental	Soft clay
Fire elemental	Sulfur and phosphorus
Water elemental	Water and sand

Special protection from uncontrolled elementals is available by means of a Protection from Evil spell.

Consecrate (reversible)

Invocation/Evocation
Level: Cleric 2
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Area of Effect: 20' radius circle
Duration: 2 hours/caster level
Saving Throw: None
Magic Resistance: No
This spell blesses an area with positive energy. Undead in the area suffer a -1 penalty to their Saving Throws and attack rolls. Undead cannot be created within or summoned into a consecrated area.

If the consecrated area contains an altar, shrine or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (-2 penalty to undead creatures' Saving Throws and attack rolls). You cannot Consecrate an area with a similar fixture of a deity other than your own patron.

If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the Consecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the penalties relating to undead, as given above.

The reverse of this spell, Desecrate, imbues an area with negative energy. Undead in the area gain a +1 bonus to their Saving Throws and attack rolls.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+ 2 bonus to undead creatures' Saving Throws and attack rolls). You cannot Desecrate an area with a similar fixture of a deity other than your own patron.

Furthermore, anyone who casts Animate Dead within this area may create as many as double the normal amount of undead (that is, 2 HD per caster level rather than 1 HD per caster level).

If the area contains an altar, shrine or other permanent fixture of a deity, pantheon, or higher power other than your patron, the Desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses relating to undead, as given above.

Desecrate counters and dispels Consecrate, while Consecrate counters and dispels Desecrate.

Material Component: A vial of holy water (unholy water for Desecrate) and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area. They are consumed during this spell's casting.

Contact other Plane

Divination
Level: Magic-User 5
Components: V
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Concentration, up to 1 round/2 caster levels
Saving Throw: See text
Magic Resistance: None
You send your mind to another plane of existence in order to receive advice and information from powers there. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

You must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round that you pose it (posing this question uses your action for the round).

Contact with minds far removed from your home plane increases the probability that the entity will know the answer to your question but also increases the chance that your mind will be overwhelmed by the experience. You must succeed on an Intelligence save, with the listed DC, or take 2d4 points of Intelligence damage. This ability loss strikes as soon as the first question is asked and no answer is received.

Plane Contacted	DC	Truth	Unknown	Lie	Random
Elemental plane	10	01–34	35–62	63–83	84–100
(Appropriate plane)	10	(01–68)	(69–75)	(76–98)	(99–100)
Positive or negative energy plane	12	01–39	40–65	66–86	87–100
Astral plane	12	01–44	45–67	68–88	89–100
Outer plane, demigod	14	01–49	50–70	71–91	92–100
Outer plane, lesser god	16	01–60	61–75	76–95	96–100
Outer plane, intermediate god	18	01–73	74–81	82–98	99–100
Outer plane, greater god	20	01–88	89–90	91–99	100

Once the power upon another plane is reached and you pass your Intelligence Saving Throw, percentile dice are rolled and the table above is consulted to determine the result. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

- Truth: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.
- Unknown: The entity tells you that it doesn't know.
- Lie: The entity intentionally lies to you.
- Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up. Random answers are subject to the personalities of individual deities.

On rare occasions, this divination may be blocked by an act of certain deities or forces.

Contingency

Invocation/Evocation
Level: Magic-User 6
Components: V, S, M
Casting Time: At least 10 minutes; see text
Range: Personal
Target: You
Duration: 1 day/caster level or until discharged
You can place another spell upon your person so that it comes into effect under some condition you dictate when casting Contingency. The Contingency spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.

The spell to be brought into effect by the Contingency must be one that affects your person and have a spell level no higher than 6th level.

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases Contingency immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (Contingency and the companion magic) may fail when called on. The Companion spell occurs based solely on the stated conditions, regardless of whether you want it or not.

You can use only one Contingency spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Component: That of the companion spell plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature. These components are expended during this spell's casting. In addition, the use of this spell requires the caster to carry a likeness of himself, carved out of ivory and decorated with gems (worth at least 1,500 gp). This is not consumed by the casting of this spell.

Continual Light (reversible)

Invocation/Evocation
Level: Cleric 3, Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 object
Effect: 30' radius sphere of bright light
Duration: Permanent
A globe of light, equivalent in brightness to a torch, springs forth from an object that you touch. An object bearing Continual Light can be covered and hidden but not smothered or quenched.

The reverse of this spell, Continual Darkness, creates a 30' radius globe of total, impenetrable darkness. Darkvision and Twilight Vision are useless. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area. An object bearing Continual Darkness can be covered and hidden but not smothered or quenched.

The caster must physically touch the target of either version of the spell; if it is an opponent or something an opponent is using or wearing, the magic-user must get into melee and make a successful attack roll.

Continual Light counters and dispels Continual Darkness and vice versa. Continual Light may also be cast to dispel Darkness 15' Radius.

Material Component: You sprinkle ruby dust (or onyx dust for Continual Darkness) worth 50 gp on the item that is to carry the light. This dust is consumed by the spell's casting.

Control Plants

Enchantment/Charm
Level: Druid 8
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Targets: Up to 2 HD/caster level of plant creatures
Duration: 1 minute/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled plants do not attack you. At the end of the spell the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

Control Undead

Necromancy
Level: Magic-User 7
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Targets: Up to 2 HD/caster level of undead creatures
Duration: 1 minute/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
This spell enables you to control the actions of one or more undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if

vocal communication is impossible the controlled undead do not attack you. Controlled undead will not follow any self-destructive command. Intelligent undead creatures remember that you controlled them.

Material Component: A small piece of bone and a small piece of raw meat.

Control Water

Alteration
Level: Cleric 4, Druid 4, Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: See below
Duration: Concentration, up to 10 minutes/caster level
Saving Throw: None; see text
Magic Resistance: No
Depending on the version you choose at the time of casting, the control water spell raises or lowers water.

- Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

  When cast on water elementals and other water-based creatures, this spell acts as a Slow spell (Wisdom negates). The spell has no effect on other creatures.

- Raise Water: This causes water or similar liquid to rise in height, just as the Lower Water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half in order to double the other horizontal dimension.

Material Component: A drop of water (for Raise Water) or a pinch of dust (for Lower Water).

Control Weather

Alteration
Level: Cleric 7, Druid 7, Magic-User 7
Components: V, S
Casting Time: 10 minutes; see text
Range: Personal
Area of Effect: 2-mile radius circle, centered on you; see text
Duration: Concentration, up to 1 hour/caster level
You take control of the weather within 2 miles of you for the spell's duration. You must be outdoors to cast this spell and moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

Precipitation

Stage	Condition
1	Clear
2	Light clouds
3	Heavy clouds or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

Temperature

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

Wind

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Severe wind
5	Hurricane-force winds

Control Winds

Alteration
Level: Druid 5
Components: V, S
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: 40' radius/caster level cylinder, 40' in height
Duration: Concentration, up to 10 minutes/caster level
Saving Throw: None, see text
Magic Resistance: No
You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or in a circular pattern, and either increase or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork.

You may create an "eye" of calm air up to 80 feet in radius at the center of the area, if you so desire, and may choose to limit the area to any cylindrical area less than your full limit.

When you change the wind conditions, find a current condition on the following table and change it by up to 1 stage/4 caster levels, up or down:

Wind

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Severe winds
5	Hurricane-force winds
6	Tornado

- Moderate Wind: A moderate wind has a 50% chance of extinguishing open flames and gradually disperses fog, halving the duration of any fog or cloud spells in the area of effect.
- Strong Wind: Strong wind gusts automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Perception checks.
- Severe Wind: In addition to automatically extinguishing any unprotected flames there is a 50% chance of extinguishing protected flames (such as lanterns). Ranged weapon attacks and Perception checks are at a -4 penalty. Creatures in the area must make a DC 5 Athletics check or be knocked prone. Flying creatures take 1d3 points of bludgeoning damage and are blown back 1d6 x 5 feet unless they succeed at a DC 10 Athletics check.
- Hurricane-Force Wind: All flames are extinguished. Ranged attacks and Perception checks suffer a -6 penalty. Creatures in the area succeed at a DC 10 Athletics check or be knocked prone. Those failing by 5 or more take 1d3 points of bludgeoning damage. Flying creatures take 1d6 points of bludgeoning damage and are blown back 1d6 x 10 feet. Creatures that make their Athletics check to remain standing move at ½ their Movement Rate. Flying creatures must immediately land or get blown back 1d6 x 10 feet and take 1d6 points of bludgeoning damage on their next turn.
- Tornado: All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Perception checks. Characters within 60' of the 40' radius tornado funnel must make a DC 15 Athletics check or be knocked prone and sucked towards

the tornado. Characters failing their Athletics check are moved 30' closer + 5' for every 5 points by which they failed their check. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 5d8 points of bludgeoning 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 (roughly 300' per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Create Food and Water

Conjuration/Summoning
Level: Cleric 3
Components: V, S
Casting Time: 10 minutes
Range: 30' (Close)
Effect: Food and water created
Duration: Instantaneous; see text
Saving Throw: None
Magic Resistance: No

The food that this spell creates is simple fare of your choice - highly nourishing, if rather bland. The food and water created may feed up to 3 Small or Medium-sized creatures or 1 Large creature per caster level. This amounts to 9 pounds of food and 6 gallons of water per caster level.

Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a Purify Food and Water spell on it. The water created by this spell is just like clean rainwater and doesn't go bad as the food does.

Create Water (reversible)

Conjuration/Summoning
Level: Cleric 0, Druid 0
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 gallon of water/caster level
Duration: Instantaneous

This spell generates wholesome, drinkable water, just like clean rainwater that fills open containers within range. Alternatively, the water falls as rain in a 30-foot sphere within range, extinguishing exposed flames in the area.

The reverse of the spell, Destroy Water, allows you to destroy up water in an open container within range. Alternatively, you destroy fog in a 30-foot sphere within range.

Creeping Doom

Conjuration/Summoning
Level: Druid 7
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Effect: 10' radius swarm of insects, arachnids, and myriapods
Duration: Concentration, up 1 minute/caster level

When the caster utters the spell of creeping doom, he calls forth a mass of from 700 to 1,000 (1d4+6 x 1000) venomous, biting, and stinging arachnids, insects, and myriapods. This carpet-like mass swarms in a 10' radius circle, appears within 30' of the caster and can move up to 20' per round.

The caster may summon the swarm so that it shares the area of other creatures. The swarm remains stationary, attacking any creatures in their area, unless the caster commands the creeping doom to move on his turn (which takes no action on the caster's part).

The caster can command the swarm to move toward any prey within 100 feet of you. He cannot command the swarm to move more than 100 feet away from him and, if the caster moves more than 100 feet from the swarm, that swarm remains stationary, attacking any creatures in its area. It can be commanded again if the caster moves within 100 feet.

The creeping doom will attack any creature subject to normal attacks, each of the small horrors inflicting 1 Hit Point of damage (each then dies after its attack), so that up to 1,000 Hit Points of damage can be inflicted on creatures within the path of the creeping doom. The damage is divided equally between all within the swarm's radius and no creature can be attacked by more than 50 insects per round (limiting damage to 50 points per round). 50% of damage taken piercing damage and 50% poison damage).

The swarm cannot be harmed by weapons or most direct attacks but is subject to damage from area effect spells or grenade-like attacks (such as acid flasks or flaming oil). Damage done to the swarm reduces its number by 10 times the amount of damage done.

Crystalbrittle

Alteration
Level: Magic-User 9
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 object or creature
Duration: Instantaneous or 1 minute/caster level; see text
Saving Throw: See text

The magic of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus, a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glasslike material easily shattered by any forceful blow. Furthermore, this change is unalterable by any means short of a Wish spell; a Dispel Magic will not reverse the spell.

The caster must physically touch the item; if it is an opponent or something an opponent is using or wearing, the magic-user must get into melee and make a successful attack roll. Any single metal item can be affected by the spell. Thus, a suit of armor worn by a creature can be changed to crystal, but the creature's shield would not be affected, and vice versa.

To transmute a magic object made of metal, the caster must succeed at a Concentration Check. The DC of this check is equal to 15 plus the creator's Proficiency Bonus (DC 20 for a single-use items, DC 21 for charged items, and DC 23 for a permanent magic item if the creator's level is not known). Artifacts cannot be transmuted.

Alternately, this spell can be used to weaken the defenses of metal creatures, such as iron golems and creatures under the effect of the Iron Body spell. When used it this manner you must make a successful melee attack against the target. That target must make a Constitution Saving Throw or lose its damage immunity to nonmagical weapons for 1 minute/caster level. Metallic creatures without immunity to nonmagical weapon attacks become vulnerable to all bludgeoning attacks.

Cure Blindness/Deafness (reversible)

Alteration
Level: Cleric 3, Druid 3, Magic-User 3 (Blindness/Deafness only)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 living creature
Duration: Instantaneous
Saving Throw: Constitution negates
Magic Resistance: Yes

Cure Blindness/Deafness cures either blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost but repairs them if they are damaged.

The reverse of this spell, Blindness/Deafness, calls upon the powers of the Demiplane of Shadow to render the subject permanently blinded or deafened, as you choose.

Cure Blindness/Deafness counters and dispels Blindness/Deafness.

Cure Critical Wounds (reversible)

Necromancy
Level: Cleric 5, Bard 4, Druid 5

This spell functions like Cure Light Wounds, except that it cures 4d8+8 points of damage.

The reverse of this spell, Cause Critical Wounds, deals 4d8+8 points of necrotic damage to the target and a Constitution save by the target halves the resulting damage.

Cure Disease (reversible)

Necromancy
Level: Cleric 3, Druid 3, Magic-User 4 (Cause Disease only)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 living creature
Duration: Instantaneous
Saving Throw: Constitution negates
Magic Resistance: Yes
Cure Disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

The reverse of this spell, Cause Disease, causes the touched subject to contract a weakening disease that strikes immediately (no incubation period).

The disease takes effect immediately, causing 1 point of Strength ability damage. The target loses 1 point of Strength per hour until his Strength is reduced to 1, at which time the recipient is virtually helpless. If a creature has no Strength rating, it suffers a -1 penalty to attack and damage rolls per hour (to a maximum penalty of -6).

Recovery requires a period of 1 day for every 2 points of Strength lost. Restoration spells and Regeneration spells will not restore Strength damage until the disease has run its course or has been cured.

Cure Light Wounds (reversible)

Necromancy
Level: Cleric 1, Bard 1, Druid 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 creature; see text
Duration: Instantaneous
Saving Throw: Constitution half; see text
Magic Resistance: Yes
When laying your hand upon a living creature, you channel positive energy that cures 1d8+2 points of damage.

Since undead are powered by negative energy this spell deals radiant damage to them instead of curing their wounds. An undead creature can apply Magic Resistance and can attempt a Constitution save to take half damage.

The reverse of this spell, Cause Light Wounds, deals 1d8+2 points of necrotic damage to the target. A Constitution save by the target halves the resulting damage. Undead are cured by all Cause Wounds spells.

Cure Moderate Wounds (reversible)

Necromancy
Level: Cleric 2, Bard 2, Druid 3
This spell functions like Cure Light Wounds, except that it cures 2d8+4 points of damage.

The reverse of this spell, Cause Moderate Wounds, deals 2d8+4 points of damage to the target and a Constitution save by the target halves the resulting damage.

Cure Serious Wounds (reversible)

Necromancy
Level: Cleric 3, Bard 3, Druid 4
This spell functions like Cure Light Wounds, except that it cures 3d8+6 points of damage.

The reverse of this spell, Cause Serious Wounds, deals 3d8+6 points of necrotic damage to the target and a Constitution save by the target halves the resulting damage.

Dancing Lights

Invocation/Evocation, Universal
Level: Bard 0, Magic-User 0
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Effect: Up to four lights, all within a 10' radius area
Duration: 1 minute
Depending on the version selected you create up to four lights that resemble lanterns or torches, four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape.

The dancing lights must stay within a 10' radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like.

The lights can move up to 30' per round. A light winks out if the distance between you and it exceeds the spell's range.

Dancing Lights can be made permanent with a Permanency spell.

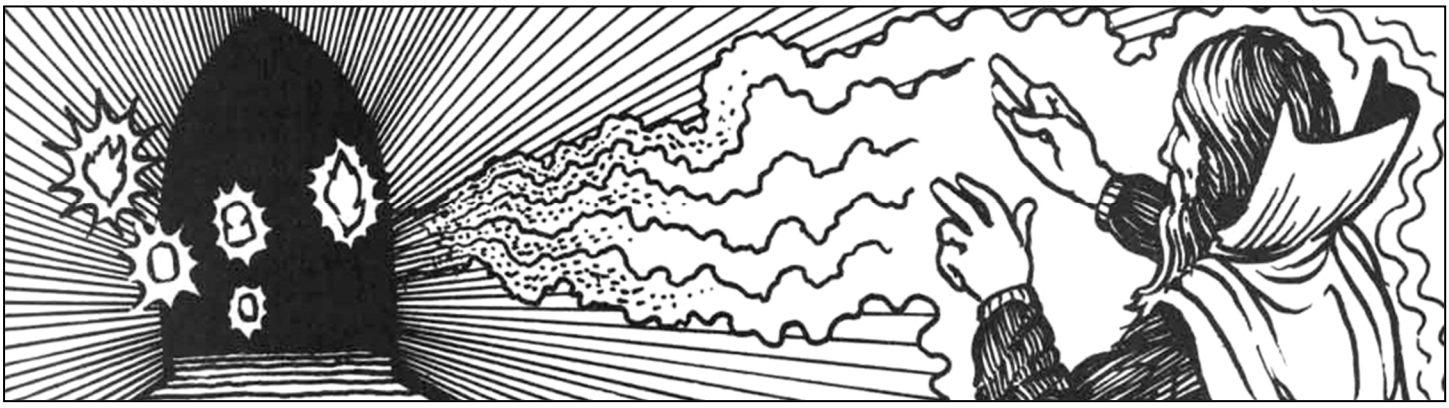
Material Component: a bit of phosphorus or wychwood, or a glowworm.

Darkness 15' Radius

Invocation/Evocation
Level: Cleric 2, Magic-User 2
Components: V, M
Casting Time: 1 action
Range: Touch
Target: 15' radius sphere of darkness
Duration: 10 minutes/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
This spell causes total, impenetrable darkness to emanate from the touched object. Darkvision or Twilight Vision is useless. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are lower-level Light spells. Higher level Light spells are not affected by Darkness 15' Radius though Darkness 15' Radius counters or dispels any Light spell of equal or lower spell level.

If Darkness 15' Radius is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. The caster must physically touch the target of the spell; if it is an opponent or something an opponent is using or wearing, the magic-user must get into melee and make a successful attack roll. Magic items get a Saving Throw to resist this spell.

Component: A bit of bat fur and either a drop of pitch or a piece of coal.



Darkvision

Alteration
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: 1 hour/caster level
Saving Throw: Intelligence negates
Magic Resistance: Yes
The subject gains the ability to see 60' even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness. Darkvision can be made permanent with a Permanency spell.

Material Component: Either a pinch of dried carrot or an agate.

Death Fog

Conjuration/Summoning
Level: Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Area of Effect: 20' radius cylinder, 20' in height
Duration: Concentration, up to 1 round/caster level
Saving Throw: Constitution half
Magic Resistance: No
Death Fog creates a billowing mass of misty vapors similar to that produced by a Solid Fog spell. In addition to slowing creatures down and obscuring sight, this spell's vapors, drawn from the Demiplane of Shadow, are lethal to living creatures. The fog deals 3d6 points of necrotic damage to each creature within it, though a Constitution save halves the damage taken. This damage is repeated if a creature ends its turn within the area of effect.

The spell also obscures vision, providing concealment to those with the spell's radius. A creature 5 feet away has light concealment. Creatures up to 10 feet away have heavy concealment, while those further away have total concealment.

Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Death Spell

Necromantic
Level: Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Area of Effect: Several living creatures within a 40' radius circle
Duration: Instantaneous
Saving Throw: Charisma negates
Magic Resistance: Yes
A Death Spell snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the spell's point of origin are affected first.

No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

Material Component: The powder of a crushed black pearl with a minimum value of 500 gp.

Deeppockets

Alteration, Conjuration/Summoning
Level: Magic-User 2
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Duration: 1 day
Area of Effect: 1 garment
This spell enables the magic-user to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 50 gp value) is fashioned so as to contain at least ten hand-sized pockets.

The Deeppockets spell then enables these pockets to hold a total of 100 pounds (5 cubic feet in volume) as if it were only 10 pounds of weight. Furthermore, there are no discernible bulges where the special pockets are.

At the time of casting, the caster can instead choose to have 10 pockets each holding 10 pounds (½ cubic foot volume each).

If the robe or like garment is sewn with 100 or more pockets (200 gp minimum cost), 100 pockets can be created to contain one pound of weight and 1/6 cubic foot volume each. Each special pocket is actually an extradimensional holding space.

If the spell duration expires while there is material within the enchanted pockets, or if a successful Dispel Magic is cast upon the enchanted garment, all the material suddenly appears around the wearer and immediately falls to the ground. The caster can also cause all the pockets to empty with a single command.

Material Component: In addition to the garment, which is reusable, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Deep Slumber

Enchantment/Charm
Level: Bard 3, Magic-User 3
Range: 30' (Close)
This spell functions like Sleep; except that it affects 5d4 Hit Dice of creatures and affects creatures of up to 10 Hit Dice.

Delayed Blast Fireball

Invocation/Evocation
Level: Magic-User 7
Duration: Up to 1 minute; see text
This spell functions like Fireball, except that it is more powerful and can detonate up to 10 rounds (1 minute) after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6).

The glowing bead created by Delayed Blast Fireball can detonate immediately if you desire, or you can choose to delay the burst for as many as 10 rounds.

You select the amount of delay upon completing the spell, and that time cannot change once it has been set. If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (20' range increment). It explodes upon impact when thrown.

Delude

Alteration
Level: Magic-User 3
Components: V, S
Casting Time: 1 action
Range: Personal; see text
Area of Effect: Self
Duration: 10 minutes/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
By means of a Delude spell, the magic-user conceals his own alignment by assuming the alignment aura of another creature within 30 feet at

the time of casting the spell. The creature must be of higher than animal intelligence for the spell to work; its own alignment aura remains unchanged.

The creature receives a Wisdom Saving Throw and, if successful, the Delude spell fails. If the spell is successful, any Know Alignment spell used against the caster discovers only the assumed alignment. Note that a Detect Good or Detect Evil also detects the assumed aura. The creature whose aura has been assumed radiates dim alteration magic, as does the caster.

Demand

Enchantment/Charm
Level: Bard 6, Magic-User 8
Saving Throw: Charisma partial
Magic Resistance: Yes
This spell functions like Sending but the message can also contain a Suggestion (see the Suggestion spell), which the subject does its best to carry out. A successful Charisma save negates the Suggestion effect but not the contact itself.

The Demand, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the Demand is issued, the message is understood but the Suggestion is ineffective. The Demand's message to the creature must be 25 words or less, including the Suggestion. The creature can also give a short reply immediately.

Material Component: A short piece of copper wire and some small part of the subject - a hair, a bit of nail, or the like.

Demi-Shadow Magic

Illusion/Phantasm
Level: Magic-User 6
Components: V, S
Casting Time: 1 action
Range: As per the spell duplicated; see text
Duration: As per the spell duplicated; see text
Area of Effect: As per the spell duplicated; see text
Saving Throw: Intelligence partial; see text
Magic Resistance: Yes
This spell is similar to the 5th level Shadow Magic spell, but this spell enables the casting of partially real 4th level and 5th level invocation/evocation spells such as Cone of Cold, Wall of Fire, Wall of Ice, Cloudkill, etc. If recognized as Demi-Shadow Magic (if the Intelligence Saving Throw is successful), damaging spells inflict only 40% of normal damage.

A Demi-Shadow Magic Cloudkill that is not recognized as Demi-Shadow Magic slays creatures with fewer than 1 Hit Die with no Saving Throw and allows creatures with 2 Hit Dice to make a Constitution Saving Throw or be slain. Creatures with 3 or more Hit Dice are sickened if they fail their Constitution Saving Throw (see Cloudkill on page 97 for more information). If recognized as Demi-Shadow Magic, the Cloudkill only sickens those who would otherwise be slain.

Demi-Shadow Monsters

Illusion/Phantasm
Level: Magic-User 5
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 or more shadow-creatures with a total of 1 HD/caster level
Duration: Concentration, up to 1 round/caster level
Saving Throw: Intelligence partial; see text
Magic Resistance: Yes
This spell is similar to the 4th level spell Shadow Monsters, except that the monsters created are effectively 40% of normal Hit Points. All shadow monsters created by one casting of this spell must be of the same sort.

If an attacked target makes its Intelligence Saving Throw, the shadow monsters deal only 40% of their normal damage. The monsters have none of the special abilities of the real creatures, although victims may be deluded into believing this to be so.

Destruction

Necromancy
Level: Cleric 7
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: 1 living creature
Duration: Instantaneous
Saving Throw: Charisma partial
Magic Resistance: Yes
This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target's Charisma Saving Throw succeeds it takes 7d6 points of necrotic damage instead.

The only way to restore life to a character who has failed to save against this spell is to use a carefully worded Wish spell followed by a Resurrection or Miracle spell.

Material Component: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

Detect Animals or Plants

Divination
Level: Druid 1
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 400' cone
Duration: Concentration, up to 10 minutes/caster level
Upon casting this spell, you can sense the presence of animals and plants within the area of effect, but not their exact location.

Each round afterwards you may use your action to focus upon the area in order to gain more information. The amount of information revealed depends on how long you study a particular area or target.

- 1st Round: Presence or absence of a specific animal or plant in the area (you must specify what type of animal or plant you are focusing upon).
- 2nd Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.
- 3rd Round: The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

For purposes of this spell, the categories of condition are as follows:

- Normal: Has at least 75% of full normal Hit Points, free of disease.
- Fair: 25% to 75% of full normal Hit Points remaining.
- Poor: Less than 25% of full normal Hit Points remaining, afflicted with a disease, or suffering from a debilitating injury.
- Weak: 0 or fewer Hit Points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can detect a kind of animal or plant in a new area by using your action for the round. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Detect Evil (reversible)

Divination
Level: Cleric 1, Bard 1, Druid 1, Magic-User 1
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 60' cone
Duration: Concentration, up to 1 minute/caster level
You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. Each round you may use your action to focus upon the area in order to gain more information.

- 1st Round: Presence or absence of evil.
- 2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If

any aura detected in the area is overwhelming (see aura power below) you are stunned for 1 round and the spell ends.

- 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

	Aura Power			
Creature or Object	**Faint**	**Moderate**	**Strong**	**Overwhelming**
Creature (Hit Dice)	¼ - 3	4 - 8	9 -15	16+
Extraplanar Creature (Hit Dice)	¼ - 1	2 - 4	5 - 8	9+
Divine Caster or Undead Creature (Level or Hit Dice)	¼ - 2	3 - 6	7 - 12	13+
Magic Item or Spell (Caster Level)	1 - 4	5 - 8	9 - 16	17+

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a divine caster) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Animals, traps, poisons, and other potential perils are not evil. As such this spell does not detect them. Each round, you can turn to Detect Evil in a new area. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead or 3' of wood or dirt blocks it.

The reverse of this spell, Detect Good, functions just as Detect Evil, except that is detects the auras of good creatures, divine casters of good deities, good spells, and good magic items. Healing potions, antidotes, and similar beneficial items are not good.

Detect Invisibility

Divination
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 120' cone; see text
Duration: Concentration, up to 10 minutes/caster level
You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you to easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

Detect Invisibility can be made permanent with a Permanency spell.

Material Component: A pinch of talc and a small sprinkling of powdered silver.

Detect Lie (reversible)

Divination
Level: Cleric 4, Bard 3, Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 60' cone; see text
Duration: Concentration, up to 1 minute/caster level
Saving Throw: Wisdom negates
Magic Resistance: No
Each round you concentrate on one target within range. If that target fails its Wisdom Saving Throw, you know if it deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round you may concentrate on a different subject.

The reverse of this spell, Undetectable Lie, makes bald-face untruths seem reasonable, or simply counters the Detect Lie spell. Characters attempting to deceive others with the aid of this spell add +10 to their Deception check when doing so.

Material Component: A pinch of brass dust.

Detect Life

Divination
Level: Cleric 1
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 60' cone
Duration: Concentration, up to 1 minute/caster level
Each round you can concentrate on one creature, object, or area within the range of this spell in order to determine whether it is alive. The magic will detect life in the recipient of a Feign Death spell or someone in a coma, deathlike trance, or state of suspended animation.

If cast upon the body of a creature that is engaged in astral travel, it will reveal that the creature is alive. The spell works on plants and plant creatures as well as animals.

The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead or 3' of wood or dirt blocks it.

Detect Magic

Divination, Universal
Level: Cleric 1, Bard 1, Druid 1, Magic-User 1
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 60' cone
Duration: Concentration, up to 1 minute/caster level
Upon casting this spell, you can sense the presence of magical auras within the area of effect, but not their exact locations.

Each round afterwards you may use your action to focus upon the area in order to gain more information. The amount of information revealed depends on how long you study a particular area or target.

- 1st Round: Presence or absence of magical auras.
- 2nd Round: Number of different magical auras and the power of the most potent aura. If any aura detected in the area is overwhelming (see the table below) you are stunned for 1 round and the spell ends.
- 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make a DC 15 Arcana check to determine the school of magic involved in each. Make one check per aura.

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

	Aura Power			
Spell or Object	**Faint**	**Moderate**	**Strong**	**Overwhelming**
Active Spell (Spell Level)	0 - 2	3 - 4	5 - 8	9+
Magic Item (Creator Level)	1 - 4	5 - 8	9 - 16	17-20 or higher (Artifact)

Aura Power: An aura's power depends on a spell's functioning spell level or an item's creator's level. If an aura falls into more than one category, Detect Magic indicates the stronger of the two.

Extraplanar creatures are not magical in themselves, but if they are summoned, the conjuration/summoning spell registers. Magical traps are concealed through Nystul's Magic Aura cannot be detected through use of Detect Magic.

You can Detect Magic in a new area by using your action for the round. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Detect Magic can be made permanent with a Permanency spell.

Detect Poison

Divination
Level: Cleric 1, Druid 1, Magic-User 1
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 60' cone
Duration: Concentration, up to 1 minute/caster level

Upon casting this spell, you can sense the presence of poison within the area of effect, but not its exact location.

Each round afterwards you may use your action to focus on one creature, object, or area within the range of this spell in order to determine whether it has been poisoned or is poisonous. You can determine the exact type of poison with a Poison skill check.

The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Detect Poison can be made permanent with a Permanency spell.

Detect Scrying

Divination
Level: Bard 4, Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 40' radius sphere centered on you
Duration: 1 day
You immediately become aware of any attempt to observe you by means of a Scrying spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately must make opposed Concentration Checks. If you at least match the scrier's result you get a visual image of the scrier and an accurate sense of his direction and distance from you.

Material Component: A small piece of mirror and a miniature brass hearing trumpet. These are not expended by the spell's casting.

Detect Secret Doors

Divination
Level: Magic-User 1
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 60' cone
Duration: Concentration, up to 10 minutes/caster level
Upon casting this spell, you can sense the presence of secret and concealed doors, passages, compartments, caches, and so forth within the area of effect. Each round afterwards you may use your action to focus upon the area in order to gain more information. The amount of information revealed depends on how long you study a particular area.

- 1st Round: Presence or absence of secret doors.
- 2nd Round: Number of secret doors and the location of each. If a secret door is outside your line of sight, then you discern its direction but not its exact location.

Each round, you can detect secret doors in a new area by using your action for the round. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Detect Snares and Pits

Divination
Level: Druid 1
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 60' cone
Duration: Concentration, up to 10 minutes/caster level
You can detect simple pits, deadfalls, snares, and mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

The Detect Snares and Pits spell detects certain natural hazards - quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the Snare spell), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

- 1st Round: Presence or absence of hazards.
- 2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

You can use your action to detect snares and pits in a new area. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Detect Undead

Divination, Necromancy
Level: Cleric 1, Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 60' cone
Duration: Concentration, up to 1 minute/caster level
Each round afterwards you may use your action to focus upon the area in order to gain more information. The amount of information revealed depends on how long you study a particular area or target.

- 1st Round: Presence or absence of undead auras.
- 2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If any aura detected in the area is overwhelming (see the table below) you are stunned for 1 round and the spell ends.
- 3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each round, you can detect undead in a new area by using your action for the round. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Hit Dice	Aura Power
¼ - 2	Faint
3 - 6	Moderate
7 - 12	Strong
13+	Overwhelming

Aura Power: The strength of an undead aura is determined by the HD of the undead creature, as given on the following table.

Material Component: A bit of earth from a grave.

Dig

Alteration
Level: Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: 5-foot cube/minute
Duration: Concentration; up to 1 minute/caster level; see text
Saving Throw: No; see text
Magic-resistance: No; see text
This spell allows you to excavate earth, sand, or mud for one minute per caster level in an area equal to one 5-foot cube per minute. Each round this spell is in effect, you can expand an existing hole or start a new one.

While digging, the earth removed from the area is scattered evenly around the hole. If you excavate a hole deeper than 20 feet, it has a 15% chance of collapsing. The chance the hole collapses increases by +5% for every 5 feet beyond 20 feet unless it is somehow braced or supported. You can also use this spell to tunnel through earth. If the tunnel is longer than 10 feet, it has a 30% of collapsing (+5% for every 5 feet beyond 30 feet), unless the tunnel is braced or supported. You cannot use this spell to open a hole beneath an existing object or creature. You can however, tunnel underneath a creature or object and cause a hole to appear in the space (or spaces) it occupies.

Alternately, you can target a single earth creature (a creature from the Elemental Plane of Earth) with this spell. Against such creatures, this spell deals 4d6 points of force damage (a Constitution Saving Throw reduces this by 1/2), and Magic Resistance can be applied. This use of the spell has an instantaneous duration.

Dimensional Anchor

Abjuration, Conjuration/Summoning
Level: Cleric 4, Magic-User 4
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 creature
Duration: 1 minute/caster level
Saving Throw: Dexterity negates
Magic Resistance: Yes
A green ray springs from your outstretched hand and strikes your target, unless it makes a successful Dexterity save. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extra-dimensional travel. Forms of movement barred by a Dimensional Anchor include Astral Spell, Blink, Dimension Door, Ethereal Jaunt, Etherealness, Gate, Maze, Plane Shift, Shadow Walk, Teleport, and similar spell-like abilities for the spell's duration. The spell also prevents the use of a Gate for the duration of the spell.

A Dimensional Anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, Dimensional Anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dimensional Lock

Abjuration, Conjuration/Summoning
Level: Cleric 8, Magic-User 8
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Area of Effect: 20' radius sphere centered on a point in space
Duration: 1 day/caster level
Saving Throw: None
Magic Resistance: Yes
You create a shimmering emerald barrier that completely blocks extra-dimensional travel. Forms of movement barred include Astral Spell, Blink, Dimension Door, Ethereal Jaunt, Etherealness, Gate, Maze, Plane Shift, Shadow Walk, Teleport, and similar spell-like abilities. Once Dimensional Lock is in place, extra-dimensional travel into or out of the area is not possible.

A Dimensional Lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dimension Door

Conjuration/Summoning
Level: Bard 4, Druid 4, Magic-User 4
Components: V
Casting Time: 1 action
Range: 400' (Long)
Target: You and 1 willing creature/3 caster levels
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes
You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one additional willing creature of Medium size or smaller, who is carrying gear up to its carrying capacity, for every three caster levels you have. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 1d6 force damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100', you and each creature traveling with you take 3d6 points of force damage and are shunted to a free space within 1,000'.

If there is no free space within 1,000', you and each creature traveling with you take an additional 5d6 points of force damage and the spell simply fails.

Discern Location

Divination
Level: Cleric 8, Magic-User 8
Components: V, S
Casting Time: 10 minutes
Range: Personal
Target: 1 creature or object
Duration: Instantaneous
A Discern Location spell is among the most powerful means of locating creatures or objects. Nothing short of a Mind Blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern Location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell you must have seen the creature or have some item that once belonged to it. To find an object you must have touched it at least once.

Disintegrate

Alteration
Level: Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Effect: 1 creature or object
Duration: Instantaneous
Saving Throw: Dexterity partial
Magic Resistance: Yes
A thin, green ray springs from your pointing finger. Any creature struck by the ray takes 2d6 points of force damage per caster level (30d6 maximum). Any creature reduced to 0 or fewer Hit Points by this spell is entirely disintegrated.

A creature or object that makes a successful Dexterity save is partially affected, taking only 6d6 points of force damage. If this damage reduces the creature or object to 0 or fewer Hit Points, it is entirely disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a Resurrection, Miracle, or Wish spell.

When used against an object, the ray simply disintegrates up to 30 cubic feet of non-living matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as Bigby's Forceful Hand or a Wall of Force, but not magical effects such as a Globe of Invulnerability or an Antimagic Shell.

Material Component: A lodestone, which is not expended by the spell's casting, and a pinch of dust.

Dismissal

Abjuration, Conjuration/Summoning
Level: Cleric 4, Magic-User 5
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 extraplanar creature
Duration: Instantaneous
Saving Throw: Charisma negates
Magic Resistance: Yes
This spell forces an extraplanar creature back to its proper plane if it fails its save. If the spell is successful the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Dispel Evil (reversible)

Abjuration
Level: Cleric 5
Components: V, S, M
Casting Time: 1 action
Range: Personal; see text
Target: See text
Duration: 1 round/caster level or until discharged
Saving Throw: See text
Magic Resistance: See text
Shimmering, white, holy energy surrounds the caster. This power has three effects.

- First, the caster gains a +4 bonus to Armor Class against attacks by evil creatures. This bonus may not be combined with that given by spells or items of protection (i.e., Protection from Evil or a *ring of protection*).
- Second, on making a successful melee attack against an evil creature from another plane, the caster can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Charisma Saving Throw (Magic Resistance applies). This use discharges and ends the spell.
- Third, with a touch the caster can automatically dispel any single enchantment/charm spell cast by an evil creature. Spells that can't be dispelled by Dispel Magic also can't be dispelled by Dispel Evil. This use discharges and ends the spell.

The reverse of this spell, Dispel Good, functions as Dispel Evil except that it affects good creatures and spells rather than evil ones. This use of the spell surrounds the caster with dark, wavering, unholy energy.

Dispel Magic

Abjuration, Universal
Level: Cleric 3, Bard 3, Druid 4, Magic-User 3
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Target or Area of Effect: 1 spellcaster, creature, or object
Duration: Instantaneous
You can use Dispel Magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another caster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by Dispel Magic. Dispel Magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled because the magical effect is already over before Dispel Magic can take effect.

You choose to use Dispel Magic in one of two ways: a targeted dispel or a counterspell:

- Targeted Dispel: One object, creature, or spell is the target of the Dispel Magic spell. You make a Concentration Check against the Saving Throw DC of each targeted spell. If the DC is unknown, the DC for this check is equal to 10 + the spell's level. As such a 3rd level spell would have a DC of 13 while a 9th level spell would have a DC of 19. If this roll succeeds, the targeted spell is dispelled. If not, the spell remains in effect.

  For a magic item, the DC is equal to 15 plus the creator's Proficiency Bonus (DC 20 for single-use items, DC 21 for charged items, and DC 23 for permanent magic items if the creator's level is not known).

  If your Concentration Check succeeds, all of the item's magical properties are suppressed for 1 minute (10 rounds), after which the item recovers on its own. A suppressed item becomes non-magical for the duration of the effect. An inter-dimensional interface (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: a suppressed magic sword is still a sword.

  Artifacts and deities are unaffected by mortal magic such as this. You automatically dispel any spell that you have cast yourself.
- Counterspell: When using Dispel Magic to counterspell, you may take the Ready action to ready Dispel Magic in order to attempt to disrupt another caster's spell. When counterspelling, you make a Concentration Check opposed by that of the targeted spellcaster. If your roll exceeds that of the targeted caster, their spell is dispelled. If not, their spell is successfully cast.

Distance Distortion

Illusion/Phantasm
Level: Magic-User 4
Components: V, S, M
Casting Time: 1 action; see text
Range: 400' (Long)
Area of Effect: 10' cube/caster level
Duration: 1 hour/caster level
Saving Throw: Intelligence negates (if interacted with)
Magic Resistance: Yes
This spell can be cast only in an enclosed area. The spell causes the area's apparent dimensions to either be doubled or halved for creatures who enter the area. As such, a 10' x 100' corridor could seem to be either 5' and 50' long or 20' wide and 200' long. Those who fail their Intelligence Saving Throw perceive the area as if were actually of the distorted dimensions.

The spellcaster chooses the nature of the distortion at the time of casting and this cannot be changed after the spell is cast. In addition, the caster can designate up to 1 creature/caster level that can pass through the area without being affected by the spell.

The true nature of an area affected by distance distortion is undetectable to any creature traveling along it, but the area dimly radiates magic, and a True Seeing spell can reveal the true dimensions of the area.

Material Component: A small lump of soft clay.

Divination

Divination
Level: Cleric 4
Components: V, S, M
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous
Similar to Augury but more powerful, a Divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful.

The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with Augury, multiple divinations about the same topic by the same caster use the same die result as the first Divination spell and yield the same answer each time. If you cast the spell two or more times in 1 day, there is a cumulative 25% chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp. They are consumed by the spell's casting.

Dominate Animal

Enchantment/Charm
Level: Druid 3
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 animal
Duration: 1 minute/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
You can enchant an animal and direct it with simple commands such as "attack," "run," and "fetch." Suicidal or self-destructive commands (including an order to attack a creature larger than the dominated animal) are simply ignored.

Dominate Animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature but know what it is experiencing. Because you are directing the animal with your own intelligence it may be able to undertake actions normally beyond its own comprehension.

You need not use your action(s) for the round(s) spent controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command uses your action for that round. In addition, you may use an action to focus upon the targeted animal in order to see and hear from its perspective.

Dominate Monster

Enchantment/Charm
Level: Magic-User 9
Target: 1 creature
This spell functions like Dominate Person, except that the spell is not restricted by creature type.

Dominate Person

Enchantment/Charm
Level: Bard 4, Magic-User 5
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 humanoid creature
Duration: 1 day/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
You can control the actions of any humanoid creature through a telepathic link that you establish with the target's mind. If you and the target have a common language, you can generally force the target to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "come here," "go there," "fight," and "stand still." Obviously self-destructive orders are not carried out. You know vaguely what the target is experiencing but do not receive direct sensory input from it; nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, an Insight skill check can determine that the target's behavior is being influenced by an enchantment effect.

Once control is established the range at which it can be exercised is unlimited, as long as you and the target are on the same plane. You need not see the target to control it.

Changing your instructions or giving a dominated person a new command uses your action for that round. In addition, you may use an action to focus upon the target in order to see and hear from its perspective.

Protection from Evil or a similar spell can prevent you from exercising control or using the telepathic link while the target is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

Targets resist this control, and any target forced to take actions against its nature receives a new Saving Throw with a +4 bonus. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new Saving Throw to throw off the domination.

Drawmij's Instant Summons

Conjuration/Summoning
Level: Magic-User 7
Components: V, S, M
Casting Time: 1 action
Range: See text
Target: 1 object of weighing 10 lbs. or less
Duration: Permanent until discharged
You call some non-living item from virtually any location directly to your hand. First, you must place your Wizard Mark on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire 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. The inscription on the gem is invisible. It is also unreadable, except by means of a Read Magic spell, to anyone but you.

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 that creature is located when the summons occurs. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Component: A sapphire worth at least 1,000 gp, which must be crushed when the item is summoned.

Dream

Illusion/Phantasm
Level: Bard 5, Magic-User 5
Components: V, S
Casting Time: 1 minute
Range: Special; see text
Target: 1 creature
Duration: See text
Saving Throw: None
Magic Resistance: Yes
You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him by some title that leaves no doubt as to his identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (it always fails any Saving Throw) while in the trance. A messenger that is disturbed during the trance awakens, ending the spell.

Creatures who don't sleep cannot be contacted by this spell.

Duo-Dimension

Alteration
Level: Magic-User 7
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 3 rounds + 1 round/ caster level
A Duo-Dimension spell causes the caster to have only two dimensions, height and width but no depth. This affords the caster a +5 bonus to all Stealth skill checks. While using this spell, the magic-user can perform all actions on a normal basis.

In addition, the duo-dimensional magic-user can pass through the thinnest of spaces as long as they have the proper height according to his actual length - going through the space between a door and its frame is a simple matter.

Furthermore, the magic-user has a portion of his existence on the Astral Plane when the spell is in effect, and he is subject to possible notice from creatures thereupon. If noticed, it is 25% probable that the magic-user will be entirety brought to the Astral Plane by attack from the astral creature.

Material Component: A thin, flat ivory likeness of the spell caster (which must be of finest workmanship, gold filigreed, and enameled and gem-studded at an average cost of 5,000 gp) and a strip of parchment. As the spell is uttered, the parchment is given a half twist and joined at the ends. The figurine is then passed through the parchment loop, and the parchment disappears forever.

Dust Devil

Conjuration/Summoning
Level: Cleric 2, Druid 2
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Duration: Concentration, up to 2 rounds/caster level
Area of Effect: Summoned dust devil
Saving Throw: None
Magic Resistance: No
This spell enables a cleric or druid to conjure up a weak air elemental - a dust devil of AC 16, 2 HD, and Movement Rate of 45' per round, one attack for 1d4 points of bludgeoning damage.

The dust devil can be hit by normal weapons. The dust devil appears as a small whirlwind 1 foot in diameter at its base, 5 feet tall, and 3 to 4 feet across at the top. It moves as directed by the caster but dissipates if it is ever separated from the caster by more than 100 feet.

Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. The dust devil can hold a gas cloud or a creature in Gaseous Form at bay or push it away from the caster (though it cannot damage or disperse such a cloud). If skimming along the ground in an area of loose dust, sand, or ash, the dust devil picks up those particles and disperses them in a 10' diameter cloud centered on itself. The cloud obscures normal vision (creating an area of total concealment (and creatures caught within are blinded until they leave the cloud.

A spellcaster caught in the dust devil or its cloud while casting must make a DC 15 Concentration check or the spell is ruined. Any creature native to the Elemental Plane of Air - even another dust devil - can disperse a dust devil with a single hit.

Earthquake

Invocation/Evocation
Level: Cleric 8, Druid 8
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: 80' radius circle
Duration: Instantaneous
Saving Throw: See text
Magic Resistance: No
When you cast Earthquake, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration Check (the DC is equal to the Earthquake spell's Saving Throw DC) or lose any spell he tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

- Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 5d6 points of bludgeoning damage to any creature caught under the cave-in and pinning that creature beneath the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful Dexterity save, the creature takes half as much damage and doesn't fall prone or become buried.
- Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 5d6 points of bludgeoning damage and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. On a successful Dexterity save, the creature takes half as much damage and doesn't fall prone or become buried.
- Open Ground: Each creature standing in the area must make a Dexterity save or fall prone. A total of 1d6 fissures open in locations chosen by the DM. Each is 1d10x10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side.

  A creature standing on a spot where a fissure opens must succeed on a Dexterity Saving Throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below).
- Structures. The tremor deals 80 points of bludgeoning damage to any structure in contact with the ground in the area when you cast the spell. If a structure drops to 0 Hit Points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity Saving Throw.

  On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. On a successful Dexterity Saving Throw, the creature takes half as much damage and doesn't fall prone or become buried.
- River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand (see page 60), sucking down creatures and structures. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Any creature pinned beneath rubble takes 1d3 points of bludgeoning damage per hour.

Elemental Swarm

Conjuration/Summoning
Level: Druid 9
Components: V, S
Casting Time: 10 minutes
Range: 100' (Medium)
Effect: Summoned elementals; see text
Duration: Concentration, up to 10 minutes/caster level
This spell opens a portal to an Elemental Plane and summons elementals from it. When the spell is complete, four 8 HD elementals appear within 30' of you. 10 minutes later, two 12 HD elementals appear. 10 minutes after that, one 16 HD elemental appears. Each elemental has maximum Hit Points per HD.

Once these creatures appear, they serve you for the duration of the spell. The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them.

Emotion

Enchantment/Charm
Level: Magic-User 4
Components: V, S
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: Creatures in a 20-foot radius circle
Duration: Concentration; up to 1 round/caster level; see text
Saving Throw: Charisma negates
Magic Resistance: Yes
When this spell is cast, the magic-user can create a single emotional reaction in creatures within the area of effect. The creatures in the area of effect remain the spell's only targets for its duration, even if they leave the initial area of effect or other creatures enter it. The following options are available:

1. Calm: The affected creatures are becalmed for the spell's duration if they fail their Charisma Saving Throw. Any fear effects suffered by a becalmed target are suppressed for the Emotion spell's duration. Calmed creatures can defend themselves normally but will avoid conflict, particularly combat, if possible. Calmed creatures cannot benefit from any spell or class feature that relies on emotions (such as the Battle Frenzy ability of barbarians or Inspire ability of bards, or from spells such as Bless or Aid). It counters (and is countered by) Rage.
2. Friendship: The affected creatures initially react more positively towards others (for example, neutral becomes goodwill) for the spell's duration. It counters (and is countered by) Hatred.
3. Hatred: The affected creatures initially react more negatively toward others (for example, neutral becomes antipathy) for the spell's duration. It counters (and is countered by) Friendship.
4. Hope: The effect of hope is to raise attack rolls, morale checks, and Saving Throws against fear effects and Intimidation checks by 2. It counters (and is countered by) Hopelessness.
5. Hopelessness: The affected creatures suffer a -4 penalty to attack rolls, morale checks (if applicable), and Saving Throws

against Intimidation checks and fear effects. It counters (and is countered by) Hope. Hopelessness is a fear effect for the purposes of spells and abilities related to countering or resisting fear.

6. Rage: This emotion causes all creatures to become berserk, fighting as if using the Battle Frenzy class feature of barbarians (see page 15) for the spell's duration, if they fail their Charisma Saving Throw. Any fear effects suffered by an enraged target are suppressed for the Emotion spell's duration. This spell counters (and is countered by) Calm.

Enchant an Item

Alteration, Invocation/Evocation, Universal
Level: Magic-User 6
Components: V, S, M
Casting Time: See text
Range: Touch
Area of Effect: 1 enchanted item
Duration: See text
Saving Throw: See text
Magic Resistance: Yes
This is a spell that must be used by a magic-user planning to create a magical item. The Enchant an Item spell prepares the object to accept the magic.

The item must meet the following tests:

1) It must be in sound and undamaged condition.
2) The item must be the finest possible, considering its nature, i.e., crafted of the highest quality material and with the finest workmanship.
3) Its cost or value must reflect the second test, and in most cases the item must have raw materials worth at least 100 gp.

With respect to requirement 3, it is not possible to apply this test to items such as ropes, leather goods, cloth, and pottery not normally embroidered, bejeweled, tooled, carved, or engraved. If such work or materials can be added to an item without weakening or harming its normal functions, however, these are required for the item to be enchanted.

The magic-user must have access to a workshop or laboratory, properly equipped and from which contaminating magic can be screened. Any magical item not related to the fabrication process (such as most protective devices) and within 30 feet of the materials is a source of contaminating magic and will spoil the process.

The item to be prepared must be touched by the spellcaster. This touching must be constant and continual during the casting time, which is 2 work days plus an additional 1d8 work days (as the magic-user may never work more than 8 hours per day, and Haste or any other spells will not alter the time required in any way). All work must be uninterrupted, and during rest periods the item being enchanted must never be more than 1 foot distant from the spellcaster; if it is, the whole spell is spoiled and must be begun again. (Note that during rest periods absolutely no other form of magic can be performed, and the magic-user must remain quiet and in isolation or the enchantment is ruined.)

At the end of casting Enchant an Item, the caster will know that the item is ready for the final test. He will then pronounce the final magical syllable and make a Concentration Check (rolled secretly by the DM). See the rules for master item creation on pages 189-197 to determine the DC of this check. Once the spell is finished, the magic-user can begin to place the desired spells upon the item. The first spell he plans to place must be cast within 24 hours or the preparatory spell fades, and the item must be enchanted again.

Each spell subsequently cast upon an object bearing an Enchant an Item spell requires 2 hours per spell level of the magic being cast. Again, during the casting of each spell, the item must be touched by the magic-user, and during the rest periods it must always be within 1 foot of his person. Also, while it is possible to tell when the Enchant an Item spell succeeds, it is not possible to tell if successive castings actually work, as the same Concentration Check (rolled secretly by the DM) must be made after each spell. This procedure holds true for any additional spells placed upon the item, and each successive spell must be begun within 24 hours of the last, even if the prior spell failed.

No magic placed on an item is permanent unless a Permanency spell is used as a finishing touch.

Naturally, an item that is charged - a rod, staff, wand, *javelin of lightning*, *ring of wishes*, etc. - can never be made permanent. Magical devices cannot be used to Enchant an Item or cast magic upon an object so prepared, but scrolls can be used for this purpose.

The materials needed for this spell vary according to both the nature of the item being enchanted and the magic to be cast upon it. For example, a *cloak of displacement* might require the hides of one or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type of dragon it will be effective against, and a *ring of shooting stars* might require pieces of meteorites and the horn of a ki-rin. These specifics, as well as other information pertaining to this spell, are decided by the DM and must be discovered or researched in play. See pages 189-197 for more information on magic-item creation.

Enchanted Weapon

Alteration, Invocation/Evocation
Level: Cleric 1, Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 weapon or 50 projectiles
Duration: 1 minute/caster level
You touch a nonmagical weapon. That weapon becomes a magic weapon with a +1 bonus to attack and damage rolls for the spell's duration.

Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind and have to be together (in the same quiver or another container). Projectiles lose their enchantment when used.

This spell is often used in combination with the Enchant an Item and Permanency spells to create +1 magical weapons.

You can't cast this spell on a natural weapon, such as an unarmed strike (see Magic Fang).

Endure Elements

Abjuration
Level: Cleric 1, Druid 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 1 day
Saving Throw: None
Magic Resistance: Yes
A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without suffering ill effects (see Environmental Hazards on page 59-60 for more details). The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from other sources of fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Energy Drain
Necromancy
Level: Cleric 9, Magic-User 9
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 living or undead creature
Duration: Instantaneous; see text
Saving Throw: Constitution partial; see text
Magic Resistance: Yes
The creature touched by the caster loses 2d4 levels of experience. If reduced to less than 0 levels, the target is slain. A creature slain by this spell rises the next night as a juju zombie. Targets reduce to 0-level (or Hit Dice) creatures have 1d4 Hit Points and no Proficiency Bonus to ability checks or attack rolls.

There is no Saving Throw to avoid this level drain, but 24 hours later, the subject must make a Constitution Saving Throw for each level lost.

If the save succeeds, that lost level is regained. If it fails one of the subject's character levels is permanently drained.

An undead creature affected by this spell gains 4 Hit Dice for the spell's duration.

Enervation
Necromancy
Level: Magic-User 4
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Duration: Instantaneous; see text
Target: 1 living creature
Saving Throw: Constitution negates
Magic Resistance: Yes
This spell temporarily suppresses the subject's life force. The caster points his finger and utters the incantation, releasing a black ray of crackling energy. The subject must make a Constitution Saving Throw or lose 1 level (or Hit Die) for every 4 caster levels of the magic-user. These lost levels return once the target rests for 8 hours.

No creature may be reduced below 0-level. 0-level creatures have 1d4 Hit Points and no Proficiency Bonus to ability checks or attack rolls.

Enlarge Animal (reversible)
Alteration
Level: Druid 2
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 animal
Duration: 1 minute/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
This spell functions like Enlarge Person, except that it affects one animal with 5 or less hit dice. Increase the damage dealt by the animal's natural attacks by one die type (for example, from a d4 to a d6).

The reverse of this spell, Reduce Animal, functions like Reduce Person, except that it affects an animal. Reduce the damage dealt by the animal's natural attacks by one die type (for example, from a d6 to a d4).

Only natural animals, including giant forms, can be affected by either version of this spell.

Enlarge Person (reversible)
Alteration
Level: Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: 1 humanoid creature
Duration: 1 minute/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
This spell causes the instant growth of a Small or Medium demihuman, human, or humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one, doubling its carrying capacity. The target gains a +1 bonus damage rolls but suffers a -1 penalty to Armor Class. This spell does not change the target's Movement Rate.

If insufficient room is available for the desired growth, the spell fails. All equipment worn or carried by a creature is similarly enlarged by the spell. Weapons affected by this spell deal more damage, their damage die improves by 1 type (for example, from a d4 to a d6 or from 2d6 to 2d8). Projectile or missile weapons revert to their normal size after being used to make an attack (whether or not they strike the intended target). Other magical properties are not affected by this spell. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size may not be combined.

The reverse of this spell, Reduce Person, causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. All equipment worn or carried by a creature is reduced by the spell.

This decrease in size changes the creature's size category to the next smaller one and halves its carrying capacity. The target gains a +1 bonus to Armor Class but suffers a -1 penalty to damage rolls. Weapons affected by this spell deal less damage, their damage die decreases by 1 type (for example, from a d6 to a d4 or from 2d8 to 2d6). Projectile or missile weapons revert to their normal size after being used to make an attack (whether or not they strike the intended target). Other magical properties are not affected by this spell. Multiple magical effects that reduce size do not stack.

Reduce Person counters and dispels Enlarge Person and vice versa. Either version can be made permanent with a Permanency spell.

Material Component: A pinch of powdered iron or alum, for the reverse of the spell.

Entangle
Alteration
Level: Druid 1
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: Plants in a 40' radius circle
Duration: Concentration, up to 1 round/caster level
Saving Throw: Dexterity partial; see text
Magic Resistance: No
Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled.

Creatures who fail their initial Dexterity save versus this spell are entangled. While entangled, a creature loses its Dexterity and shield bonus to Armor Class. Entangled creatures can attempt to break free by making an Athletics skill check with a DC equal to the spell's Saving Throw DC. This attempt, whether it succeeds or fails, uses the creature's action for the round.

A creature that succeeds on its initial Saving Throw or who later breaks free is not entangled and can move at ½ of its normal Movement Rate through the area. Each round, on the caster's turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement, requiring all in the spell's radius to roll another Saving Throw.

All creatures within the Entangle spell's radius are afforded cover. A creature 5 feet away has light cover. Creatures up to 10 feet away have heavy cover, while those further away have total cover and cannot be attacked or targeted by sight by spellcasters.

Enthrall
Enchantment/Charm
Level: Cleric 2, Bard 2
Components: V, S
Casting Time: 1 action; see text
Range: Personal
Targets: Any number of creatures within 100' radius; see text
Duration: Concentration, up to 10 minutes/caster level
Saving Throw: Wisdom negates; see text
Magic Resistance: Yes
If you have the attention of a group of creatures, you can use this spell to hold them spellbound with your oration or performance. To cast the spell,

you must speak or perform without interruption on your turn, using your action for the round.

Creatures in the area must make a Charisma Saving Throw or be rapt by your speech or performance. Any creature with an initial reaction of "Antipathy" or "Hatred" (see Social Interaction on page 61) towards you gets a +2 bonus to its Saving Throw.

Creatures that fail their Saving Throw remain vaguely aware of their surroundings, suffering a -4 penalty to Perception checks, and have a temporary attitude of "Preferred" towards you. Any creature can make a new Saving Throw if it witnesses actions that it opposes. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly, shifting their initial attitude towards the caster two steps towards "Hatred" (i.e., from "Preferred" to "Neutral" or from "Neutral" to "Hatred").

The effect lasts as long as you speak or sing while concentrating, to a maximum of 10 minutes/caster level. Those enthralled by your words take no action while you speak or sing. Those entering the area during the performance must also successfully save or become enthralled. The performance ends if you lose concentration or take any action other than speaking or performing (you may move while maintaining this spell).

Once the spell ends, or if a creature succeeds on its initial Saving Throw against this spell, you can't use this spell on that creature again until a day passes.

Erase

Alteration
Level: Bard 1, Magic-User 1
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 scroll or 2 pages of text
Duration: Instantaneous
Saving Throw: See text
Magic Resistance: No
Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell you can remove Explosive Runes, a Glyph of Warding, a Sepia Snake Sigil, or a Wizard Mark, but not an Illusionary Script or Symbol spell. Non-magical writing is automatically erased if touched.

Magical writing must be touched to be erased, and you must succeed on a Concentration Check in order to erase and dispel it. The DC of this check is equal to the spell's Saving Throw DC (or 10 + the spell's level if unknown). If you fail to erase Explosive Runes, a Glyph of Warding, or a Sepia Snake Sigil, you accidentally activate that writing instead.

ESP

Divination
Level: Bard 2, Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 60' cone
Duration: Concentration, up to 1 minute/caster level
Saving Throw: Wisdom partial; see text
Magic Resistance: No
You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or target.

- 1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 3 or higher).
- 2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 20 or higher, you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.
- 3rd Round: Surface thoughts of one mind in the area. A target's successful save prevents you from reading its thoughts, and you must cast ESP again to have another chance. Creatures of animal Intelligence have simple, instinctual thoughts that you can pick up.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Material Component: A copper piece.

Ethereal Jaunt

Conjuration/Summoning
Level: Cleric 7, Magic-User 7
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/caster level
You, along with your equipment, become ethereal. For the duration of the spell you are in a place called the Ethereal Plane which overlaps the physical, Material Plane. When the spell expires you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half its normal Movement Rate. As an insubstantial creature you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects (such as Magic Missiles) and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and 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 force damage per 5 feet that you travel.

Etherealness

Conjuration/Summoning
Level: Cleric 9, Magic-User 9
Range: Touch
Targets: You and 1 willing creature/3 caster levels
Duration: 1 minute/caster level
Saving Throw: None
Magic Resistance: Yes
This spell functions like Ethereal Jaunt except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal the subjects need not stay together. When the spell expires all affected creatures on the Ethereal Plane return to material existence.

Evard's Black Tentacles

Conjuration/Summoning
Level: Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Area of Effect: 20' radius circle
Duration: Concentration, to 1 round/caster level
Saving Throw: Strength partial; see text
Magic Resistance: No
This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot - including water. They grapple creatures that enter the area (see page 68 for more information on grappling), holding them fast and crushing them with great strength. The tentacles are immune to all types of damage.

Every creature within the area of the spell must make a Strength Saving Throw or be grappled by the tentacles.

A grappled creature must make a successful Athletics skill check (the DC is equal to the spell's Saving Throw DC) on its turn to escape. Those that fail to escape suffer 2d4 points of bludgeoning damage. The tentacles continue to crush grappled opponents until the spell ends or the opponent escapes.

A creature that succeeds on its initial Saving Throw or who later breaks free is not grappled and can move at ½ of its normal Movement Rate through the area.

Material Component: A piece of tentacle from a giant octopus or a giant squid.

Exorcise

Abjuration
Level: Cleric 4
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: 1 creature or object
Duration: Instantaneous
Saving Throw: See text
Magic Resistance: No
The Exorcism spell negates possession of a creature or an object by any outside or supernatural force. This includes control of a creature by some force in an object, possession by Magic Jar spell, demonic possession, cursed item, and even charm spells and abilities.

For each such effect you make a Concentration Check with a DC equal to spell or effect's Saving Throw. If the DC is unknown, the DC for this check is equal to 10 + the spell's level. As such a 3rd level spell would have a DC of 13 while a 9th level spell would have a DC of 19. For a cursed magic item, DC is equal to 15 plus the creator's Proficiency Bonus (DC 20 for single-use items, DC 21 for charged items, and DC 23 for permanent magic items if the creator's level is not known).

Success means that the creature is free of the spell, curse, or effect. If the effect comes from some permanent magic item Exorcise does not remove the curse from the item, but it does free the victim from the item's effects.

Explosive Runes

Abjuration, Invocation/Evocation
Level: Magic-User 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 object weighing no more than 10 lbs.
Duration: Permanent until discharged
Saving Throw: See text
Magic Resistance: Yes
You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of force damage. Anyone within 5' of the runes (close enough to read them) takes the full damage with no Saving Throw; any other creature within 10' of the runes is entitled to a Dexterity save for half damage. The object on which the runes were written must make an Item Saving Throw or be destroyed (see page 56 for more details).

You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful Dispel Magic or Erase spell but attempting to dispel or Erase the runes and failing to do so triggers the explosion.

Eyebite

Enchantment/Charm
Level: Magic-User 6
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 living creature
Duration: Concentration, up to 1 round/3 caster levels
Saving Throw: See below
Magic Resistance: Yes
An Eyebite spell enables the caster to merely meet the gaze of a creature and speak a single word to cause an effect. This gaze attack takes no action on the caster's part. The caster selects one of four possible gaze attacks at the time the spell is cast, and this attack cannot be changed. For example, a 12th level caster who chose fear would have 4 opportunities to make gaze attacks causing fear, one for each round of the spell's duration. Any gaze attack is negated by a successful Saving Throw versus the appropriate effect. The four effects of the spell are as follows:

- Charm: The caster can charm a single person or monster by gaze and by uttering a single word. The effect is the same as a Charm Monster spell. All creatures other than humans, demihumans, and humanoids make their Charisma Saving Throws with a +2 bonus.
- Fear: The caster can cause fear by gaze and by speaking a single word. On each of its turns, the frightened creature must take the Run action and move away from you by the safest and shortest available route, unless there is nowhere to move. If cornered, the creature cowers, unable to attack but able to defend itself. This effect is negated by a successful Charisma save.
- Sicken: This power enables the caster to merely gaze, speak a word and cause sudden pain and fever to sweep over the subject's body. The target must succeed at a Constitution Saving Throw or be sickened. All creatures other than humans, demihumans, and humanoids make their Charisma Saving Throws with a +2 bonus.

  Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½. The subject remains stricken for 10 minutes per level of the caster. The effects cannot be negated by a Cure Disease or Heal spell, but a Remove Curse or successful Dispel Magic spell is effective.
- Sleep: The caster can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject successfully makes their Wisdom Saving Throw. An affected creature must be shaken or otherwise shocked back to consciousness.

This spell does not affect undead of any type or extend beyond the plane occupied by the caster. Note that the caster is subject to the effects of his reflected gaze and is allowed any applicable Saving Throw. In the case of a reflected Charm gaze, the caster is stunned for 1d6 rounds.

Fabricate

Alteration
Level: Magic-User 5
Components: V, S, M
Casting Time: See text
Range: 30' (Close)
Target: 10 cubic feet/caster level; see text
Duration: Instantaneous
You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the Fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft skill check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet of material to be affected by the spell (or 1 cubic foot in the case of minerals).

Material Component: The original material, which costs the same amount as the raw materials required to craft the item to be created.

Faerie Fire

Invocation/Evocation
Level: Druid 1, Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: Creatures and objects within a 10' radius circle
Duration: Concentration, up 1 minute/caster level
Saving Throw: None
Magic Resistance: Yes
A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd level or higher magical darkness effect functions normally), Blur, Displacement, Invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light.

The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The Faerie Fire does not cause any harm to the objects or creatures thus outlined.

Material Component: The thorax of a firefly.

False Vision

Illusion/Phantasm
Level: Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: Touch
Area of Effect: 40' radius circle
Duration: 1 hour/caster level; see text
Any Scrying spell or item used to view anything within the area of this spell instead receives a false image (as the Improved Phantasmal Force spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating the image remains static.

Material Component: The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

Fear

Enchantment/Charm
Level: Bard 3, Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 30' cone
Duration: Concentration, up to 1 round/caster level; see text
Saving Throw: Charisma negates
Magic Resistance: Yes
An invisible cone of terror instantaneously bursts forth from your hands, forcing living creatures in the area to make a Charisma Saving Throw or run in fear for the spell's duration.

On each of its turns, the frightened creature must take the Run action and move away from you by the safest and shortest available route, unless there is nowhere to move. If cornered, a frightened creature cowers, unable to attack but able to defend itself.

Material Component: Either the heart of a hen or a white feather.

Feather Fall

Alteration
Level: Magic-User 1
Components: V
Casting Time: Instantaneous; when you and/or another target falls
Range: 30' (Close)
Targets: 1 creature/caster level; see text
Duration: 1 round/caster level
Saving Throw: Intelligence negates
Magic Resistance: Yes
The affected creatures or objects fall slowly. Feather Fall instantly changes the rate at which the targets fall to a mere 120 feet per round (equivalent to the end of a fall from a few feet) and the subjects take no damage upon landing while the spell is in effect. Should the target of the spell fail to land by the end of Feather Fall's duration, the normal rate of falling resumes.

The spell affects one or more creatures (including gear and carried objects up to each creature's maximum load) or objects within 30' of the caster.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is instantaneous and it may even be cast when it isn't your turn, or if you've already acted that round.

The spell also works only upon free-falling or propelled objects. It will not affect a sword blow or a charging creature, but it will affect a projectile or thrown weapon (but not siege ammunition or giant-hurled boulders).

Feeblemind

Enchantment/Charm
Level: Druid 6, Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 creature
Duration: Instantaneous
Saving Throw: Intelligence negates; see text
Magic Resistance: Yes
If the target creature fails an Intelligence save, its Intelligence, Wisdom, and Charisma scores each drop to 3 (scores less than 3 are not raised). A creature that can cast arcane spells, such as a magic-user, makes its Saving Throw with a -4 penalty.

The affected creature is unable cast spells and can barely understand language or communicate coherently. It still knows who its friends are and can follow them and even protect them.
The subject remains in this state until a Break Enchantment, Heal, Limited Wish, Miracle, or Wish spell is used to cancel the effect of the Feeblemind.

Material Component: A handful of clay, crystal, glass, or mineral spheres.

Feign Death

Necromancy
Level: Cleric 3, Druid 2, Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing, living creature
Duration: 1 hour/caster level
Saving Throw: None
Magic Resistance: Yes
By means of this spell, the caster or any other willing, living creature can be put into a cataleptic state which is impossible to distinguish from actual death.

Although the creature affected by the Feign Death spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt. The target of the spell has damage resistance to all damage types and does not react to damage that is taken.

In addition, paralysis, poison, ability drain, and energy drain will not affect the individual creature under the influence of this spell, but poison injected or otherwise introduced into the body will become effective when the spell recipient is no longer under the influence of this spell, although a Saving Throw is permitted at that time. While under the effects of this spell, the target does not breathe.

The spellcaster is able to end the spell effects at any time desired, but it requires 1 round for bodily functions to begin again.

The material component is a pinch of graveyard dirt.

Find Familiar

Conjuration/Summoning, Universal
Level: Magic-User 1
Components: V, S, M
Casting Time: 8 hours
Range: 30' (Close)
Target: 1 summoned familiar
Duration: Instantaneous
This spell enables the caster to attempt to summon a familiar to act as his aide and companion. Familiars are typically small creatures, such as cats, frogs, ferrets, crows, hawks, snakes, owls, ravens, toads, weasels, or even mice. A creature acting as a familiar can benefit a magic-user, conveying its sensory powers to its master, conversing with him, and serving as a guard/scout/spy as well. A magic-user can have only one familiar at a time, however, and he has no control over what sort of creature answers the

summoning, if any at all come. The power of the conjuration is such that it can be attempted but once per year.

A familiar is of certain benefit to a caster, as the creature adds to the spellcaster's Hit Points, conveys its sensory powers to its master, and can converse with its master. The magic-user has an empathic link with the familiar and can issue it mental commands at a distance of up to 1 mile. Note that empathic responses from the familiar are generally fairly basic - while able to communicate simple thoughts, these are often overwhelmed by instinctual responses. The caster cannot see through the familiar's eyes.

At such time as the caster determines to find a familiar, he must stoke up a brass brazier with charcoal and, when this is burning well, add 100 gold pieces worth of incense, herbs (basil, savory, and catnip for sure) and fat. When these items are burning the spellcaster begins his incantation and it must be continued for at least 8 hours.

The familiar summoned is determined by rolling a d20 and consulting the following table. Your referee will secretly determine the result:

D20 Roll*	Familiar	Sensory Powers
1-4	None	
5-8	Cat	Twilight Vision
9-10	Crow	+2 to Perception checks
11-12	Hawk	+2 to Perception checks
13-14	Owl	Twilight Vision
15-16	Rat	+2 to Perception checks
17-18	Toad	+2 to Perception checks
19-20	Weasel	+2 to Perception checks
21+	Special, see below	

*Add 1 to the die roll at caster levels 6, 12, and 18.

A typical familiar has 6 Hit Points, an Armor Class of 15 (due to size, speed, etc.), and makes Saving Throws as its master does. Each is abnormally intelligent, with an Intelligence of 8 + their master's Intelligence modifier, and totally is faithful to its master. The familiar's Hit Points are added to the Hit Point total of the caster when it is within 60' of its master but, if the familiar should ever be killed, its master loses these bonus Hit Points and 1 point of Constitution for a period of 1 year. This loss of Constitution cannot be healed naturally or with any magic short of a Miracle or Wish spell.

If a score of 21 or higher is rolled, use the table below to determine which special familiar is summoned:

Magic-User's Alignment	Special Familiar
Chaotic evil or chaotic neutral	Quasit
Chaotic good, neutral, or neutral good	Pseudo-dragon
Lawful neutral or lawful good	Brownie
Lawful evil or neutral evil	Imp

A brownie familiar grants its master immunity to surprise, a +1 bonus to all Saving Throws, and a +1 bonus to Dexterity.

Both imps and quasits confer some of their powers upon their masters. A telepathic link connects either type of familiar with its master when they are within one mile of each other. This enables the master to receive the imp's or quasit's sensory impressions, including either's Darkvision 60'. While using its senses, the magic-user is considered both blinded and deafened. The master also gains the imp's or quasit's inherent Magic Resistance rating of 5 and ability to regenerate 1 hit point per round while he is within 5' of his familiar. If the imp or quasit is killed, the master instantly loses 4 levels of experience (to a minimum level of 1). These cannot be recovered by any means short of a Wish or Miracle spell, though they made be regained normally.

A pseudodragon familiar communicates via a limited form of telepathy. It can transmit what it sees and hears to its master, so long as its master is within 750 feet. While using its senses, the magic-user is considered both blinded and deafened.

A pseudodragon is highly magic resistant and can transmit this Magic Resistance rating of 7 to its human companion via physical contact (a pseudodragon likes to be perched on the top of one's head or curled around the shoulders and upper back).

Deliberate mistreatment, failure to feed and care for the familiar, or continuous unreasonable demands have adverse effects on the familiar's relationship with its master. Purposely arranging the death of one's own familiar incurs great disfavor from certain powerful entities, with dire results. Most familiars will fight and risk their lives to defend their master. Imps and quasits, however, will rarely do so for their "master."

Find the Path (reversible)

Divination
Level: Cleric 6, Bard 6, Druid 6, Magic-User 8
Components: V, S, M
Casting Time: 3 rounds
Range: Touch
Target: 1 creature
Duration: Concentration, up to 10 minutes/caster level
Saving Throw: Intelligence negates
Magic Resistance: Yes
The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, under ground, or even inside a Maze spell. Find the Path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take.

For example, the spell enables the subject to sense trip wires or the proper word to bypass a Glyph of Warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the Path can be used to remove the subject and its companions from the effect of a Maze spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

The reverse of this spell, Lose the Path, makes the creature touched totally lost and unable to find its way for the duration of the spell. It can be led by others.

Material Component: A set of divination counters of the sort you favor.

Find Traps

Divination
Level: Cleric 2
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 30' cone
Duration: Concentration, up to 1 minute/caster level
When cast, a Find Traps spell causes all traps of a magical or mechanical nature to become apparent to the caster. Note that this spell is directional, and the caster must face the desired direction in order to determine if a trap is laid in that particular direction. Each round, the caster can face and concentrate upon another area in order to find traps within it.

A trap is any device or magical ward that meets three criteria: it can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the harmful or undesirable result was specifically intended as such by the creator. Thus, traps include alarms, glyphs, and similar spells or devices.

The caster learns the general nature of the trap (magical or mechanical) but not its exact effect, nor how to disarm it. Close examination will, however, enable the caster to sense what intended actions might trigger it if he makes a Perception check. The DC of this check is equal to the trap's Saving Throw DC.

Note that the caster's divination is limited to his knowledge of what might be unexpected and harmful. The spell cannot predict actions of creatures (hence, a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during a rain, a wall weakened by age, a naturally poisonous plant, etc.). If the DM is using specific glyphs or sigils to identify magical wards (see the 3rd level spell Glyph of Warding), this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

Finger of Death

Necromancy
Level: Druid 8, Magic-User 7
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 living creature

Duration: Instantaneous
Saving Throw: Charisma partial
Magic Resistance: Yes
You can slay a single living creature within range. The target is entitled to a Charisma Saving Throw to survive the attack. If the save is successful, the creature instead takes 8d6 points of necrotic damage. The subject might die from damage even if it succeeds on its Saving Throw.

Fireball

Invocation/Evocation
Level: Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: 20' radius sphere
Duration: Instantaneous
Saving Throw: Dexterity half
Magic Resistance: Yes
A Fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area.

You point your finger and determine the range (distance and height) at which the Fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the Fireball at that point. An early impact results in an early detonation. If the damage caused to an interposing barrier destroys it, the Fireball may continue beyond the barrier if the area permits; otherwise, it stops at the barrier just as any other spell effect does.

A Fireball ignites flammable objects in the area that aren't being worn or carried and can melt metals with low melting points such as lead, gold, copper, silver, and bronze.

Material Component: A tiny ball of bat guano and sulfur.

Fire Seeds

Conjuration/Summoning
Level: Druid 6
Components: V, S, M
Casting Time: 1 action
Range: Touch
Targets: Up to 4 acorns or 8 holly berries
Duration: 10 minutes/caster level; see text
Saving Throw: None or Dexterity half; see text
Magic Resistance: No
Depending on the version of fire seeds you choose, you turn acorns into grenade-like weapons that you or another character can throw or turn holly berries into bombs that you can detonate on command.

- Acorn Grenades: As many as four acorns turn into special grenade-type weapons with a range increment of 20 feet. A ranged attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (maximum 18d6), divided up among the acorns as you wish. A creature struck directly is not allowed a Saving Throw.

  In addition to its regular fire damage, it deals 1 point of fire damage per die to all creatures and objects within 5 feet of the point of impact. This ignites flammable objects in the area that aren't being worn or carried. A creature within the splash area takes only ½ damage on a successful Dexterity Saving Throw. Creatures struck directly by an acorn grenade do not take splash damage.

- Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons. If you are within 200 feet and speak a word of command each berry instantly bursts into flame, causing 1d8 points of fire damage, +1 point per caster level, to every creature in a 5-foot radius sphere and ignites flammable objects in the area that aren't being worn or carried. A creature that makes a successful Dexterity Saving Throw takes only half damage.

Material Component: The acorns or holly berries.

Fire Shield

Invocation/Evocation
Level: Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/caster level
Magic Resistance: Yes
This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a melee weapon deals normal damage to you but takes 1d6 points of damage, +1 point per caster level (maximum +15) when striking. This damage is either cold damage (if the shield protects against fire-based attacks) or fire damage (if the shield protects against cold-based attacks). If the attacker has Magic Resistance, it applies to this effect. Creatures wielding reach weapons are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to the illumination of a normal torch (30' radius). The color of the flames is blue-green if the Chill Shield is cast, violet-blue if the Warm Shield is employed. The special powers of each version are as follows.

- Chill Shield: The flames are cool to the touch. You have resistance to fire damage. If such an attack allows a Dexterity save for half damage, you take no damage on a successful save.
- Warm Shield: The flames are warm to the touch. You have resistance to cold damage. If such an attack allows a Dexterity save for half damage, you take no damage on a successful save.

Material Component: A bit of phosphorus for the Warm Shield; a live firefly or glowworm or the tail portions of four dead ones for the Chill Shield.

Fire Storm

Invocation/Evocation
Level: Druid 7
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Area of Effect: 30' radius circle
Duration: Instantaneous
Saving Throw: Dexterity half
Magic Resistance: Yes
When a Fire Storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 10d6 points of fire damage + 1 additional point per caster level.

A Fire Storm ignites flammable objects (other than natural vegetation and ground cover) in the area that aren't being worn or carried and can melt metals with low melting points such as lead, gold, copper, silver, and bronze.

Fire Trap

Abjuration, Invocation/Evocation
Level: Druid 2, Magic-User 4
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: 1 object
Duration: Permanent until discharged
Saving Throw: Dexterity half; see text
Magic Resistance: Yes
Fire Trap creates a fiery explosion when an intruder opens the item that the trap protects. A Fire Trap can ward any object that can be opened and closed.

When casting Fire Trap, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5' radius around the spell's center. The

flames deal 1d4 points of fire damage +1 point per caster level (maximum +20).

The item protected by the trap is not harmed by this explosion. A Fire Trap ignites flammable objects in the area that aren't being worn or carried and can melt metals with low melting points such as lead, gold, copper, silver, and bronze.

A Fire Trapped item cannot have a second closure or warding spell placed on it. A Knock spell does not bypass a fire trap. An unsuccessful Dispel Magic spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the Fire Trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a Fire Trapped object to an individual usually involves setting a password that you can share with friends.

Material Component: A half-pound of gold dust (cost 25 gp) sprinkled on the warded object. This is expended when the spell is cast.

Flame Arrow

Alteration, Conjuration/Summoning
Level: Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: 50 projectiles
Duration: 10 minutes/caster level
You turn ammunition (such as arrows, bolts, and bullets) into fiery projectiles. All targeted projectiles must be in the same container.

Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure but won't ignite a creature, or that creature's possessions, when it strikes.

Material Component: A drop of oil and a small piece of flint.

Flame Blade

Invocation/Evocation
Level: Druid 2
Components: V, S, M
Casting Time: 1 action
Range: Personal
Effect: Sword-like beam
Duration: 1 minute/caster level
Saving Throw: None
Magic Resistance: Yes
A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. Attacks with the flame blade are melee attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10). A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth items that are not being worn or carried by others.

The spell does not function underwater.

Flame Strike

Invocation/Evocation
Level: Cleric 5
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Area of Effect: 10' radius by 40' high cylinder of divine fire
Duration: Instantaneous
Saving Throw: Dexterity half
Magic Resistance: Yes
A flame strike produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage dealt is fire damage and half is radiant damage.

A Flame Strike ignites flammable objects in the area that aren't being worn or carried and can melt metals with low melting points such as lead, gold, copper, silver, and bronze.

Flaming Sphere

Invocation/Evocation
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Effect: 5' diameter sphere
Duration: Concentration, up to 1 round/caster level
Saving Throw: Dexterity negates
Magic Resistance: Yes
A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round, and directing the sphere requires no action on the caster's part. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances that are not being worn or held and illuminates the same area as a torch would.

If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Dexterity save negates that damage.

The sphere moves as long as you direct it, though it may only attack 1 target per round. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Material Component: A bit of tallow, a pinch of brimstone and a dusting of powdered iron.

Flesh to Stone (reversible)

Alteration
Level: Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 creature (see text)
Duration: Instantaneous
Saving Throw: Wisdom negates; see text
Magic Resistance: Yes
The subject, along with all its carried gear, turns into a mindless, inert statue unless it makes a Wisdom Saving Throw.

If the statue resulting from this spell is broken or damaged the subject, if ever returned to its original state, has similar damage or deformities. The creature is not dead but does not seem to be alive either. Only creatures made of flesh are affected by this spell.

The reverse of this spell, Stone to Flesh, restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 10 Constitution Saving Throw to survive the process. Any petrified creature, regardless of size, can be restored.

This spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. This spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.

You can affect an object that fits within a cylinder up to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Material Component: A pinch of earth and a drop of blood.

Fly

Alteration
Level: Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: Up to 1 minute/caster level
Saving Throw: Intelligence negates
Magic Resistance: Yes
The subject can fly at a Movement Rate of 60' per round if unencumbered. It can ascend at half its Movement Rate and descend at double its Movement Rate, and has a Maneuverability Class of B.

Moving while under the effects of a Fly spell requires only as much concentration as walking, so the subject can attack or cast spells

normally. The subject of a Fly spell has its flying Movement Rate reduced due to encumbrance.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 120 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the Fly spell is dispelled, but not if it is negated by an Antimagic Shell.

Material component: A wing feather from any bird.

Fog Cloud

Conjuration/Summoning
Level: Druid 2, Magic-User 2
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Effect: 20' radius cylinder, 20' in height
Duration: Concentration, up to 10 minutes/caster level
A bank of fog billows out from the point you designate. The fog obscures all sight, including Darkvision, beyond 5 feet. A creature 5 feet away has light concealment. Creatures up to 10 feet away have heavy concealment while those further away have total concealment.

A strong wind disperses the fog in 4 rounds; a severe wind disperses the fog in 1 round.

The spell does not function underwater.

Fools' Gold

Alteration
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Duration: 1 hour/caster level
Area of Effect: 1 lb./caster level
Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold, for the spell's duration. The spell can change up to 1 pound of metal (about 50 coins) per caster level.

If the "gold" is struck hard by an object of cold-wrought iron, there is a 25% chance it will revert to its natural state.

Material Component: An amber stone worth 50 gp must be ground to powder and sprinkled over the metal as this spell is cast.

Forbiddance

Abjuration
Level: Cleric 6
Components: V, S, M
Casting Time: 1 minute
Range: 400' (Long)
Area of Effect: 100' radius cylinder, 50' in height
Duration: Permanent
Saving Throw: See text
Magic Resistance: Yes
Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as Dimension Door and Teleport), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours:

- Identical. No effect. The creature may enter the area freely (although not by planar travel).
- Different with respect to either law/chaos or good/evil. The creature takes 5d6 points of radiant or necrotic damage (determined by the caster when the spell is cast). A successful Wisdom save halves the damage and Magic Resistance applies.
- Different with respect to both law/chaos and good/evil. The creature takes 10d6 points of radiant or necrotic damage (determined by the caster when the spell is cast). A successful Wisdom save halves the damage and Magic Resistance applies.

A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

At your option the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

Dispel Magic does not dispel a Forbiddance effect unless the dispeller's caster level is at least as high as yours.

You can't have multiple overlapping Forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect.
Material Component: A sprinkling of holy water and rare incenses worth at least 25,000 gp. If a password is desired, this requires the burning of additional rare incenses worth at least 12,500 gp. These are expended when the spell is cast.

Forcecage

Invocation/Evocation
Level: Magic-User 7
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Area of Effect: Barred cage (20' cube) or windowless cell (10' cube)
Duration: 2 hours/caster level
Saving Throw: None
Magic Resistance: No
This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice). Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a Wall of Force spell, a Forcecage resists Dispel Magic but is vulnerable to a Disintegrate spell and can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

- Barred Cage: This version of the spell produces a 20' cube made of bands of force (similar to a Wall of Force spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks) a creature in the barred cage has light cover. All spells and breath weapons can pass through the gaps in the bars.
- Windowless Cell: This version of the spell produces a 10' cube with no way in and no way out. Solid walls of force form its six sides.

Material Component: Ruby dust worth 1,500 gp, which is tossed into the air and disappears when you cast the spell.

Foresight

Divination
Level: Druid 9, Magic-User 9
Components: V, S, M
Casting Time: 1 action
Range: Personal; see text
Target: See text
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
This spell grants you a powerful sixth sense in relation to yourself and up to 8 allied creatures within 5' of you when the spell is cast. Once Foresight is cast, you receive instantaneous warnings of impending danger or harm to yourself and the spell's other subjects. In addition, the spell gives you a general idea of what action you might take to best protect yourself and the spell's other subjects.

While you receive warnings about danger to yourself and the other subjects, you must communicate what you learn to the other creatures for the warning to be useful. As such the other creatures can be caught unprepared in the absence of such a warning. Shouting a warning,

yanking a person back, and telepathically communicating can all be accomplished as a free action before some danger befalls one of the spell's subjects, provided you act on the warning without delay.

While protected by foresight you are never surprised and are immune to Sneak Attacks and the Killing Strikes of assassins. In addition, the spell gives you a general idea of what action you might take to best protect yourself, giving you a +3 bonus to Armor Class, initiative rolls, attack rolls, and Dexterity Saving Throws. The other subjects of this spell do not gain these bonuses or immunities.

Material Component: A hummingbird's feather.

Forget

Enchantment/Charm
Level: Magic-User 2
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Area of Effect: 1 or more creatures in a 10' radius circle; see text
Duration: Instantaneous; see text
Saving Throw: Intelligence negates
Magic Resistance: Yes
By means of this dweomer the spellcaster causes creatures within the area of effect to forget the events of the previous minute. For every 3 caster levels of the spellcaster another minute of past time is forgotten.

Forget in no way negates any Charm, Suggestion, Geas or similar spell, though it is possible for the caster to place such magic upon a victim and, later, be forgotten through the use of Forget.

1 creature can be targeted at caster levels 1-5. 2 creatures may be targeted at caster levels 6-10, 3 at caster levels 11-15, and 4 at caster levels 16 or higher.

A clerical Heal or Restoration spell, specially cast for this purpose, will restore the lost memories, as will a Wish, but other means will not serve to do so.

Freedom

Abjuration
Level: Magic-User 9
Components: V, S
Casting Time: 1 action
Range: 30' (Close) or see text
Target: 1 willing creature
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes
The subject is freed from spells and effects that restrict its movement, including Binding, Entangle, grappling, Imprisonment, Maze, paralysis, petrification, Sleep, Slow, stunning, Time Stop, and Web. To free a creature from Imprisonment or Maze, you must know its name and background and you cast this spell at the spot where it was entombed or banished into the Maze.

Freedom of Movement

Abjuration
Level: Cleric 4, Bard 4, Druid 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, Solid Fog, Slow, and Web. The subject automatically succeeds on all Athletics skill checks made to escape from being grappled, or Sleight of Hand checks made to escape from bonds or shackles.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The Freedom of Movement spell does not, however, allow water breathing.

Material Component: A leather thong, bound around the arm or a similar appendage. This thong is not consumed by the spell's casting.

Friends

Enchantment/Charm
Level: Bard 1, Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/caster level
Saving Throw: Charisma negates; see text
Magic Resistance: Yes
A Friends spell improves the initial reaction (see Social Interaction on page 61 for more details) of others toward you unless they succeed at their Charisma Saving Throw to resist the spell. Note that this spell has absolutely no effect on creatures of animal or lower intelligence or upon undead or animated creatures.

Those who fail their Saving Throw have their initial reaction to you shifted 2 categories for the better (i.e., from "Antipathy" to "Goodwill" or from "Neutral" to "Preferred").

Those that make their Saving Throw will be uneasy in the spell caster's presence and tend to find him irritating, shifting their initial reaction 1 category for the worse (i.e., from "Neutral" to "Antipathy" or from "Goodwill" to "Neutral").

Material Components: The components for this spell are chalk (or white flour), lampblack (or soot) and vermillion applied to the face before casting the spell.

Fumble

Enchantment/Charm
Level: Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: 1 creature
Duration: 1 round/caster level
Saving Throw: Wisdom negates; see text
Magic Resistance: Yes
When a Fumble spell is cast, the magic-user causes the recipient of the magic to suddenly become clumsy and awkward. The target must make a Wisdom Saving Throw or suffer a -2 penalty to all Athletics and Acrobatics skill checks, Dexterity Saving Throws, Armor Class, and attack rolls.

Creatures who fail their initial Wisdom Saving Throw must make a Dexterity Saving Throw each round or drop any items they hold in their hands.

Material Component: A dab of solidified milk fat.

Gaseous Form

Alteration
Level: Magic-User 3
Components: S, M
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: 10 minutes/caster level
Saving Throw: Intelligence negates
Magic Resistance: No
The subject and all its gear become insubstantial, misty and translucent. He cannot be harmed except by magical fire, cold, or lightning, in which case damage is normal. The creature is subject to the effects of wind and can't enter water or other liquids. A Gust of Wind spell or strong wind will blow the gaseous form backwards 1d4 x 5 each round. A Whirlwind spell will inflict double damage upon any creature in Gaseous Form.

A gaseous creature can fly at a Movement Rate of 15' per round (Maneuverability Class A). When in gaseous form the individual is able to enter any space which is not airtight, i.e., a small crack or hole which allows air to penetrate also allows entry by a creature in gaseous form.

He can't attack, use spells, or take the Run action while under the effects of a Gaseous Form spell. The subject also loses its spell-like

abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the Gaseous Form spell takes effect. He also can't manipulate objects or activate items, even those carried along while in gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Gate

Conjuration/Summoning
Level: Cleric 9, Magic-User 9
Components: V, S; see text
Casting Time: 1 action; see text
Range: 100' (Medium)
Effect: See text
Duration: Concentration, up to 1 round/caster level or instantaneous; see text
Casting a Gate spell has two effects. First, it creates an inter-dimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction. Second, you may then call a particular individual or kind of being through the gate.

The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell and anyone or anything that moves through is shunted instantly to the other side. A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

- Planar Travel: As a mode of planar travel, a Gate spell functions much like a Plane Shift spell except that the gate opens precisely at the point you desire. Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you - anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for inter-planar travel.

  You may hold the gate open only for a brief time (no more than 1 round per caster level) and must concentrate on doing so or else the inter-planar connection closes 3 rounds after you stop concentrating upon the gate.

- Calling Creatures: The second effect of the Gate spell is to call one or more extraplanar creatures to your aid. By naming a particular being or kind of being as you cast the spell you cause the gate to open in the immediate vicinity of the desired creature or creatures and pull them through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creature or creatures.

If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per HD. Note that payment need not be made directly to the gated creature and can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals.

A non-hazardous task requires only half the indicated payment while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

Regardless, this payment must be made before the creature agrees to perform any services. If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

Immediately upon completion of the service the being is transported to your vicinity and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst the creature or its kin may attack you.

Gaze Reflection

Abjuration
Level: Magic-User 1
Casting Time: 1 action
Range: Personal
Target: You
Duration: 2 rounds + 1 round/caster level
The Gaze Reflection spell creates a shimmering, mirrorlike area of air before the magic-user that moves with the caster.

Any gaze attack, such as that of a basilisk, *eyes of charming*, a vampire's gaze, the Eyebite spell, and so on, is reflected back upon the gazer if the gazer tries to make eye contact with a caster protected by Gaze Reflection.

Such creatures receive a Saving Throw versus their own gaze attack. The spell does not affect vision or lighting and is not effective against creatures whose effect comes from being gazed upon (such as a medusa). Only active gaze attacks are blocked by this spell.

Geas

Enchantment/Charm
Level: Cleric 6, Bard 6, Druid 6, Magic-User 6
Components: V, S
Casting Time: 10 minutes
Target: 1 living creature
Duration: See text
Saving Throw: Wisdom negates
Magic Resistance: Yes
A Geas spell places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. While a Geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the task is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the subject fails to obey the Geas for 24 hours it takes 1 points of Constitution damage (to a minimum score of 1). This is repeated each

day it does not attempt to follow the Geas. Neither natural nor magical healing by any means short of a Heal or Regenerate spell can cure this ability score damage.

In addition, the subject becomes sickened should it fail to follow its Geas. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½. These effects end 24 hours after the creature attempts to resume the Geas.

A Remove Curse spell ends a Geas spell only if its caster's level equals or exceeds that of the Geas's caster. Break Enchantment does not end a Geas but Limited Wish, Miracle, and Wish do.

Bards, druids, and magic-users usually refer to this spell as Geas, while clerics call the same spell Quest.

Glassee

Alteration
Level: Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: Touch
Area of Effect: Special, see text
Duration: 1 hour/caster level
By means of this spell the magic-user is able to make a 5' diameter section of non-magical metal, stone, or wood as transparent as glass. Normally, up to 4 inches of metal can be seen through, stone up to 1' thick can be made transparent, or 3' of wood can be affected by the Glassee spell. The spell will not work on lead, gold, or platinum.

The magic-user can opt to make the Glassee work only for himself for the duration of the spell, or he can actually make a transparent area, a one-way window, in the material affected. This must be decided when the spell is cast

Material Component: A small piece of crystal or glass.

Glassteel

Alteration
Level: Magic-User 8
Components: V, S, M
Casting Time: 1 action
Range: Touch
Area of Effect: 10 lbs. of crystal or glass/caster level
Duration: Instantaneous
The Glassteel spell turns non-magical crystal or glass into a transparent substance which has the tensile strength and malleability of actual steel. Only a relatively small volume of material can be affected, a maximum weight of 10 pounds per caster level, and it must form one whole object. The cost of the glass or crystal item to be transformed depends upon its volume and craftsmanship, though each pound of glass would cost at least 5 gold pieces.

Material Component: A small piece of steel.

Glitterdust

Conjuration/Summoning
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Area of Effect: 10' radius sphere
Duration: 1 round/caster level
Saving Throw: Wisdom negates
Magic Resistance: None
This spell creates a cloud of glittering golden particles within the area of effect. Those in the area must roll a successful Saving Throw or be blinded for the spell's duration.

In addition, all within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Note that this reveals invisible creatures and imposes a -20 penalty to all Stealth checks made to hide.

Material Component: A pinch of ground mica.

Globe of Invulnerability

Abjuration
Level: Magic-User 6
This spell functions like Minor Globe of Invulnerability, except that it also excludes 4th level spells and spell-like powers.

Glyph of Warding

Abjuration
Level: Cleric 3
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target or Area of Effect: 1 object of up to 5 square feet/caster level
Duration: Permanent until discharged
Saving Throw: See text
Magic Resistance: No and yes; see text
This powerful inscription harms those who enter, pass, or open the warded area or object. A Glyph of Warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores.
Alternatively, or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, Polymorph, and Nondetection (and similar magical effects) can fool a glyph, though non-magical disguises and the like can't. Read Magic allows you to identify a Glyph of Warding in conjunction with a successful Arcana skill check (the DC is equal to the spell's Saving Throw DC). Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored, etc.).

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

- Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him. This damage is acid, cold, fire, lightning, or thunder (caster's choice, made at time of casting). Each creature affected can attempt a Dexterity Saving Throw to take half damage. Magic Resistance applies against this effect.
- Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area of effect, it is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving Throws and Magic Resistance operate as normal.

Material Component: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 200 gp. Both incense and powdered diamond are expended when the spell is cast.

Goodberry

Alteration
Level: Druid 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 2d4 fresh berries
Duration: 1 day/caster level

Saving Throw: None
Magic Resistance: Yes
Casting Goodberry upon a handful of freshly picked berries makes 2d4 of them magical. The caster, as well as anyone else who makes a DC 10 Nature skill check, can immediately discern which berries are affected.

Each transmuted berry provides nourishment as if it were a normal meal for a Medium-sized creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Grease

Conjuration/Summoning
Level: Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target or Area of Effect: 1 object or a 10' radius circle
Duration: 1 round/caster level
Saving Throw: Dexterity partial; see text
Magic Resistance: No
A Grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast, or who enters the area while the spell is in effect, must make a successful Dexterity Saving Throw or fall prone. Those who remain within the spell's area of effect must repeat this Saving Throw each round on their turn. Those who make their save may move within or through the area of grease at ½ of their normal Movement Rate.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature uses that creature's Dexterity Saving Throw to avoid the effect. If the initial Saving Throw fails, the creature immediately drops the item. A Saving Throw must be made in each round that the creature attempts to pick up or use the greased item.

A creature wearing greased armor or clothing gains a +5 bonus to Athletics checks to escape from grapples or to Sleight of Hand checks made to escape from restraints or bounds.

Material Component: A bit of pork rind or butter.

Guards and Wards

Abjuration, Universal
Level: Magic-User 6
Components: V, S, M
Casting Time: 30 minutes
Range: Anywhere within the area to be warded
Area of Effect: 200 sq. ft./caster level
Duration: 2 hours/caster level
Saving Throw: See text
Magic Resistance: See text
This powerful spell is primarily used to defend your stronghold. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

- Fog: Fog fills all corridors, obscuring all sight, including Darkvision, beyond 5 feet. A creature 5 feet away has light concealment. Creatures up to 10 feet away have heavy concealment while those further away have total concealment. Saving Throw: None. Magic Resistance: No.
- Wizard Locks: All doors in the warded area are Wizard Locked. Saving Throw: None. Magic Resistance: No.
- Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the Web spell, except that they regrow in 10 minutes if they are burned or torn away while the Guards and Wards spell lasts. Saving Throw: Dexterity negates; see the Web spell description for more information. Magic Resistance: No.
- Confusion: Where there are choices in direction - such as a corridor intersection or side passage - a minor Confusion effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. Saving Throw: None. Magic Resistance: Yes.
- Lost Doors: One door per caster level is covered by a Silent Image to appear as if it were a plain wall. Saving Throw: Intelligence negates (if interacted with). Magic Resistance: No.

In addition, you can place your choice of one of the following five magical effects:

- Dancing Lights in four corridors. You can designate a simple program that causes the lights to repeat as long as the Guards and Wards spell lasts. Saving Throw: None. Magic Resistance: No.
- A Magic Mouth in two places. Saving Throw: None. Magic Resistance: No.
- A Stinking Cloud in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the Guards and Wards spell lasts. Saving Throw: Constitution negates; see text for Stinking Cloud. Magic Resistance: No.
- A Gust of Wind in one corridor or room. Saving Throw: Strength negates. Magic Resistance: Yes.
- A Suggestion in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the Suggestion mentally. Saving Throw: Charisma negates. Magic Resistance: Yes.

The whole warded area radiates strong magic of the abjuration school. A Dispel Magic cast on a specific effect, if successful, removes only that effect. A successful Mordenkainen's Disjunction dispels the entire Guards and Wards spell.

Material Component: Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood are expended in when this spell is cast. A small silver rod must be held by the caster at the time of casting, though this is not expended when the spell is completed.

Gust of Wind

Invocation/Evocation
Level: Druid 2, Magic-User 2
Components: V, S
Casting Time: 1 action
Range: Personal
Effect: 60' long by 5' wide line of wind emanating from you
Duration: Concentration, up to 1 round/caster level
Saving Throw: None; see text
Magic Resistance: Yes
This spell creates a blast of hurricane-force winds that originates from you, affecting all creatures in its path.

- All flames are extinguished within the 5' wide path of the spell.
- Those within the path of the Gust of Wind suffer a -6 penalty to Ranged attacks and Perception checks.
- Creatures in the area must succeed at a DC 20 Athletics check or be knocked prone. Those failing by 5 or more take 1d3 points of bludgeoning damage. Flying creatures take 1d6 points of bludgeoning damage and are blown back 1d6 x 10 feet.
- Creatures that make their Athletics check to remain standing move at ½ their Movement Rate. Flying creatures must immediately land or get blown back 1d6 x 10 feet and take 1d6 points of bludgeoning damage on their next turn.

The caster can change the line of effect on his turn. In addition to the effects noted, a Gust of Wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of Wind can be made permanent with a Permanency spell.

Hallucinatory Terrain

Illusion/Phantasm
Level: Bard 4, Druid 4, Magic-User 4
Components: V, S, M
Casting Time: 10 minutes
Range: 400' (Long)
Area of Effect: 30' cube/caster level
Duration: 2 hours/caster level

Saving Throw: Intelligence negates (if interacted with)
Magic Resistance: No
You make natural terrain look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence Saving Throw to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Material Component: A stone, a twig, and a bit of green plant.

Haste (reversible)

Alteration
Level: Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Targets: 1 creature/caster level
Duration: Concentration, up to 1 round/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
Choose 1 willing creature/caster level that you can see within range. Until the spell ends, each target gains a +2 bonus to Armor Class and Dexterity Saving Throws, and gains an additional action on each of its turns. That action can be used only to take the Attack, Charge, Run, Disengage, Hide, or Use an Object action.

The reverse of this spell, Slow, causes affected creatures to move and attack at a drastically slowed rate. Affected targets take a -2 penalty to Armor Class and Dexterity Saving Throws. Each affected target can only take an action each round, and may not move, or take more than 1 free action. Affected targets must take the Run or Charge action in order to move. Regardless of the creature's abilities or magic items, it can't make more than one attack during its turn.

Multiple Haste or Slow effects don't stack. Slow counters and dispels Haste and vice versa.

Material Component: A shaving of licorice root for Haste. A drop of molasses for Slow.

Heal (reversible)

Conjuration/Summoning
Level: Cleric 6, Druid 7
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 living or undead creature
Duration: Instantaneous
Saving Throw: Constitution negates
Magic Resistance: Yes
Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: blinded, confused, deafened, diseased, fatigued, Feebleminded, insanity, sickened, stunned, and poisoned. It also cures up to 100 Hit Points of damage.

The reverse of this spell, Harm, charges a target with negative energy that deals 100 points of necrotic damage. If the creature successfully saves, Harm deals 50 points of damage. Harm cannot reduce the target's Hit Points to less than 1.

If used on an undead creature, Harm acts like Heal. If used against an undead creature, heal instead acts like Harm.

Heat Metal (reversible)

Alteration
Level: Druid 2
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: Metal equipment on 1 creature/2 caster levels
Duration: Concentration, up to 1 minute
Saving Throw: Wisdom negates
Magic Resistance: Yes
Heat Metal makes metal extremely warm. A creature takes fire damage if its equipment is heated. It takes full damage if wearing metal armor or carrying metallic items weighing one-fifth of its weight. The creature takes minimum damage (1 point per die) if it's not wearing metal armor or carrying metallic items weighing less than one-fifth of its weight.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the 2nd and 5th rounds, intense heat causes pain and damage. In the third and fourth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d6 points
3–4	Searing	2d6 points
5	Hot	1d6 points
6	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, Heat Metal deals half damage and warms the surrounding water.

The reverse of this spell, Chill Metal, makes metal extremely cold. It affects the targeted creature just as Heat Metal does, excepting that the damage inflicted is from biting cold rather than searing heat. Underwater, Chill Metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill Metal counters and dispels Heat Metal and vice versa.

Heroes' Feast

Conjuration/Summoning
Level: Cleric 6, Druid 7
Components: V, S, M
Casting Time: 10 minutes plus 1 hour; see text
Range: 30' (Close)
Effect: Feast for 1 living creature/caster level
Duration: 12 hours; see text
You bring forth a great feast, including a magnificent table, chairs, service, food and drink. The feast takes 1 hour to consume and the beneficial effects do not set in until this hour is over. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Every creature partaking of the feast is cured of all diseases, fatigue, sickness, and nausea. They also become immune to poison for 12 hours and gain 4d8+8 temporary Hit Points after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 bonus on attack rolls and Constitution Saving Throws, as well as immunity to fear effects for 12 hours.

Hold Animal

Enchantment/Charm
Level: Druid 2
Components: V, S
Target: 1 animal
This spell functions like Hold Person, except that it affects an animal instead of a humanoid.

Hold Monster

Enchantment/Charm
Level: Bard 4, Magic-User 5
Components: V, S, M
Casting Time: 1 action
Target: 1 creature
This spell functions like Hold Person, except that it affects any living creature that fails its Strength save.

Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

Hold Person
Enchantment/Charm
Level: Cleric 2, Bard 2, Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 humanoid creature
Duration: Concentration, up to 1 round/caster level
Saving Throw: Strength negates; see text
Magic Resistance: Yes
The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. Held creatures are considered to be incapacitated (see page 68 for more details).

Material Component: A small, straight piece of iron.

Hold Plant
Enchantment/Charm
Level: Druid 4
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 plant creature
The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, etc. Other than the type of creatures it affects, this spell functions like Hold Person.

Hold Portal
Alteration, Universal
Level: Magic-User 1
Component: V
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 portal with an area of up to 20 square feet/caster level
Duration: 1 minute/caster level
This spell magically holds shut a door, portcullis, gate, window or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A Knock spell or a successful Dispel Magic spell can negate a Hold Portal spell.

Add 5 to the DC for forcing open a Held portal and reduce all damage done to the portal by 50%.

Hold Undead
Necromancy
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Target: 1 undead creature
Other than the type of creatures it affects, this spell functions like Hold Person.

When cast, this spell renders one undead creature immobile. Undead of a mindless nature, like skeletons or zombies, are automatically affected, but others may make a Strength Saving Throw to resist this spell.

Material Component: A pinch of sulphur and powdered garlic.

Holy Aura (reversible)
Abjuration
Level: Cleric 8
Components: V, S, M
Casting Time: 1 action
Range: Personal
Targets: 1 creature/caster level in a 20' radius sphere centered on you
Duration: 1 round/caster level
Saving Throw: See text
Magic Resistance: Yes
A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects:

- First, each warded creature gains a +4 bonus to Armor Class and Saving Throws. Unlike Protection from Evil, this benefit applies against all attacks, not just against attacks by evil creatures. These bonuses may not be combined with those gained from spells or items of protection (i.e., *a ring of protection* or a Protection from Evil spell).
- Second, each warded creature gains a Magic Resistance rating equal to ½ of the cleric's caster level (rounded down) against spells and spell-like abilities employed by evil creatures.
- Third, the abjuration blocks possession and mental influence, just as Protection from Evil does.
- Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Constitution save negates, as Blindness/Deafness).

The reverse of this spell, Unholy Aura, surrounds the subjects in malevolent darkness, protecting them from attacks, granting them resistance to spells cast by good creatures, and blinding good creatures when they strike the targeted creatures. The effects mirror those of Holy Aura except that they work against good-aligned creatures.

Material Component: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp and is not consumed by this spell's casting.

Holy Word (reversible)
Invocation/Evocation
Level: Cleric 7
Components: V
Casting Time: 1 action
Range: Personal
Area of Effect: Evil creatures in a 40' radius circle centered on you
Duration: Instantaneous
Saving Throw: None or Charisma negates; see text
Magic Resistance: Yes
Any evil creature within the area that hears the Holy Word suffers the following ill effects.

Hit Dice	Effect
Equal to caster level	Stunned
Up to caster level -1	Blinded, stunned
Up to caster level -5	Paralyzed, blinded, and stunned
Up to caster level -10	Killed

The effects are cumulative and concurrent. No Saving Throw is allowed against these effects.

- Stunned: The creature is stunned for 1d4 rounds.
- Blinded: The creature is blinded for 2d4 rounds.
- Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.
- Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, non-good extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the Holy Word. The banishment effect allows a Charisma save to negate. Creatures whose HD exceed your caster level are unaffected by Holy Word.

The reverse of this spell, Unholy Word, affects good creature within the area just as Holy Word affects evil creatures.

Hypnotic Pattern
Enchantment/Charm
Level: Bard 1, Magic-User 1
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 2d4 Hit Dice of creatures +1 additional Hit Die/2 caster levels
Duration: 2d4 rounds
Saving Throw: Wisdom negates
Magic Resistance: Yes

Your gestures and droning incantation hypnotize nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible.

Roll 2d4 to see how many total Hit Dice of creatures you affect, adding 1 additional HD for every 2 casters levels you have achieved. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be hypnotized. If used in combat, the targets gain a +2 bonus to their Saving Throws.

While the subject is hypnotized by this spell it reacts as though it were two steps friendlier in attitude (see Social Interaction on page 61), so long as you do not attack or threaten it. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable.

Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its Saving Throw does not remember that you enspelled it.

Ice Storm

Invocation/Evocation
Level: Druid 5, Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: 30' radius by 40' high cylinder
Duration: 1 round
Saving Throw: Dexterity half
Magic Resistance: Yes
Great magical hailstones pound down for 1 round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area.

A -4 penalty applies to all Perception checks made within the Ice Storm's area of effect, and all land movement within its area is at half Movement Rate. At the end of the duration, the hail disappears, leaving no after-effects (other than the damage dealt).

Hailstones turn the ground in the storm's area of effect into difficult terrain until the end of your next turn.

Material Component: A pinch of dust and a few drops of water.

Identify

Divination, Universal
Level: Bard 1, Magic-User 1
Components: V, S, M
Casting Time: 1 hour
Range: Touch
Targets: 1 object or creature
Duration: Instantaneous
The spell determines the magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any). Identify does not function when used on an artifact.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Material Component: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

Illusionary Script

Illusion/Phantasm
Level: Bard 3, Magic-User 2
Components: V, S, M
Casting Time: 1 minute or longer; see text
Range: Touch
Target: 1 object weighing no more than 10 lbs.
Duration: 1 day/caster level
Saving Throw: Intelligence negates; see text
Magic Resistance: Yes
You write instructions or other information on parchment, paper or any suitable writing material. The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Illusionary Script appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusion specialist recognizes it as Illusionary Script.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a Saving Throw. A successful Saving Throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a Suggestion implanted in the script by you at the time the Illusionary Script spell was cast. The suggestion lasts only 30 minutes. Typical Suggestions include "Close the book and leave," "Forget the existence of the book," and so forth.

If successfully dispelled by Dispel Magic, the Illusionary Script and its secret message disappear. The hidden message can be read by a combination of the True Seeing spell along with the Read Magic or Comprehend Languages spell.

Material Component: A lead-based ink (cost of not less than 50 gp).

Illusory Wall

Illusion/Phantasm
Level: Magic-User 4
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: Image with dimensions no greater than 1' by 10' by 10'
Duration: Permanent
Saving Throw: Intelligence negates (if interacted with)
Magic Resistance: No
This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed but physical objects can pass through it without difficulty.

When the spell is used to hide pits, traps or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

Imbue with Spell Ability

Invocation/Evocation
Level: Cleric 4
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: 1 willing creature; see text
Duration: Permanent until discharged
Saving Throw: None
Magic Resistance: Yes
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 6 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration/summoning can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of imbue with spell ability can't exceed this limit.

Recipient's HD	Maximum Number of Spells Imbued
2 or fewer	1-1st level spell
3 - 4	2-1st level spells
5 or greater	2-1st level spells and 1-2nd level spell

The transferred spell's variable characteristics (range, duration, area, Saving Throws, and the like) function according to your caster level, not the level of the recipient.

Once you cast Imbue with Spell Ability, you cannot prepare a new 4th level spell to replace it until the recipient uses the imbued spells or is slain, or you dismiss the Imbue with Spell ability spell. In the meantime, you remain responsible to your deity for the use to which the spell is put.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component, it must have the material component on-hand.

Imprisonment
Abjuration
Level: Magic-User 9
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: Instantaneous
Saving Throw: Intelligence negates; see text
Magic Resistance: Yes
When you cast Imprisonment and touch a creature, it is entombed in a state of suspended animation (see the Temporal Stasis spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a Freedom spell is cast at the locale where the Imprisonment took place.

Magical search by a *crystal ball*, a Locate Object spell, or similar divination spell does not reveal the fact that a creature is Imprisoned but Discern Location does.

A Wish or Miracle spell will not free the recipient but will reveal where it is entombed. If you know the target's name and some facts about its life, the save DC increases by 2.

Improved Arcane Sight
Divination
Level: Magic-User 7
This spell functions like Arcane Sight, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Improved Arcane Sight doesn't let you identify magic items. Unlike Arcane Sight, this spell cannot be made permanent with a Permanency spell.

Improved Dispel Magic
Abjuration
Level: Cleric 6, Bard 5, Druid 6, Magic-User 6
This spell functions like Dispel Magic, except that you gain an additional +5 bonus to Concentration Checks made to dispel magical effects.

Additionally, Improved Dispel Magic has a chance to dispel any effect that Remove Curse can remove, even if Dispel Magic can't dispel that effect.

Improved Enchanted Weapon
Alteration, Invocation/Evocation
Level: Cleric 4, Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: 1 weapon or 50 projectiles
Duration: 1 hour/caster level
Saving Throw: None
Magic Resistance: Yes
This spell functions like Enchanted Weapon, except that it gives a weapon a bonus on attack and damage rolls of +1 per four caster levels (maximum +5).

Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind and have to be together (in the same quiver or other container). Projectiles lose their enchantment when used.

This spell is often used in combination with the Enchant an Item and Permanency spells to create magical weapons, with this spell being cast once per desired plus of the bonus.

Material Component: Powdered lime and carbon.

Improved Glyph of Warding
Abjuration
Level: Cleric 6
This spell functions like Glyph of Warding, except that an improved blast glyph deals up to 10d8 points of damage, and an improved spell glyph can store a spell of 6th level or lower.

Material Component: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

Improved Invisibility
Illusion/Phantasm
Level: Magic-User 4
Components: V, S
Duration: Concentration, up to 1 round/caster level
Saving Throw: Intelligence negates
This spell functions like Invisibility except that it doesn't end if the subject attacks.

Improved Magic Fang
Alteration, Invocation/Evocation
Level: Druid 3
Range: 30' (Close)
Target: 1 willing creature
Duration: 1 hour/caster level
This spell functions like Magic Fang except that the bonus on attack and damage rolls is +1 per four caster levels (maximum +5).

Alternatively, you may imbue all of the creature's natural weapons with a +1 bonus (regardless of your caster level).

Improved Magic Fang can be made permanent with a Permanency spell.

Improved Phantasmal Force
Illusion/Phantasm
Level: Magic-User 3
Duration: Concentration, up to 10 minutes/caster level + 3 rounds
This spell functions like Silent Image, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Improved Planar Binding
Conjuration/Summoning
Level: Magic-User 8
Components: V, S
Targets: Up to 3 summoned elementals or extraplanar creatures
This spell functions like Lesser Planar Binding, except that you may call a single creature of 15 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 15.

Each creature gets a Saving Throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Improved Prying Eyes
Divination
Level: Magic-User 8
This spell functions like Prying Eyes, except that the eyes can see things as they actually are, as if they had True Seeing with a range of 120'. They can navigate darkened areas at their normal Movement Rate.

Improved Restoration
Conjuration/Summoning
Level: Cleric 7
Components: V, S
Casting Time: 10 minutes
This spell functions like Lesser Restoration, except that it also restores 1d4 drained levels. Drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.

Improved Restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and all forms of insanity, Confusion, and similar mental effects. Improved Restoration does not restore levels or Constitution points lost due to death.

Improved Scrying
Divination
Level: Cleric 7, Bard 6, Druid 7, Magic-User 7
Components: V, S
Casting Time: 1 action
Duration: 1 hour/caster level

This spell functions like Scrying, except for its longer duration. Additionally, all of the following spells function reliably through the sensor: Detect Evil, Detect Invisibility, Detect Magic, Message, Read Magic, and Tongues.

Improved Spell Immunity

Abjuration
Level: Cleric 8
This spell functions like Spell Immunity, except the immunity applies to spells of 8th level or lower. A creature can have only one Spell Immunity or Improved Spell Immunity spell in effect on it at a time.

Incendiary Cloud

Conjuration/Summoning, Invocation/Evocation
Level: Magic-User 8
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Effect: 20' radius cylinder, 20' in height
Duration: Concentration, up 1 round/caster level
Saving Throw: Dexterity half; see text
Magic Resistance: No
An Incendiary Cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a Fog Cloud does. In addition, the white-hot embers within the cloud deal 3d6 points of fire damage to everything within the cloud each round. This ignites flammable objects in the area that aren't being worn or carried. All targets can make Dexterity Saving Throws each round to take half damage.

As with a Cloudkill spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell.

The spell also obscures vision, providing concealment to those with the spell's radius. A creature 5 feet away has light concealment. Creatures up to 10 feet away have heavy concealment while those further away have total concealment.

As with Fog Cloud, wind disperses the smoke, and the spell can't be cast underwater.

Insanity

Enchantment/Charm
Level: Magic-User 7
Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Target: One creature
Duration: Instantaneous
Saving Throw: Wisdom negates
Magic Resistance: Yes
The affected creature suffers from a permanent Confusion effect, as the spell. Remove Curse does not remove Insanity. Improved Restoration, Heal, Limited Wish, Miracle, or Wish can restore the creature.

Insect Plague

Conjuration/Summoning
Level: Cleric 5, Druid 5
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Effect: 20' radius cylinder, 20' in height
Duration: Concentration, up to 1 minute/caster level
When this spell is cast, a horde of creeping, hopping and flying insects swarm in a thick cloud. These insects obscure vision, granting concealment to those within the cloud and limit all vision within or into the cloud to 10 feet. A creature 5 feet away has light concealment. Creatures up to 10 feet away have heavy concealment while those further away have total concealment.

Creatures within the Insect Plague sustain 2d6 Hit Point of piercing damage each round they remain in it due to the bites and stings of the insects, regardless of Armor Class.

Heavy smoke will drive off insects within its bounds. Fire, lightning, or extreme cold will also drive away insects within its area of effect (torches clear a 5' square of insects, if the torchbearer spends one round clearing that square, while a Fireball cast into the center of the insect swarm destroys it).

The Insect Plague does not move after it is summoned into existence.

Spellcasting within the confines of an Insect Plague must make a Concentration Check. The DC of this check is equal to the spell's Saving Throw DC.

Material Components: A holy symbol or mistletoe, and a few grains of sugar, some kernels of grain, and a smear of fat.

Invisibility

Illusion/Phantasm
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature or object of up to 100 lbs./caster level
Duration: Concentration, up to 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
The creature or object touched becomes invisible, vanishing from sight, even from Darkvision. If the recipient is a creature carrying gear, that vanishes, too. Invisible creatures have total concealment from those who cannot see invisible creatures.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as Bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a Permanency spell.

Material Component: An eyelash encased in a bit of acacia gum.

Invisibility 10' Radius

Illusion/Phantasm
Level: Magic-User 3
Components: V, S, M
Area of Effect: 10' radius sphere around the targeted creature or object
This spell functions like Invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

Affected creatures (other than the recipient) that attack negate the invisibility only for themselves. If the spell recipient attacks, the Invisibility 10' Radius spell ends.

Invisibility Purge
Abjuration, Invocation/Evocation
Level: Magic-User 3
Components: V, S
Casting Time: 1 action
Range: Personal
Effect: 50' radius circle
Duration: 1 minute/caster level
You surround yourself with a sphere of power with a radius of 50' that negates all forms of invisibility.

Invisibility to Animals
Abjuration
Level: Druid 1
Components: S, M
Casting Time: 1 action
Range: Touch
Targets: 1 willing creature/caster level
Duration: Concentration, up 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
Animals cannot see, hear, or smell the warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for that character.

Invisibility to Undead
Abjuration
Level: Cleric 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Targets: 1 willing creature/caster level
Duration: Concentration, up 10 minutes/caster level
Saving Throw: None; see text
Magic Resistance: Yes
Undead cannot see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them.

If a warded creature attempts to Turn or Command Undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for that creature.

Invisible Stalker
Conjuration/Summoning
Level: Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 summoned creature
Duration: 1 day/caster level
This spell summons an invisible stalker from the Elemental Plane of Air. This monster will obey and serve the spellcaster in performance of whatever tasks are set before it. Though the creature is bound to serve; it does not do so from loyalty or desire.

Therefore, it will resent prolonged missions or complex tasks, and will attempt to pervert instructions accordingly (see the Monstrous Manual for complete details on invisible stalkers). The invisible stalker follows instructions even at hundreds or thousands of miles distance. It is a faultless tracker within one day of a given quarry's passing.

Material Components: Burning incense and a piece of horn carved into a crescent shape. They are expended upon casting this spell.

Iron Body
Alteration
Level: Magic-User 8
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/caster level
This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You are immune to ability score damage, blindness, deafness, disease, drowning, fatigue, lightning, poison, sickness, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You cannot drink (and thus can't use potions) or play wind instruments. You have resistance to acid and fire damage. You do not take additional damage from Sneak Attacks, are immune to Killing Strikes, and subtract 10 points of damage from all attacks or spells that strike you.

Your Strength score becomes 20 but your Movement Rate is reduced by 10 feet per round. You may not cast or concentrate on arcane spells while affected by the Iron Body spell and suffer a -4 penalty to all Acrobatics, Athletics, and Stealth checks, and to all Dexterity Saving Throws. Your unarmed attacks deal 1d6 bludgeoning damage.

Your weight increases by a factor of ten, causing you to sink in water like a stone. Luckily you can survive the crushing pressure and lack of air at the bottom of the ocean - until the spell's duration expires. Unfortunately, you become vulnerable to all special attacks that affect iron golems.

Material Component: A small piece of iron that was once part of either an iron golem, a hero's armor, or a war machine.

Irritation
Alteration
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: Living creatures in a 10-foot radius circle
Duration: 2d4 rounds; See text
Saving Throw: Constitution negates
Magic Resistance: Yes
When cast, this causes each subject to feel an instant itching sensation on some portion of its body if it fails its Constitution Saving Throw. If one round is not immediately spent scratching the irritated area, using the creature's action for the round, it is so affected that it spends the next 2d4 rounds squirming and twisting.

This affects the creature as if it were sickened. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½. Any spellcaster attempting to cast or concentrate upon a spell must make a Concentration Check with a DC equal to the spell's Saving Throw DC.

Material Component: A leaf from poison ivy, oak, or sumac.

Jump
Alteration
Level: Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 1 minute/caster level
Magic Resistance: Yes
The individual touched when this spell is cast is empowered to leap great distances for the duration of the spell. Forward leaps have a maximum distance equal to the target's base Movement Rate. Leaps straight upward also have a maximum distance equal to ½ of the target's Movement Rate, while backward leaps have a maximum distance equal to ½ of the target's Movement Rate. Horizontal leaps forward or backward have only a slight arc - about 2 feet per 10 feet of distance traveled.

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

Knock
Alteration, Universal
Level: Magic-User 2
Components: V
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 door, box, or chest with an area of up to 10 sq. ft./caster level
Duration: Instantaneous; see text

The Knock spell opens stuck, barred, locked, Held, or Wizard Locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut).

If used to open a Wizard Locked door, the spell does not remove the Wizard Lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own.

Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

Know Alignment (reversible)

Divination
Level: Cleric 2, Bard 2, Druid 2, Magic-User 2
Components: V, S
Casting Time: 1 action
Range: Personal or 30' (Close); see text
Target: You or 1 willing creature or 1 object; see text
Duration: Concentration, up to 10 minutes/caster level; see text
Saving Throw: None; see text
Magic Resistance: Yes
A Know Alignment spell enables the caster to know the exact alignment of a creature within 30' of him by concentrating upon that creature. The caster may concentrate upon another creature each round in order to learn its alignment.

Certain magical devices or spells (such as Undetectable Alignment or Misdirection) will negate the ability to Know Alignment.

The reverse of this spell, Undetectable Alignment, conceals the alignment of one object or willing creature within 30' from all forms of divination. This use of the spell does not require that the target remain within 30' of the caster once the spell is cast.

Know Direction

Divination
Level: Bard 0, Druid 0
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: Instantaneous
Magic Resistance: Yes
You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings.

Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Legend Lore

Divination
Level: Bard 4, Magic-User 6
Components: V, S, M
Casting Time: See text
Range: Personal
Target: You
Duration: See text
Legend Lore brings to your mind legends about an important person, place, or thing.

- If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 x 10 minutes.
- If you have only detailed information on the person, place or thing, the casting time is 1d10 days and the resulting lore is less complete and specific. It provides enough information to help you find the person, place, or thing.
- If you know only rumors, the casting time is 2d6 weeks and the resulting lore is vague and incomplete. It directs you to more detailed information, thus allowing a better Legend Lore result the next time that the spell is cast.

During the casting you cannot engage in other than routine activities, such as eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or thing to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information.

As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Component: Incense worth at least 250 gp must be burned when this spell is cast. Four strips of ivory (worth 50 gp each) that are formed into a rectangle are not consumed by this spell.

Leomund's Lamentable Belaborment

Enchantment/Charm
Level: Magic-User 5
Components: V
Casting Time: 1 action
Range: 30' (Close)
Target: 1 or more creatures in a 10' radius
Duration: Concentration, up to 1 minute; see text
Saving Throw: Wisdom negates; see text
Magic Resistance: Yes
This devious spell distracts creatures in a 10' radius circle by drawing them into an absorbing discussion on topics of interest to them. The targeted creatures must be able to understand the spellcaster's language.

Upon casting the spell, you begin discussion of some topic germane to the creature or creatures to be affected. Those making a successful Wisdom Saving Throw are unaffected.

Affected creatures immediately begin to converse with the spellcaster, agreeing or disagreeing, all most politely, during the spell's duration, so long as you use your action each round to continue the conversation and remain within 30' of affected creatures.

As long as they are not attacked, the creatures ignore all else going on around them, spending their time talking and arguing to the exclusion of other activities.

If you maintain the spell for more than four rounds, each affected creature can make a Wisdom Saving Throw at the beginning of the 5th round. Those failing to save wander off in confusion. This Confusion effect lasts for 1d6 rounds. Those who make this Saving Throw continue to talk with the spellcaster.

If the spell is maintained for a full minute, each target still under the effects of the spell must make a successful Wisdom Saving Throw to avoid going into a confused rage, attacking all other targets of the spell. This rage lasts for 1d6 rounds. Those who successfully save against this Confusion effect realize that they have been deceived and may act normally.

Leomund's Secret Chest

Conjuration/Summoning
Level: Magic-User 5
Components: V, S, M
Casting Time: 10 minutes
Range: See text
Target: 1 chest and up to 1 cu. ft. of goods/caster level
Duration: 60 days or until discharged; see text
You hide a chest on the Ethereal Plane for as long as 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level, regardless of the chest's actual size, which is about 12 cubic feet (3 feet by 2 feet by 2 feet).

You need the replica to recall the chest. After 60 days there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed there is no way, not even with a Wish spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

You can have but one pair of these chests at any given time - even a Wish spell does not allow more. The chests are non-magical and can be fitted with locks, wards and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. Once the chest

is hidden you can retrieve it by concentrating for 1 round, and it appears next to you.

If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

Material Component: The chest and its replica. The chest must be exceptionally well-crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed you must make a tiny replica (of the same materials and perfect in every detail) so that the miniature of the chest appears to be a perfect copy. The replica costs 50 gp.

Leomund's Secure Shelter

Conjuration/Summoning
Level: Magic-User 4
Components: V, S, M; see text
Casting Time: 10 minutes
Range: 30' (Close)
Effect: 20' square structure
Duration: 2 hours/caster level
You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise - it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters and chimney are secure against intrusion, the former two being Wizard Locked and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an Alarm spell. Finally, an Unseen Servant is conjured to provide service to you for the duration of the shelter.

The secure shelter contains rude furnishings - eight bunks, a trestle table, eight stools, and a writing desk.

Material Component: A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the Unseen Servant spell (string and a bit of wood) if this benefit is to be included.

Optional Material Component: The material component of the Alarm spell (silver wire and a tiny bell) if this benefit is to be included. These are not expended.

Leomund's Tiny Hut

Conjuration/Summoning, Invocation/Evocation
Level: Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: Personal
Effect: 20' radius sphere centered on your location
Duration: 2 hours/caster level
You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium- or Small-sized creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within.

Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut. They can only be attacked if they are attacking or otherwise detected somehow (typically through a Perception check to hear them). Those inside a Leomund's Tiny Hut have total concealment.

Material Component: A small crystal bead that shatters when the spell duration expires or the hut is dispelled.

Leomund's Trap

Illusion/Phantasm
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 object
Duration: Permanent
Saving Throw: Intelligence negates (if interacted with)
Magic Resistance: Yes
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, such as a lock, hinge, hasp, cork, cap, or ratchet.

Any character able to detect traps, or who uses any spell or device enabling trap detection, is certain a real trap exists unless the character succeeds at an Intelligence Saving Throw. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another Leomund's Trap is active within 50 feet when the spell is cast, the casting fails.

Material Component: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare. The iron pyrite is not expended by this spell's casting.

Lesser Planar Binding

Conjuration/Summoning
Level: Magic-User 5
Components: V, S
Casting Time: 10 minutes
Range: 30' (Close); see text
Target: 1 summoned elemental or extraplanar creature with up to 6 HD
Duration: Instantaneous; see text
Saving Throw: Charisma negates
Magic Resistance: No and yes; see text
Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must cast a Protection from Evil 10' Radius spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Charisma Saving Throw. If the Saving Throw succeeds, the creature resists the spell. If the Saving Throw fails, the creature is immediately drawn to the trap (Magic Resistance does not keep it from being called).

You can attempt to compel the trapped creature to perform a service by describing the service and perhaps offering some sort of reward. You must make a successful Deception, Persuasion, or Intimidation skill check to do so. If this check fails, the trapped creature refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free (see below), or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a "natural 1" on your Deception, Persuasion, or Intimidation skill check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in

effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

The creature can escape from the trap with by successfully pitting its Magic Resistance against your Concentration Check (see page 77), by dimensional travel, or with a successful Charisma Saving Throw. It can try each method once per day. If the creature does not break free of the trap, you can keep it bound for as long as you dare.

If it breaks loose, it can flee or attack you. A Dimensional Anchor cast on the creature prevents its escape via dimensional travel. You can also employ a special, calling diagram (see Protection from Evil 10' Radius) to make the trap more secure.

Lesser Restoration

Conjuration/Summoning
Level: Cleric 2, Druid 2
Components: V, S
Casting Time: 3 rounds
Range: Touch
Target: 1 willing creature
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes
Lesser Restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to a single ability score~~s~~. It also eliminates any fatigue suffered by the character.

It does not restore permanent ability drain or drained levels, nor does it negate ability check penalties due to the sickened condition, discomfort (as with the Antipathy spell), illness, etc.

Levitate

Alteration
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: 1 creature or object (total weight up to 100 lb./caster level)
Duration: 1 minute/caster level
Saving Throw: Dexterity negates
Magic Resistance: Yes
Levitate allows you to move yourself, another creature, or an object up and down as you wish. An object may not be held or worn by an unwilling target and an unwilling target can make a Dexterity Saving Throw to avoid being levitated.

You can mentally direct the recipient to move up or down as much as 20 feet each round by concentrating upon the recipient (this uses no action on your part). You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its Movement Rate). Note that the target may be moved beyond the initial range of the spell.

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second, -2, and so on, to a maximum penalty of -5. A levitating creature can use an action to make an Acrobatics skill check, with a DC equal to the spell's Saving Throw DC, to stabilize and remove this penalty.

Material Component: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end. The casting of this spell does not expend the material component.

Light

Invocation/Evocation, Universal
Level: Cleric 0, Bard 0, Druid 0, Magic-User 0
Components: V, M
Casting Time: 1 action
Range: Touch
Target: 1 object
Duration: 10 minutes/caster level
This spell causes an object to glow like a torch, shedding bright light in a 30' foot radius sphere from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.
A Light spell counters and dispels a Darkness spell of an equal or lower level and vice versa.

Material Component: A firefly or a piece of phosphorescent moss.

Lightning Bolt

Invocation/Evocation
Level: Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: 100' (Special)
Area of Effect: 100' by 5' wide line of lightning
Duration: Instantaneous
Saving Throw: Dexterity half
Magic Resistance: Yes
You release a powerful stroke of electrical energy from your fingertips that deals 1d6 points of lightning damage per caster level (maximum 10d6) to each creature within its 5' wide and 100' long line of effect. This ignites flammable objects in the line of effect that aren't being worn or carried, and can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Component: A bit of fur and an amber, crystal, or glass rod. These materials are not expended by the spell's casting.

Limited Wish

Conjuration/Summoning, Universal
Level: Magic-User 7
Components: V, S; see text
Casting Time: 1 action
Range: See text
Effect: See text
Duration: See text
Saving Throw: None; see text
Magic Resistance: Yes
A Limited Wish lets you create nearly any type of effect. For example, a Limited Wish can do any of the following things.

- Duplicate any magic-user spell of 6th level or lower.
- Duplicate any other spell of 5th level or lower.
- Undo the harmful effects of many spells, such as Geas or Insanity.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next Saving Throw.

A duplicated spell allows Saving Throws and Magic Resistance as normal. When a Limited Wish spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.

Liveoak

Alteration
Level: Druid 6
Components: V, S
Casting Time: 10 minutes
Range: Touch
Target: 1 living tree
Duration: 1 day/caster level
This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while Liveoak is in effect, you can't cast it again on another tree.

The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 400 feet of something that you wish to guard or protect.

Liveoak must be cast on a healthy oak tree. A triggering phrase of up to one word per caster level is placed on the targeted oak. The Liveoak spell triggers the tree into animating as a treant. If Liveoak is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Locate Creature

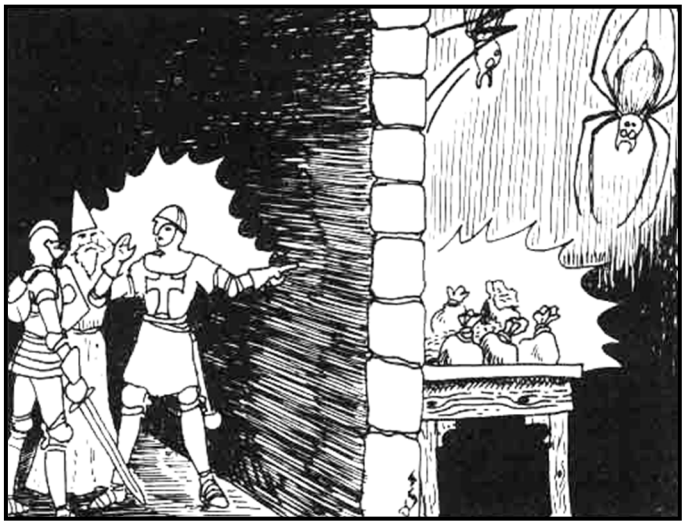
Divination
Level: Bard 4, Magic-User 4
Components: V, S, M
Duration: 10 minutes/caster level
This spell functions like Locate Object, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by Mislead, Nondetection, and Polymorph spells.

Material Component: A bit of fur from a bloodhound.



Locate Object

Divination
Level: Cleric 3, Bard 2, Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: Circle, centered on you, with a radius of 400' + 40'/caster level
Duration: Concentration, up to 1 minute/caster level
You sense the direction of a well-known or clearly visualized object. You can search for general items; in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any Object or Obscure Object fools it.

Material component: A forked twig that is not consumed by the casting of this spell.

Magic Fang

Alteration, Invocation/Evocation
Level: Druid 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 1 minute/caster level
Saving Throw: None
Magic Resistance: Yes
Magic Fang gives one natural weapon of a willing subject a +1 magical bonus to attack and damage rolls. The spell can affect an unarmed attack or any other natural weapon.

Magic fang can be made permanent with a Permanency spell.

Magic Jar

Necromancy
Level: Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Target: 1 creature
Duration: 1 hour/caster level or until you return to your body
Saving Throw: Charisma negates; see text
Magic Resistance: Yes
By casting Magic Jar, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 3 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body takes 1 round. It is blocked by Protection from Evil or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Charisma save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further Saving Throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, Hit Points, and natural abilities. A body with extra limbs does not allow you to make more attacks than normal. You can't choose to activate the body's spell-like powers because the creature's spell-like powers do not stay with the body.

Each round, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while

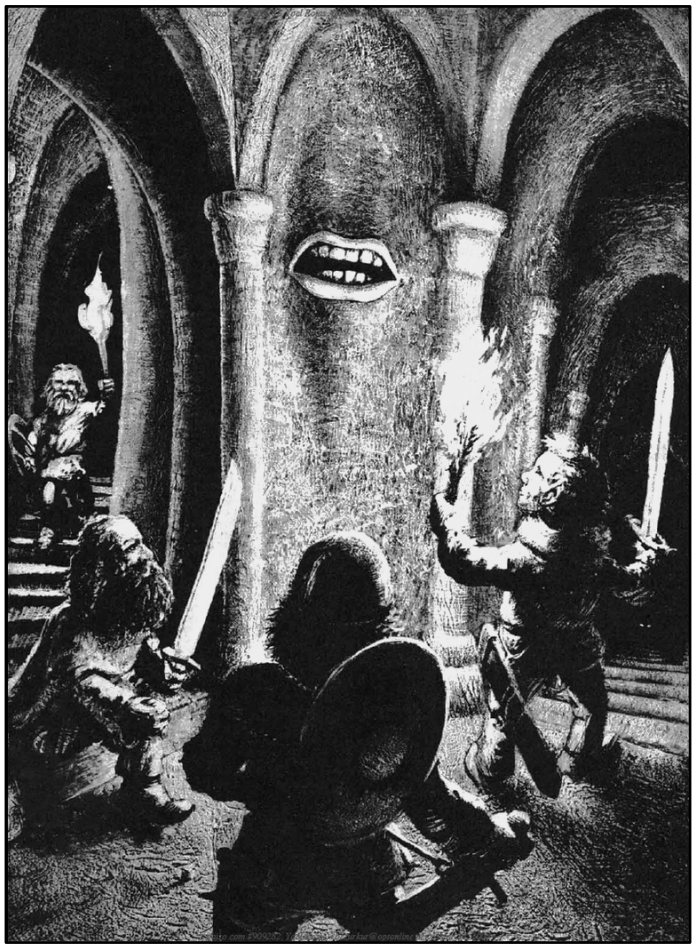
you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or at the host's location.

Material Component: A gem or crystal worth at least 100 gp.

Magic Missile

Invocation/Evocation
Level: Magic-User 1
Components: V, S
Casting Time: 1 action
Range: 100 feet (Medium)
Targets: Up to 5 creatures
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes
A missile of magical energy darts forth from your fingertip and strikes its target unerringly, dealing 1d4+1 points of force damage.

For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th or higher level. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for Magic Resistance or roll damage.



Magic Mouth

Alteration, Illusion/Phantasm
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 object
Duration: Permanent until discharged

This spell imbues the chosen object with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs.

The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, Magic Mouth can be placed upon a tree, rock, or any other object.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A Magic Mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th level caster can command a Magic Mouth to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Magic Mouth can be made permanent with a Permanency spell.

Material Component: A small bit of honeycomb and jade dust worth 10 gp. They are expended when this spell is cast.

Magic Stone

Alteration
Level: Cleric 1, Druid 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Targets: 3 pebbles
Duration: 10 minutes/caster level or until discharged
You transmute 3 pebbles, no larger than sling bullets, into +1 magical weapons that strike with great force when thrown or slung.

If thrown, they have a range increment of 20 feet. If slung, they have a range increment of 50 feet. Thrown or slung stones deal 2d4+1 points of bludgeoning damage or 4d4+2 points of bludgeoning damage against undead creatures.

Major Creation

Conjuration/Summoning
Level: Magic-User 5
Casting Time: 10 minutes
Range: 30' (Close)
Duration: See text
This spell functions like Minor Creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hours/caster level
Stone, crystal, base metals	1 hour/caster level
Precious metals	20 minutes/caster level
Gems	10 minutes/caster level
Rare metal[1]	1 round/caster level

[1] Includes adamantite and mithral.

Mass Charm

Enchantment/Charm
Level: Bard 6, Magic-User 8
Components: V
Targets: 1 or more creatures
Duration: 1 day/caster level
This spell functions like Charm Monster, except that Mass Charm affects a number of creatures whose combined HD do not exceed twice your caster level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

Massmorph

Illusion/Phantasm
Level: Bard 3, Magic-User 4
Components: V, S, M
Casting Time: 1 minute
Range: 30' (Close)
Target: 10 willing creatures/caster level
Duration: Special
Saving Throw: Intelligence negates (if interacted with)
When this spell is cast upon willing creatures of Medium size or smaller, up to 10 creatures per caster level can be made to appear as normal trees of any sort. Massmorphed creatures must be within 30' of the caster. Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these Massmorphed creatures can be passed through - and even touched - by other creatures without revealing the illusion, unless the creature interacting with the Massmorphed targets succeeds at an Intelligence Saving Throw.

Unwilling creatures are not affected. The spell persists until the caster commands it to cease or until a Dispel Magic is successfully cast upon the creatures.

Material Component: A handful of bark chips.

Mass Invisibility

Illusion/Phantasm
Level: Magic-User 7
Components: V, S, M
Range: 400' (Long)
Targets: Any number of creatures in a 90' radius circle
This spell functions like Invisibility, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other.

The spell is broken for any individual who moves more than 90 feet from the central target of the spell (decided when the spell is cast).

Material Component: An eyelash encased in a bit of acacia gum.

Mass Suggestion

Enchantment/Charm
Level: Bard 5, Magic-User 6
Range: 100 feet (Medium)
Targets: 1 creature/caster level
This spell functions like Suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

Maze

Conjuration/Summoning
Level: Magic-User 8
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 creature
Duration: See text
Saving Throw: Intelligence negates; see text
Magic Resistance: Yes
You banish the subject into an extra-dimensional labyrinth of force planes. Each round, on its turn, it may attempt an Intelligence Saving Throw to escape the labyrinth. If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the Maze, the subject reappears where it had been when the Maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as Teleport and Dimension Door, do not help a creature escape a Maze spell, although a Plane Shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs and morkoths are not affected by this spell.

Meld into Stone

Alteration
Level: Cleric 3, Druid 3
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/caster level
Meld into Stone enables you to meld your body and possessions into a single block of stone large enough to fully contain your body. When the casting is complete you merge with the stone. You may not carry more weight than your maximum encumbrance permits.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still make Perception checks to hear what happens around you.

Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals 5d6 points of bludgeoning damage to you. The stone's complete destruction expels you and slays you instantly unless you make a DC 15 Constitution save (in which case you take 5d6 points of bludgeoning damage). If expelled, you fall prone in an unoccupied space closest to where you first entered.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of bludgeoning damage.

The following spells harm you if cast upon the stone that you are occupying:

- Passwall: Expels you without damage.
- Stone Shape: Deals 2d6 points of bludgeoning damage but does not expel you.
- Stone to Flesh: Expels you and deals 4d6 points of force damage.
- Transmute Rock to Mud: Expels you and then slays you instantly unless you make a DC 15 Constitution Saving Throw, in which case you are expelled and take 5d6 bludgeoning damage.

Melf's Acid Arrow

Conjuration/Summoning
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Effect: 1 arrow of acid
Duration: Instantaneous; see text
A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged attack to hit your target.

The arrow deals 2d4 points of acid damage. For every 3 caster levels the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of acid damage in that round.

Material Component: Powdered rhubarb leaf and an adder's stomach, which are expended, and a dart, which is not.

Melf's Minute Meteors

Invocation/Evocation
Level: Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Effect: 1 or more small globes of fire
Duration: Concentration, up to 1 round/caster level
Saving Throw: None
Magic Resistance: Yes
This spell enables the magic-user to cast small globes of fire, each of which bursts into a 10' diameter sphere upon impact. The meteors are treated as thrown weapons by the magic-user with no penalty for range. The minute meteors inflict 1d4 points of fire damage to the creature struck and 1 point of fire damage to all creatures within 5' of the target. It can also ignite combustible materials that are not being worn or held.

The magic-user discharges one meteor per round and may concentrate on the spell for up to 1 round/caster level.

Material Component: The components necessary for the casting of this spell are nitre and sulphur formed into a bead by the addition of pine tar. The caster must also have a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 gp to construct, so fine is its workmanship and magical engraving, and it can be reused.

Mending

Alteration, Universal
Level: Magic-User 0
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 object of up to 1 lb.
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes
Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a Warp Wood spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by Mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures (including animated creatures).

Message

Alteration, Universal
Level: Bard 0, Magic-User 0
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium); see text
Targets: 1 willing creature/caster level
Duration: Concentration, 10 minutes/caster level
You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range.

Magical silence, 1' of stone, an inch of common metal (or a thin sheet of lead), or 3' of wood or dirt blocks the spell.

The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Material Component: A short piece of copper wire, which is not consumed by the spell's casting.

Meteor Swarm

Invocation/Evocation
Level: Magic-User 9
Components: V, S
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: Four, 40' radius circles; see text
Duration: Instantaneous
Saving Throw: None or Dexterity half; see text
Magic Resistance: Yes
Meteor Swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When you cast it, four 2' diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage and 5d6 points of fire damage (no save). You may aim more than one meteor at the same target.

Regardless of whether it strikes or misses its target, each sphere explodes in a 40' radius circle when it reaches its destination, dealing 5d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

Mind Blank

Abjuration
Level: Cleric 9, Magic-User 8
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 willing creature
Duration: 1 day
Saving Throw: None
Magic Resistance: Yes
The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all enchantment/charm spells and effects, as well as information gathering by divination spells or effects. Mind Blank even foils Limited Wish, Miracle, and Wish spells when they are used in such a way as to affect the subject's mind or to gain information about it.

In the case of scrying that scans an area the creature is in, such as Arcane Sight, the spell works but the creature simply isn't detected. Scrying attempts that specifically target the subject do not work at all.

Mind Fog

Enchantment/Charm
Level: Bard 5
Components: V, S
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: 20' radius cylinder, 20' in height
Duration: 30 minutes plus 2d6 rounds; see text
Saving Throw: Wisdom negates
Magic Resistance: Yes

Mind Fog produces a bank of thin mist that weakens the mental resistance of those caught in it. The fog does not significantly hamper vision.

Creatures in the Mind Fog that fail their initial, Wisdom save suffer a –5 penalty to all Wisdom and Intelligence checks (including Saving Throws). Affected creatures suffer this penalty for as long as they remain in the fog and for 2d6 rounds thereafter.

A creature that successfully saves against the fog is not affected and need not make further Saving Throws even if it remains in the fog. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A strong wind disperses the fog in four rounds; a severe wind disperses the fog in 1 round.

Minor Creation

Conjuration/Summoning
Level: Magic-User 4
Components: V, S, M
Casting Time: 1 minute
Range: 30' (Close)
Effect: 1 mundane object; see text
Duration: 1 hour/caster level
You create a mundane object of non-living, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item.

Material Component: A tiny piece of matter of the same sort of item you plan to create with minor creation.

Minor Globe of Invulnerability

Abjuration
Level: Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 10' radius sphere, centered on you
Duration: 1 round/caster level
An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area of effect of any such spells does not include the area of the Minor Globe of Invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like powers, spells, and spell-like effects from items. However, any type of spell can be cast through or out of the magical globe.

Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a Dispel Magic spell. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe and, even then, are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether Minor Globe of Invulnerability stops it.

Material Component: A glass or crystal bead that shatters at the expiration of the spell.

Miracle

Invocation/Evocation
Level: Cleric 9
Components: V, S; see text
Casting Time: 1 action
Range: See text
Effect: See text
Duration: See text
Saving Throw: See text
Magic Resistance: Yes
You don't so much cast a Miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to) intercede.

A miracle can do any of the following things.

- Duplicate any cleric spell of 8th level or lower.
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as Feeblemind or Insanity.
- Have any effect whose power level is in line with the above effects.

Alternatively, a cleric can make a very powerful request. Casting such a Miracle costs the cleric 25,000 gold pieces in powdered diamonds because of the powerful divine energies involved. Examples of especially powerful Miracles of this sort could include the following.

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all of your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

A duplicated spell allows Saving Throws and Magic Resistance as normal. When a Miracle spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component. In any event, a request that is out of line with the deity's (or power's) nature is refused.

Mirage Arcana

Illusion/Phantasm
Level: Magic-User 5
Components: V, S
Casting Time: 1 action
Area of Effect: One 20' cube/caster level
Duration: 2 hours/caster level
Saving Throw: Intelligence negates (if interacted with)
This spell functions like Hallucinatory Terrain, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements.

Unlike Hallucinatory Terrain, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Material Component: A stone, a twig, and a bit of green plant.

Mirror Image

Illusion/Phantasm
Level: Magic-User 2
Components: V, S
Casting Time: 1 action
Range: Personal
Effect: 1d4 or more illusory doubles of you appear within 5'
Duration: 1 minute/caster level
Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The illusory doubles stay near you and disappear when struck.

Mirror Image creates 1d4 images plus 1 image per 3 caster levels (to a maximum of 8 images in total). These illusory doubles separate from you and remain in a cluster, each within 5 feet of at least one other illusory double or you. You can move into and through a Mirror Image.

When you and the mirror image separate, observers can't use vision or hearing to tell which one is you and which the image. The illusory doubles may also move through each other.

The illusory doubles mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or an illusory double. Any successful attack that targets an image destroys it. An image's AC is 10 + your Intelligence modifier. Illusory doubles seem to react normally to area spells (such as looking like they're burned or dead after being hit by a Fireball).

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his eyes, the spell has no effect. Note that being unable to see carries the same penalties as being blinded.

Misdirection

Illusion/Phantasm
Level: Bard 2, Magic-User 2
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 creature or object, up to a 10' cube in size
Duration: 1 hour/caster level
Saving Throw: Intelligence negates; see text
Magic Resistance: No
By means of this spell, you misdirect the information from divination spells that reveal auras (Detect Evil, Detect Magic, Detect Lie, etc.).

On casting the spell, you choose another creature or object within range. For the duration of the spell, the target of Misdirection is detected as if it were that other creature or object. Detection spells provide information based on the second object rather than on the actual target of the detection, unless the caster of the detection spell succeeds on an Intelligence Saving Throw.

For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, unaligned, and so forth. This spell does not affect other types of divination magic (Augury, Clairaudience/Clairvoyance, ESP, etc.).

Mislead

Illusion/Phantasm
Level: Magic-User 6
Components: S
Casting Time: 1 action
Range: Personal
Effect: You and 1 illusory double of you
Duration: Concentration, up to 1 round/caster level + 3 rounds; see text
Saving Throw: Intelligence negates (if interacted with); see text
Magic Resistance: No
You become invisible (as Improved Invisibility) and, at the same time, an illusory double of you (as per Improved Phantasmal Force) appears.

You are then free to go elsewhere while your double moves away. The double appears exactly where you stand, superimposed perfectly over your own body, but thereafter moves as you direct it (which requires no action other than your concentration).

You and the illusory double can then move in different directions. The double moves at your Movement Rate and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The Improved Invisibility lasts for as long as you concentrate, up to 1 round per caster level.

Monster Summoning I

Conjuration/Summoning
Level: Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 or more summoned creatures
Duration: Concentration, up to 1 round/caster level
When casting this spell, the magic-user magically conjures 2d4 1st level monsters (selected or rolled randomly by the DM, from the Monster Summoning I Table on page 228 of the Dungeon Master's Guide). The monsters appear anywhere within the spell's area of effect, as desired by the magic-user. They attack the spell user's opponents to the best of their ability until either he commands that the attacks cease (this takes no action on the caster's part), the spell duration expires, or the monsters are slain.

These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned monsters can, if the magic-user can communicate with them and if they are physically able to, perform other services for the summoning magic-user.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip.

Material Component: A tiny bag and a small (not necessarily lit) candle that are not consumed when the spell is cast.

Monster Summoning II

Conjuration/Summoning
Level: Magic-User 4
Effect: 1 or more summoned creatures
This spell is much like the 3rd level spell Monster Summoning I, except that this spell summons 1d6 monsters from the Monster Summoning II Table (DMG 228).

Monster Summoning III

Conjuration/Summoning
Level: Magic-User 5
Effect: 1 or more summoned creatures
This spell is much like the 3rd level spell Monster Summoning I, except that this spell summons 1d4 monsters from the Monster Summoning III Table (DMG 228).

Monster Summoning IV

Conjuration/Summoning
Level: Magic-User 6
Effect: 1 or more summoned creatures
This spell is much like the 3rd level spell Monster Summoning I, except that this spell summons 1d3 monsters from the Monster Summoning IV Table (DMG 228).

Monster Summoning V

Conjuration/Summoning
Level: Magic-User 7
Effect: 1 or more summoned creatures
This spell is much like the 3rd level spell Monster Summoning I, except that this spell summons 1d3 monsters from the Monster Summoning V Table (DMG 228).

Monster Summoning VI

Conjuration/Summoning
Level: Magic-User 8
Effect: 1 or more summoned creatures
This spell is much like the 3rd level spell Monster Summoning I, except that this spell summons 1d3 monsters from the Monster Summoning VI Table (DMG 228).

Monster Summoning VII

Conjuration/Summoning
Level: Magic-User 9
Effect: 1 or more summoned creatures
This spell is much like the 3rd level spell Monster Summoning I, except that this spell summons 1d2 monsters from the Monster Summoning VII Table (DMG 228).

Mordenkainen's Disjunction

Abjuration, Universal
Level: Magic-User 9
Components: V
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: All magical effects and items within a 40' radius sphere
Duration: Instantaneous
Saving Throw: None; see text
Magic Resistance: No
All magical effects and items within the radius of the spell, except for those that you carry or touch, are disjoined. Spells and spell-like effects are separated into their individual components (ending the effect as a Dispel Magic spell does).

You make Concentration Checks against the Saving Throw DC of each spell in the area of effect. If the DC is unknown, the DC for this check is equal to 10 + the spell's level. As such a 3rd level spell would have a DC of 13 while a 9th level spell would have a DC of 19. If the roll succeeds, the spell is disjoined. If not, the spell remains in effect.

You must also make Concentration Checks in order to turn each magic item in the area of effect into a mundane item. The DC of these checks is equal to 15 plus the creator's Proficiency Bonus (or DC 20 for single-use items, DC 21 for charged items, and DC 23 for permanent magic items if the creator's level is not known).

Furthermore, you also have a 1% chance per caster level of destroying an Antimagic Shell. If the Antimagic Shell survives the disjunction, no items within it are disjoined.

Even artifacts are subject to Mordenkainen's Disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 25 Intelligence save or permanently lose all spellcasting abilities. These abilities cannot be recovered by mortal magic, not even a Miracle or Wish. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Mordenkainen's Faithful Hound

Conjuration/Summoning
Level: Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 phantom watchdog
Duration: See text
You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any creature approaches within 30 feet of it. Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.

The hound sees invisible and ethereal creatures.

If the intruding creature exposes its back to the watchdog, the dog delivers a vicious attack. It does not react to illusions other than semi-real shadow illusions and does not attack creatures without backs (such as ochre jellies or gelatinous cubes).

The dog's bite attack uses the caster's Concentration Check results when determining whether it hits or not and deals 3d6 points of piercing damage. The dog also gets attack roll bonuses appropriate to an invisible creature. Its bite is the equivalent of a +3 magic weapon. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

Material Component: A tiny silver whistle, a piece of bone, and a thread. These are not expended by the spell's casting.

Mordenkainen's Lucubration

Alteration
Level: Magic-User 6
Components: V, S
Casting Time: 1 action
Range: Personal
Effect: 1 recalled spell; see text
Duration: Instantaneous
You instantly recall any 1 spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as through prepared in the normal fashion.

Material Component: If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

Mordenkainen's Magnificent Mansion

Conjuration/Summoning, Invocation/Evocation
Level: Magic-User 7
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: Extra-dimensional mansion, up to three 10' cubes/caster level
Duration: 2 hours/caster level
You conjure up an extra-dimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 5 feet wide and 10 feet tall.

Only those you designate may enter the mansion and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The air within is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (5/caster level), liveried and obedient, wait upon all who enter. The servants function as Unseen Servant spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Material Component: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp). These items are not expended when the spell is cast.

Mordenkainen's Sword

Invocation/Evocation
Level: Magic-User 7
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 sword of force
Duration: 1 round/caster level
Saving Throw: None
Magic Resistance: Yes
This spell brings into being a shimmering, sword of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell.

The sword attacks its designated target once per round on the caster's turn. This attack uses the caster's Concentration Check results when determining whether it hits or not and deals 5d4 points of force damage when it hits. As a force effect, it can strike ethereal and incorporeal creatures. It can strike creatures that require +3 or better weapons to hit.

The sword always strikes from your direction. If the sword goes beyond the spell range from you or if it goes out of your sight the sword returns to you and hovers. Each round after the first, you can switch the sword to a new target within range without using an action.

The sword cannot be attacked or harmed by physical attacks, but Dispel Magic, Disintegrate, a *sphere of annihilation*, or a *rod of cancellation* affects it.

If an attacked creature has Magic Resistance, the resistance is checked the first time Mordenkainen's 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.

Material Component: A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct and is not expended by the spell's casting.

Mount

Conjuration/Summoning
Level: Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 summoned mount
Duration: 2 hours/caster level
You summon a riding horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit, bridle, and a riding saddle.

Material Component: A bit of horse hair.

Move Earth

Alteration
Level: Druid 6, Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: Dirt in an area up to 750' square and up to 10' deep
Duration: Concentration, up to 10 minutes/caster level
Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. In no event, however, can rock formations be collapsed or moved. The area to be affected determines the casting time.

Every 50' by 50' square depression of 10' depth takes 1 minute to move. The maximum square depression that can be moved is 750' by 750' by 10' and takes 4 hours of concentration to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. This spell has no effect on earth creatures.

Material Component: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade. The blade in not expended when the spell is cast.

Negative Plane Protection

Necromancy
Level: Cleric 4, Druid 5
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
The subject is immune to the Enervation, Energy Drain, Finger of Death, Slay Living, and Symbol of Death spells, as well as all other magical death effects and level draining attacks.

This spell doesn't restore the subject's drained levels nor does it affect the Saving Throw(s) that must be made 24 hours after having levels drained.

Negative Plane Protection does not protect against other sorts of attacks even if those attacks might be lethal.

Neutralize Poison (reversible)

Conjuration/Summoning
Level: Cleric 4, Druid 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature or object of up to 1 cubic ft./caster level
Duration: Instantaneous or 1 hour/caster level; see text
Saving Throw: Constitution negates, see text
Magic Resistance: Yes
You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison and any temporary effects are ended. The spell does not reverse instantaneous effects, such as Hit Point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to for the spell's duration. Unlike with Slow Poison, such effects aren't postponed until after the duration - the creature need not make any Saving Throws against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option. The creature gets no Saving Throw against this effect but must be touched by the caster.

The reverse of this spell, Poison, calls upon the venomous powers of natural predators to infect the touched subject with a horrible poison. The poison deals 2d4 points of temporary Constitution damage. This Constitution damage is repeated 1 minute later. Each instance of damage can be negated by a Constitution Saving Throw.

Creatures without listed Constitution scores that are struck by this spell suffer -1d3 Hit Points of damage per Hit Die in place of Constitution damage. Targets reduced to a 0 Constitution or 0 Hit Points by this venom are slain by the Poison spell.

Nightmare

Illusion/Phantasm
Level: Bard 5, Magic-User 5
Components: V, S
Casting Time: 10 minutes
Range: Unlimited
Target: 1 creature
Duration: Instantaneous
Saving Throw: Charisma negates; see text
Magic Resistance: Yes
You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of psychic damage unless the target passes its Charisma Saving Throw. Those who fail this save are left fatigued (see page 231) and unable to regain spells for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection you have to that creature.

Knowledge	Save Modifier
None[1]	+4
Secondhand (you have heard of the subject)	+2
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-2

[1] You must have some sort of connection to a creature you have no knowledge of.

Connection	Save Modifier
Likeness or picture	-1
Possession or garment	-2
Body part, lock of hair, bit of nail, etc.	-4

Dispel Evil cast on the subject while you are casting the spell dispels Nightmare and causes you to be stunned for 10 minutes per caster level of the Dispel Evil.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a DC 15 Concentration Check or the spell ends.

While in the trance, you are not aware of your surroundings or the activities around you. You are defenseless, both physically and mentally, while in the trance. You always fail any Saving Throw and are considered to be incapacitated (see page 68).

Creatures that don't sleep are immune to this spell.

Nondetection

Abjuration
Level: Bard 3, Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature, or 1 object
Duration: 1 hour/caster level
Saving Throw: Wisdom negates; see text
Magic Resistance: Yes
The warded creature or object becomes difficult to detect by divination spells such as Clairaudience/Clairvoyance, Locate Object, and "Detect" spells. Nondetection also prevents location by such magic items as *crystal balls*. If cast on a creature, Nondetection wards both the creature and its gear.
If a divination is attempted against the warded creature or item, the caster of the divination must succeed on Wisdom Saving Throw or the spell fails.

Material Component: A pinch of diamond dust worth 50 gp.

Nystul's Magic Aura

Illusion/Phantasm
Level: Bard 1, Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 object weighing up to 5 lbs./caster level
Duration: 1 day/caster level
Saving Throw: None; see text
Magic Resistance: No
You alter an item's aura so that it registers to "Detect" spells (and spells with similar capabilities) as though it were either mundane or a specified type of magic item.

If the object bearing Nystul's Magic Aura has Identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on an Intelligence Saving Throw. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's true aura is exceptionally powerful (such as that of an artifact), Nystul's Magic Aura doesn't work.

Material Component: A small square of silk that must be passed over the object that receives the aura. The silk is not consumed by the spell's casting.

Obscure Object

Abjuration
Level: Cleric 3, Bard 1, Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 object of up to 100 lbs./caster level
Duration: 1 hour/caster level
Saving Throw: Wisdom (Intelligence for the arcane version) negates
Magic Resistance: Yes
This spell hides an object from location by divination effects, such as the Scrying spell or a *crystal ball*. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).
Material Component: A piece of chameleon skin.

Obscurement

Conjuration/Summoning
Level: Bard 1, Druid 1, Magic-User1
Components: V, S
Casting Time: 1 action
Range: Personal
Effect: 20' radius cylinder, 20' in height
Duration: Concentration, up to 1 minute/caster level
A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including Darkvision, beyond 5 feet. A creature 5 feet away has light concealment. Creatures up to 10 feet away have heavy concealment while those further away have total concealment.

A strong wind, such as from a Gust of Wind spell, disperses the fog in 4 rounds. A severe wind disperses the fog in 1 round. A Fireball, Flame Strike, or similar spell burns away the fog in the spell's area of effect. A Wall of Fire burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Otiluke's Freezing Sphere

Invocation/Evocation
Level: Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Effect: See text
Duration: Instantaneous; see text
Saving Throw: Dexterity half; see text
Magic Resistance: Yes
Otiluke's Freezing Sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10' radius sphere, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8).

You can refrain from firing the globe after completing the spell if you wish. You can hold the charge for as long as 1 round per caster level, at the end of which time the freezing sphere bursts centered on you (you receive no Saving Throw to resist its damage).

If the freezing sphere strikes a body of water or a liquid that is principally water, it freezes the liquid to a depth of 6 inches in a circular area with a radius of 10' per caster level (maximum radius of 200'). This ice lasts for 1 minute per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. In order to break free, a trapped creature must succeed at an Athletics skill check. The DC of this check is equal to the spell's Saving Throw DC. Any attempt to escape uses the creature's action for the round.

Material Component: A small crystal sphere that is consumed by the casting of the spell.

Otiluke's Resilient Sphere

Abjuration, Invocation/Evocation
Level: Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 sphere of force, centered on a creature
Duration: Concentration, up to 1 minute/caster level
Saving Throw: Dexterity negates
Magic Resistance: Yes
An immobile globe of shimmering force encloses a Large-sized or smaller creature within it. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a Disintegrate spell, or a Dispel Magic spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Material Component: A hemispherical piece of clear crystal and a matching hemispherical piece of acacia gum. These are not expended when the spell is cast.

Otiluke's Telekinetic Sphere

Abjuration, Invocation/Evocation
Level: Magic-User 8
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close); see text
Effect: 1 sphere of force, centered on a creature
Duration: Concentration, up to 1 minute/caster level
Saving Throw: Dexterity negates
Magic Resistance: Yes
This spell functions like Otiluke's Resilient Sphere, with the addition that the creatures or objects inside the globe are nearly weightless.

Anything contained within Otiluke's Telekinetic Sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift and move anything in the sphere that normally weighs 5,000 pounds or less. You can move the sphere up to 60 feet in any direction during each round in which you use a free action to direct the sphere's movement. If directed to an area where it will free fall, the sphere falls at a rate of only 120 feet per round, which is not fast enough to cause damage to the contents of the sphere. You can move the sphere telekinetically even if you are in it.

The telekinetic control extends from you out to medium range (100 feet) once the sphere has succeeded in encapsulating its contents.

Material Component: A hemispherical piece of clear crystal, a matching hemispherical piece of acacia gum, and a pair of small bar magnets.

Otto's Irresistible Dance

Enchantment/Charm
Level: Bard 6, Magic-User 8
Components: V
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: Concentration, up to 1 minute
Saving Throw: Wisdom partial; see text
Magic Resistance: Yes
The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to the target's Armor Class and Dexterity Saving Throws.

A successful Wisdom save reduces the duration of this effect to 1 round. Creatures that can't be charmed are immune to this spell.

Passwall

Alteration
Level: Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: Touch
Effect: 1 cylindrical passage through a wood, plaster, or stone surface
Duration: 1 hour/caster level
Saving Throw: None
Magic Resistance: No
You create an 8' diameter cylindrical passage through a wood, plaster, or stone surface (such as a wall, ceiling, or floor). The passage is 10 feet deep, with an additional 5' of depth at caster levels 12, 15, and 18.

The passage creates no instability in a structure surrounding it. When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Material Component: A pinch of sesame seeds.

Pass without Trace

Alteration
Level: Druid 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Targets: 1 willing creature/caster level
Duration: Concentration, up to 1 hour/caster level
Saving Throw: None
Magic Resistance: Yes
The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by non-magical means.

Penetrate Disguise

Divination
Level: Cleric 1, Bard 1, Magic-User 1
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Targets: Personal
Duration: Concentration, up to 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
By means of this spell, the caster is empowered to see through mundane disguises composed solely of makeup or altered clothing. For the spell's duration, the caster gains a +10 bonus to Perception checks made to spot a disguise.

The caster cannot identify the actual class, profession, or the true appearance of the disguised figure; the spell merely points out that the target is posing as someone or something else.

The spell does not detect actual rank or status and cannot reveal an illusion for what it is, but it can detect whether a figure is the object of a Friends spell. The spell cannot detect any deception involving alignment.

Permanency

Alteration, Universal
Level: Magic-User 8
Components: V, S, M; see text
Casting Time: 1 action
Range: See text
Target, Effect, or Area of Effect: See text
Duration: Permanent; see text
Saving Throw: None
Magic Resistance: No
This spell makes certain other spells permanent. Depending on the spell, you must be of a minimum caster level and must expend the listed number of gold pieces.

You can make the following spells permanent in regard to yourself. You cast the desired spell and then follow it with the Permanency spell. You cannot cast these spells on other creatures. This application of Permanency can be dispelled only by a caster of higher level than you were when you cast the spell.

Spell	Cost
Arcane Sight	15,000 gp
Comprehend Languages	5,000 gp
Darkvision	10,000 gp
Detect Evil	10,000 gp
Detect Invisibility	10,000 gp
Detect Magic	5,000 gp
Read Magic	5,000 gp
Tongues	15,000 gp

In addition to personal use, Permanency can be used to make the following spells permanent on yourself or another creature (as appropriate).

Spell	Cost
Enlarge Person	5,000 gp
Magic Fang	5,000 gp
Improved Magic Fang	15,000 gp
Reduce Person	5,000 gp

Additionally, the following spells can be cast upon objects or areas and rendered permanent.

Spell	Minimum Caster Level	Cost
Alarm	13th	5,000 gp
Animate Object	15th	37,500 gp
Audible Glamer	13th	5,000 gp
Dancing Lights	13th	5,000 gp
Distance Distortion	13th	12,500 gp
Fear	13th	12,500 gp
Gust of Wind	13th	5,000 gp
Invisibility	13th	5,000 gp
Magic Mouth	13th	5,000 gp
Phase Door	15th	37,500 gp
Prismatic Sphere	18th	50,000 gp
Prismatic Wall	15th	37,500 gp
Shrink Item	13th	25,000 gp
Solid Fog	13th	25,000 gp
Stinking Cloud	13th	25,000 gp
Symbol of Death	15th	37,500 gp
Symbol of Fear	15th	37,500 gp
Symbol of Insanity	15th	37,500 gp
Symbol of Pain	13th	25,000 gp
Symbol of Persuasion	15th	37,500 gp
Symbol of Sleep	15th	37,500 gp
Symbol of Stunning	15th	37,500 gp

Spell	Minimum Caster Level	Cost
Symbol of Weakness	15th	37,500 gp
Teleport	13th	25,000 gp
Unseen Servant	13th	5,000 gp
Wall of Fire	13th	25,000 gp
Wall of Force	13th	25,000 gp
Web	13th	5,000 gp

Spells cast on other creatures, objects or locations (not on you) are vulnerable to Dispel Magic as normal.

The Permanency spell is also used in the fabrication of magical items (see the 6th level spell Enchant an Item). At the DM's option, Permanency might become unstable or fail after a period of at least 1,000 years. Unstable effects might operate intermittently or fail altogether.

The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell (see Spell Research on page 198). If the DM has already determined that the application is not possible, the research automatically fails. Note that the magic-user never learns what is possible except by the success or failure of his research.

Material Component: See the tables above for the gold piece cost incurred when casting Permanency. When casting Permanency on a creature (including the caster), the caster permanently loses 1 point of Constitution. This cannot be restored or regained by any means short of a Wish, Miracle, or divine intervention.

Permanent Illusion

Illusion/Phantasm
Level: Magic-User 6
Effect: An illusion that cannot extend beyond a 20' cube + one 10' cube/caster level
Duration: Permanent
This spell functions like Silent Image, except that the illusion includes visual, auditory, olfactory, and thermal elements, and the spell is permanent.

By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating. The illusion can include intelligible speech if you wish.

Material Component: A bit of fleece plus powdered jade worth 100 gp.

Persistent Image

Illusion/Phantasm
Level: Magic-User 5
Duration: 1 minute/caster level
This spell functions like Silent Image, except that the illusion includes visual, auditory, olfactory, and thermal components, and the illusion follows a script determined by you. The illusion follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Material Component: A bit of fleece and several grains of sand.

Phantasmal Force

Illusion/Phantasm
Level: Magic-User 2
Duration: Concentration, up to 10 minutes/caster level + 2 rounds
This spell functions like Silent Image, except that Phantasmal Force includes some minor sounds but not understandable speech.

While concentrating you can move the image within the limits of the range. The illusion remains, but is static, for 2 rounds after you cease concentrating upon the spell or move beyond the spell's range.

Phantasmal Killer

Illusion/Phantasm
Level: Magic-User 4
Components: V, S
Casting Time: 1 action
Range: 100 feet (Medium)
Target: 1 living creature
Duration: Instantaneous
Saving Throw: Intelligence negates, then Charisma partial; see text
Magic Resistance: Yes
You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the Phantasmal Killer clearly. You see only a vague shape.

The target first gets an Intelligence save to recognize the image as unreal. If that save fails, the target believes that the phantasm is real and must succeed on a Charisma save or die of fright. Even if the Charisma save is successful, the subject takes 4d6 points of psychic damage.

If the target of a Phantasmal Killer succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Phantom Steed

Conjuration/Summoning, Illusion/Phantasm
Level: Magic-User 3
Components: V, S
Casting Time: 10 minutes
Range: 30' (Close)
Effect: 1 quasi-real, horse
Duration: 1 hour/caster level
You conjure a quasi-real horse of Large size into existence from the Demiplane of Shadow. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seem to be a saddle, bit, and bridle. It does not fight but animals shun it and refuse to attack it.

The mount has an Armor Class of 13 and 2 Hit Points/caster level. If reduced to 0 Hit Points the phantom steed disappears. A phantom steed has a Movement Rate of 20' plus 5' per caster level, to a maximum of 120' at level 20 and beyond. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level of the magic-user. A mount's abilities include those of mounts available to magic-users with lower caster levels:

- 6th: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in Movement Rate.
- 9th: The mount can use Water Walk at will (as the spell, no action required to activate this ability).
- 12th: The mount can use Air Walk at will (as the spell, no action required to activate this ability) for up to 10 minutes per hour, after which it floats downward 120 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fallen.
- 15th: The mount can fly at its Movement Rate (Maneuverability Class C).

Phase Door

Conjuration/Summoning
Level: Magic-User 7
Components: V
Casting Time: 1 action
Range: 30' (Close)
Effect: Ethereal passage through a wood, plaster, or stone surface
Duration: Permanent until discharged; see text
This spell creates an 8' diameter ethereal passage through wood, plaster, or stone walls, but not other materials. The passage is 10 feet deep, with an additional 5' of depth at caster levels 12, 15, and 18.

The Phase Door is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the

Phase Door and appear when you exit. If you desire, you can take one other creature through the door. This counts as two uses of the door. The Phase Door is permanent until dispelled, or until it is entered a number of times equal to your caster level divided by two (rounded down).

The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* or similar magic reveals a Phase Door's presence but does not allow its use.

A Phase Door is subject to Dispel Magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a Passwall effect.

You can allow other creatures to use the Phase Door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based upon observable actions or qualities. Intangibles such as level, class, Hit Dice, and Hit Points don't qualify.

Phase Door can be made permanent with a Permanency spell.

Planar Binding

Conjuration/Summoning
Level: Magic-User 6
Components: V, S
Targets: Up to 3 summoned elementals or extraplanar creatures
This spell functions like Lesser Planar Binding, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12.

Each creature gets a Saving Throw, makes independent attempts to escape, and must be individually persuaded to aid you.

Plane Shift

Conjuration/Summoning
Level: Cleric 5, Magic-User 7
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: You and up to 7 willing creatures; or 1 creature; see text
Duration: Instantaneous
Saving Throw: None or Charisma negates; see text
Magic Resistance: Yes
You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence.

You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispater on the second level of the Nine Hells, and you appear in or near that destination.

If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion.

Alternatively, if you know the sigil sequence of a Teleportation Circle on another plane of existence, this spell can take you to that circle. If the Teleportation Circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee attack against it. On a hit, the creature must make a Charisma Saving Throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify.

Note: Plane Shift transports creatures instantaneously and then ends. Transported creatures need to find other means if they wish to leave their destination.

Material Component: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures. It is not consumed by the casting of this spell.

Plant Door

Conjuration/Summoning
Level: Druid 5
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/caster level or until expended; see text
You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Tree Type	Transport Range
Deciduous	2,000 feet
Coniferous	1,000 feet

You may move into one tree per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you expend all of your passes through trees. Each transport takes 1 action.

You can, at your option, remain within a tree without transporting yourself but are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Plant Growth (reversible)

Alteration
Level: Druid 3, Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long); see text
Effect: See text
Duration: Instantaneous
Plant growth has different effects depending on the version chosen.

- Overgrowth: This effect causes normal vegetation (such as grasses, briars, bushes, creepers, thistles, trees, and vines) within long range (400 feet) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Movement Rates in such overgrown areas are reduced to ¼ of normal. The area must have brush and trees in it for this spell to take effect.

  At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected.

- Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

This reverse of this spell, Diminish Plants, has two versions as well:

- Prune Growth: This version causes normal vegetation within long range (400 feet) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.

  At your option, the area can be a 100' radius circle, a 150' radius semicircle, or a 200' radius quarter-circle. You may also designate portions of the area that are not affected.

- Stunt Growth: This version targets normal plants within a range of ½ mile, reducing their potential productivity over the course of the following year to one third below normal.

Diminish Plants counters plant growth and vice versa. This spell has no effect on plant creatures.

Polymorph

Alteration
Level: Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: 10 minutes/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
This spell functions like Alter Self, except that you change the subject into another form of living creature of any size. The new form may not be that of an undead, elemental, extraplanar, or animated creature. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. You can't cause a subject to assume an incorporeal or gaseous form.

Upon changing the subject regains lost Hit Points as if it had rested for 8 hours. All equipment worn or carried by the polymorphed creature melds with their new form and becomes non-functional. If slain the subject reverts to its original form, though it remains dead.

The subject gains the physical attributes (including natural weapons and sensory abilities) of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It uses the Armor Class of its new form but keeps its own Hit Points and Attack Bonus (excluding ability score modifiers). The polymorphed creature may use their class features, special attacks, or special defenses, so long as their new form would allow for their use. It does not gain the special attacks or defenses possessed by their new form (including spell-like abilities and Magic Resistance).

Incorporeal or gaseous creatures are immune to being polymorphed, and a shapechanging creature can revert to its natural form by using an action to do so. If the new form would prove fatal to the creature (for example, if you Polymorph a landbound target into a fish or an airborne target into a toad), the subject gets a +4 bonus to its Saving Throw.

Material Component: An empty cocoon.

Polymorph Any Object

Alteration
Level: Magic-User 8
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: 1 creature, or 1 mundane object of up to 100 cu. ft./caster level
Duration: See text
Saving Throw: Wisdom negates; see text
Magic Resistance: Yes
This spell functions like Polymorph, except that it can change both objects and creatures into other objects or creatures and the form assumed has a 20 Hit Die maximum. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines. The base Duration Factor is 0.

Changed Subject Is:	**Duration Factor[1]**
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower intelligence	+2

[1] Add all that apply. Look up the total on the next table.

Duration Factor	**Duration**	**Example**
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to manticore
6	2 days	Sheep to wool coat
7	1 week	Shrew to manticore
9+	Permanent	Manticore to shrew

Unlike Polymorph, Polymorph Any Object does grant the creature the average Intelligence score of its new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. If the new form would prove fatal to the creature (for example, if you Polymorph a landbound target into a fish, or an airborne target into a toad), the subject gets a +4 bonus to its Saving Throw.

A mundane object cannot be made into a magic item with this spell. Magic items aren't affected by this spell. Items held by a creature use that creature's Wisdom save to resist the Polymorph Any Object spell. This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantite.

This spell can also be used to duplicate the effects of Polymorph, Flesh to Stone, Stone to Flesh, Transmute Mud to Rock, Transmute Metal to Wood, or Transmute Rock to Mud.

Material Component: Mercury, acacia gum, and smoke.

Portent

Divination
Level: Cleric 1, Magic-User 1
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: 1 willing creature
Duration: See text
Saving Throw: None
Magic Resistance: No
This spell enables the caster to tell something of a willing recipient's future "luck." Only willing individuals are subject to this spell. This "luck" takes the form of a modifier to a d20 roll, such as an attack roll, skill check, or Saving Throw made at some unknown point in the future. After this spell is cast, the Dungeon Master makes two die rolls in secret:

- First, 1d12 is rolled to determine at what point in the future the portent takes effect. The result of the d12 roll represents the number of d20 die rolls, such as attack or Saving Throws rolls, that

the target character must make before the roll to be affected by the Portent occurs.

- Second, 1d6 is rolled to determine the exact effect upon that roll. A "1" imposes a -4 penalty to the indicated die roll, while a "2' imposes a -2 penalty, a "3" or "4" results in no modifier, a "5' grants a +2 bonus and a "6" grants a +4 bonus to the indicated die roll. When the d20 roll designated by the Portent is made, the result will be adjusted upward or downward as indicated by the result of the d6. Based upon the result of the 1d6 roll, the DM should indicate to the caster whether the portent is "good", "fair", "poor", or "bad.".

Material Component: A numbered wheel, a set of runestones, prayer beads, a deck of cards, or tea leaves.

Power Word Blind

Conjuration/Summoning, Enchantment/Charm
Level: Magic-User 7
Components: V
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 living creature
Duration: See text
Saving Throw: None
Magic Resistance: Yes
You utter a single word of power that causes one living creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current Hit Point total. A creature that currently has 101 or greater Hit Points is unaffected by Power Word Blind. This blindness may only be removed with a Break Enchantment, Heal, Improved Restoration, Limited Wish, Miracle, or Wish spell.

Hit Points	Duration
25 or fewer	Permanent
26–50	(1d4+1) x 10 minutes
51–100	1d4+1 rounds

Power Word Kill

Conjuration/Summoning, Enchantment/Charm
Level: Magic-User 9
Components: V
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 or more living creatures in a 10' radius circle; see text
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes
When a Power Word Kill spell is uttered, one or more creatures of any type within the spell range and area of effect are slain. The spell kills either one creature with up to 60 Hit Points, or multiple creatures with 10 or fewer Hit Points each, to a maximum of 120 Hit Points total.

The option to attack a single creature or multiple creatures must be stated along with the spell range and center of the area of effect. The current Hit Points of the creatures are used.

Power Word Stun

Conjuration/Summoning, Enchantment/Charm
Level: Magic-User 8
Components: V
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 living creature
Duration: See text
Saving Throw: None
Magic Resistance: Yes
You utter a single word of power that instantly causes one living creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current Hit Point total. A creature that currently has 91 or greater Hit Points is unaffected by Power Word Stun.

Hit Points	Duration
30 or less	4d4 rounds
31–60	2d4 rounds
61–90	1d4 rounds

Prayer

Enchantment/Charm
Level: Cleric 3
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: All allies and foes in a 50' radius circle centered on you
Duration: 1 round/caster level
Saving Throw: None
Magic Resistance: Yes
You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your allies gain a +1 bonus to attack and damage rolls, and to all Saving Throws.

All foes within 50' suffer a -1 penalty to attack and damage rolls, and to all Saving Throws.

Prestidigitation

Illusion/Phantasm, Universal
Level: Bard 0, Magic-User 0
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: See text
Duration: 1 hour
Saving Throw: See text
Magic Resistance: No
Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a Prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1' cube each round. It can chill, warm, or flavor 1 pound of non-living material.

It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look flimsy and artificial. The materials created by a Prestidigitation spell are extremely fragile and cannot be used as tools, weapons, or spell components.

Finally, Prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Prismatic Sphere

Abjuration, Invocation/Evocation
Level: Magic-User 9
Components: V
Range: Personal
Effect: 10' radius sphere centered on you
This spell functions like Prismatic Wall, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

You can pass into and out of the Prismatic Sphere and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you in melee or pass through suffer the effects of every color, resolved in order, from red to violet.

Color	Effect
Red	20 points fire damage (Dexterity for ½)
Orange	40 points acid damage (Dexterity for ½)
Yellow	80 points lightning damage (Dexterity for ½)
Green	Poison (see the reverse of Neutralize Poison)
Blue	Flesh to Stone (Wisdom negates)
Indigo	Insane, as Insanity spell (Charisma negates)
Violet	Plane Shift to another plane (Charisma negates)

Any creature with less than 8 HD that is within 20' of the wall is blinded for 2d4 minutes by the colors if it looks at the sphere.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

Prismatic Sphere can be made permanent with a Permanency spell.

Prismatic Spray

Invocation/Evocation
Level: Magic-User 7
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 60' cone
Duration: Instantaneous
Saving Throw: See text
Magic Resistance: Yes

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

D8 Roll	Color	Effect
1	Red	20 points fire damage (Dexterity for ½)
2	Orange	40 points acid damage (Dexterity for ½)
3	Yellow	80 points lightning damage (Dexterity for ½)
4	Green	Poison (see the reverse of Neutralize Poison)
5	Blue	Flesh to Stone (Wisdom negates)
6	Indigo	Insane, as Insanity spell (Charisma negates)
7	Violet	Plane Shift to another plane (Charisma negates)
8	Struck by 2 rays; roll twice more, ignoring any "8" results.	

Prismatic Wall

Abjuration, Invocation/Evocation
Level: Magic-User 8
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: Wall up to 5'/caster level wide by 2½'/caster level high
Duration: 10 minutes/caster level
Saving Throw: See text
Magic Resistance: See text

Prismatic Wall creates a vertical, opaque wall - a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile though the caster can pass through and remain near the wall without harm. Any other creature with less than 8 HD that is within 20' of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 5 feet wide per caster level and 2½ feet high per caster level. A Prismatic Wall spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you in melee or pass through the wall, and the magic needed to negate each color.

Color	Order	Effect	Negated By
Red	1st	Stops mundane ranged weapons & deals 16 points of fire damage (Dexterity for ½).	Cone of Cold
Orange	2nd	Stops magical ranged weapons & deals 32 points of acid damage (Dexterity for ½).	Gust of Wind
Yellow	3rd	Stops poisons, gases, and petrification & deals 64 points of lightning damage (Dexterity for ½).	Disintegrate
Green	4th	Stops breath weapons & poisons (see the reverse of Neutralize Poison)	Passwall
Blue	5th	Stops divination and mental attacks & Flesh to Stone (Wisdom negates).	Magic Missile
Indigo	6th	Stops all spells & causes insanity, as per the Insanity spell (Charisma negates)	Continual Light
Violet	7th	Energy field destroys all objects and effects. Creatures are Plane Shifted to another plane (Charisma negates). [1]	Dispel Magic

[1] The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and Magic Resistance might render some colors ineffective (see above).

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on.

A *rod of cancellation* or a Mordenkainen's Disjunction spell destroys a Prismatic Wall, but an Antimagic Shell fails to penetrate it. Dispel Magic and Improved Dispel Magic cannot dispel the wall or anything beyond it. Magic Resistance is effective against a Prismatic Wall, but the Concentration Check to overcome MR must be made for each color present.

Prismatic Wall can be made permanent with a Permanency spell.

Produce Fire (reversible)

Alteration
Level: Druid 4
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: 60' radius circle
Duration: Instantaneous
Saving Throw: Dexterity half
Magic Resistance: No

By means of this spell the caster causes a natural fire of up to a 60' radius to spring into existence. While it lasts but a single round, the intense fire produced by the spell inflicts 4d6 Hit Points of fire damage to all creatures within its area and ignites combustible mundane items made of cloth, oil, paper, parchment, wood, and the like that are not worn or carried by creatures.

The reverse of this spell, Quench Fire, enables the caster to extinguish all fires within the spell's area of effect. Non-permanent magical fires are extinguished, and fire-based creatures in the area of effect take 1d6 points of force damage per caster level (maximum 12d6). Permanent magical fires are suppressed for 1 round. This spell counters, and is countered by, the Produce Fire spell.

Produce Flame

Invocation/Evocation
Level: Druid 1
Components: V, S
Casting Time: 1 action
Range: Personal
Effect: Flame in your palm
Duration: 1 minute/caster level; see text
Saving Throw: None
Magic Resistance: Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee attack that deals 1d6 points of fire damage +1 point per caster level (maximum +5).

Alternatively, you can hurl the flames up to 100' as a thrown weapon. When doing so, you attack with a ranged attack and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new orb of flame appears in your hand.

Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Programmed Illusion

Illusion/Phantasm
Level: Magic-User 6
Effect: Illusion that fills a 20' cube + one 10' cube/caster level
Duration: Permanent until triggered, then 1 round/caster level

A Paladin in Hell

This spell functions like Silent Image, except that this spell's illusion activates when a specific condition occurs. The illusion includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See Magic Mouth for more details about such triggers.)

Material Component: A bit of fleece and jade dust worth 25 gp.

Project Image

Illusion/Phantasm
Level: Magic-User 7
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: 1 shadow duplicate
Duration: 1 round/caster level
Saving Throw: Intelligence negates (if interacted with)
Magic Resistance: No
You tap energy from the Demiplane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which takes an action).

You can see through its eyes and hear through its ears as if you were standing where it is and, during your turn, can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image. Objects are unaffected by the projected image but are affected normally by spells cast through the image.

You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use Dimension Door, Teleport, Plane Shift, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

Material Component: A small replica of you (a doll), which costs 5 gp to create and is not consumed by this spell's casting.

Protection from Energy

Abjuration
Level: Druid 3, Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 10 minutes/caster level or until discharged
Saving Throw: None
Magic Resistance: Yes
Protection from Energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, lightning, fire, or thunder). When the spell absorbs 10 points per caster level of energy damage (to a maximum of 120 points at 12th level) it is discharged.

This spell may be used in conjunction with the Resist Energy spell. The damage absorbed by Protection from Energy would first be reduced by Resist Energy.

Material Component: A snail shell that is not consumed by the casting of this spell.

Protection from Evil (reversible)

Abjuration
Level: Cleric 1, Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 1 minute/caster level
Saving Throw: None
Magic Resistance: No; see text
This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

1: The subject gains a +2 bonus to Armor Class and Saving Throws. Both these bonuses apply against attacks made, or effects created, by evil creatures.

2. The barrier blocks any attempt to possess the warded creature (by a Magic Jar attack, for example) or to exercise mental control over the creature (including enchantment/charm effects that grant the caster ongoing control over the subject, such as Dominate Person).

   The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the Protection from Evil effect. If the Protection from Evil effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

3. The spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Magic Resistance can allow a creature to overcome this protection and touch the warded creature.

The reverse of this spell, Protection from Good spell functions like Protection from Evil, except that the Armor Class and Saving Throw bonuses apply to attacks from good creatures.

Material Component: A little powdered silver (or bone, for the reverse of this spell) with which you trace a 3' diameter circle on the floor (or ground) around the creature to be warded.

Protection from Evil 10' Radius (reversible)

Abjuration
Level: Cleric 3, Magic-User 3
Components: V, S, M
Casting Time: 1 action; see text
Range: Touch
Area of Effect: 10' radius sphere centered on 1 willing creature
Duration: 10 minutes/caster level or 1 day/caster level; see text
Saving Throw: None
Magic Resistance: No; see text
All creatures within the area gain the effects of a Protection from Evil spell, and no summoned creatures can enter the area either. You must overcome a creature's Magic Resistance in order to keep it at bay (as in the third function of Protection from Evil), but the Armor Class and Saving Throw bonuses and the protection from mental control apply regardless of enemies' Magic Resistance.

This spell has an alternative version that you may choose when casting it. Protection from Evil 10' Radius can be focused inward rather than outward. When focused inward, the spell binds a called creature (such as those called by the Lesser Planar Binding, Planar Binding, and Improved Planar Binding spells) for a maximum of 1 day per caster level, provided that you cast the spell that calls the creature within 1 round of casting Protection from Evil 10' Radius. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal Protection from Evil spell for that creature only.

This spell leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has Magic Resistance, it can test the trap once per day. If you fail to overcome its Magic Resistance with a Concentration Check the creature breaks free, destroying the circle.

A creature capable of any form of dimensional travel (Astral Spell, Blink, Dimension Door, Etherealness, Gate, Plane Shift, Teleport, and similar abilities) can simply leave the circle through that means.

You can prevent the creature's extra-dimensional escape by casting a Dimensional Anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the Protection from Evil 10' Radius does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks but cannot attack the circle of powdered silver.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the Protection from Evil 10' Radius more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Arcana skill check (rolled secretly by the DM). You do not know the result of this check. If the check fails, the diagram is ineffective. A successful diagram allows you to cast a Dimensional Anchor spell on the Protection from Evil 10' Radius on the round before casting any summoning spell. The Dimensional Anchor prevents dimensional travel for any called creatures in the Protection from Evil 10' Radius for the duration of the 1 day/caster level.

A creature cannot use its Magic Resistance against a Protection from Evil 10' radius prepared with a diagram, and none of its abilities or attacks can cross the diagram. The creature can escape from the diagram with a successful Charisma Saving Throw. It can attempt this once per day. If it breaks loose, it can flee or attack you. The creature is immediately released if anything disturbs the diagram - even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

The reverse of this spell, Protection from Good 10' radius, functions like Protection from Evil 10' Radius, except that the Armor Class and Saving Throw bonuses apply to attacks from good creatures.

Material Component: A little powdered silver (or bone, for the reverse of this spell) with which you trace a 10' diameter circle on the floor (or ground) around the creature or area to be warded.

Protection from Normal Missiles

Abjuration
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
The warded creature gains total invulnerability to thrown weapons and projectile missiles such as arrows, axes, bolts, small stones, and spears. Furthermore, it reduces the damage inflicted by large missiles, such as ballista missiles, catapult stones, and giant-hurled boulders, by 1 point per die.

Note, however, that this spell does not convey any protection from such magical attacks as Fireballs, Lightning Bolts, and Magic Missiles nor from magical weapons.

Material Component: A piece of shell from a tortoise or a turtle. It is not consumed by the casting of this spell.

Prying Eyes

Divination
Level: Magic-User 5
Components: V, S, M
Casting Time: 1 minute
Range: 400' (Long); see text
Effect: 1 levitating eyes/caster level
Duration: Concentration, up to 1 hour/caster level
You create a number of semi-tangible, visible magical orbs (called "eyes") equal to your caster level. These eyes initially appear within 400' of the caster but, from there, may move out, scout around, and return as you direct them. Each eye can see 120' (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is about the size of a small apple, has 1 Hit Point, an Armor Class of 18, and a 30' Movement Rate (Maneuverability Class A).

They may make Perception checks as the caster would and are subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears. The eyes exist for up to 1 hour per caster level or until they return to you. Dispel Magic can destroy eyes.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

Material Component: A handful of crystal marbles that disappear after the spell duration ends or when destroyed.

Purify Food and Drink (reversible)

Alteration
Level: Cleric 0, Druid 0
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 cubic ft./caster level of contaminated food and water
Duration: Instantaneous
All nonmagical food and drink within a 5' radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by Purify Food and Drink, but the spell has no effect on creatures of any type or upon magic potions.

The reverse of this spell, Putrefy Food and Drink, contaminates nonmagical food and drink within a 5' radius sphere centered on a point of your choice within range. Anyone eating this food is sickened until they rest for 8 hours or are targeted by a Neutralize Poison or Restoration spell. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½. This spell spoils holy water.

Pyrotechnics

Alteration
Level: Druid 3, Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Target: 1 fire source, up to a 20' radius
Duration: Instantaneous or 1 round/caster level; see text
Saving Throw: Wisdom or Constitution negates; see text
Magic Resistance: No
Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose. A fire larger than 20' in radius is only partly extinguished by this spell. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of force damage per caster level.

- Fireworks: The fireworks are a flashing, fiery, instantaneous burst of glowing, colored aerial lights. This effect causes creatures within 120' of the fire source to become blinded for 2d4 rounds (Wisdom negates). These creatures must have line of sight to the fire to be affected.
- Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even Darkvision, is ineffective in or through the cloud, blinding all creatures within the cloud and giving those within the cloud total concealment.

  In addition, all within the cloud are sickened (Constitution

negates). Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½. These effects last for 1d4 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Magic Resistance does not apply.

Material Component: A fire source.

Rainbow Pattern

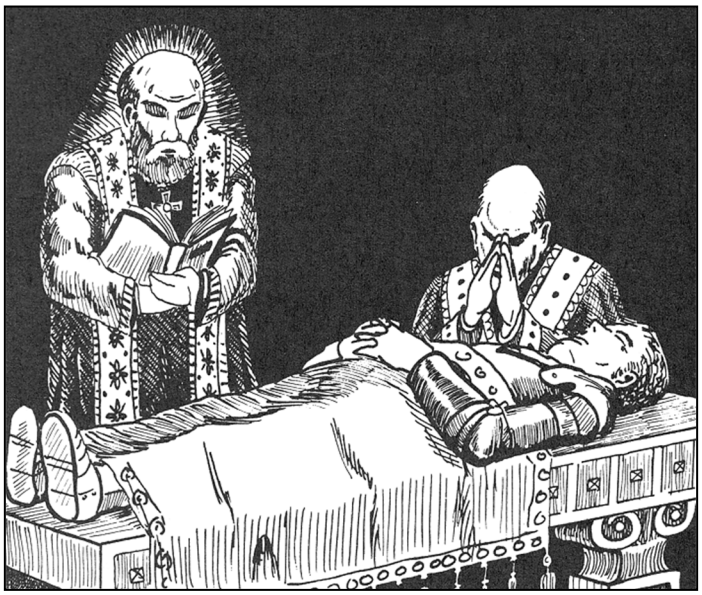
Illusion/Phantasm
Level: Magic-User 4
Components: S, M; see text
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: Colorful lights with a 20' radius circle
Duration: Concentration, up to 1 round/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
A glowing, rainbow-hued pattern of interweaving colors confuses those within it. While confused, the creature is distracted, suffering a -4 penalty to all Saving Throws and Armor Class. If attacked they are considered surprised.

Rainbow Pattern affects a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its Wisdom Saving Throws is confused by the pattern.

While concentrating upon the spell, you can make the Rainbow Pattern move up to 30 feet per round (moving its effective point of origin). All confused creatures follow the moving rainbow of light, trying to get or remain within the effect. Confused creatures who are restrained and removed from the pattern still try to follow it for as long as they can see it. If the pattern leads its subjects into a dangerous area each creature gets a second Wisdom Saving Throw.

If the view of the lights is completely blocked, creatures who can't see them are no longer affected. The spell does not affect sightless creatures.

Material component: A crystal prism. This is not consumed during casting.



Raise Dead

Conjuration/Summoning
Level: Cleric 5
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: 1 corpse
Duration: Instantaneous

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work.

Coming back from the dead is an ordeal. The subject of the spell loses 1 level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead. If this would reduce its Con to 0 or less, it cannot be raised. This loss of level, Hit Dice, or Constitution cannot be restored by any means.

A raised creature is restored to a number of Hit Points equal to its current level or Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poisons and normal diseases are cured in the process of raising the subject, but magical diseases, poisons, and curses are not undone.

While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Animated creatures, elementals, extraplanar creatures, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Material Component: Diamonds worth a total of least 5,000 gp. They are consumed upon this spell's completion.

Rary's Mnemonic Enhancer

Alteration
Level: Magic-User 4
Components: V, S, M
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous
Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

- Prepare: You prepare up to 3 additional levels of spells. A cantrip counts as a ½ level spell for this purpose. You prepare and cast these spells normally.
- Retain: You recall any spell of 3rd level or lower that you had cast up to 1 round before you started casting the mnemonic enhancer. This restores the previously cast spell to your mind as if you had it prepared.

Material Components: A piece of string and ink consisting of squid secretion with black dragon's blood or giant slug digestive juice. These are expended when the spell is cast.

The spell requires the caster to have an ivory plaque of at least 50 gp value on-hand as well, though this is not consumed upon the spell's completion.

Ray of Enfeeblement

Necromancy
Level: Magic-User 2
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 living creature
Duration: 1 minute/caster level
Saving Throw: Constitution negates
Magic Resistance: Yes
A coruscating ray springs from your hand, draining the target's Strength unless it succeeds at its Strength Saving Throw.

The subject suffers 1d6 + 1 per 3 caster levels (maximum 1d6+6) points of Strength ability damage. The subject's Strength score cannot drop below 1.

A target struck by more than 1 Ray of Enfeeblement does not suffer the effects multiple rays. Instead, apply the highest amount of Strength ability damage. Creatures without listed Strength scores that are struck by this spell suffer a -1 penalty to attack and damage rolls per 3 caster levels of the magic-user (maximum of -6).

Read Magic

Divination, Universal
Level: Bard 0, Cleric 0, Druid 0, Magic-User 0
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/caster level
By means of Read Magic, you can decipher magical inscriptions on objects - books, scrolls, weapons and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a *cursed scroll*.

Once the spell is cast and you have read a magical inscription, you are able to read that particular writing without recourse to further uses of Read Magic.

You can read at the rate of 1 page (250 words) per minute. The spell allows you to identify a Glyph of Warding, an Improved Glyph of Warding, or any Symbol spell with an Arcana skill check. The DC of this check is equal to the spell's Saving Throw DC. If the DC is unknown, the DC for this check is equal to 12 + the spell's level.

Read Magic can be made permanent with a Permanency spell.

Material Component: A clear crystal or mineral prism that is not consumed by the casting of this spell.

Regenerate (reversible)

Conjuration/Summoning
Level: Cleric 7, Druid 9
Components: V, S, M
Casting Time: 3 rounds
Range: Touch
Target: 1 living creature
Duration: Instantaneous
Saving Throw: Constitution negates
Magic Resistance: Yes
The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. After the spell is cast the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 6d8 points of damage, rids the subject of fatigue, and eliminates all Constitution damage the subject has taken. It has no effect on non-living creatures (including undead).

The reverse of the spell, Wither, causes 2d6 points of Strength damage to a living target and causes the limb, appendage, or bodily member touched to shrivel and cease functioning immediately. The target must be touched and is entitled to a Constitution save to negate this damage. Creatures without discernible limbs or appendages are immune to this secondary effect, though they still are weakened by this spell. Creatures without listed Strength scores that are struck by this spell suffer a -1d3 penalty to attack and damage rolls. While the ability damage inflicted by this spell heals normally, the withered limb can only be restored with a Restoration, Heal, or Regenerate spell.

Reincarnation

Alteration, Conjuration/Summoning
Level: Druid 5/Wizard 7
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: 1 corpse
Duration: Instantaneous
With this spell, you bring back a dead creature in another body, provided that its death occurred no more than 2 weeks and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death.

The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

Arcane and divine casters roll on the appropriate table below to determine the new form taken by a reincarnated creature:

D%	Arcane Incarnation
01-05	Bugbear
06-11	Dwarf
12-18	Elf
19-23	Gnoll
24-28	Gnome
29-33	Goblin
34-40	Half-elf
41-47	Halfling
48-54	Half-orc
55-59	Hobgoblin
60-73	Human
74-77	Kobold
78-81	Lizard Man
82-85	Orc
86-90	Ogre
91-95	Ogre Mage
96-99	Troll
00	DM's Choice

D%	Divine Incarnation
01-03	Badger
04-08	Bear, black
09-12	Bear, brown
12-16	Boar, wild
17-19	Centaur
20-23	Dryad
24-28	Elf
32-34	Faun/Satyr
35-36	Fox
37-40	Gnome
41-43	Hawk
44-56	Human
57-59	Lizard Man
60-62	Lynx
63-65	Owl
66-69	Pixie
70-71	Racoon
72-75	Stag
76-80	Wolf
81-86	Wolverine
86-00	DM's choice

A reincarnated creature recalls the majority of its former life and form. The subject of the spell loses 1 level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead. If this would reduce its Constitution to 0 or less, it can't be raised. This loss of level, Hit Dice, or Constitution cannot be restored by any means.

Its remaining class levels and Hit Points are unchanged, though its new form may not be suited to its profession. While its Strength, Dexterity, and Constitution scores depend partly on the new body (with penalties or bonuses to ability scores decided by the Dungeon Master) its Intelligence, Wisdom, and Charisma are unchanged.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Animated creatures, elementals, extraplanar creatures, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

The reincarnated creature gains all abilities associated with its new form, including means of movement and Movement Rate, its natural Armor Class and attacks, its sensory powers and special defenses, and its spell-like powers. It doesn't automatically speak the language of the new form. A Wish or a Miracle spell can restore a reincarnated character to its original form.

Material Component: Rare oils and unguents worth a total of least 1,000 gp, spread over the remains. These are expended once the spell is completed.

Remove Curse (reversible)

Abjuration, Universal
Level: Cleric 3, Magic-User 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 creature or item
Duration: Instantaneous or 10 minutes/level; see text
Saving Throw: Wisdom negates
Magic Resistance: Yes
Remove Curse instantaneously removes all curses on an object or a creature. Remove Curse does not remove the curse from a cursed magical item, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

The reverse of the spell, Bestow Curse, lasts ten minutes per caster level unless the target makes its Wisdom Saving Throw. It causes one of the following effects (roll percentile dice):

D%	Result
1-50	Lowers 1 ability of the subject to a 3 (the DM determines which by random selection). For creatures without listed ability scores, reduce all checks related to that ability score by 5. This cannot be used to raise an ability score below 3.
51-75	Worsens the subject's attack rolls and Saving Throws by -4
76-00	Makes the subject 50% likely per round to drop whatever it is holding (or simply do nothing, in the case of creatures not using tools).

It is possible for a caster to devise his own curse, and it should be similar in power to those given (the DM has final say).

Bestow Curse counters Remove Curse while Remove Curse counters and dispels Bestow Curse.

Remove Fear

Abjuration
Level: Cleric 1, Bard 1
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Targets: 1 willing creature plus 1 other willing creature/4 caster levels
Duration: 10 minutes; see text
Saving Throw: None
Magic Resistance: Yes
You instill courage in the subject, granting it a +4 bonus to Saving Throws against fear effects for 10 minutes.

If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove Fear counters and dispels the Cause Fear spell.

Remove Paralysis

Conjuration/Summoning
Level: Cleric 2
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Targets: Up to 4 willing creatures; see text
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes
You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch, Hold Person, or a Slow spell.

If the spell is cast on 1 creature, the paralysis is negated. If cast on 2 creatures, each receives another save with a +4 bonus against the effect that afflicts it. If cast on 3 or 4 creatures, each receives another save with a +2 bonus.

The spell does not restore ability scores reduced by penalties, damage or drain.

Repel Vermin

Abjuration
Level: Bard 4, Druid 4
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 10' radius sphere centered on you
Duration: 10 minutes/caster level
Saving Throw: None or Wisdom negates; see text
Magic Resistance: Yes
An invisible barrier holds back vermin (insects, arachnids, and rodents). Vermin with Hit Dice less than 1/3rd your caster level cannot penetrate the barrier.

Vermin with Hit Dice equal to 1/3rd your caster level or more can only penetrate the barrier if it succeeds on a Wisdom Saving Throw. Even so, crossing the barrier deals the vermin 2d4 points of psychic damage, and pressing against the barrier causes pain, which deters most vermin.

This spell effectively protects those within its radius from the Insect Plague spell.

Repulsion

Abjuration
Level: Cleric 7, Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area of Effect: 10' radius/caster level sphere centered on you
Duration: 1 round/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your caster level allows).

Any creature within or entering the field must attempt a Wisdom Saving Throw. If it fails, it becomes unable to move toward you for the duration of the spell.

Repelled creatures' actions are not otherwise restricted. They can fight other creatures, cast spells, or attack you with ranged weapons. If you move closer to an affected creature, nothing happens (i.e., the creature is not forced back). The creature is free to make melee attacks against you if you come within striking distance. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Material Component: A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array is worth 50 gp. These items are not consumed by the casting of this spell.

Resist Energy

Abjuration
Level: Cleric 2, Druid 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Resist Energy overlaps with Protection from Energy. If a character is warded by Protection from Energy and Resist Energy, the Protection from Energy spell absorbs the reduced amount of damage affected by the Resist Energy spell until its power is exhausted.

Restoration

Conjuration/Summoning
Level: Cleric 4, Druid 4
This spell functions like Lesser Restoration, except that it cures all temporary ability damage and restores all points permanently drained from a single ability score (your choice if more than one is drained). Alternately, the spell can be used to restore 1 drained level of experience. It also eliminates any fatigue suffered by the target, counters the effects of the Wither spell (see the Regenerate spell for more details), and it rids the target of the sickened condition.

Resurrection

Conjuration/Summoning
Level: Cleric 7
Casting Time: 10 minutes
This spell functions like Raise Dead, except that you are able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. The remains of a creature hit by a Disintegrate spell count as a small portion of its body. The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full Hit Points, vigor and health, with no loss of prepared spells. The subject of the spell loses 1 level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead. If this would reduce

its Con to 0 or less, it cannot be resurrected. This loss of level, Hit Dice, or Constitution cannot be restored by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Animated creatures, elementals, extraplanar creatures, and undead creatures can't be resurrected.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

Reverse Gravity

Alteration
Level: Druid 8, Magic-User 7
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: 20' radius cylinder, 20' in height
Duration: Concentration, up to 1 round/caster level
Saving Throw: None; see text
Magic Resistance: No
This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, as per the Levitate spell, until the spell ends. At the end of the spell's duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Dexterity Saving Throw to secure itself when the spell strikes. Creatures who can Fly or Levitate can keep themselves from falling.

Material Component: A lodestone and iron filings. The lodestone is not consumed when this spell is cast.

Rope Trick

Alteration, Conjuration/Summoning
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 piece of rope from 5' to 30' long
Duration: 1 hour/caster level
When this spell is cast upon a piece of rope from 5' to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extra-dimensional space that is outside the multiverse of extra-dimensional spaces ("planes"). Creatures in the extra-dimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight Small or Medium-sized creatures, or 2 Large creatures. Creatures in the space can pull the rope up into the space, making the rope "disappear." The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extra-dimensional interface, nor can area effects cross it. Those in the extra-dimensional space can see out of it as if a 3' radius window were centered on the rope. The window is present on the Material Plane, but it's invisible, and even creatures that can see the window can't see through it. Anything inside the extra-dimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The Rope Trick spell enables climbers to reach a normal place if they do not climb all the way to the extra-dimensional space.

Note: It is hazardous to create an extra-dimensional space within an existing extra-dimensional space or to take an extra-dimensional space into an existing one.

Material Component: Powdered corn extract and a twisted loop of parchment that are expended by this spell's casting.

Run

Alteration
Level: Magic-User 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/caster level
This spell increases doubles your base Movement Rate. This spell has no effect on other modes of movement, such as burrowing, climbing, flying, or swimming.

Sanctuary

Abjuration
Level: Cleric 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: 1 round/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Wisdom save.

If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack and it can't directly attack the warded creature for the duration of the spell.

Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use non-attack spells or otherwise act.

Scare

Enchantment/Charm
Level: Bard 2, Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: 30' (Short)
Targets: 1 creature /3 caster levels
Duration: 1 round/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
This spell functions like Cause Fear, except that it causes all targeted creatures of less than 6 HD to become frightened and flee from the caster.

Material Component: A bit of bone from an undead creature or a piece of a death shroud. It is not consumed during the casting of this spell.

Scintillating Pattern

Illusion/Phantasm
Level: Magic-User 8
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: Colorful lights in a 20' radius circle
Duration: Instantaneous; see text
Saving Throw: None
Magic Resistance: Yes
A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20).

Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

The spell affects each subject according to its Hit Dice.

- 6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused, as per the Confusion spell, for 1d4 rounds. Treat an "unconscious" result as stunned for non-living creatures.

- 7 to 12: Stunned for 1d4 rounds, then confused for 1d4 rounds.
- 13+: Confused for 1d4 rounds.

Sightless creatures are not affected by Scintillating Pattern.

Material Component: A small crystal prism that is not expended when the spell is cast.

Screen

Illusion/Phantasm
Level: Magic-User 8
Components: V, S
Casting Time: 10 minutes
Range: 30' (Close)
Area of Effect: 30' cube/caster level
Duration: 1 day
Saving Throw: None or Intelligence negates; see text
Magic Resistance: No
This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow an Intelligence save if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Scrying

Divination
Level: Cleric 5, Bard 3, Druid 4, Magic-User 4
Components: V, S, M
Casting Time: 1 hour
Range: See text
Effect: Magical sensor
Duration: 1 minute/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
You can see and hear some creature, which may be at any distance. If the subject succeeds at its save, the scrying attempt fails and you can't attempt to Scry on that subject again for at least 24 hours. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. If the subject is on another plane, it gets a +4 bonus on its save.

Knowledge	Save Modifier
None[1]	+6
Secondhand (you have heard of the subject)	+4
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–4

[1] You must have some sort of connection to a creature you have no knowledge of.

Connection	Save Modifier
Likeness or picture	–2
Possession or garment	–4
Body part, lock of hair, bit of nail, etc.	–6

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions from the subject).

If the subject moves, the sensor follows at a Movement Rate of up to 60' per round. The sensor has your full visual acuity, including any magical effects. In addition, the following spells can operate through the sensor if the caster makes a DC 20 Arcana skill check: Detect Evil, Detect Good, Detect Magic, and Message.

Material Components: The caster must also have a mirror of finely wrought and highly polished silver, costing no less than 1,000 gp. The mirror must be at least 2 feet wide by 4 feet in height. It is not consumed when this spell is cast. For clerics, a holy water font costing not less than 1,000 gp replaces the mirror. Druids only need a natural pool of clear spring water.

Secret Page

Alteration
Level: Bard 3, Magic-User 2
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: 1 page, up to 3 sq. ft. in size
Duration: Permanent
Secret Page alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. Explosive Runes or Sepia Snake Sigil can be cast upon the Secret Page.

A Comprehend Languages spell alone cannot reveal a Secret Page's contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page and return it to its Secret Page form at will. You can also remove the spell by double repetition of the special word.

A Detect Magic spell reveals dim magic on the page in question but does not reveal its true contents. True Seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with Comprehend Languages. A Secret Page spell can be dispelled, and the hidden writings can be destroyed, by means of an Erase spell.

Material Component: Powdered herring scales and will-o'-wisp essence.

Seeming

Illusion/Phantasm
Level: Bard 5, Magic-User 5
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Targets: 1 creature/2 caster levels
Duration: 1 hour/caster level
Saving Throw: Intelligence negates (if interacted with)
Magic Resistance: Yes
This spell functions like Change Self, except that you can change the appearance of other people as well. In addition, this spell does not require the caster to maintain concentration in order to maintain the spell. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by saving against it.

Sending

Invocation/Evocation
Level: Cleric 4, Bard 5, Magic-User 5
Components: V, S, M
Casting Time: 10 minutes
Range: See text
Target: 1 creature
Duration: 1 round; see text
You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the Sending is received the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are there is a 5% chance that the Sending does not arrive. Local conditions on other planes may worsen this chance considerably.

Material Component: A short piece of fine copper wire that is not consumed during the casting of this spell.

Sepia Snake Sigil

Conjuration/Summoning
Level: Magic-User 3
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: 1 book or written work
Duration: Permanent until triggered; see text

Saving Throw: Dexterity negates
Magic Resistance: No
When you cast Sepia Snake Sigil, a small symbol appears in the text of one written work such as a book, scroll or map. The text containing the symbol must be at least 25 words long. When anyone reads the text containing the symbol, a sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a Dexterity Saving Throw to evade the snake's strike. If the target makes its Saving Throw, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise.

If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + 1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose Hit Points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation and Detect Magic reveals only that the entire text is magical.

A Dispel Magic can remove the sigil. An Erase spell destroys the entire page of text. Sepia Snake Sigil can be cast in combination with other spells that hide or garble text, such as Secret Page.

Material Component: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Sequester

Abjuration, Illusion/Phantasm
Level: Magic-User 7
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature or object of up to a 2' cube/caster level
Duration: 1 day/caster level
Saving Throw: None
Magic Resistance: Yes
When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by Sequester, it also renders the affected creature or object invisible to any form of sight or seeing (as the Invisibility spell).

The spell does not prevent the subject from being discovered through tactile means. Creatures affected by Sequester become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Material Component: A basilisk eyelash, acacia gum, and a dram of whitewash.

Serten's Spell Immunity

Abjuration
Level: Magic-User 8
Components: V, S, M
Casting Time: 1 action
Range: Touch
Targets: 1 willing creature/4 caster levels
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
The subject gains a +8 bonus on Saving Throws against all spells and spell-like powers for the duration of this spell.

Material Component: A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets. Furthermore, each targeted creature must carry one 1,000 gp diamond in order to be granted the protection of this spell. Each subject must carry this gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

Shades

Illusion/Phantasm
Level: Magic-User 6
Casting Time: 1 action
Components: V, S
Range: 30' (Close)
Effect: 1 or more shadow-creatures with a total of 1 HD/caster level
Duration: Concentration, up to 1 round/caster level
Saving Throw: Intelligence partial; see text

This spell is related to the Shadow Monsters and Demi-Shadow Monsters spells. The Shades spell uses material from the Demiplane of Shadow to form semi-real illusions of one or more monsters, up to 1 Hit Die per caster level. All shades created by one spell must be of the same sort, and they have 60% of the Hit Point total the real creatures would have. Those who view the shades and fail their Intelligence Saving Throw believe the illusion to be real.

The shades perform as the real monsters with respect to Armor Class and attack forms. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes the shades are real will react appropriately.

Those who roll successful Intelligence Saving Throws see the shades as transparent images superimposed on vague shadowy forms. These cause only 60% of the true monsters' normal melee damage.

Shadow Door

Illusion/Phantasm
Level: Magic-User 5
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: Up to 1 illusory door/round
Duration: 1 round/caster level
By means of this spell, the magic-user creates the illusion of a door up to 30' feet away. The illusion also permits the magic-user to appear to step through this "door" and disappear. In reality, he has used shadows in the area to enter the border-realms of the Demiplane of Shadow in order to pass through up to ½ foot of stone or wood, or up to 1" of metal, per caster level.

In subsequent rounds, the caster may create one new "door" in a nearby wall each round. No more than 1 shadow "door" may exist at one time, and the caster may only pass through one shadow "door" each round, regardless of his Movement Rate. No other creature may use this illusory door.

Shadow Magic

Illusion/Phantasm
Level: Magic-User 5
Components: V, S
Casting Time: 1 action
Range: As per the spell duplicated; see text
Duration: As per the spell duplicated; see text
Area of Effect: As per the spell duplicated; see text
Saving Throw: Intelligence partial; see text
Magic Resistance: Yes
The Shadow Magic spell enables the magic-user to tap energy from the Demiplane of Shadow to cast a quasi-real magic-user evocation spell of 3rd level or less. For example, this spell can duplicate the effects of a Magic Missile, Fireball, Lightning Bolt, or so on. It has the normal effects upon creatures in the area of effect that fail their Intelligence Saving Throw (including reduced damage for duplicated spells that permit Saving Throws, if that secondary save is successful).

If the Intelligence Saving Throw is successful, the Shadow Magic's nature is detected and only 20% of the rolled damage is received. This

damage may be further reduced damage for duplicated spells that permit Saving Throws, if that secondary save is successful.

Shadow Monsters

Illusion/Phantasm
Level: Magic-User 4
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 or more shadow-creatures with a total of 1 HD/caster level
Duration: Concentration, up to 1 round/caster level
Saving Throw: Intelligence partial; see text
Magic Resistance: Yes

A magic-user casting the Shadow Monsters spell uses material from the Demiplane of Shadow to shape semi-real illusions of one or more monsters. The total Hit Dice of the shadow monster or monsters thus created cannot exceed the caster level of the magic-user; thus, a 10th level magic-user can create one creature that has 10 Hit Dice, two that have 5 Hit Dice, etc. All shadow monsters created by one spell must be of the same sort.

Those viewing the shadow monsters are allowed to disbelieve as per normal illusions. The shadow monsters perform as the real monsters with respect to Armor Class and attack forms. The actual Hit Point total for each monster is 20% of the Hit Point total it would normally have.

Those who believe in the shadow monster suffer real damage from their attacks. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes they are real will react appropriately.

Those who roll successful Saving Throws see the shadow monsters as transparent images superimposed on vague shadowy forms. These inflict only 20% of normal damage.

> Example: A shadow monster griffon attacks a person who knows it is only quasi-real. The monster strikes with two claw attacks and one bite, hitting as a 7 Hit Die monster. All three attacks hit; the normal damage dice are rolled, multiplied by .2 separately, rounded normally (to a minimum of 1 point of damage per attack), and added together to get the total damage.

Shadow Walk

Illusion/Phantasm
Level: Magic-User 6
Components: V, S
Casting Time: 1 action
Range: Touch
Target: You and one touched creature/caster level; see text
Duration: 1 hour/caster level

To use the Shadow Walk spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Prime Material Plane where it borders the Demiplane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other. They may opt to follow you, wander off through the plane, or stumble back into the Prime Material Plane (50% chance for either of the latter results if they are lost or abandoned by you).

In the region of shadow, you move at a rate of 50 miles per hour (or 500' per round), moving normally on the borders of the Demiplane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Demiplane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Demiplane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 × 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 × 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (see page 231). There is no Saving Throw against this fatigue.

Shadow Walk can also be used to travel to other planes that border on the Demiplane of Shadow, but this usage requires the transit of the Demiplane of Shadow to arrive at a border with another plane of reality. The transit of the Demiplane of Shadow requires 1d4 hours.

Shambler

Conjuration/Summoning
Level: Druid 9
Components: V, S
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: 1d4+2 summoned shambling mounds; see text
Duration: 7 days or 7 months; see text
Saving Throw: None
Magic Resistance: No

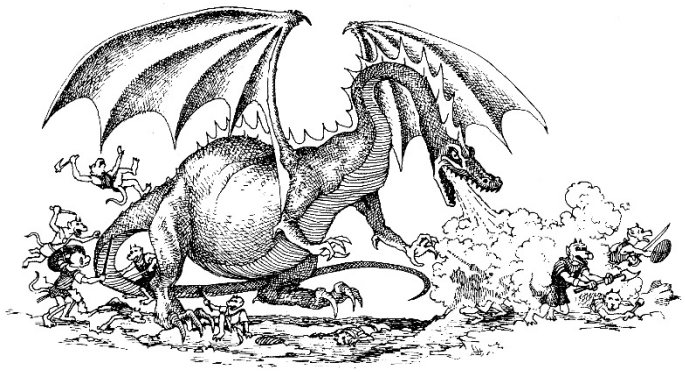
The Shambler spell creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for 7 days unless you dismiss them.

If the shamblers are created only for guard duty, however, the duration of the spell is 7 months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers only have resistance to fire, as normal shambling mounds do, if the terrain is rainy, marshy, or damp.

Shapechange

Alteration
Level: Druid 9, Magic-User 9
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/caster level



This spell functions like Polymorph, except that it enables you to assume the form of any single non-unique creature of any type or size. The assumed form cannot have more Hit Dice than your caster level (to a maximum of 20 HD). Unlike Polymorph, this spell allows incorporeal or gaseous forms to be assumed.

You gain all the special attacks, defenses, and spell-like powers of the assumed form, but you lose your own special attacks, defenses, and spell-like powers. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round on your initiative, either before or after you act. If you use this spell to create a disguise, you get a +5 bonus on your Disguise skill check.

Material Component: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The material component melds into your new form when you change shape.) It is not consumed by the spell.

Shape Wood

Alteration
Level: Druid 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 piece of wood no larger than 10 cu. ft. + 1 cu. ft./ caster level
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes
This spell enables you to mold a piece of wood, that is not being carried or worn, into any shape that suits your purpose. You must succeed on an appropriate Craft skill check, with a +5 bonus, in to make anything more than a crude item. Even then, fine detail is not possible.

Shatter

Invocation/Evocation
Level: Bard 2, Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Area or Target: 5' radius circle; or 1 solid object or 1 crystalline creature
Duration: Instantaneous
Saving Throw: Constitution negates or half; see text
Magic Resistance: Yes
Shatter creates a loud, ringing noise that breaks brittle, mundane objects; sunders a single solid, mundane object; or damages a crystalline creature.

Used as an area attack, Shatter destroys mundane objects of crystal, glass, ceramic, or porcelain that are not being worn or carried. All such objects within a 5' radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per caster level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target Shatter against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), Shatter deals 1d6 points of thunder damage per caster level (maximum 10d6), with a Constitution save for half damage.

Material Component: A chip of mica.

Shield

Abjuration, Invocation/Evocation
Level: Magic-User 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/caster level
Shield creates an invisible, mobile disk of force that hovers in front of you. It negates Magic Missile attacks directed at you.

The disk also provides heavy cover versus attacks (+4 to Armor Class) and offensive spells (granting a +2 to Dexterity Saving Throws against such spells) originating from a point in front of the caster. The spell has no effect if the target is already employing a shield, but is cumulative with the Armor spell, *bracers of defense*, and spells or items of protection (i.e. a *ring* or *cloak of protection*).

Shield of Faith

Abjuration
Level: Cleric 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 1 round/caster level
Saving Throw: None
Magic Resistance: Yes
This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 bonus to Armor Class, with an additional +1 bonus for every 6 caster levels you have. This bonus may not be combined with that given by spells or items of protection (i.e. a Protection from Evil or a *ring of protection*).

Material Component: A small parchment with holy text written upon it.

Shillelagh

Alteration
Level: Druid 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 oak club or quarterstaff
Duration: 1 minute/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
Your own mundane club or quarterstaff becomes a +1 weapon that deals 1d10+1 damage. These effects only occur when the weapon is wielded by you.

Material Component: A shamrock leaf.

Shocking Grasp

Invocation/Evocation
Level: Magic-User 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 creature or object
Duration: 1 round/caster level or until discharged
Saving Throw: None
Magic Resistance: Yes
Your successful melee attack deals 1d8 points of lightning damage +1 point/caster level. When delivering the jolt, you gain a +3 bonus on your attack roll if the opponent is wearing metal armor, made out of metal, or carrying a lot of metal.

The spell remains in effect for one round per caster level or until it is discharged when the caster makes a Shocking Grasp melee attack.

Shout

Invocation/Evocation
Level: Bard 4, Magic-User 4
Components: V
Casting Time: 1 action
Range: Personal
Area of Effect: 30' cone

Duration: Instantaneous
Saving Throw: Constitution partial; see text
Magic Resistance: Yes
You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 4d6 points of thunder damage unless it succeeds at a Constitution Saving Throw. A successful save reduces the damage by ½ and negates the deafness. Crystalline creatures suffer double damage from a Shout spell.

Any exposed brittle or crystalline object, that is neither held nor worn, within the area of effect is damaged.

A Shout spell cannot penetrate a Silence 15' Radius spell.

Shrink Item

Alteration
Level: Magic-User 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 object of up to 2 cubic ft./caster level
Duration: One day/caster level; see text
Saving Throw: None
Magic Resistance: Yes
You are able to shrink one mundane item, that is neither worn not carried, to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). Optionally, you can also change its now shrunken composition to a cloth-like one.

Objects changed by a Shrink Item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink Item can be made permanent with a Permanency spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

Silence 15' Radius

Conjuration/Summoning
Level: Bard 2, Cleric 2
Components: V, S
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: 15' radius circle centered on a creature, object, or point in space
Duration: Concentration, up to 1 minute/caster level
Saving Throw: Wisdom negates or none; see text
Magic Resistance: Yes or no; see text
Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters into, or passes through the area.

The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Wisdom save and use Magic Resistance, if any, to prevent the spell from being cast upon them. Mundane items that aren't worn or carried can be targeted and get no Saving Throw.

This spell provides a defense against sound or language-based attacks.

Silent Image

Illusion/Phantasm
Level: Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Effect: Illusion that cannot extend beyond four 10' cubes + one 10' cube/caster level
Duration: Concentration
Saving Throw: Intelligence negates (if interacted with)
Magic Resistance: No
This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Material Component: A bit of fleece.

Simulacrum

Illusion/Phantasm
Level: Magic-User 7
Components: V, S, M
Casting Time: 12 hours
Range: Special; see text
Effect: 1 duplicate creature
Duration: Instantaneous
Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only ½ of the real creature's levels or Hit Dice (and the appropriate Hit Points, Attack Bonus, and Proficiency Bonuses for a creature of that level or HD).

You can't create a simulacrum of a creature whose Hit Dice or levels exceed your caster level. You must make a Perception check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Perception check (opposed by the caster's Perception check result).

At all times the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 Hit Points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per Hit Point, and a fully equipped magical laboratory can repair damage to a simulacrum.

Material Component: The spell is cast over the rough snow or ice form and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. Additionally, the spell requires powdered ruby worth 250 gp per HD of the simulacrum to be created. These components are expended by the casting of this spell.

Slay Living

Necromancy
Level: Cleric 5
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: Instantaneous
Saving Throw: Charisma partial
Magic Resistance: Yes
You can slay a single living creature. You must succeed on a melee attack to touch the subject, and it can avoid death with a successful Charisma Saving Throw. If it succeeds, it takes 5d6 points of necrotic damage.

Sleep

Enchantment/Charm
Level: Bard 1, Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: 1 or more living creatures within a 10' radius circle
Duration: 1 minute/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
A Sleep spell causes 2d4 Hit Dice of creatures to fall into a magical slumber. Only creatures with 4 or fewer Hit Dice are affected by this spell. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature

requires an action. Sleep does not target unconscious, animated, or undead creatures.

Material Component: A pinch of fine sand, rose petals or a live cricket. The live cricket is not harmed by this spell's casting and may be used for subsequent castings.

Sleet Storm

Conjuration/Summoning
Level: Druid 4, Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: 40' radius by 20' high cylinder
Duration: Concentration, up to 1 round/caster level
Driving sleet blocks all sight (even Darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet with a successful Acrobatics skill check. The DC of this check is equal to the spell's Saving Throw DC. Even with a successful save, movement is ¼ of normal due to the difficult terrain and the inability to see in the area.

A failed Acrobatics skill check means that the creature falls prone. The sleet extinguishes torches and small fires.

Material Component: A pinch of dust and a few drops of water.

Slow Poison

Conjuration/Summoning
Level: Cleric 2, Druid 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 1 hour/caster level
Saving Throw: None
Magic Resistance: Yes
The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Slow Poison does not cure any damage that poison may have already done.

Snare

Alteration
Level: Druid 3
Components: V, S, M
Casting Time: 3 rounds
Range: Touch
Target: 1 mundane rope, vine, or thong
Duration: Permanent until triggered or broken; see text
This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast Snare upon it, the cordlike object blends with its surroundings.

A creature moving through this area triggers the spell and must succeed on an Athletics check (the DC is equal to the spell's Saving Throw DC) or be caught by the magical snare for the spell's duration or unless it breaks free.

A caught creature can use its action to make a Strength (Athletics) or Dexterity (Sleight of Hand) check against your spell save DC. If it succeeds, it breaks free from the snare. A successful escape from the snare breaks the loop and ends the spell.

The snare has and Armor Class of 10 and 10 Hit Points, with resistance to piercing and bludgeoning damage.

Soften Earth and Stone

Alteration
Level: Druid 2
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Area of Effect: 5' cube/caster level; see text
Duration: Instantaneous
When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect one 5' cube of earth or stone per caster level. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature caught in an area of mud slowly sinks into it as if caught in quicksand (see page 60). Loose dirt is not as troublesome as mud but is considered to be difficult terrain. Clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to before.

While Soften Earth and Stone does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls. A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Solid Fog

Conjuration/Summoning
Level: Magic-User 4
Components: V, S, M
Duration: Concentration, up to 1 minute/caster level
Magic Resistance: No
This spell functions like Fog Cloud, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at a ¼ of its normal Movement Rate and takes a -2 penalty on all melee attack and damage rolls.

The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into Solid Fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6.

A creature 5 feet away, within the fog, has light concealment. Creatures up to 10 feet away have heavy concealment while those further away have total concealment. Unlike normal fog, only a severe wind disperses these vapors, doing so in 1 minute.

Solid Fog can be made permanent with a Permanency spell. A permanent Solid Fog dispersed by wind reforms in 10 minutes.

Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Soul Bind

Necromancy
Level: Cleric 9, Magic-User 9
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: 1 corpse
Duration: Permanent
Saving Throw: Charisma negates
Magic Resistance: No
You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through Clone, Raise Dead, Reincarnation, Resurrection, or even a Miracle or Wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul.

Material Component: A black sapphire worth 1,000 gp per Hit Die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted.

Sound Burst

Invocation/Evocation
Level: Bard 2
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Area of Effect: 10' radius circle
Duration: Instantaneous
Saving Throw: Constitution partial
Magic Resistance: Yes
You blast an area with a tremendous cacophony. Every creature in the area takes 2d6 points of thunder damage and must succeed on a

Constitution save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

Speak with Animals

Divination
Level: Cleric 2, Bard 2, Druid 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/caster level
You can comprehend and verbally communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary or cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Speak with Dead

Necromancy
Level: Cleric 2, Bard 3
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: 1 corpse
Duration: 1 minute/caster level; see text
Saving Throw: Wisdom negates; see text
Magic Resistance: No
You grant the semblance of life and intellect to a corpse, allowing it to answer several questions you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any).

Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Wisdom save to resist the spell as if it were alive. If the corpse has been subject to Speak with Dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned. This spell doesn't affect a corpse that has been turned into an undead creature.

Speak with Plants

Divination
Level: Cleric 4, Bard 4, Druid 3, Magic-User 4
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/caster level
You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of, and receive answers from, plants. A regular plant's sense of its surroundings is limited, so it won't be able to give detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while most will may make inane or cryptic comments.

If a plant creature is friendly toward you, it may do some favor or service for you. By speaking with plants, you can turn difficult terrain caused by Plant Growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the DM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks. This spell can cause the plants created by the Entangle spell to release a restrained creature.

Spectral Hand

Necromancy
Level: Magic-User 2
Casting Time: 1 action
Components: V, S
Range: 100 feet (Medium)
Effect: 1 ghostly, floating hand
Duration: Concentration, up to 1 round/caster level
Saving Throw: None
Magic Resistance: Yes
This spell causes a ghostly, glowing hand, shaped from the caster's life force, to materialize within the spell range and move as the caster desires. Any touch attack spell of 4th level or less that is subsequently cast by the magic-user can be delivered by the Spectral Hand.

The spell gives the caster a +2 bonus to his attack rolls. The hand is only vulnerable to magical attacks and attacks made by enchanted weapons but has an Armor Class of 20. Any damage dealt to the hand ends the spell and inflicts 1d4 points of damage to the caster.

Spell Immunity

Abjuration
Level: Cleric 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
The warded creature is immune to the effects of one specified spell for every 4 caster levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable Magic Resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which Magic Resistance doesn't apply.

Spell Immunity protects against spells and the spell-like powers of creatures. It does not protect against breath weapons or gaze attacks. Only a particular spell can be protected against, not a certain school of spells or a group of spells that is similar in effect.

A creature can have only one Spell Immunity or Improved Spell Immunity spell in effect on it at a time.

Spell Turning

Abjuration
Level: Magic-User 7
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/caster level or until expended; see text
Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that directly target you. Area of effect spells are not turned. Spell turning also fails to stop spells with a range of "touch".

From 7 to 10 (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly by the DM. When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. You subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by Spell Turning effects in operation, a resonating field is created. Roll randomly on the following table to determine the result:

D%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered non-functional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Material Component: A small silver mirror.

Spider Climb

Alteration
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject moves at ½ their normal Movement Rate and does not need to make Athletics skill checks to traverse a vertical or horizontal surface (even while upside down).

Material Component: A drop of bitumen and a live spider, both of which must be eaten by the subject.

Spike Growth

Alteration
Level: Druid 3
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: 10' square/caster level
Duration: 1 hour/caster level
Saving Throw: Dexterity partial, see text
Magic Resistance: Yes
The ground within the area of effect twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration.

When a creature moves into or within the area, it takes 1d4 piercing damage for every 5 feet it travels. It must also make a Dexterity Saving Throw or have its Movement Rate reduced to ½ normal. This penalty lasts until the character received magical healing or rests for 8 hours.

The transformation of the ground is camouflaged to look natural and is considered to be a magical trap (see the Find Traps class feature of assassins and thieves for more information).

Spike Stones

Alteration
Level: Druid 4
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: 20' square/caster level
Duration: 1 hour/caster level
Saving Throw: Dexterity partial
Magic Resistance: Yes
Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 1d4 piercing damage for every 5 feet it travels. It must also make a Dexterity Saving Throw or have its Movement Rate reduced to ½ normal. This penalty lasts until the character received magical healing or rests for 8 hours.

Those falling into pits affected by Spike Stones suffer 1d4 piercing damage for every 10 feet fallen, in addition to normal falling damage.

The transformation of the ground is camouflaged to look natural and is considered to be a magical trap (see the Find Traps class feature of assassins and thieves for more information).

Material Component: Four tiny stalactites.

Spiritual Weapon

Invocation/Evocation
Level: Cleric 2
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: 1 magical weapon of force
Duration: 1 round/caster level
Saving Throw: None
Magic Resistance: Yes
You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

When you cast the spell, you make Concentration Checks to resolve the spell's attack rolls against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

Each round after the first, you can move the weapon up to 50 feet and repeat the attack against a creature within 5 feet of it. Redirecting the weapon uses one of your free actions for the round. If you do not redirect the weapon, it continues to attack the previous round's target.

A Spiritual Weapon cannot be attacked or harmed by physical attacks, but Dispel Magic, Disintegrate, a *sphere of annihilation*, or a *rod of cancellation* affects it.

Statue

Alteration
Level: Magic-User 7
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 1 hour/caster level
Saving Throw: None
Magic Resistance: Yes
A Statue spell turns a willing target, along with any garments and equipment it wears or carries, to solid stone. While in stone form, the target's weight increases by a factor of ten and the target gains resistance to nonmagical bludgeoning, cold, fire, lightning, piercing, and slashing damage, immunity to diseases, and immunity to both psychic and poison damage.

The target can see, hear, and smell normally, but does not need to eat and cannot suffocate. The target of a Statue spell can alternate between its normal and statue forms for as long as the spell is in effect, with 1 change of form permitted each round. Shifting forms does not count against the character's actions for the round but must be done during the character's turn (as a free action).

Material Component: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

Sticks to Snakes

Alternation
Level: Cleric 3, Druid 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 stick/2 caster levels
Duration: 1 round/caster level
By means of this spell you are able to change 1 stick into a constrictor snake or giant poisonous snake for every 2 caster levels you have. See the Monstrous Manual for each creature's statistics.

Material Component: A small piece of bark and several snake scales.

Stinking Cloud

Conjuration/Summoning
Level: Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: 20' radius cylinder, 20' in height
Duration: Concentration, up to 1 round/caster level; see text

Saving Throw: Constitution negates; see text
Magic Resistance: No
Stinking Cloud creates a bank of fog like that created by Fog Cloud, except that the vapors are nauseating. Living creatures in the cloud become sickened if they fail their Constitution Saving Throws. The spell also obscures vision, providing concealment to those within the spell's radius. A creature 5 feet away has light concealment. Creatures up to 10 feet away have heavy concealment, while those further away have total concealment.

Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and suffer a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½. This condition lasts as long as the creature is in the cloud and for 2d4 rounds after it leaves. Roll separately for each nauseated character. Any creature that succeeds on its save but remains in the cloud must continue to save each round on its turn.

Stinking Cloud can be made permanent with a Permanency spell. A permanent Stinking Cloud dispersed by wind reforms in 10 minutes.

Material Component: A rotten egg or several skunk cabbage leaves.

Stone Shape

Alteration
Level: Druid 3, Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 stone object, up to 10 cubic ft. + 1 cubic ft./caster level
Duration: Instantaneous
You can form an existing piece of stone into any shape that suits your purpose. You must succeed on an appropriate Craft skill check, with a +5 bonus, in to make anything more than a crude item. Even then, fine detail is not possible.

Material Component: Soft clay, which must be worked into the desired shape and then touched to the stone while the verbal component is uttered. This clay may be reworked for subsequent castings of this spell.

Stoneskin

Abjuration
Level: Druid 5, Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 10 minutes/caster level or until discharged
Saving Throw: None
Magic Resistance: Yes
When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile, or the like. Even a *sword of sharpness* cannot affect a creature protected by Stoneskin, nor can a rock hurled by a giant, a snake's strike, etc.

The spell blocks 1d4 attacks, plus 1 attack per 2 caster levels. This limit applies regardless whether the attack was physical or magical. The spell's effects are not cumulative with multiple castings.

Magical attacks from spells such as Fireball, Magic Missile, Lightning Bolt and so forth have their normal effects but do not count against the number of blocked attacks.

For example, a Stoneskin spell cast by a 9th level magic-user would protect against 5 to 8 attacks. An attacking griffon would reduce the protection by three if all of its attacks were successful.

Material Component: Granite dust sprinkled on the target's skin.

Stone Tell

Divination
Level: Cleric 7, Bard 5, Druid 6
Components: V, S, M
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: 1 minute/caster level
You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

Material Component: A drop of mercury and a bit of clay.

Storm of Vengeance

Conjuration/Summoning
Level: Druid 9
Components: V, S
Casting Time: 1 action
Range: 400' (Long)
Effect: 200' radius storm cloud
Duration: Concentration, up to 1 round/2 caster levels
Saving Throw: See text
Magic Resistance: Yes
This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Constitution Saving Throw or be deafened for 1d6 x 10 minutes.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

- 2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).
- 3rd Round: You call 6 bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of lightning damage (as the Lightning Bolt spell). A creature struck can attempt a Dexterity save for half damage.
- 4th Round: Hailstones rain down in the area, dealing 4d6 points of bludgeoning damage (no save).
- 5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including Darkvision, beyond 5 feet. A creature 5 feet away has light concealment. Creatures up to 10 feet away have heavy concealment while those further away have total concealment.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration Check with a DC equal to the spell's Saving Throw DC. Movement Rate is reduced to ½ normal within the storm.

Strength

Alteration
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 1 hour/caster level
Saving Throw: None
Magic Resistance: Yes
Application of this spell increases the Strength of the character for the duration of the spell. The amount of added Strength depends upon the spell recipient's class and is subject to all restrictions to Strength due to racial maximums.

Multiclass and split-classed characters use the best die.

Classes	Strength Gain
Assassin and Thief	1d6 points
Barbarian, Fighter, Paladin, and Ranger	1d8 points
Bards, Cleric, Monk, and Druid	1d6 points
Magic-User	1d4 points

Material Component: A few hairs, or a pinch of dung, from a particularly strong animal - ape, bear, ox, etc.

Succor (Reversible)

Alteration, Conjuration/Summoning
Level: Magic-User 9
Components: V, S, M
Casting Time: 1 hour
Range: Touch
Duration: Permanent until triggered
Effect: 1 enchanted item
Saving Throw: None
By casting this spell, the magic-user creates a powerful magic in some specially prepared object - a statuette, a jeweled rod, a gem, etc. This object radiates strong magic, for it contains the power to instantaneously transport its possessor to the abode of the magic-user who created it. Once the item is enchanted, the magic-user must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used.

To make use of the item, the recipient must speak the command word at the same time that he rends or breaks the item. When this is done, the individual and all that he is wearing and carrying are instantly transported to the abode of the magic-user. No other creatures can be affected.

The reversed application of the spell, Summons, transports the magic-user to the immediate vicinity of the possessor of the enchanted item when it is broken and the command word spoken. The magic-user will have a general idea of the location and situation of the item's possessor but has no choice whether or not to go (making this a rare casting indeed!).

Material Component: Gemstones totaling not less than 5,000 gp value. The components can be enchanted only once per month (usually on a night of a clear, full moon). At that time, the object is set for the type of succor and its final destination (either the location of the spellcasting or an area well known to the magic-user).

Suggestion

Enchantment/Charm
Level: Bard 2, Magic-User 3
Components: V, M
Casting Time: 1 action
Range: 30' (Close)
Target: 1 creature
Duration: 1 hour/caster level or until completed
Saving Throw: Charisma negates
Magic Resistance: Yes
You influence the actions of the targeted creature by suggesting a course of activity (limited to a sentence or two). The Suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable Suggestion causes the save to be made with a higher DC (add the Charisma modifier of the caster, if positive).

Material Component: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Summon Insects

Conjuration/Summoning
Level: Bard 2, Druid 2, Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: 5' diameter swarm
Duration: Concentration + 2 rounds
You summon a small swarm of insects or spiders (your choice) that attacks the spell's designated target. If no living creatures are within the 5' square into which the swarm is summoned, the swarm attacks or pursues the nearest creature as best it can, moving at 30' per round. The caster has no control over its subsequent target or direction of travel.

Those attacked take 1d4 points of piercing damage each round and take a -2 penalty to all attack rolls and ability checks due to their distraction. Spellcasters must make Concentration Checks in order to cast while within a swarm of insects. The DC of this check is equal to the spell's Saving Throw DC.

Area of effect spells that cause physical damage will destroy the summoned swarm and a Repel Vermin spell will protect a creature from this spell.

Material Component: A square of red cloth.

Summon Shadow

Conjuration/Summoning, Necromancy
Level: Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 summoned shadow/3 caster levels
Duration: 1 round/caster level
When this spell is cast, the caster conjures up one shadow for every three caster levels he has attained. These monsters are under the control of the spellcaster and attack his enemies on command. The shadows remain until slain, turned, or the spell duration expires.

Material Component: A bit of smoky quartz.

Sunburst

Invocation/Evocation
Level: Druid 8
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: 80' radius sphere
Duration: Instantaneous
Saving Throw: Dexterity partial; see text
Magic Resistance: Yes
Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are permanently blinded and take 5d6 points of radiant damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Dexterity save negates the blindness and reduces the damage by ½.

An undead creature caught within the globe takes 1d6 points of radiant damage per caster level (maximum 20d6), or ½ damage if a Dexterity Saving Throw is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any Darkness spells of 8th level or lower within its area.

Sunray

Invocation/Evocation
Level: Druid 7
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: 1 line of light/3 caster levels
Duration: 1 round/caster level or until all beams are exhausted
Saving Throw: Dexterity partial; see text
Magic Resistance: Yes
For the duration of this spell, you can evoke a ray of intense light each round. You can call forth 1 ray per three caster levels. The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the ray's 5' wide and 100' long line of effect is permanently blinded and takes 3d6 points of radiant damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Dexterity save negates the blindness and reduces the damage by ½.

An undead creature caught within the beam takes 1d6 points of radiant damage per caster level (maximum 20d6), or ½ damage if a Dexterity save is successful. In addition, the ray results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Symbol of Death

Conjuration/Summoning, Necromancy
Level: Cleric 8, Magic-User 8
Components: V, S, M
Casting Time: 10 minutes
Range: Touch; see text
Area of Effect: 60' radius circle; see text
Duration: Permanent until discharged; see text
Saving Throw: Charisma negates
Magic Resistance: Yes
This spell allows you to scribe a potent rune of power upon a surface. When triggered, a Symbol of Death slays one or more creatures within 60' of the symbol whose combined total current Hit Points do not exceed 80. The Symbol of Death affects the closest creatures first, skipping creatures with too many Hit Points to affect.

Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 80 Hit Points' worth of creatures, whichever comes first. Any creature that enters the area while the Symbol of Death is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the Symbol of Death is inactive (though visible and legible at a distance of 60'). To be effective, a Symbol of Death must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the Symbol of Death ineffective unless a creature removes the covering, in which case the Symbol of Death works normally.

As a default, a Symbol of Death is triggered whenever a creature does one or more of the following, as you select:

- Looks at the rune
- Reads the rune
- Touches the rune
- Passes over the rune
- Passes through a portal bearing the rune.

Regardless of the trigger method or methods chosen, creature more than 60 feet from a Symbol of Death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). "Reading" the rune means any attempt to study it, identify it, or fathom its meaning.

Throwing a cover over a Symbol of Death to render it inoperative triggers it if the symbol reacts to touch. You can't use a Symbol of Death offensively; for instance, a touch-triggered Symbol of Death remains untriggered if an item bearing the Symbol of Death is used to touch a creature. Likewise, a Symbol of Death cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a Symbol of Death can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and Hit Points don't qualify. Once the spell is cast, a Symbol of Death's triggering conditions cannot be changed.

When scribing a Symbol of Death, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60' of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the Symbol of Death but doing this can extend the casting time. Attuning one or two creatures takes negligible time and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 1 day (24 hours). Attuning larger groups takes proportionately longer. Any creature attuned to a Symbol of Death cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own Symbol of Death, and thus always ignore the effects and cannot inadvertently trigger them.

Read Magic allows you to identify a Symbol of Death with an Arcana skill check (the DC is equal to the spell's Saving Throw DC). Of course, if the Symbol of Death is set to be triggered by reading it, this will trigger the symbol.

A Symbol of Death can be removed by a successful Dispel Magic targeted solely on the rune. An Erase spell has no effect on a Symbol of Death. Destruction of the surface where a Symbol of Death is inscribed destroys the symbol but also triggers it.

Symbol of Death can be made permanent with a Permanency spell. A permanent Symbol of Death that is disabled or that has affected its maximum number of Hit Points becomes inactive for 10 minutes but, thereafter, can be triggered again as normal.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each. These are expended when the spell is cast.

Symbol of Discord

Conjuration/Summoning, Enchantment/Charm
Level: Cleric 5, Magic-User 5
Saving Throw: Wisdom negates
This spell functions like Symbol of Death, except that all creatures within 60' of the Symbol of Discord must make a Wisdom Saving Throw or suffer from a Confusion effect. All affected creatures immediately fall to loud bickering and arguing. The bickering lasts for 1 round per caster level. Creatures that regard each other with Antipathy or Hatred attack each other for the spell's duration.

Unlike Symbol of Death, Symbol of Discord has no Hit Point limit; once triggered, a Symbol of Discord simply remains active for 10 minutes per caster level.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp. These are expended when the spell is cast.

Symbol of Fear

Conjuration/Summoning, Enchantment/Charm
Level: Cleric 6, Magic-User 6
Saving Throw: Charisma negates
This spell functions like Symbol of Death, except that all creatures within 60' of the Symbol of Fear instead become frightened for 1 round per caster level (as per the Fear spell).

Unlike Symbol of Death, Symbol of Fear has no Hit Point limit; once triggered, a Symbol of Fear simply remains active for 10 minutes per caster level.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp. These are expended when the spell is cast.

Symbol of Hopelessness

Conjuration/Summoning, Enchantment/Charm
Level: Cleric 7, Magic-User 7
Saving Throw: Charisma negates
This spell functions like Symbol of Death, except that all creatures within 60' of the Symbol of Hopelessness must make a Charisma Saving Throw or be wracked with crushing despair. This is a fear effect for the purposes of spells or class features that counter such effects.

The hopelessness lasts for 3d4 x 10 minutes. During this period, affected creatures suffer a -4 penalty to attack rolls, morale checks (if applicable), and Saving Throws versus fear and Intimidation checks.

Unlike Symbol of Death, Symbol of Hopelessness has no Hit Point limit; once triggered, a Symbol of Hopelessness simply remains active for 10 minutes per caster level.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 2,500 gp. These are expended when the spell is cast.

Symbol of Insanity
Conjuration/Summoning, Enchantment/Charm
Level: Cleric 8, Magic-User 8
Saving Throw: Charisma negates
This spell functions like Symbol of Death, except that all creatures within the radius of the symbol whose combined total current Hit Points do not exceed 120 suffer from a permanent, continuous Confusion effect (as per the Insanity spell).

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. These are expended when the spell is cast.

Symbol of Pain
Conjuration/Summoning, Necromancy
Level: Cleric 5, Magic-User 5
This spell functions like Symbol of Death, except that all creatures within the radius of a Symbol of Pain instead suffers wracking pain that imposes a -2 penalty to attack rolls, Armor Class, and Dexterity ability checks (including Saving Throws). These effects last for 1 minute per caster level after the creature moves farther than 60' from the symbol.

Unlike Symbol of Death, Symbol of Pain has no Hit Point limit; once triggered, a Symbol of Pain simply remains active for 10 minutes per caster level.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp. These are expended when the spell is cast.

Symbol of Persuasion
Conjuration/Summoning, Enchantment/Charm
Level: Cleric 6, Magic-User 6
Saving Throw: Charisma negates
This spell functions like Symbol of Death, except that all creatures within the radius of a Symbol of Persuasion instead become charmed by the caster (as the Charm Monster spell) for 1 hour per caster level.

Unlike Symbol of Death, Symbol of Persuasion has no Hit Point limit; once triggered, a Symbol of Persuasion simply remains active for 10 minutes per caster level.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. These are expended when the spell is cast.

Symbol of Sleep
Conjuration/Summoning, Enchantment/Charm
Level: Cleric 5, Magic-User 5
Saving Throw: Wisdom negates
This spell functions like Symbol of Death, except that all creatures of 8 HD or less within 60 feet of the Symbol of Sleep instead fall into a catatonic slumber for 10 minutes per caster level of the symbol's creator. Unlike the Sleep spell, sleeping creatures cannot be awakened by non-magical means before this time expires.

Unlike Symbol of Death, Symbol of Sleep has no Hit Point limit; once triggered, a Symbol of Sleep simply remains active for 10 minutes per caster level.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp. These are expended when the spell is cast.

Symbol of Stunning
Conjuration/Summoning, Enchantment/Charm
Level: Cleric 7, Magic-User 7
Saving Throw: Wisdom negates
This spell functions like Symbol of Death, except that one or more creatures whose total Hit Points do not exceed 160 are stunned and left reeling for 3d4 rounds, dropping anything they are holding.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. These are expended when the spell is cast.

Symbol of Weakness
Conjuration/Summoning, Necromancy
Level: Cleric 7, Magic-User 7
This spell functions like Symbol of Death, except that every creature within 60 feet of a Symbol of Weakness instead suffers crippling weakness. The subjects suffer a -4 penalty to attack and damage rolls, and have their carrying capacities quartered, for the duration of the spell.

Unlike Symbol of Death, Symbol of Weakness has no Hit Point limit; once triggered, a Symbol of Weakness simply remains active for 10 minutes per caster level.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. These are expended when the spell is cast.

Tasha's Hideous Laughter
Enchantment/Charm
Level: Bard 1, Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Target: One creature; see text
Duration: 1 round/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions nor crawl more than 5' per round while laughing, losing its Dexterity and shield bonuses to Armor Class, though it is not considered helpless. After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose creature type is different from that of the caster receives a +4 bonus on its Saving Throw, because humor doesn't "translate" well.

Material Component: Tiny tarts that are thrown at the target and a feather that is waved in the air.

Taunt
Enchantment/Charm
Level: Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: Creatures in a 30' radius circle; see text
Duration: Instantaneous
Saving Throw: Charisma negates
Saving Throw: Yes
A Taunt spell enables the caster to jape and jeer effectively at a single type of creature with an Intelligence of 2 or greater. If the caster Taunts a mixed group, he must choose the type of creature to be affected. The caster may Taunt 2d4 Hit Dice worth of creatures, +1 Hit Die/4 caster levels.

The caster need not speak the language of the targeted creatures. His words and sounds have real meaning for the subject creature or creatures; challenging, insulting, and generally irritating and angering the listeners.

Those failing their save rush forth in fury to do battle with the spellcaster. All affected creatures attack the spellcaster in melee if physically capable of doing so, seeking to use body or hand-held weapons rather than ranged weapons or spells.

Separation of the caster from the victim by an impenetrable or uncrossable boundary (such as a Wall of Fire, a deep chasm, or a formation of set pikemen) causes the spell to break. If used in conjunction with a Ventriloquism spell, the creatures may attack the apparent source.

Material Component: A slug, which is hurled at the creatures to be taunted.

Telekinesis
Alteration
Level: Magic-User 5
Components: V, S
Casting Time: 1 action
Range: 400' (Long)
Target or Targets: See text

Duration: Concentration, up to 1 round/caster level or Instantaneous; see text
Saving Throw: Strength negates or none; see text
Magic Resistance: Yes; see text
You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

- Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) at a Movement Rate of 20'. A creature can negate the effect on an object it possesses with a successful Strength Saving Throw or with Magic Resistance.

  This version of the spell can last 1 round per caster level. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond the spell's range. The spell ends if the object is forced beyond the spell's range. If you cease concentration for any reason, the object falls or stops, and the spell ends.

  An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, so long as the force required is within the spell's weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Concentration Checks with the DC set by the DM.

- Combat Maneuver: Alternatively, once per round, you can use Telekinesis to attempt a Push, Disarm, Grapple, or Trip (see page 68 for more details on these combat contests). Resolve these attempts as normal, except that they use your Concentration Check results in place of Athletics skill checks. No save is allowed against these attempts, but Magic Resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

- Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) within a 10' radius circle. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level). Thrown objects or creatures may be thrown 10 feet per caster level.

  You must succeed on attack rolls (one per creature or object thrown) to hit another target with thrown objects or creatures, using your Concentration Check results in place of attack rolls. Weapons cause standard damage. Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d4 points of bludgeoning damage per 25 pounds (for hard, dense objects).

  Creatures that fall within the weight capacity of the spell can be hurled, but they are allowed Strength Saving Throws (and Magic Resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a creature or object is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points of bludgeoning damage).

Telepathy

Divination
Level: Magic-User 8
Components: V
Casting Time: 1 action
Range: Personal
Target: You; see text
Duration: 1 minute/caster level
You can mentally communicate with any other willing creature within 400 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as speaking and listening to multiple people simultaneously.

Teleport

Conjuration/Summoning, Universal
Level: Magic-User 5
Components: V
Casting Time: 1 action
Range: Touch
Target: You and 1 willing creature/3 caster levels
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes
This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Inter-planar travel is not possible.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional, willing creature per three caster levels.

All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a Saving Throw, nor is Magic Resistance applicable to you.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very Familiar	01–97	98–99	100	—
Studied Carefully	01–94	95–97	98–99	100
Seen Casually	01–88	89–94	95–98	99–100
Viewed Once	01–76	77–88	89–96	97–100
False Destination	—	—	01–64	65–100

- Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as Scrying) to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, there is a high chance of suffering a mishap (see below) since there is no real destination for you to arrive at or even be off target from.

- On Target: You appear where you want to be.

- Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to be traveled. The direction off target is determined randomly.

- Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

- Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of force damage, and you reroll on the chart, using the False Destination row, to see where you wind up. Each time "Mishap" comes up, the characters take more damage and must reroll.

Teleport without Error

Conjuration/Summoning, Universal
Level: Magic-User 7
This spell functions like Teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Inter-planar travel is not possible.

Teleportation Circle
Conjuration/Summoning
Level: Magic-User 9
Components: V, M
Casting Time: 10 minutes
Range: Touch.
Effect: 5' radius teleportation circle
Duration: 10 minutes/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
You create a circle on the floor or other horizontal surface that teleports, as Teleport without Error, any creature who stands on it to a designated spot unless it makes a Charisma Saving Throw to resist the spell.

Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation Circle can be made permanent with a Permanency spell. A permanent Teleportation Circle that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Teleportation Circles may be discovered with a Perception check as would any other magical trap. The DC of this check is equal to the Saving Throw DC of the spell.

Material Component: Amber dust to cover the area of the circle (cost 1,000 gp).

Temporal Stasis
Alteration
Level: Magic-User 8
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: Permanent
Saving Throw: Wisdom negates
Magic Resistance: Yes
You must succeed on a melee attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease and no force or effect can harm it. This state persists until the magic is removed (such as by a successful Dispel Magic spell or a Freedom spell).

Material Component: A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp. It is consumed by the casting of this spell.

Tenser's Floating Disk
Invocation/Evocation
Level: Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: 3' diameter disk of force
Duration: 1 hour/caster level
You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3' in diameter and 1" deep at its center. It can hold 100 pounds of weight per caster level. If used to transport a liquid, its capacity is 2 gallons.

The disk floats approximately 3' above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal Movement Rate each round. If not otherwise directed, it maintains a constant interval of 5' between itself and you.

The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3' away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Material Component: A drop of mercury.

Tenser's Transformation
Alteration
Level: Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/caster level
You become a virtual fighting machine - stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can't cast spells, even from magic items.

You temporarily gain proficiency with all weapons and the Athletics skill, gain 3 temporary hit points per caster level, may use your Intelligence score in place of your normal Strength, Dexterity, and Constitution scores, and use the Attack Bonus of fighters (+1 per level) rather than that of magic-users (+1 per 3 levels). If unarmored and not wearing *bracers of defense* you gain the benefits of the Armor spell (+4 to Armor Class).

You lose your ability to cast spells or use magic-user items such as scrolls, rods, staves, and wands.

Time Stop
Alteration
Level: Magic-User 9
Components: V
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1d4 + 1 rounds (apparent time); see text
This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving and taking actions. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you.

While the Time Stop is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the Time Stop has its normal effects on other creatures once the Time Stop ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while Time Stop lasts. You cannot enter an area protected by an Antimagic Shell while under the effect of Time Stop.

Tongues (reversible)
Divination
Level: Cleric 4, Bard 2, Magic-User 3
Components: V, M
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: 10 minutes/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect.

The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a Permanency spell.

The reverse of this spell, Babble, cancels the effects of a Tongues spell or confounds the target's ability to understand verbal communication of any sort if it fails its Wisdom Saving Throw. On a failed save the target's speech is also rendered incomprehensible for the spell's duration.

Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

Transmute Metal to Wood

Alteration
Level: Druid 7
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: All metal objects within a 40' radius circle
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes; see text
This spell enables you to change all metal objects within its area to wood. Nonmagical weapons, armor, and items carried by creatures are affected as well.

To transmute magic objects made of metal, the caster must succeed at Concentration Checks for each item. The DC of this check is equal to 15 plus the creator's Proficiency Bonus (DC 20 for single-use items, DC 21 for charged items, and DC 23 for permanent magic items if the creator's level is not known). Artifacts cannot be transmuted.

Weapons converted from metal to wood suffer a -2 penalty on attack rolls and deal ½ damage (round fractions down). Weapons that normally deal slashing damage deal bludgeoning damage instead. The Armor Bonus of any armor converted from metal to wood is reduced by 2.

Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell has its Armor Bonus reduced by 1 point every time the wearer is struck for more than 4 points of damage.

Only Limited Wish, Miracle, Wish, or similar magic can restore a transmuted object to its metallic state.

Transmute Rock to Mud (reversible)

Alteration
Level: Druid 5, Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: Up to two 10' cubes/caster level
Duration: Instantaneous
Saving Throw: See text
Magic Resistance: No
This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10'.

If cast upon a stone floor, creatures standing in the area of effect begin to sink. A creature unable to Levitate, Fly, or otherwise free itself from the mud sinks as if in quicksand (see page 60). Brush, planks, or similar debris thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at ¼ of its normal Movement Rate.

If Transmute Rock to Mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool with a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area. Those who succeed on Dexterity Saving Throws take ½ damage.

Castles and large stone buildings are generally immune to the effect of the spell, since Transmute Rock to Mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a Transmute Mud to Rock spell restores its substance - but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

The reverse of this spell, Transmute Mud to Rock, transforms normal mud, dirt, or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently. Any creature in the mud is allowed a Dexterity save to escape before the area is hardened to stone.

Transmute Mud to Rock counters and dispels Transmute Rock to Mud and vice versa.

Material Component: Sand, lime, and water.

Transmute Water to Dust (Reversible)

Alteration
Level: Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: One 10' cube/caster level or 1 creature; see text
Duration: Instantaneous
Saving Throw: None or Constitution half; see text
Saving Throw: Yes
When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. If water remains in contact with the transmuted dust, the former quickly soaks the latter, turning the dust into silty mud (if a sufficient quantity of water exists to do so), otherwise soaking or dampening the dust accordingly.

Only liquid actually in the area of effect at the moment of spellcasting is affected. Liquids that are only partially water are affected only insofar as the actual water content is concerned. Potions or other magical liquids containing water are rendered useless if the caster succeeds at a DC 20 Concentration Check (or DC 10 + the creator's level, if known).

Living creatures are unaffected, except for those native to the Elemental Plane of Water. Against such a creature, the spell inflicts 1d6 points of force damage per caster level. If the target succeeds at a Constitution Saving Throw it takes ½ damage. Only one creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

Material Components: Diamond dust of at least 500 gp value and a bit of seashell. The reverse requires a pinch of normal dust as an additional material component.

Transport via Plants

Conjuration/Summoning
Level: Druid 6
Components: V, S
Casting Time: 1 action
Range: Touch
Target: You and 1 willing creature/3 caster levels
Duration: 1 round
Saving Throw: None
Magic Resistance: Yes
This spell is a more powerful version of the Plant Door spell. Through the use of this spell, you can enter any normal plant (of Medium-size or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive.

The destination plant need not be familiar to you but must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the Transport via Plants spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional, willing creature per three caster levels. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

The destruction of an occupied plant slays you and any creatures you have brought along and ejects the bodies and all carried objects from the tree.

Trap the Soul

Conjuration/Summoning, Necromancy
Level: Magic-User 8
Components: V, S, M; see text
Casting Time: 1 action or see text
Range: 30' (Close)
Target: 1 creature
Duration: Permanent; see text
Saving Throw: See text
Magic Resistance: Yes; see text
Trap the Soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is

broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane, it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

- Spell Completion: First, the spell can be completed by speaking its final word as if you were casting a regular spell at the subject. This allows a Magic Resistance check (if any) and a Charisma save to avoid the effect. If the creature's name is spoken as well, any Magic Resistance is ignored and the Saving Throw DC increases by 2. If the save is made (or Magic Resistance check is failed by the caster) the gem shatters.
- Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A Sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of Magic Resistance or a save.

Material Component: Before the actual casting of Trap the Soul, you must procure a gem of at least 1,000 gp value for every Hit Die or level possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. Creating the prison gem requires an Enchant an Item spell and the placement of a Maze spell into the gem, thereby forming the prison to contain the life force.

Material Component (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Tree

Alteration
Level: Druid 2
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/caster level
By means of this spell, you are able to assume the form of a large living tree or shrub, or a large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a Detect Magic spell reveals a faint alteration on the tree.

While in tree form, you can observe all that transpires around you just as if you were in your normal form. Your Hit Points remain unaffected as well. While in tree form you have resistance to bludgeoning and piercing damage and vulnerability to fire damage. All clothing and gear carried or worn changes with you.

True Seeing (reversible)

Divination
Level: Cleric 5, Bard 5, Druid 7, Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: 1 minute/caster level
Saving Throw: Wisdom negates
Magic Resistance: Yes
You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under Blur or Displacement effects, sees Invisible creatures or objects normally, sees through illusions and sees the true form of polymorphed, changed, or transmuted creatures. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of True Seeing conferred is 120'.

True Seeing, however, does not penetrate solid objects. It in no way confers x-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True Seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use True Seeing through a Crystal Ball or in conjunction with Clairaudience/Clairvoyance.

The reverse of this spell, False Seeing, causes the person to see things as they are not, rich being poor, rough smooth, beautiful ugly. The target does not lose its natural visual abilities (such as Darkvision or Twilight Vision) but cannot see creatures or objects as they really are. While terrain features (hills, stairs, cliffs, etc.) are still distinguishable, False Seeing grossly distorts the details of their appearance. False Seeing also dispels, and is dispelled by, the True Seeing spell.

Material Component: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron (poppy dust for the False Seeing), and fat. This ointment is expended when the spell is cast.

Turn Metal or Stone

Abjuration
Level: Druid 8
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 120' long by 5' wide wave
Duration: 1 round/caster level
Like Turn Wood, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range.

Fixed metal or stone objects larger than 2" in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, is moved back. Fixed objects 2" in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 60' per round.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearer with them unless he succeeds at an Athletics skill check. The DC of this check is equal to the spell's Saving Throw DC. Even magic items with metal components are repelled, although an Antimagic Shell blocks the effects. A creature being dragged by an item it is carrying can let go of it.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Turn Wood

Alteration
Level: Druid 6
Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 120' long by 5' wide wave
Duration: 1 round/caster level
Saving Throw: None; see text
Magic Resistance: No
Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 2" in diameter that are fixed firmly are not affected, but loose objects are.

Objects 2" in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 30' per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, arrows, and bolts are pushed back, dragging those carrying them along unless they succeed at Athletics skill checks. The DC of this check is equal to the spell's Saving Throw DC.

If a polearm is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an Antimagic Shell blocks the effects. A creature being dragged by an item it is carrying can let go.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Unseen Servant

Conjuration/Summoning
Level: Magic-User 1
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 invisible, mindless, shapeless servant
Duration: 1 hour/caster level
An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can fetch things, open unstuck doors and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 30 pounds at most or push up to 60 pounds across a smooth surface). It can trigger traps and such, but it can exert only 30 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires an ability check. Its Movement Rate is 15' per round.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks (it gets no Saving Throws against such attacks). If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Material Component: A piece of string and a bit of wood that are not consumed when the spell is cast.

Vampiric Touch

Necromancy
Level: Magic-User 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 living creature
Duration: 1 round/caster level or until expended
When the caster touches an opponent in melee with a successful attack roll, the opponent loses 1d6 Hit Points for every two caster levels, to a maximum drain of 6d6 Hit Points for a 12th level caster. The spell is expended when a successful touch is made or when the spell duration expires.

The Hit Points are added as temporary Hit Points (see page 71 for more information on temporary Hit Points).

Animated and undead creatures are unaffected by this spell.

Veil

Illusion/Phantasm
Level: Bard 6, Magic-User 6
Components: V, S
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: 20' cube/caster level; see text
Duration: Concentration, up to 1 hour/caster level
Saving Throw: Intelligence negates; see text
Magic Resistance: No
The veil spell enables the caster to instantly change the appearance of his surroundings and willing creatures in the area of effect so as to fool even the cleverest creatures (unless they have the True Seeing spell, a *gem of seeing*, or a similar magical aid). Veil can make a sumptuous room seem like a filthy den; even tactile and olfactory impressions conform to the visual illusion.

You instantly change the appearance of the area and willing subjects within it and then maintain that appearance through concentration for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. A party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant.

Affected creatures resume their normal appearances if slain. You must succeed on a Disguise skill check, with a +5 bonus, to duplicate the appearance of a specific individual.

Those who interact with the area and those within it can attempt Intelligence Saving Throws to see through the glamer, but Magic Resistance doesn't help.

Ventriloquism

Illusion/Phantasm
Level: Bard 1, Magic-User 1
Components: V, M
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: Intelligible sound, usually speech
Duration: 1 minute/caster level
Saving Throw: Intelligence negates (if interacted with)
Magic Resistance: No
You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Material Component: A parchment rolled up into a small cone. This parchment may be reused.

Vision

Divination
Level: Bard 6, Magic-User 7
Components: V, S, M
Casting Time: 1 action
This spell functions like Legend Lore, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object as you cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a DC 15 Concentration Check.

If only detailed information on the person, place, or object is known, the DC is 20 and the information gained is incomplete. If only rumors are known, the DC is 25, and the information gained is vague.

After this spell is complete, you are fatigued (see page 231) until you rest for 8 hours or use a spell such as Lesser Restoration, Regeneration, or Restoration to remove the fatigue.

Material Component: Incense worth at least 250 gp must be burned when this spell is cast. Four strips of ivory (worth 50 gp each) that are formed into a rectangle are not consumed by this spell.

Wall of Fire

Invocation/Evocation
Level: Druid 5, Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: Opaque sheet of flame up to 20' long/caster level or a ring of fire with a radius of up to 5' per 2 caster levels; either form is 20' high
Duration: Concentration, up to 1 round/caster level
Saving Throw: None; see below
Magic Resistance: Yes
An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 1d6 points of fire damage to creatures within 10' and 1d4 points of fire damage to those past 10' but within 20'. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 5d6 points of fire damage to any creature passing through it (Dexterity Saving Throw for half damage). The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5' length of wall takes 20 points of cold damage or more in 1 round, that length goes out.

Wall of Fire can be made permanent with a Permanency spell. A permanent Wall of Fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Material Component: A small piece of phosphorus.

Wall of Force

Invocation/Evocation
Level: Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Effect: Wall whose area is up to one 10' square/caster level
Duration: Concentration, up to 1 round /caster level
Saving Throw: None
Magic Resistance: No
A Wall of Force spell creates an invisible wall of force. The wall cannot move, is immune to damage of all kinds, and is unaffected by most spells, including Dispel Magic.

Disintegrate immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a Mordenkainen's Disjunction spell.

Breath weapons and spells cannot pass through the wall in either direction, although Dimension Door, Teleport, and similar effects can bypass the barrier. It blocks corporeal and ethereal creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks operate through a Wall of Force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10' square per caster level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of Force can be made permanent with a Permanency spell.

Material Component: A pinch of powder made from a clear gem.

Wall of Ice

Invocation/Evocation
Level: Magic-User 4
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: Anchored plane of ice, up to one 10' square/caster level, or hemisphere of ice with a radius of up to 3' + 1'/caster level
Duration: Concentration, up to 1 minute/caster level
Saving Throw: Dexterity negates; see text
Magic Resistance: Yes
This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A Wall of Ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Dexterity save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails.

- Ice Plane: A sheet of strong, hard ice appears. The wall is 1" thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th level magic-user can create a wall of ice 100' long and 10' high, a wall 50' long and 20' high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

  Each 10' square of wall has 10 Hit Points per inch of thickness. Creatures can hit the wall automatically. A section of wall reduced to 0 Hit Points is breached. Fire can melt a Wall of Ice, and suddenly melting a section of a Wall of Ice creates a great cloud of steamy fog that lasts for 10 minutes.

  Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 4d6 points of cold damage (no save).
- Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3' + 1' per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Material Component: A small piece of quartz or similar rock crystal.

Wall of Iron

Conjuration/Summoning
Level: Magic-User 6
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: Iron wall whose area is up to one 5' square/caster level; see text
Duration: Instantaneous
Saving Throw: See text
Magic Resistance: No
You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding non-living material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A Wall of Iron is 1" thick per four caster levels. You can double the wall's area by halving its thickness. Each 5' square of the wall has 100 Hit Points per inch of thickness. A section of wall reduced to 0 Hit Points is breached.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must take an action to make a DC 15 Athletics skill check in order to push the wall over. Creatures with room to flee the falling wall may do so by making successful Dexterity Saving Throws. Any creature that fails takes 10d6 points of bludgeoning damage. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: A small piece of sheet iron, which is not expended upon the casting of this spell, plus gold dust worth 50 gp (1 pound of gold dust). The gold dust is expended upon the casting of this spell.

Wall of Stone

Conjuration/Summoning
Level: Druid 5, Magic-User 5
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: Stone wall whose area is up to one 5' square/caster level
Duration: Instantaneous
Saving Throw: See text
Magic Resistance: No
This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1" thick per four caster levels and composed of up to one 5' square per caster level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a Wall of Iron, you can create a Wall of Stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20', the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a Disintegrate spell or by normal means such as breaking and chipping. Each 5' square of the wall has 50 Hit Points per inch of thickness. A section of wall reduced to 0 Hit Points is breached.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Dexterity Saving Throws.

Material Component: A small block of granite that is not expended upon the casting of this spell.

Wall of Thorns

Conjuration/Summoning
Level: Druid 5
Components: V, S
Casting Time: 1 action

Range: 100 feet (Medium)
Effect: Wall of thorny brush, up to one 10'x10'x5' block/caster level
Duration: Concentration, up to 10 minutes/caster level
Saving Throw: None
Magic Resistance: No
A Wall of Thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a Wall of Thorns takes 1d8 points of piercing damage per 5' of movement.

You can make the wall as thin as 5' thick, which allows you to shape the wall as a number of 10' by 10' by 5' blocks equal to your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making an Athletics skill check as an action. The DC of this check is equal to the spell's Saving Throw DC. Success means that the creature moves 5' through the wall, with an additional 5' of movement allowed for every 5 points by which the check exceeds the DC (up to a maximum distance equal to its normal Movement Rate). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends.

Creatures with the ability to pass through overgrown areas unhindered can pass through a Wall of Thorns at normal Movement Rate without taking damage.

A Wall of Thorns can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1' deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a Wall of Thorns is not actually a living plant and is unaffected by spells that affect plants.

Wall of Wind

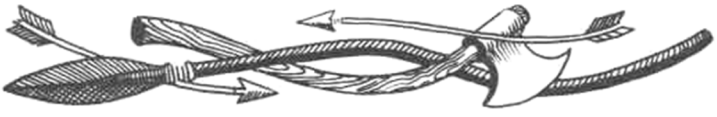
Conjuration/Summoning
Level: Druid 3, Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: Wall up to 10'/caster level long and 5'/caster level high
Duration: Concentration, up to 1 round/caster level
Saving Throw: None; see text
Magic Resistance: Yes
An invisible vertical curtain of wind appears. It is 2' thick and of considerable strength. It is a roaring blast sufficient to blow away any Small-sized flying creature or tear papers and similar materials from unsuspecting hands (a Dexterity save allows a creature to maintain its grasp on an object.) Small flying creatures cannot pass through the barrier.

Loose materials and cloth garments fly upward when caught in a Wall of Wind. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a -4 penalty to hit. A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected by this spell.

Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wall of wind to enclose specific points.

Material Component: A tiny fan and a feather of exotic origin. It is not consumed when this spell is cast.



Warp Wood (reversible)

Alteration
Level: Druid 2
Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 small wooden object/caster level, all within a 20' radius
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes; see text
You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring an Athletics skill check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon imposes a –3 penalty on attack rolls.

You may warp 1 Small-sized object (such as a spear or club) or its equivalent per caster level. A Medium-sized object (such as a door) counts as two Small-sized objects, a Large-sized object (such as a rowboat) counts as four or more Small-sized objects, depending upon its relative mass.

To warp magic objects made of wood, the caster must succeed at Concentration Checks for each item. The DC of this check is equal to 15 plus the creator's Proficiency Bonus (DC 20 for single-use items, DC 21 for charged items, and DC 23 for permanent magic items if the creator's level is not known). Artifacts cannot be warped.

Alternatively, you can Unwarp Wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. Mending, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive Warp Wood spells to warp (or unwarp) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

Water Breathing (reversible)

Alteration
Level: Cleric 3, Druid 3, Magic-User 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 or more willing creatures
Duration: 2 hours/caster level; see text
Saving Throw: None
Magic Resistance: Yes
The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air and can be reversed to allow water-breathing creatures to breathe air.

Material Component: A short reed or piece of straw that is not expended upon this spell's casting.

Water Walk

Alteration
Level: Cleric 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Targets: 1 willing creature/caster level
Duration: 10 minutes/caster level
Saving Throw: None
Magic Resistance: Yes
The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 120' per round until they can stand on it.

Web

Conjuration/Summoning
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: 20' radius cylinder, 20' in height
Duration: 10 minutes/caster level
Saving Throw: Dexterity negates; see text
Magic Resistance: No
Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears.

Anyone in the area of effect when the spell is cast must make a Dexterity Saving Throw. If this save succeeds, the creature has avoided entanglement and may attempt to move through the web's area of effect (see below).

Creatures who fail their save are entangled and have their Movement Rate reduced to 0. Entangled creatures lose any Dexterity bonus they might have to Armor Class and may not employ a shield to defend themselves. Entangled creatures may only attack the web while entangled.

Each round, a character or creature caught in a web can take an action to make an Athletics skill check in order to free itself from the web. The DC of this check is equal to the spell's Saving Throw DC.

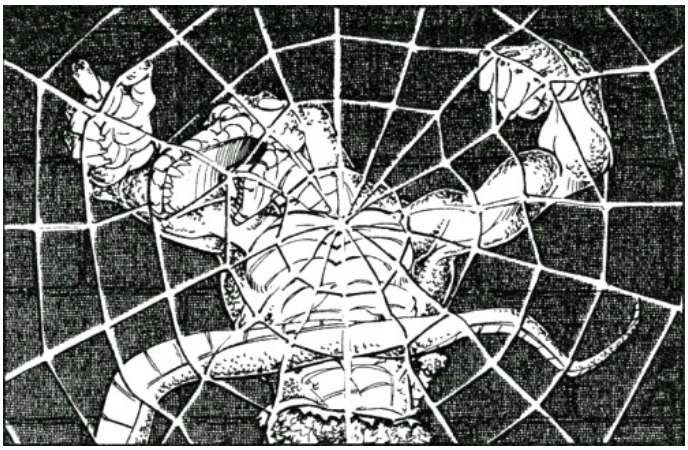
Those in the area of the web but unentangled, either by making the initial Dexterity Saving Throw or a later Athletics skill check, may move through the web at a rate of 5' per round.

The web offers cover to those within it. A creature 5' away from his attacker has light cover. Creatures up to 10' away have heavy cover while those further away have total cover and cannot be attacked nor targeted by sight by spellcasters. Attacking a creature in a web won't cause you to become entangled unless you enter the web.

Each 5' cube of webs has Armor Class 10, 10 Hit Points, and immunity to bludgeoning and piercing damage. The strands of a Web spell are flammable. A *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burns away a 5' cube in 1 round. This fire sets alight all adjacent cubes on the following round, quickly spreading out throughout the area of the Web and burning it away over the course of several rounds. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a Permanency spell. A permanent Web that is destroyed regrows in 10 minutes.

Material Component: A bit of spider web.



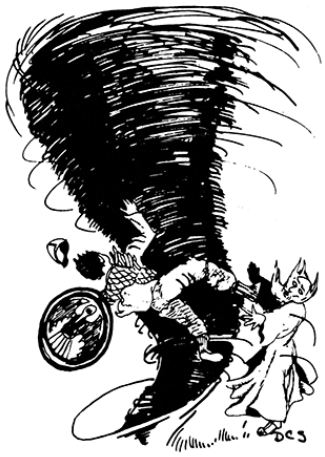
Weird

Illusion/Phantasm
Level: Magic-User 9
Targets: Any number of creatures in range
This spell functions like Phantasmal Killer, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's Charisma save succeeds, it still takes 4d6 points of psychic damage and is stunned for 1 round. The subject also takes 2 points of temporary Strength damage.

Whirlwind

Invocation/Evocation
Level: Druid 8
Components: V, S, M
Casting Time: 1 action
Range: 400' (Long)
Effect: 30' tall cyclone, 5' radius at its base and 15' radius at its top
Duration: Concentration, up to 1 round/caster level; see text
Saving Throw: None; see text
Magic Resistance: No
This spell creates a powerful tornado of raging wind that moves through the air, along the ground, or over water at a Movement Rate of 60'. You direct the cyclone's every movement while concentrating upon the spell. The cyclone always moves during your turn.



All flames in the area of the Whirlwind spell are extinguished. All ranged attacks are impossible (even with siege weapons), as are Perception checks. Characters within 60' of the Whirlwind must make a DC 15 Athletics check or be knocked prone and sucked 1d6 x 5 feet towards the Whirlwind. Those who come into contact with the Whirlwind are picked up and whirled around, taking 8d6 points of bludgeoning damage per round.

You may direct the Whirlwind, as part of maintaining concentration, to eject any carried creatures whenever you wish, depositing the hapless souls wherever the Whirlwind happens to be when they are released (falling damage may apply).

A Whirlwind uproots trees, destroys buildings, and causes other similar forms of major destruction.

Whispering Wind

Alteration, Illusion/Phantasm
Level: Druid 2, Magic-User 2
Casting Time: 1 action
Components: V, S
Range: 1 mile/caster level
Effect: 1 message carried on the wind
Duration: 1 hour/caster level or until triggered; see text
By means of this spell, the caster is able to either send a message or cause some desired sound effect. Whispering Wind can travel as many miles above ground as the spellcaster has caster levels, to a specific location within range that is familiar to the caster.

The Whispering Wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

The caster can prepare the spell to bear a message of up to 25 words, cause the spell to deliver other sounds for one round, or merely have the Whispering Wind seem to be a faint stirring of the air that has a susurrant sound.

He can likewise cause the Whispering Wind to move as slowly as a mile per hour or as quickly as a mile every minute. When the spell reaches its objective, it swirls and remains until the message is delivered. As with the Magic Mouth spell, no spells may be cast via Whispering Wind.

Wind Walk

Alteration
Level: Cleric 6, Druid 7
Components: V, S, M
Casting Time: 1 action
Range: Touch
Targets: You and 1 willing creature per 3 caster levels

Duration: 1 hour/caster level; see text
Saving Throw: None
Magic Resistance: Yes
You alter the substance of your body to a cloudlike vapor (as the Gaseous Form spell) and move through the air, possibly at great speed. You can take other willing creatures with you, each of which acts independently.

Normally, a wind walker floats at a Movement Rate of 10' per round with Maneuverability Class A. If desired by the subject, a magical wind wafts a wind walker along at up to 600' per round (60 miles per hour) with Maneuverability Class E.

Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are likely to be mistaken for clouds, fog, vapors, or the like (gaining a +5 bonus to Stealth checks made to conceal themselves).

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 1 minute, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60' per round (for a total of 600'), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Wish

Conjuration/Summoning, Universal
Level: Magic-User 9
Components: V, M
Casting Time: 1 action
Range: See text
Target, Effect, or Area of Effect: See text
Duration: See text
Saving Throw: See text
Magic Resistance: Yes
Wish is the mightiest spell a magic-user can cast. By simply speaking aloud, you can alter reality to better suit you. Even Wish, however, has its limits. A Wish can produce any one of the following effects.

- Duplicate any magic-user spell of 8th level or lower.
- Duplicate any other spell of 7th level or lower, even if it's of a prohibited school.
- Undo the harmful effects of many other spells, such as Geas or Insanity.
- Create a mundane item of up to 50,000 gp in value.
- Create a magic item or add to the powers of an existing magic item.
- Grant a creature a +1 bonus to an ability score. Two to five Wish spells cast in succession can grant a creature a +2 to +5 bonus to an ability score (two Wishes for a +2 bonus, three for a +3 bonus, and so on). These bonuses are instantaneous, so they cannot be dispelled. Note: Bonuses granted through Wish spells may not exceed +5 for a single ability score, nor can ability scores be raised beyond 20 through the use of Wish spells (or any other mortal means).
- Remove injuries and afflictions. A single Wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken or remove all poison effects from everyone in the party, but not do both with the same Wish. A Wish can never restore the level or Constitution loss from being raised from the dead.
- Revive the dead. A Wish can bring a dead creature back to life by duplicating a Resurrection spell. A Wish can revive a dead creature whose body has been destroyed, but the task takes two Wishes, one to recreate the body and another to infuse the body with life again. A Wish cannot prevent a character who was brought back to life from losing an experience level.
- Transport travelers. A Wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Charisma save to negate the effect, and Magic Resistance (if any) applies.
- Undo misfortune. A Wish can undo a single recent event. The Wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a Wish could undo an opponent's successful Saving Throw, a foe's successful hit, a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets an Intelligence save to negate the effect, and Magic Resistance (if any) applies.

You may try to use a Wish to produce greater effects than these but doing so is dangerous. The Wish may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.

Duplicated spells allow Saving Throws and Magic Resistance checks as normal.

Material Component: A diamond worth 25,000 gp. When a Wish duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component (in addition to the 25,000 gp diamond component for this spell).

Wizard Eye

Divination
Level: Magic-User 4
Components: V, S, M
Casting Time: 10 minutes
Range: Unlimited
Effect: Magical sensor
Duration: Concentration, up to 1 minute/caster level
Saving Throw: None
Magic Resistance: No
You create an invisible magical sensor that sends you visual information. You can create the Wizard Eye at any point you can see, but it can then travel outside your line of sight without hindrance. A Wizard Eye travels at 60' per round if viewing an area ahead as a human would (primarily looking at the floor) or 20' per round if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a Gate or similar magical portal.

Material Component: A bit of bat fur.

Wizard Lock

Abjuration, Universal
Level: Magic-User 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 door, chest, or portal, up to 30 sq. ft./caster level in size
Duration: Permanent
A Wizard Lock spell cast upon a door, chest, or portal magically locks it. You can freely pass your own Wizard Lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful Dispel Magic or Knock spell.

Add 10 to the normal DC to break open a door or portal affected by this spell. A Knock spell does not remove a Wizard Lock; it only suppresses the effect for 10 minutes.

Material Component: Gold dust worth 25 gp.

Wizard Mark

Alteration, Universal
Level: Magic-User 0
Components: V, S
Casting Time: 1 action
Range: 0'
Effect: 1 personal rune or mark, all of which must fit within 1 sq. ft.
Duration: Permanent; see text
This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. A Wizard Mark spell enables you to etch the rune upon any

substance without harm to the material upon which it is placed. If an invisible mark is made, a Detect Magic spell causes it to glow and be visible, though not necessarily understandable.

Detect Invisibility, True Seeing, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible Wizard Mark. A Read Magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an Erase spell.

If a Wizard Mark is placed on a living being, normal wear gradually causes the effect to fade in about a month.

Wizard Mark must be cast on an object prior to casting Drawmij's Instant Summons on the same object (see that spell description for details).

Word of Recall

Conjuration/Summoning
Level: Cleric 5, Druid 7
Components: V
Casting Time: 1 action
Range: Unlimited
Target: You and additional, willing creatures; see text
Duration: Instantaneous
Saving Throw: None
Magic Resistance: Yes
Word of Recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10' by 10'. You can be transported any distance within a plane but cannot travel between planes.

You can transport, in addition to yourself, one willing creature per three caster levels.

All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

Wraithform

Alteration, Illusion/Phantasm
Level: Magic-User 3
Components: S, M
Casting Time: 1 action
Range: Personal
Target: Self
Duration: 1 round/caster level
When this spell is cast, the magic-user and all of his gear become mist-like and insubstantial. The caster is subject only to magical attacks, including those by enchanted weapons, or by creatures otherwise able to affect those struck only by magical weapons.

Corporeal undead of most sorts will ignore an individual in Wraithform, believing him to be a wraith or spectre, though intelligent undead such as vampires and liches may make a Perception check to recognize the spell. The DC of this check is equal to the spell's Saving Throw DC. Undead from the Ethereal or Negative Material Planes, such as ghosts, wraiths, and spectres, automatically know that the caster is not what he seems.

The magic-user can pass through small holes or narrow openings, even mere cracks, with all he wears or holds in his hands, as long as the spell persists. Note, however, that the caster cannot fly without additional magic.

No form of attack is possible when using Wraithform. A successful Dispel Magic spell forces the magic-user in Wraithform back to normal form. The spellcaster can end the spell with a single word.

Material Component: A bit of gauze and a wisp of smoke.

Write

Invocation/Evocation, Universal
Level: Magic-User 0
Components: V, S, M
Casting Time: Special (see text)
Range: Personal
Duration: Permanent
Area of Effect: 1 magical spell inscription
By means of this spell an arcane spellcaster might be able to inscribe a spell he cannot understand at the time (due to being on insufficient level) into the tome or other compilation he employs to maintain a library of spells.

The caster must make an Arcana skill check with a DC equal to 10 + the spell's level. If this check fails, the caster temporarily loses 1 point of Intelligence for every level of the spell he was attempting to transcribe into his spellbook and is knocked unconscious for a like number of minutes.

Furthermore, a spell will take 1 hour per spell level to transcribe in this fashion, and during this period, the spellcaster is in a trance state and can always be surprised by any foe.

Material Component: In addition to the writing surface upon which the spell is to be transcribed, the spell caster needs a fine ink composed of rare substances (minimum cost 100 gp per spell level to be scribed).

Wyvern Watch

Abjuration
Level: Cleric 2
Components: V, S, M
Casting Time: 1 action
Range: 100' (Medium)
Effect: 1 hazy wyvern-form
Duration: 1 hour/caster level or until discharged; see text
Saving Throw: Strength negates; see text
Magic Resistance: No
This spell is known as Wyvern Watch because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion.

Any creature approaching within 10 feet of the guarded area may be affected by the "wyvern." Any creature entering the guarded area must roll a successful Strength Saving Throw or stand paralyzed for one round per caster level of the caster, until freed by the spellcaster, until the spell is dispelled by a Dispel Magic spell, or by a Remove Paralysis spell. As soon as a creature is successfully struck and paralyzed by the wyvern-form the force of the spell dissipates.

A successful Saving Throw indicates that the subject resisted the effects of the wyvern-form, and that the spell remains in place.

Any creature approaching the space being guarded by the wyvern-form may be able to detect its presence before coming close enough to be attacked. The DC of this Perception skill check is 10 in bright light, 15 in dim light, and 20 in darkness.

Zone of Truth

Enchantment/Charm
Level: Cleric 2
Components: V, S, M
Casting Time: 1 action
Range: 30' (Close)
Area of Effect: 20' radius circle
Duration: 1 minute/caster level
Saving Throw: Charisma negates
Magic Resistance: Yes
Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the area of effect.

Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth.

Creatures that leave the area are free to speak as they choose.

REWARDS

After defeating fearsome foes in deadly combat and gathering long lost treasures from dark caverns, the characters should have garnered some experience in the arts of mortal combat, the capacity to withstand the rigors of a harsh world, the senses to avoid trouble and not some small amount of wisdom. Considering the gold, gems, jewelry, and magical treasures acquired, the real experience gained is that of knowledge. The characters end their adventures stronger, wiser, and more capable.

Experience points are awarded by the Dungeon Master to the players either on an individual basis or collectively. The experience points awarded are for monsters killed or overcome, treasure acquired, good roleplaying, and successful adventuring.

Experience Points

After characters defeat monsters or acquire treasure, they earn experience points (XP). The Dungeon Master is free to award experience points in whatever manner desired, but the following is a recommended general method.

Magic Items

Like monsters, magic items have an XP value. The Dungeon Master should award a magic item's XP value to a character who possesses and uses the item for a period of time.

Monsters

The Dungeon Master adds the value of all monsters defeated or overcome on the adventure. Each monster has a base XP value, and a bonus can be given if a specific monster was greater than normal for its type. The total XP are then divided by the number of characters that defeated the monsters.

Money

Although not all Dungeon Masters do so, some award XP for mundane treasure. The Dungeon Master should award 1 XP to the party for every 1 gp value of mundane treasure such as money, gems, art, and other items acquired during the adventure.

Roleplaying

The Dungeon Master can also award specific characters XP bonuses for good roleplaying in a specific situation or over the course of an adventure. A typical range for awards is from 25 to 250 XPs, depending on the level of the character.

Story

The Dungeon Master should assign an XP value to each adventure and award that total to each character who completed the adventure successfully. An easy way to determine the story XP value is to compare the adventure to a monster of a Hit Dice that is challenging to the party. The Dungeon Master can then award XPs as if the party overcame that monster.

Gaining Levels of Experience

Characters gain levels as they adventure. Gaining levels equates to becoming better and more experienced at one's chosen profession. With new levels, the character gains more abilities and greater chances of performing abilities successfully. Hit Points increase as do the character's Attack, Proficiency, and Common Ability Bonuses.

To gain a level, the character must accumulate enough experience points to meet the next level's experience point requirement (XPs). Experience points are gained by successfully completing an adventure, killing foes, successfully performing actions, collecting treasure, and as rewards for good roleplaying.

The Dungeon Master awards experience points as described in the rules but may add or subtract experience points for various reasons. Monster experience points are located in the Monstrous Manual. Experience points awarded for treasure acquired is equal to the gold piece value of all the treasure picked up in the course of adventuring. Optionally, the Dungeon Master may not allow this or only some percentage of the treasure's value, as this may speed up the rate of level progression depending on the amount of treasure acquired. For more information on experience points awards for roleplaying, see the Dungeon Master's Guide. Bear in mind that the Dungeon Master does not have to award full XPs if the player did a poor job of roleplaying but can if he wants to.

Once enough experience points are acquired to advance a level, the character may be required to train for the number of weeks equal to the level reached before receiving the benefits of that level. Discuss whether or not training is required for level advancement and the rules for such training, if required, with your Dungeon Master.

Treasure

Treasure can consist of any, some, or all of the following: coins, gems, jewels, art objects, mundane items, treasure maps, spellbooks, and magic items.

Treasure can be found in lost dungeons, hidden in a merchant's pocket, or serve as the bed for an ancient red dragon. Treasure reflects the wealth that a character or monster owns or has acquired in a lair. In most cases, a creature keeps valuables in its home or lair, and carries little or no treasure when it travels. Intelligent creatures that own useful, portable treasure such as magic items tend to carry and use them, leaving bulky and valuable monies and gems in their lair.

Suggested Agreements for the Division of Treasure

The following methods of dividing treasure are commonly used in the name of fairness and party unity:

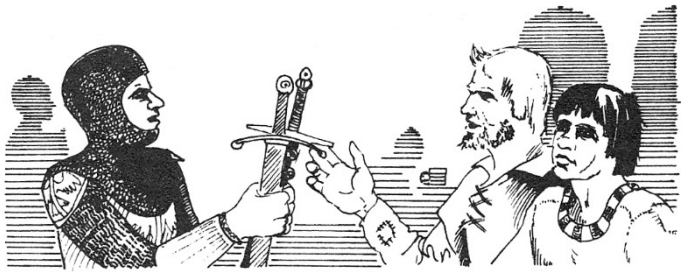
1. Equal shares (share and share alike) is a simple division by the total number of characters involved.
2. Shares by level is a division whereby all character levels of experience are added and the total treasure divided by this sum. One share of treasure is given for each experience level. Multiclassed characters add 1 to their character level for all levels after 1st when progressing in 2 classes at once. They add 2 character levels when progressing in 3 classes at once. Split-classed characters receive shares based upon their totaled class levels in all classes.
3. Equal shares plus bonus is a method to reward excellence and leadership. Treasure is divided by the sum of all characters, plus two or three. The outstanding character or characters, as determined by vote, each gain one extra share.

The following exceptions are common when determining the distribution of party wealth:

1. Non-player character henchmen of a player character count as ½ of a character (or of ½ of their character level, if determining shares by totaled levels). Henchmen do not gain bonus shares for excellence or leadership.
2. A character incapacitated or killed (but subsequently brought back to life) is eligible to share in treasure gained prior to such incapacity or death.
3. Characters who are uncooperative, who obstruct the party, attack party members, or are the proximate cause of another party member's incapacitation or death shall forfeit from ¼ of their share(s) as penalty for their actions.

HIRELINGS, HENCHMEN, AND FOLLOWERS

As players accumulate experience, renown, and wealth, it is common for them to hire on or attract the services of NPCs who will join them in their endeavors. The following section details the 3 types of NPCs that player character may employ, lead, or take on as partners during the course of a campaign: Hirelings, henchmen, and followers.



Hirelings

The most frequently employed NPC is the hireling. A hireling is a person who works for money. Most hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts of specialized adventuring skills. Hirelings are employed for a stated term of service or for the performance of a specific task. Thus, a mercenary typically contracts to serve for one season (90 days). A sage works to answer a single question. A blacksmith may indenture himself for a term of years. A sailor works for a single voyage. Quite often these contracts can be renewed without difficulty, but the only thing that binds a hireling to the player character is regular pay and good treatment.

The following list expands upon the basic Hireling options provided on page 38. It is up to the DM whether or not hirelings are available at a particular time or place in his campaign.

Hirelings	Cost
Alchemist (per day, not including materials)	6 gp
Architect	5 gp
Barrister (per day)	1 gp
Bath	5 cp
Bearer/porter (per day)	2 sp
Blacksmith (per day)	3 gp
Carpenter (per day)	4 sp
Clerk (per letter)	4 sp
Doctor, leech, or bleeding	3 gp
Engineer (per day)	5 gp
Guard (per day)	3 gp
Guide, in city (per day)	4 sp
Jeweler (per day)	5 gp
Laundry (by load)	2 cp
Leatherworker (per day)	4 sp
Limner (per day)	10 sp
Linkboy (per night)	1 sp
Mason (per day)	5 sp
Mercenary captain (per month) *	10 gp
Mercenary soldier (per month) *	5 gp
Messenger (per message)	2 sp
Minstrel (per performance)	5 sp
Mourner (per funeral)	4 sp
Pack handler (per day)	3 sp
Sage (per day)	10 gp
Spy (per assignment)	100+ gp
Tailor (per garment altered)	2 sp
Teamster w/wagon	2sp/mi.
Valet	4 sp

* These costs do not include either the provisioning or equipping of mercenaries. All gear and provisions must be provided by the mercenary's employer. In addition, mercenaries expect their fair share of the spoils of war.

Maximum Number of Hirelings

Players are not limited in the number of hirelings they may enlist, though it is wise to ensure that hirelings are supervised by the player characters or their trusted advisors, especially when hired in large numbers. Mercenary units, in particular, require captains (higher level soldiers) to maintain discipline among the rank and file.

Experience Points and Treasure

Hirelings are usually 0-level NPCs who do not gain experience points for their efforts on behalf of the player characters. They expect no compensation except for their salary, uniform or clothing, room, board, and enough for the upkeep of their equipment. Players may give hirelings gifts, in order to improve their morale or to reward exceptional service but are not required to share treasure with hirelings.

Certain, rare, hirelings may rise in status through exceptional deeds or aptitude to become the henchmen or followers of player characters (see below) or make a place for themselves in the world as NPCs of renown.

Hireling Loyalty and Personality

Hirelings do not serve a player character out of any great loyalty. Thus, there are some things hirelings will not do. Most hirelings do not foolishly risk their lives. There are soldiers willing to take their chances on the field of battle, but even these courageous (or foolish) few do not willingly undertake the greater hazards of adventuring. They man castle walls, guard caravans, collect taxes, and charge the massed foe well enough, but they often refuse to accompany a player character on his journeys into the unknown.

Even a hireling who regularly undertakes dangerous missions (a spy, for example) typically refuses to join player character parties. These hirelings are loners. They contract to do a job and get it done in their own way, without interference from anyone else.

Hirelings are no more loyal than human nature allows. For the most part, if paid and treated well, with opportunities to realize their ambitions, working for a charismatic leader, hirelings can be relied on to do their jobs faithfully. But poor pay, injustice, discrimination, threats, abuse, and humiliation at the hands of their masters make them somewhat less than reliable. A smart leader sees to the comfort and morale of his men before his own concerns. With less savory characters - those hired to perform dark deeds - the player character takes even greater chances, especially given the questionable morals of such characters.

Whatever their personalities, hirelings generally need to make morale checks (explained in the Morale section on page 187) whenever they are faced with a particularly dangerous situation or when offered a bribe or other temptation.

Hirelings are completely under the control of the DM.

Henchmen

A henchman is more than just a hireling the player character can boss around, a henchman is a PC's friend, confidante, and ally.

Henchmen are much that hirelings are not. They are adventurers who serve out of loyalty. They are willing to risk their lives for those they respect. They are also hard to find.

One cannot advertise for friends with any great success. They grow and develop from other relationships. A henchman can be found by placing trust in a skilled hireling. Heroic deeds (saving the life of an NPC) can create a strong and instant bond. Love certainly can form this bond.

Gaining Henchman

Loyal henchmen are powerful allies to a player character. Unlike hirelings, they have the nerve and ability to become powerful adventurers. Although they expect their share of treasure, they do not usually join a player character for money. They are attracted to the PC because of his reputation or other qualities he possesses. As such, henchmen do not usually flock to the banner of a neophyte adventurer and it is recommended that players not gain the service of henchmen until they have reached 4th level.

By the same token, there is no set time at which a player character acquires a henchman. Running a player character and a henchman together is more difficult than just a player character alone. Not every player will be ready for this at the same time, so most DMs will carefully consider if and when players get henchmen.

Likewise, there is no set way to acquire a henchman. Since a henchman is a friend, consider those things that bind friends together. Being treated as equals, helping without expecting reward, trust, kindness, sharing secrets, and standing by each other in times of trouble are all parts of it.

When a player character does these things for an NPC, a bond will develop between them. The DM usually allows the player of that character to have more and more control over the NPC, deciding actions, roleplaying reactions, and developing a personality. As a player does this, he begins to think of the NPC almost as another player character. At this point, the DM may rule that the NPC can be treated as a henchman. In the end the player and the DM must trust their own judgment to determine when an NPC becomes a henchman. There is no clear line an NPC must cross to make the transition from hireling to henchman. Instead, it is a slide from one status to the other.

Race, Class, and Level of Potential Henchmen

The race and class of a potential henchman depends upon many factors, including whether the would-be henchman was initially a hireling, the types of NPCs that the players commonly interact with, as well as the nature of NPCs met, befriended, and/or rescued over the course of the campaign. The DM will, likely, introduce numerous potential henchmen as the campaign unfolds. Your interactions with these NPCs help to determine their outlook towards the player characters and their potential to join them as loyal henchmen.

A henchman is always of lower level than the PC. Should he ever equal or surpass the PC's level, the henchman leaves forever; it is time for him to try his luck in the real world. In some ways, the player character is the mentor and the henchman his student. When the student has learned as much as the teacher, it is time for him to go out on his own.

Henchmen Equipment

Henchmen sometimes come into the service of player characters as hirelings and, if this is the case, are equipped by the player character. Regardless of their background, most henchmen will be equipped with little more than the clothes they wear, some travel gear, a handful of coins, and a few tools of their trade.

A prospective henchman guard, for example, will usually have traveling clothes, a backpack, a bedroll, some hard tack and cheese, a waterskin, light armor of some sort, a weapon or two with which to defend themselves, and a few silver pieces in a moldering pouch.

The wretched state of the majority of prospective henchmen is, in fact, one of the primary motivations for their seeking employment with a renowned adventurer.

Maximum Number of Henchmen

A player character's Charisma determines the maximum number of henchmen he can have. This is a lifetime limit, not just a maximum possible at any given time. In a world where the fallen can be restored to life, it is expected that a man would make this effort for his dearest friends, both player characters and henchmen.

Characters may have up to 4 henchmen. Characters with a Charisma of 13 or higher may have 1 additional henchman for each point of Charisma modifier they have, while those with a Charisma of 8 or lower apply their negative modifier to the maximum number of henchmen that may serve them. The table below shows the number of maximum number of henchmen that a character can have, based upon his Charisma score.

Charisma Score	Maximum Number of Henchmen
3	1
4-5	2
6-8	3
9-12	4
13-15	5
16-17	6
18	7
19	8
20	9
21	10
22	11
23	12
24	13
25	14

Experience Points and Treasure

As the henchman is played, it is the player's responsibility to keep track of any information about the henchman that isn't kept secret. Not only does this make running the game a small bit easier for the DM, it forces the player to pay attention to his henchman.

Among the things a player should keep track of is a henchman's experience point total. Henchmen, unlike hirelings, earn experience points and may advance in level. While they may advance in level, they do not do so at the same rate as player characters. Henchmen gain a ½ share of experience points.

When determining the XP gained after defeating creatures, divide the total XP gained by two times the number of player characters and henchmen in the adventuring party.

As such if the party has 5 player characters and 1 henchman, divide the experience point total by 12. The henchman gets this many XP, which are subtracted from the total XP gained. The remaining XP total is then divided amongst the player characters.

> Example 1: A party of 5 player characters and 1 henchman defeat 4 bugbears (120 XP each) and their leader (175 XP). The total of 655 XP is divided by 12 (2 x the 6 members of the party). The henchman gets 54 XP (655 divided by 12). 655 XP minus this 54 XP comes to 601 XP. These remaining XP are divided by 5 (the 5 player characters), with each player character receiving 120 XP.
>
> Example 2: A party of 4 player characters and 3 henchmen defeat a vampire (8,000 XP). The total of 8,000 XP is divided by 14 (2 x the 7 members of the party). Each henchman gets 571 XP (8,000 divided by 14). 8,000 XP minus the 1,714 XP awarded to the henchmen comes to 6,286 XP. These remaining XP are divided by 4 (the 4 player characters), with each player character receiving 1,571 XP.

They also expect their fair share of treasure and magical items discovered - more, if they took a significant risk. Although the PCs can work out other deals, their henchmen usually get a ½ share of any treasure the party gains. Sometimes a henchman seeks no pay, only the opportunity to serve alongside the player character. Such uncommon henchmen require only living costs.

When determining the treasure gained, divide the total number of coins found by two times the number of player characters and henchmen in the adventuring party.

For instance, if a party of four player characters and one henchman discovers a chest of silver pieces, divide the number found by 10 (2 x the 5 members of the party). The henchman gets this many coins, which are subtracted from the total treasure gained. The remaining coins are then divided amongst the player characters.

> Example: A party of 4 player characters and 1 henchman find 1000 gp. This total is divided by 10 (2 x the 5 members of the party). The henchman gets 100 gp, which are subtracted from the total gold pieces found. The remaining 900 gp are divided amongst the 4 player characters, who get 225 gp each.

Henchmen expect the same care and attention the player character receives when they are injured or killed. The player character is expected to make an effort to raise or restore slain henchmen. This is not a normal expectation of hirelings or followers. The effort should be honest and true. A player character shouldn't fool himself into thinking no one will notice if he doesn't do his utmost. The player character who returns from an adventure minus his henchman is automatically under a cloud of suspicion, despite his most vehement protests. A player character must take great care to maintain his reputation as a good and loyal lord. Indeed, it is possible for a forsaken henchman to return as a vengeful spirit to wreak havoc on those who abandoned him!

Henchmen Loyalty and Personality

Once the DM decides that an NPC is a henchman, he should provide the player of the henchman's PC ally with enough information to roleplay the henchman adequately. It is hard to run a character properly without such basic information as ability scores, race, or level. Ideally, the player should not have to ask the DM, "Can my henchman do this?"

Moreover, the DM should also include a short description of the henchman in appearance, habits, peculiarities, personality, and background. The last two are particularly important.

The player is responsible for deciding a henchman's actions, provided they are in character for the NPC. This is one of the advantages of the henchman over the hireling. The DM should only step in when the player is abusing or ignoring the personality of the NPC.

Clearly, there are times when the DM can step in and overrule a player decision regarding henchmen. There are things a henchman simply will not do. The relationship is supposed to be that of friendship. Therefore, anything that damages a friendship sours a henchman. The DM should think about those things he would never ask of a friend or have a so-called friend ask of him. If it would ruin one of his own friendships, it will do the same in the game.

For example, henchmen don't give useful magical items to player characters, don't stand by quietly while others take all the credit, don't take the blame for things they didn't do, and don't let themselves be cheated. Anyone who tries to do this sort of thing is clearly not a friend.

Henchmen don't, as a rule, go on adventures without their player character friend unless the purpose of the adventure is to rescue the PC from danger. They don't appreciate being given orders by strangers (or even other player characters), unless their PC friend is also taking orders. Should his friend (the player character) fall, the henchman sees to his needs. He doesn't abandon him and continue on with the other player characters unless this is clearly the only way to aid his friend.

If a PC is not attentive to the wishes and needs of his henchmen, or if he abuses and humiliates them, he can expect the worst. This is the stuff mutinies and rebellions are made of. Should an abusive player character fall at the hands of a once-loyal henchman, he has only himself to blame. Henchmen driven to treachery can be the bane of any player's existence, and the player character must always be aware that henchmen are sometimes not what they seem. Once their loyalty has eroded, they can be a means to get at the player character. Throughout history, many a cruel and cunning villain has posed as a true companion, waiting for his chance to strike or spy on his friend.

Whatever their personalities, henchman may have to make morale checks (explained in the Morale section on page 187) when faced with an especially dangerous situation, when ill-treated, offered a substantial bribe, or faced with some other form of temptation.

Followers

Player characters, upon reaching level 9 and doing certain things (such as building a stronghold), will be entitled to attract one or more followers. These followers might be fanatically loyal servants of the same deity (or deities) in the case of clerics, stalwart admirers of fighters, or pupils eager to learn from a master in the case of monks, magic-users, and bards. Followers do not serve for a specific term of contract, remaining with the player character as long as their basic needs are met. Unless otherwise stated, the alignment of these followers should be close to that of the character.

Followers are similar to henchmen; except they're generally low-level NPCs. Because they're relatively weak when compared to the player character that they serve, followers should not be used as adventuring companions, though a clever player can use them as scouts, spies, messengers, errand runners, or guards. The term retainer is used to describe elite, higher-level followers who act as aides-de-camp who lead troop followers.

When a player character has attained 9th level in one or more of his character classes, he may work to establish a stronghold, guild, school, or grove. The player character need not seek out followers - they come to him, seeking out positions within his illustrious household.

Followers appear only once, unless stated otherwise. Replacements do not arrive to fill the ranks of the fallen. Massive losses of followers in combat only gives a lord a bad reputation, discouraging others from flocking to his banner.

Some characters attract unique followers such as animals or magical beings. Although termed followers, these creatures are more properly treated as henchmen in terms of loyalty and what they will and will not do. They do not count against the character's limit on henchmen, however, since they are technically followers. Use the following guidelines whenever a high-level character seeks to attract followers:

Experience Points, Treasure, and Obligations

Whenever a player character takes on followers, he has committed himself to certain obligations and customs that surround such agreements. A player character is expected to provide adequate meals and boarding. Furthermore, the player is expected to protect and see to the well-being of his followers.

Experience points need not be tracked for followers, as the rules for their gaining levels do not call for this amount of record-keeping. Likewise, most followers do not demand wages or salary, but must be fed, provided for, and rewarded as suitable for the conditions.

For those engaged in more dangerous pursuits, however, additional concessions should be granted. Since horses are expensive, player characters should be ready to cover the cost of mounts lost in combat or on campaign. It is unreasonable to expect a troop follower to buy a new mount from his meager savings. Likewise, other items of war craft - weapons and armor - must be replaced by the player character.

All military units and their leaders are equipped when they first join the player character as followers, but the player character must replace all losses. Certainly, all player characters are expected to pay the cost of special transport - securing passage on ships and arranging wagons for baggage. Of the grimmer duties, player characters are expected to pay for a decent (though hardly lavish) interment.

One of the more unusual obligations of a player character is to ransom his men. This is especially true of men lost during a campaign. The greater number of soldiers lost in a battle are not slain but captured. Common practice of the medieval period was to officially ransom these prisoners for well-established prices. A common footman might ransom for 2 gp, a minor priest for 75 gp, a knight's squire for 200 gp, and a king's man for 500 gp. These are paid for by the lord of the prisoner. A player character is expected to do the same.

Of course, the player character can pass much of this cost onto his subjects and the relatives of the prisoner. Thus, men might languish for long periods in the hands of the enemy before their ransom is raised. Furthermore, should a player character ransom a follower, he has every reason to expect loyal service from that man in the future. After all, he has demonstrated his willingness to save that NPC from hardship and death.

In a fantasy world, a player character is also expected to bear the cost

of magical spells cast to the benefit of his men. He may arrange to have his men blessed before battle or healed after it. He shouldn't grumble about the expense, because the spells also make good tactical sense. The Bless spell increases the success of his army in the field. Magical cures get his army back on its feet quicker. All these things can make him very successful while also making him popular with his followers.

Roleplaying Followers

Followers, while typically more loyal than henchmen, are played much like hirelings. Whereas henchmen may, with DM permission, be run by the players in the campaign, followers are always run by the DM. Followers always begin their service to the player character with an attitude of Preferred towards that player (see Morale on page 187 for more details).

This starting attitude may be altered if the player-lord does not live up to his obligations as a master or teacher. Just as with any NPC, a follower can turn against his master if his loyalty wanes and is tested.

Assassin Followers

At 9th level, an assassin may attempt to start their own assassins' guild or attempt to take control of a pre-existing guild, of which they must be a member.

A pre-existing guild will typically have a body of guild members which numbers between 7-28 (7d4). If an assassin wrests control of an existing guild from its former master, he must first eliminate its Guildmaster.

Upon change of leadership, it is 75% likely that each guild member will leave the guild. Thus, it will be necessary for the new Guildmaster to allow new members into the guild. These new assassins will all be 1st level and gain experience levels independently of their master. The maximum number of new, 1st level, guild members is equal to the level of the assassin (this number is further modified by the assassin's Charisma modifier). These new recruits will arrive gradually over the course of several weeks.

There are, in addition to guild members, both the henchmen companions and hirelings of the former Guildmaster. Henchmen loyal to the former Guildmaster will almost always leave the guild, while hirelings will typically stay on for as long as their terms of service are met.

If an assassin successfully takes control of an established guild, he must pay all remaining guild members 1,000 gold pieces for each of their experience levels in order to assure their loyalty.

Roll on the table below in order to generate each member of a pre-existing assassin's guild:

Race of Follower

D% Roll	Race	D% Roll	Race
01-05	Dwarf	26-30	Halfling
06-10	Elf	31-60	Half-Orc
11-15	Gnome	61-00	Human
16-25	Half-Elf		

Level of Follower

D% Roll	Level	D% Roll	Level
01-15	1	66-75	5
16-30	2	76-85	6
31-45	3	86-95	7
46-65	4	96-00	8

Note that 1st and 2nd level assassins have a 25% chance of being multi-classed, while 3rd and 4th level assassins have a 25% chance of being split-classed (having 2 assassin levels and either 1 or 2 levels in a second class). Roll of the table below to see what other class a multiclassed or split-classed assassin has levels in.

Multiclassed and Split-Classed Assassin Options, by Race

Race	Other Class* (d6)
Dwarf	Cleric (1-2), Fighter (3-6)
Elf	Cleric (1), Fighter (2 -3), Magic-user (4-6)
Gnome	Cleric (1-2), Fighter (3-4), Magic-user (5-6)
Half-Elf	Cleric (1), Fighter (2 -4), Magic-user (5-6)
Halfling	Cleric (1), Fighter (2-6)
Half-Orc	Cleric (1-3), Fighter (4-6)
Human	Cleric (1), Fighter (2-4), Magic-user (5), Monk (6)

* Or subclass thereof, at the DM's discretion.

An assassin attempting to start a fledgling guild must recruit new members. These new assassins will all be 1st level and gain experience levels independently of their master. The maximum number of "followers" depends upon the size and prosperity of local settlements but is no more than 2d4 plus the level of the assassin (this number is further modified by the assassin's Charisma modifier). These new recruits will arrive gradually over the course of several weeks.

Whether gaining control of an existing guild or establishing a new guild, guild members are loyal only to strength, power, and profit. Guildmembers who rise to a high enough level to challenge their master will do so, threatening both the authority and life of their master.

The headquarters of a guild is always within a large town or big city. It must not be a noticeable fortress or an ostentatious place. It is typically a warehouse or other nondescript structure, with safeguards and traps added. This avoids attention and unwanted notoriety. All expenses of maintaining the guild and its members - excluding the Guildmaster - are assumed to be fully paid for by normal guild activities. Any improvements, changes, the expenses of the leader, and all other special costs must be borne by the Guildmaster Assassin.

The headquarters of a region's most powerful assassin, commonly called the Grandfather of Assassins, can be virtually anywhere and of any form - cavern, castle, monastery, palace, temple, you name it. However, if it is a large and obvious place, the headquarters must be located well away from all communities - such as in the midst of a murky woods, a dismal marsh or fen, a lonely moor, a deserted island, a remote coast, or far into forsaken hills or atop a mountain. This figure acts as overlord to all of the region's Guildmasters and is of no less than 15th level. The Grandfather of Assassins is usually served by 28 guild assassins of 2nd through 8th level and 4d4 1st level followers.

Barbarian Followers

Upon reaching 9th level, a barbarian may summon a barbarian horde. This horde can only be summoned in the native territory of the barbarian from among barbarians of his background.

A barbarian horde can number as many members as its leader's experience-point total divided by 1,000. Thus, a barbarian who has just reached 10th level can gather a 500-member horde, and one who has just reached 12th level can have a 1,000-member horde.

A horde takes a 4d4 days to gather in the barbarian's home territory, and must have a stated purpose, such as "Tear apart the College of Magic in Arcana City brick by brick," "Rescue Princess Madelyn from the Storm Pirates," or "Serve under Goodbar the Cleric in his battle against the infidels." Deviating from the proclaimed purpose by the horde or its leader may cause the horde to disband, at the DM's discretion.

Members of disbanded hordes will return by the quickest and safest route to their homelands. A barbarian horde can only be kept together for as many weeks as the barbarian leader has levels of experience. At the end of this time, the horde is usually disbanded. Exceptions may be made if large amounts of treasure are distributed to the members, if the leader has a high Charisma, if the leader of the horde is a tribal leader as well, or if an unattained goal is in easy reach.

Each of these special circumstances which apply would extend the duration of the horde by 2 weeks at most. A tribal leader who has his horde disband before their purpose is fulfilled will not receive a warm welcome the next time he returns to his homeland.

In addition to the normal, 1st level, barbarians in the horde, the leader of the horde will gain two commanders, each of a level equal to ½ of the barbarian's level. Each commander will have two captains of ½ their level.

> Example: Graevulf, a 10th level barbarian with 550,000 experience points could gather a horde of 550 1st level barbarians plus two 5th level commanders and four 2nd level captains.

The horde may include shamans (druid/magic-users), witch doctors (cleric/magic-users), druids, or clerics in place of these commanders and/or captains.

This ability may be used once per year. A commander who repeatedly returns to the service of the same barbarian, and finds the summonses to be consistently profitable, may wind up as a loyal henchman to the barbarian. Members of a barbarian's horde are considered followers for the purposes of morale (see page 187).

Bard Followers

At 9th level a bard can establish a college and gains the services of 1d4 1st level pupils. These students gain experience independently of their master. At 15th level the bard will attract 1d4 additional 1st level students who will also gain levels independently. In the likely event that a student sets off on their own, another student will eventually take their place.

Bards will sometimes attract fighters, thieves, and druids who seek their tutelage. These NPCs will often advance as split-classed bards.

Bardic colleges are sometimes sponsored by a noble patron or druidic enclave as a sign or appreciation, beneficence or amity. Colleges with a patron have their construction costs halved.

Should the bard establish a stronghold, he also attracts warriors as followers upon reaching 9th level. The bard attracts 10d6 0-level soldiers into his service. They arrive over a period of several weeks. Of course, a bard can build a stronghold any time, but no followers arrive until he reaches 9th level.

Cleric Followers

The cleric has the option of constructing a church-sanctioned place of worship at 9th level. This must contain a large temple, cathedral, or church of not less than 2,500 square feet. It can be a castle, a monastery, an abbey, or the like. Obviously, the site must contain all the trappings of a place of worship and must be dedicated to the service of the cleric's cause. However, the construction cost of the stronghold is half the normal price, since the work has official sanction and much of the labor is donated.

The cleric can build a place of worship prior to 9th level but does not attract believers until reaching 9th level. Furthermore, a cleric erecting a place of worship before reaching 9th level does so without his church's sanction and, as such, does not receive the financial benefits described above.

Upon reaching 9th level, the cleric automatically attracts a fanatically loyal group of believers, provided the character has established a place of worship of sufficient size.

These faithful commoners are fanatically loyal and serve without pay so long as the cleric does not change deities and/or alignment. These followers number between 20 and 200 (2d10 x 10).

In addition to these faithful commoners, the cleric will attract the services of men-at-arms (soldiers). To determine the composition of the troops, roll the quantities for each troop type, as shown on the following table. All are 0-level soldiers.

#	Soldier Type
2d4	Heavy cavalry*, platemail & shield, lance, broadsword, & horseman's mace
3d4	Medium cavalry*, chainmail & shield, lance, flail & short sword
5d6	Light cavalry*, studded leather & shield, light crossbow & pick
5d4	Heavy infantry, splint mail, battle axe & long sword
5d6	Heavy infantry, chainmail, pole arm** & hand axe
5d6	Heavy infantry, ringmail, heavy crossbow & short sword
10d6	Light infantry, padded armor & shield, spear & club

* Dwarven, gnomish, and halfling cavalry may be replaced with infantry or may ride on suitable mounts, such as ponies, mountain goats, riding dogs, etc.

** Select type or types randomly or assign whichever you desire

In addition to these faithful troops, the cleric will attract the services of a chaplain, a retainer of 3rd through 6th level. Roll on the table below to determine the level and equipment of the chaplain:

D% Roll	Retainer
01-40	3rd level cleric, chainmail & shield; *+2 footman's mace*
41-75	4th level cleric, platemail & shield; *+1 horseman's flail*
76-95	5th level cleric, *+1 platemail* & shield; *+2 footman's flail*
96-00	6th level cleric, *+1 platemail* & *+1 shield*; *+2 footman's mace*; *pearl of wisdom*

After the initial followers assemble, no new followers trickle in to fill the ranks of those who have fallen in service. The character can hire other troops as needed, but these are not as loyal as his followers.

Druid Followers

Druids do not build strongholds, employ mercenaries, or hire civilian employees. Local rulers ignore the presence of druids, pretending they don't exist, and druids normally confine their demonstrations of authority to people who abuse and wantonly destroy the forests protected by the druid.

All druids prefer to live in scared groves; dwelling in sod, log, or stone buildings of smallish size. Upon reaching 9th levels, the druid will generally inhabit building complexes set in woodlands and similar natural surroundings. Upon establishing this grove, the druid will attract three 1st level druid neophytes to serve him.

As the druid gains levels these attendants will progress in level as well, gaining one level for each level that their druidic mentor acquires. At 15th level, when the three attendants have reached 7th level, the master druid acquires three more 1st level druid underlings who, in turn, gain levels as their master does. At 20th level three more attendants come to serve the druid. By 20th level the druid should be served by three 12th level druids, three 6th level druids, and three 1st level druids.

Fighter Followers

When a fighter attains 9th level, he can automatically attract men-at-arms. These soldiers, having heard of the fighter, come for the chance to gain fame, adventure, and wealth. They are loyal as long as they are well-treated and successful in their military campaigns. Abusive treatment or a disastrous campaign can lead to grumbling, desertion, and possibly mutiny.

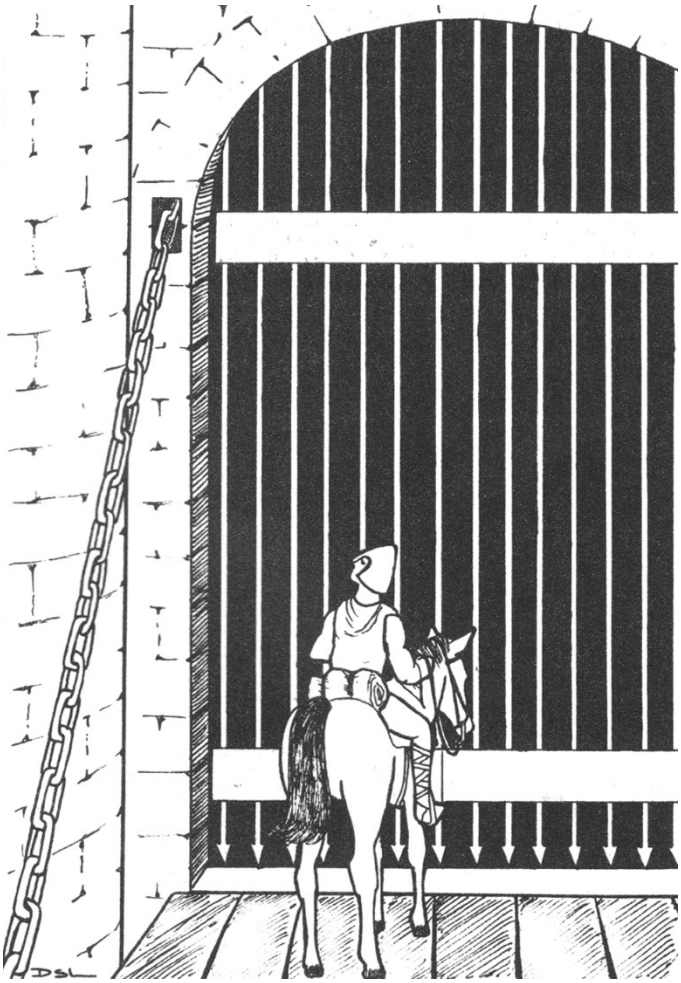
To attract the men, the fighter must have a castle or stronghold and sizeable manor lands around it. As he claims and rules this land, soldiers journey to his domain, thereby increasing his power. Furthermore, the fighter can tax and develop these lands, gaining a steady income from them. Your DM has information about gaining and running a barony or similar holding.

Roll once for the retainer, or troop leader, and once for soldiers (0-level troops) on the following table.

D% Roll	Retainer
01-40	5th level fighter, platemail & shield; +2 battle axe
41-75	6th level fighter, platemail & *+1 shield*; *+1 spear* and *+1 dagger*
76-95	6th level fighter, *+1 platemail* & shield; arms as above. 3rd level fighter lieutenant, splint mail & shield; *crossbow of distance*
96-99	7th level fighter, *+1 platemail* & *+1 shield*; *+2 sword*; rides a heavy warhorse with *horseshoes of speed*
00	DM's Option

D% Roll	Soldiers
01-50	Company of 20 light cavalry with ringmail & shield, 3 javelins, long sword, hand axe. Company of 100 heavy infantry with scalemail, pole arm* and club.
51-75	Company of 80 heavy infantry: 20 with splint mail, morning star and hand axe, and 60 with leather armor, pike and short sword.
76-90	Company of 60 crossbowmen with chainmail: 40 with heavy crossbow and short sword, and 20 with light crossbow and military fork
91–99	Company of 60 cavalry: 10 with banded mail, shield, lance, bastard sword and shield, 20 with scalemail, lance, longsword, mace and shield, and 30 with studded leather, lance, flail and shield
00	DM's Option (Barbarians, sailors, armed peasants, extra-heavy cavalry, etc.)

* Select type or types randomly or assign whichever you desire.



In addition to regular men-at-arms, the 9th level fighter also attracts an elite bodyguard (his "household guards"). These soldiers have greater loyalty to their lord than do common soldiers.

In return, they expect better treatment and more pay than the common soldier receives. Although the elite unit can be chosen randomly, it is better to ask your DM what unit your fighter attracts. This allows him to choose a troop consistent with the campaign.

D% Roll	Elite Units
01-10	10 mounted knights (1st level fighters) with plate mail, large shield, lance, broadsword, morning star, and heavy war horse with full barding
11-20	10 elven warriors (1st level elven fighter/mages) with chain mail, long sword, long bow, dagger
21-30	15 wardens (1st level rangers) with scale mail, shield, long sword, spear, long bow
31-40	20 berserkers (1st level barbarians) with leather armor, shield, battle axe, broadsword, dagger
41-65	20 expert archers (1st level fighters) with studded leather armor, long bows or crossbows
66-99	30 infantry (1st level fighters) with plate mail, body shield, spear, short sword
00	DM's Option (pegasi cavalry, eagle riders, demi-human scouts, dwarven sappers, etc.)

The DM may design other tables that are more appropriate to his campaign. Check with your DM upon reaching 9th level. A fighter can hold property, including a castle or stronghold, long before he reaches 9th level. However, it is only when he reaches this level that his name is so widely known that he attracts the loyalty of other warriors.

Magic-User Followers

When a magic-user reaches 9th level, he often sets out to create a stronghold, such as a wizard's tower or hidden retreat, in which to conduct his research and establish a workshop. In most instances the local ruler issues a proclamation stating that his subjects are not to interfere with the magic-user or their holdings. In return for this land grant, the magic-user agrees to aid the local ruler in times of dire need.

It is possible for a magic-user of 9th or higher level to construct a stronghold in unclaimed wilderlands, thus establishing himself as lord of those lands.

Unlike many other characters, wizards gain no special benefits from building a stronghold. They can own property and receive the normal benefits, such as a monthly income with which to hire mercenaries for protection. However, the reputations of wizards tend to discourage people from flocking to their doors.

At 9th level the magic-user, regardless of whether they have established a stronghold or not, may gain the services of a 1st level apprentice. Whether or not this is the case has much to do with the renown or infamy of the magic-user, and with the disposition of local lords and commoners towards the magic-user. This student gains experience independently of his master but looks to their master for guidance and wisdom.

Monk Followers

When a monk player character attains the 9th level of experience, he may have a monastery or temple constructed. Upon doing so, he attracts 1d4+1 1st level monks as followers. The monk will attract 1d2 additional 1st level monks whenever he gains a level of experience. These students gain experience independently of their master.

Temples exist to spread the scholastic knowledge and discipline of the monk's order; though a temple in a dangerous area may be built like any castle, it behaves like a school, not a ruler's fortress. For these reasons, regional rulers do not normally become involved with monks and their temples.

Monks do not rule lands. A monastery's monks may farm the surrounding lands to support themselves and may keep the region clear of dangerous monsters. They never assert authority over nearby communities, nor are they required to send troops to local rulers.

While followers of a monk are extremely loyal, they leave his service when they attain 5th level. All followers will be of the exact same alignment as the monk player character. If he changes alignment, the current followers will desert, but new ones can still be gained by

advancement in level. Note that monk followers require no support, upkeep, or pay of any sort.

Paladin Followers

A paladin does not attract a body of followers upon reaching 9th level or building a castle. However, he can still employ hirelings and attract henchmen, although these must be lawful good in comportment.

Ranger Followers

Rangers can build castles, forts, or strongholds, but do not gain any special followers by doing so.

At 9th level, a ranger attracts 2d6 followers. These followers might be normal humans, but they are often animals or even stranger denizens of the land. The table below can be used to determine each of these, or your DM may assign specific followers.

D% Roll	Follower
01-10	Bear, black
11-20	Bear, brown
21	Brownie*
22-23	Cleric (elf)
24-26	Cleric (half-elf)
27-29	Cleric (human)
30-35	Dog/wolf
36-37	Druid (elf)
38-39	Druid (half-elf)
40-42	Druid (human)
43-48	Falcon
49-52	Fighter (elf)
53-54	Fighter (gnome)
55-56	Fighter (half-elf)
57-58	Fighter (halfling)
59-65	Fighter (human)
66	Fighter/mage (elf)*
67-72	Great cat (tiger, lion, etc.) *
73	Hippogriff
74	Pegasus*
75	Pixie*
76-78	Ranger (elf)
79-81	Ranger (half-elf)
82-90	Ranger (human)
91-94	Raven
95	Satyr*
96	Thief (halfling)
97	Thief (human)
98	Treant*
99	Werebear or Weretiger*
00	Other wilderness creature (DM's Option)

* If the ranger already has a follower of this type, ignore this result and roll again.

Of course, your DM can assign particular creatures, either choosing from the list above or from any other source. He can also rule that certain creatures are not found in the region.

These followers arrive over the course of several months. Often, they are encountered during the ranger's adventures (allowing you and your DM a chance to roleplay the initial meeting). While the followers are automatically loyal and friendly toward the ranger, their future behavior depends on the ranger's treatment of them. In all cases, the ranger does not gain any special method of communicating with his followers. He must either have some way of speaking to them or they simply mutely accompany him on his journeys. ("Yeah, this bear's been with me for years. Don't know why - he just seems to follow me around. I don't own him and can't tell him to do anything he don't want to do," said the grizzled old woodsman sitting outside the tavern.)

Of course, the ranger is not obligated to take on followers. If he prefers to remain independent, he can release his followers at any time. They reluctantly depart but stand ready to answer any call for aid he might put out at a later time.

Thief Followers

Thieves do not build castles or fortresses in the usual sense. Instead, they favor small, fortified dwellings, especially if the true purpose of the buildings can easily be disguised. A thief might, for example, construct a well-protected den in a large city behind the facade of a seedy tavern or old warehouse.

Naturally, the true nature of the place will be a closely guarded secret! Thieves almost always build their strongholds in or near cities, since that is where they ply their trades most lucratively.

This, of course, assumes that the thief is interested in operating a band of thieves out of his stronghold. Not all thieves have larceny in their hearts, however. If a character devoted his life to those aspects of thieving that focus on scouting, stealth, and the intricacies of locks and traps, he could build an entirely different sort of stronghold - one filled with the unusual and intriguing objects he has collected during his adventurous life. Like any thief's home, it should blend in with its surroundings; after all, an accomplished thief never advertises his whereabouts. It might be a formidable maze of rooms, secret passages, sliding panels, and mysterious paraphernalia from across the world.

Once a thief reaches 9th level, his reputation is such that he can attract followers - either a gang of scoundrels and scalawags or a group of scouts eager to learn from a reputed master. The thief attracts 4d6 of these fellows. They are generally loyal to him, but a wise thief is always suspicious of his comrades. The table below can be used to determine the type and level of followers, or the DM can choose followers appropriate to his campaign. Followers with two or more classes may be either multiclassed or split-classed, at the DM's discretion.

D% Roll	Follower	Level Range
01-03	Dwarf fighter/thief	1-4
04-08	Dwarf thief	1-6
09-13	Elf thief	1-6
14-15	Elf thief/fighter/magic-user	1-3
16-18	Elf thief/mage	1-4
19-24	Gnome thief	1-6
25-27	Gnome thief/fighter	1-4
28-30	Gnome thief/magic-user	1-4
31-35	Half-elf thief	1-6
36-38	Half-elf thief/fighter	1-4
39-41	Half-elf thief/fighter/mage	1-3
42-46	Halfling thief	1-8
47-50	Halfling thief/fighter	1-6
51-53	Half-orc thief	1-6
54-56	Half-orc fighter/thief	1-4
57-98	Human thief	1-8
99	Human fighter/thief	1-6
00	Other (DM selection)	

Thieves tend to be very jealous of their territory. If more than one thief starts a gang in the same area, the result is usually a war. The feud continues until one side or the other is totally eliminated or forced to move its operation elsewhere.

NPC MORALE

All NPCs and creatures have a Morale Rating. This rating comes into play whenever that NPC's or creature's loyalty or courage is in question. Morale Ratings have corresponding Morale Scores that are handled much like an ability score, and typically range from 3-18.

Morale Rating and Morale Score

Morale Ratings correspond to the following Morale Scores:

Morale Rating	Score	Modifier
Wavering	3	-3
Unreliable	4-5	-2
Unsteady	6-8	-1
Average	9-12	±0
Steady	13-15	+1
Elite	16-17	+2
Champion	18	+3
Fanatic	19	+4
Unwavering	20 or greater	+5

Sample Morale Ratings and Scores

The following chart gives examples of Morale Ratings and Scores for creatures and NPCs. These sample ratings and scores can be modified if a creature has an exceptional commander or trainer, is especially devoted to a cause or leader, is being mistreated, etc.

Creature or NPC Type	Morale Rating (Score)
Animal, docile	Wavering (3)
Animal, predator	Unsteady (8)
Animal, combat-trained	Average (12)
Follower, commoner	Average (12)
Follower, 0-level soldier	Steady (15)
Follower, elite unit	Elite (16)
Follower, pupil or devotee	Elite (16)
Follower, retainer	Elite (16)
Henchmen	Elite (16)
Hireling, common	Unsteady (8)
Hireling, guard	Average (12)
Human, 0-level commoner	Unsteady (8)
Human, 0-level militia	Average (10)
Human, 0-level soldier	Average (12)
Human, elite soldier	Steady (13)
Human, mob	Average (9)
Monster, animal-intelligence	Average (12)
Monster, low-intelligence	Average (10)
Monster, non-intelligent	Champion (18)
Monster, semi-intelligent	Average (12)
Undead, ghoul	Steady (13)
Undead, lich	Champion (18)
Undead, mindless	Unwavering (20)

Morale Ratings of Followers, Henchmen, and Hirelings

NPCs in the service of player characters have a base Morale Rating of "Average" and a Morale Score of 10. This is adjusted based on several factors, including an NPC's alignment, outlook towards his master, and so on.

Morale Score Modifiers

The following tables provide modifiers to the base Morale Score of 10 for hirelings, henchmen, and followers:

Alignment: Lawfully aligned, as well as good-aligned, NPCs tend to be more loyal towards their employers or masters. Conversely chaotic and/or evil NPCs tend to think about furthering their own aims and goals, often at the expense of others, and make for less loyal servants.

NPC Alignment	Modifier
Lawful	+1
Chaotic	-1
Evil	-1
Good	+1

Furthermore, NPCs tend to be more loyal towards those who share their beliefs and values, as shown on the following table:

Alignment Difference Between NPC and Master	Modifier
Same	+2
Differs by 1 step along either axis	±0
Differs by 2 or more steps along either axis	-2

Attitude: A creature's or NPC's attitude towards their mentor or leader may be altered over time, depending upon how that creature or NPC is treated. Creatures and NPCs that are treated with cruelty or caprice

will grow to dislike or hate their masters over time, while those treated with benevolence and/or fairness will become increasingly loyal.

NPC Attitude Towards its Master	Modifier
Preferred	+3
Goodwill	+1
Neutral	±0
Antipathy	-3
Hatred	-5

Type of Service: Hirelings tend to be less loyal than both followers and henchmen, while henchmen and followers, due to their close personal bond with their master, are the most loyal NPC type. Add the applicable modifier from the following table:

Type of Service	Modifier
Henchman or follower	+3
Hireling	±0
Pressed into service	-3

Morale Checks

Sometimes there is just too much going on to keep track of all the motivations and reactions of NPCs or monsters. For these times, use the following system to test the morale or loyalty of the monster or NPC. Never use this system for a player character!

Morale checks are made in circumstances where the loyalty or bravery of the creature, hireling, henchman, or follower is tested. The following chart gives some examples of circumstances that warrant morale checks, and possible outcomes of failed checks:

Circumstances	Failure Indicates
Offered bribe	Accepts bribe
Ordered to testify against liege	Agreement
Has a chance to steal goods	Steals
Left alone in possible danger	Desertion
Abandoned	Desertion
Ordered into possible danger	Refusal
Faced by an obviously superior enemy	Desertion
50% of their allies have been slain, incapacitated, captured or have fled	Desertion
Their leader has been slain, captured, incapacitated or has fled	Desertion
Expected to perform tasks that needlessly risk their lives or go beyond their expected duties	Desertion

Morale checks are treated as Saving Throws that are based on the creature's or NPC's Morale Score. NPCs and monsters typically add their Proficiency Bonus (equal to half of their level or Hit Dice) to Morale Checks, just as they would any other Saving Throw. Non-combatant NPCs do not add this bonus:

D20 + Morale Score modifier + Proficiency Bonus ≥ Morale Check DC

HD or Level	Proficiency Bonus
Less than 1	±0
1	+1
2	+1
3	+1
4	+2
5	+2
6	+3
7	+3
8	+4
9	+4
10	+5
11	+5
12	+6
13	+6
14	+7
15	+7
16	+8
17	+8
18	+9
19	+9
20	+10

Morale Check DCs

Morale checks take place at the start of the round immediately after any of the circumstances listed below, or that the DM finds warrants such a check, have occurred.

The base DC for all morale checks is 10. This DC is modified by each applicable modifier listed below.

Creatures act according to their morale check result on their initiative. Failure indicates that the opponents are routed (if in combat) or turn against their master in an act of self-preservation or outright betrayal.

Morale Check DC = 10 + modifiers

Morale should never be checked more than twice per encounter. If monsters or NPCs make two morale checks, they need make no further checks.

Circumstances	DC Modifier
50% of allied forces (or Hit Points) are lost	+2
Abandoned by allies	+4
Defending home or no means of retreat	-2
Facing hated enemy	-4
Facing an inferior enemy	-2
Facing a superior enemy	+2
Forced to take undue risks	+4
Leader slain or otherwise lost	+4
Outnumber opponents 3 or more to 1	-4
Outnumbered by 3 or more to 1	+4
Unable to affect foes*	+10

* Creatures protected from attack by magic or which require magic weapons to be struck and group does not possess these.

MAGIC ITEM CREATION AND SPELL RESEARCH

Magic-users, clerics, and druids are constantly devising new and interesting applications for their magical powers. It seems to be a part of the job description; most player characters dive into research and item enchantment as soon as they reach the required level and set aside enough money for an appropriate laboratory, altar, or sacred grove.

At first glance, these activities may seem like they're not worth the time and the trouble. After all, creating a new magical item or researching a new spell can be a lengthy and expensive undertaking, uncertain of success. In fact, many DMs will require a PC magic-user, cleric, or druid to embark on several adventures - some quite hazardous - in order to obtain the knowledge or materials necessary. More than one character has allowed his ambition to lead him into expensive or fatal mistakes.

While item creation and research are difficult and tedious endeavors, they can also be extremely rewarding. First of all, player characters confronted with a specific problem may be able to devise a spell or item that can respond to that problem perfectly. Secondly, new items or spells have the advantage of surprise; everyone knows what a Fireball is and how it works, but Falgrim's Incandescent Strike is another matter entirely! New spells or items can provide player characters with defenses or capabilities never before seen in a campaign.

Magical item creation and spell research are discussed together in this section because they represent one of the most rewarding and interesting aspects of the AD&D game; the ability of a character to create something that will outlast his own career (or even lifetime, in some cases!), becoming a permanent part of the DM's campaign world. After all, spells and items with names attached to them were first created by adventuring magic-users, clerics, and druids no different from any other player character. What magic-user doesn't dream of being known as the next Rary, Sustarre, Bigby, or Otiluke?

Magic Item Creation Overview

In many AD&D campaigns, characters are defined by their magical items. Rings, potions, boots, cloaks - all kinds of devices exist that are designed to let a character break the rules of the game in one way or another. Controlling the player character's acquisition of powerful magical items may be one of the most important jobs of the DM, since too little can lead to boredom or stagnation, while too much can create an ever-spiraling elevation of power gaming and wreck a good game even faster.

Just because a character has the ability to make a magical item, the DM shouldn't wave his hand and let the item appear in the campaign. It's important to strictly enforce the details of magical item creation, since this is a character power that can unbalance a game very quickly. The point is for the player to appreciate all the trouble and effort his character goes through in order to create even simple items. Forging a powerful item may take a character out of the campaign for months. Some ideas for strange materials and components for magical items are included in order to widen the range of bizarre quests and riddles a DM can throw at a character while he's working on his next potion or devising a new ring or wand.

Standard versus Nonstandard Items

A character isn't limited to duplicating magical items that appear in the Dungeon Master's Guide. He can choose to devise completely new magical items, tailored to his own needs and tastes. However, the character can attempt to create new items as he sees fit. Some may be simple variants of existing items - for example, there's no reason a *ring of displacement* wouldn't work as well as a *cloak of displacement*. Other items can incorporate powers never before seen in a magical item. Generally, variant items increase the DC of the final Concentration Check by 1, while nonstandard items increase the DC by 2.

Specialist Magic-Users

Some magical items very clearly duplicate the effects of certain spells or specialist schools. For example, a *wand of polymorphing* is obviously an item with strong ties to the school of alteration, while a *wand of fireballs* belongs in the school of invocation/evocation. If the DM agrees that the item in question does indeed fall into the character's specialty, the magic-user gains a +2 bonus on his Concentration Check when creating the item.

Special Ingredients

Creating an enchanted item is difficult. Even the simplest devices require extraordinary materials and processes. In many cases, characters find that an item just isn't worth the trouble of gathering the components, treating or refining them, and then weaving the spells that empower the final product. The DM's best means for controlling player character item creation is through the special ingredients required by a particular item.

There are two types of special ingredients: materials and processes. Materials are just what one would think - components that are actually incorporated into the structure of the item. Processes are steps that somehow refine, imbue, or alter the basic item. In either case, the ingredient can range from common to exotic, embracing almost anything imaginable.

Materials

As a general rule of thumb, more powerful items require more unusual materials. Materials may actually represent physical components of the item in question - the metal used to forge a ring or a rod, the wool from which a cloak is woven - or materials might be additives or refinements, such as a handful of pixie dust for a *potion of flying*, or the scales of a giant snake that are incorporated in a *phylactery of proof against poison*. Materials can be completely nonmaterial, metaphorical ingredients as well as tangible substances.

The courage of a knight, the spirit of a mountain, or the breath of a butterfly are all examples of this type of ingredient. A player character may have to exercise quite a bit of ingenuity and inventiveness to capture these rare qualities or essences!

Materials are divided into three general categories: common, rare, and exotic.

- Common materials can be acquired almost anywhere. Steel, leather, bone, cloth, oak staves, and other such things are all common materials. Note that items suitable for enchantment must be made of the finest materials available, so a magic-user might have to commission an ore-smelter to create the very purest steel available. Even the most common magical items require materials worth 100 gp, at a bare minimum! Intangible common materials could include the tears of a maiden, the strength of a smith, or the essence of a rose.
- Rare materials are more difficult to find or more expensive. A particular type or grade of silk, diamonds, roc feathers, ebony, a wizard's bones, or iron smelted by a master dwarven smith would be rare. Intangible materials could include the tears of a heartbroken maiden, the strength of a king, or the essence of rose harvested on the first night of a new moon. Common materials produced or gathered under unusual circumstances - such as the rose essence just described - also count as rare.
- Exotic materials can only be acquired through an adventure on the part of the character. Silk woven from a phase spider, a faceted diamond never exposed to light, an archmage's bones, a lock of a goddess's hair, or steel smelted from a fallen star are all exotic materials; intangible materials might include the tears of a heartbroken princess, the strength of the greatest king in the world, or the essence of a rose harvested by the light of a comet that returns once every twenty years.

Processes

Almost anything that alters, changes, decorates, or aids in the production of an item without becoming part of the final piece is a process. Naturally, the exact nature of the process varies with the physical form of the item; potions might be mixed or brewed in a special retort, boiled over a fire fueled by an unusual substance, stirred in a special fashion, distilled, evaporated, infused, fermented, separated, or purified. Other processes appropriate for various types of items include the following:

- Ink for scrolls can be brewed much like a potion.
- The alloy for metallic rings must be mined, smelted, and then cast in some kind of mold, extruded as wire, or cold-worked. Setting stones, polishing, tempering, inscribing, or etching could finish the ring. Rings can also be made from nonmetallic substances. Carefully carved stone, wood, or bone are suitable materials.
- Wands and rods can be made of wood, iron, bone, crystal, stone, or almost anything imaginable. These items might require lathing, steeping, tooling, sanding, carving, polishing, enameling, etching, or inlaying.
- Staves are almost always made of wood, but a staff's heels - metal bands that cap the ends - could be made from any number of substances. Staves can be lathed, carved, steeped, tooled, sanded, inlaid, or set with crystals or stones.
- Functional weapons and armor can be made from iron, bronze, steel, or any of a variety of fantastic alloys. Arms of +3 value are made from special meteoric steel, +4 weapons or armor are made from mithral-alloyed steel, and +5 arms are of adamantite-alloyed steel. Processes used to make these items include mining, smelting, refining, forging, casting, tempering, cooling, etching, inlaying, sharpening, and enameling or painting.
- Other items could be beaten, boiled, embroidered, engraved, carved, painted, smoked, cured, glazed, decorated, upholstered, tempered, lacquered, cooled, or heated in some way. Take a look at the appropriate skill descriptions for an idea of some of the processes involved.

Common processes could include chasing, engraving, marking, or finishing in any of the manners described above. Rare processes would add a hard-to-find material - embroidering with gold thread, boiling in the skull of a wizard, or painting with pigment made from the blood of a cockatrice. Exotic processes could include such things as steeping the item or its components in the energies of the Positive Material Plane, smoking it over a fire fueled by branches of Yggdrasil, the World Ash, or forging the item with a hammer touched by the hand of a god.

Required Materials and Processes Guidelines

When a magic-user, cleric, or druid creates a magical item, he spends a lot of time and effort seeking a way to impart to his creation the particular qualities and properties he desires. While an exhaustive listing of each standard item's usual components would be beyond the scope of this book (and fairly boring, as well!), we'll take a quick look at some good ideas for components, spells, and processes designed to imbue an item with the powers the character desires.

Qualities are divided into twelve loose categories:

1. Control or domination
2. Charm or influence
3. Perception
4. Bodily alteration
5. Bodily augmentation
6. Movement
7. Resistance and defense
8. Attack or offense
9. Summoning
10. Object alteration
11. Healing and restoration
12. Magical manipulation

Most items fall into at least one, and sometimes two, of these categories.

Control or Charm: Magical devices of this sort exert a compulsion of some kind, forcing compliance from the subject. Unlike items that rely on influence or the power of emotion, control devices allow the caster to dictate commands to the subject, which will then be followed to the letter. Good examples of items that fall into this category include *potions of giant*, *dragon*, or *undead control*, or a *ring of mammal control* or *elemental control*.

Materials for these items often include specimens or samples from the creature in question - blood, hair, sweat, or more intangible qualities. Rare or exotic requirements might force the PC to seek out a unique individual among the subject race, such as a frost giant jarl, or a vampire mage.

Rings, rods, and staves of this class might require decorating or engraving with a rune signifying the true, secret name of the subjects to be affected. A substance that is linked to the subject in some way could be included; for example, a *potion of plant control* might require the sap of a treant since treants have the ability to animate other plants, or the potion might have to be prepared in a vessel carved from a treant's heartwood. Similarly, a powdered gem taken from a king's crown might be required for a *potion of human control*.

In many cases, some form of Charm, Geas, or Dominate spell will be required to enchant the item.

Influence or Emotion: Magical devices with these properties enable the wielder to exert unusual influence over the subject or impart an emotional state of some kind without gaining the ability to direct and control his movements. It is a subtler type of enchantment than outright control or domination, with more persistent effects that often highlight a player's roleplaying ability. The wielder of the item is not able to actually order the subjects about but instead presents the subject with strong preferences or impulses that the subject is free to pursue as he sees fit. The least subtle of these items simply delivers an overwhelming emotion, such as fear or panic, to send the victims into instant flight. A *ring of human influence*, *wand of fear*, or *philter of love* all fall into this category.

Unlike the control and charm devices, many devices in this category enhance the caster's Charisma or eloquence, without regard to the subject's race. Materials associated with the emotion required are often incorporated into magical items of this type; for example, a *wand of fear* might require a bone from a lich or the terror of a coward. Items that confer persuasiveness to a character might require something from a creature with natural charm or beguiling powers, such as a snake's tongue or wood from the tree of a dryad.

Processes could include such things as etching the item with the tears of a liar, engraving it with the secret name of a terrifying fiend, or tempering it on the altar of a deity of love or trickery. Rods, rings, and wands of this type are often chased with metals related to the emotions in question - silver or gold for noble emotions, lead or iron for base ones.

Spells that may prove useful in enchanting these items include such things as Animal Friendship, Emotion, Enthrall, Fear, Suggestion, or Mass Suggestion.

Perception: Magical items of this type extend the wearer's or user's perceptions in some way, enabling him to detect things he could not detect before, or extending the range of his senses beyond his immediate surroundings. Devices that expand the senses include such things as a *ring of x-ray vision*, a *medallion of ESP*, or a *gem of seeing*; items that extend the senses include *potions of clairaudience* or *clairvoyance*, *crystal balls*, and similar items.

Materials often include samples or specimens from creatures who naturally possess the sense in question, such as the wit of a thief, the cunning of a fox, or the pick of a dwarf master miner. In addition, gems, glass, or stones of special clarity or color are often incorporated into devices of this nature.

The processes required may involve more specimens of appropriate origin, such as polishing a magical lens with a paste made from the eye of a giant eagle or steeping a robe of eyes in the ichor of an argus. Other processes could include such things as grinding lenses or orbs, sanding items with special mixtures or compounds, magnetizing metal wands, or painting or inscribing an item in a certain design.

All kinds of divination spells - Clairaudience, Clairvoyance, ESP, Detect Lie, or True Seeing, for example - may be part of the item creation process.

Movement: A great number of magical items impart some supernatural means of travel. Some merely augment the wearer's natural abilities, while others open up entire new avenues of movement for the character. There are a number of movement-enhancing items, including *potions of flying* and *levitation*, *boots of speed*, *boots of striding and springing*, *carpet of flying*, *cloak of the bat*, *wings of flying*, and many others.

Once again, specimens from creatures possessing the desired abilities are often important materials. Feathers from rare or unusual birds are frequently used for flying magic, while creatures such as grells or beholders provide levitation properties. Other materials could be more fantastic, such as the essence of the north wind.

Depending on the nature of the item, the process usually serves to seal the magical power into the item. Boots might be stained with a special mixture or soled by a particular craftsman or a special tool. Cloaks might be cured or waterproofed in some unusual way.

Useful spells for items conferring movement powers include enchantments such as Jump, Haste, Fly, Levitate, Teleport, Polymorph, Wind Walk, or Plane Shift.

Bodily Alteration: This common category for magical items imparts some ability or power not normally possessed by the wearer. These abilities are not necessarily offensive or defensive, but they can provide the character with unusual resistances or camouflage in certain situations. Magical items that fall into this category include *potions of diminution*, *growth*, and *gaseous form*; items that confer invisibility, blending, or disguise abilities; and items that provide the wearer with water breathing, adaptation, or the ability to change his own shape. Naturally, this category often overlaps with several others since the alteration of one's form can augment the wearer's powers of movement, attack, or defense.

In addition to materials harvested from creatures with the desired abilities, inert objects with the desired properties can be used as materials for these items. For example, a diamond or crystal of perfect clarity might be useful for invisibility, while the smallest grain of sand on a beach (now there's a challenge!) might be required for diminution. Steam from a certain volcano, or wood from a vampire's coffin, could impart gaseous form.

Since many of the items in this category are potions, any process that is reasonable for creating a potion could be used. Other items might be steeped in special solutions designed to imbue them with the desired powers, or polished or painted with the materials required.

Obviously, most of these items have spells that are immediately applicable to the enchantment. Enlarge or its reverse are good for diminution and growth; Invisibility, Water Breathing, Polymorph, and Change Self may all be useful for items of this type.

Bodily Augmentation: Items of this type increase abilities or skills that the wielder already possesses by making him stronger and more dexterous, increasing his effective level, or augmenting his skills in a specific way. Examples include a *potion of giant strength* or *heroism*, a *girdle of giant strength*, *bracers of archery*, or *gauntlets of dexterity*. The chief difference between this category and the previous one is that augmentation changes existing abilities, while alteration provides abilities the character would not otherwise have.

There are three major classes of item that can augment the user's natural abilities: potions, girdles and gauntlets, and books. Potions often feature the hair, blood, or sweat of a creature possessing the desired qualities - a giant of the appropriate type for a *potion of giant strength* or a great hero for a *potion of heroism*. Materials for persistent items might include such things as an arrow carved by a master elf fletcher, leather from the belt of a giant chieftain, or steel worked by the strongest ogre in the land. Belts, gauntlets, and other such things require curing, cutting and shaping, etching or inscribing, piercing, applying metal studs or fasteners, and finishing with various rubs or mixtures.

Spells that the character may find useful include enchantments such as Strength, Bless, Prayer, or Spider Climb.

Resistance or Defense: This large category includes all kinds of devices that provide the user with a resistance, defense, or immunity to some attack form. These can be divided into two subcategories: physical defenses, which protect the user from direct attack, and magical defenses, which negate specific forms of damage. A few items in this class provide some benefits against both physical and magical attacks. Examples of items with resistance or defensive powers include all kinds of magical armor, *potions of fire resistance* or *invulnerability*, the various sorts of *protection scrolls*, *rings of mind shielding*, *sustenance*, or *protection*, *cloaks of protection* or *displacement*, and many others.

Naturally, favored materials include those that are resistant to the type of damage defended against by the item. These can be minerals or

substances that possess the qualities desired - diamonds for hardness, special clay or crystal for acid resistance, various metals and alloys for strength and resilience - or samples from a creature known for a certain defense, such as the hide of a displacer beast or blink dog, the scale of a dragon, or the shell of a giant tortoise. Finally, substances inimical to the creature could be used to make a ward; garlic, holy symbols, or holy water could be incorporated into an *amulet versus undead*.

Intangible materials such as a knight's courage, a moonbeam, or the morning mists on a sylvan lake may be required instead of physical substances. A *scarab versus golems* might require the animating spark of a flesh golem, or the pity of an iron golem.

Items of this class take many shapes and forms, but potions, armor, clothing, and jewelry are the most common varieties. The processes involved depend on the exact form of the item. However, processes designed to lend strength - tempering, shellacking or enameling, or bonding - are frequently used to finish these items. Any number of spells provide defenses or resistances of some kind; these may be useful in the creation process.

Healing and Restoration: Resistances generally prevent injury from taking place, but magic of this category concentrates on the swift repair of damage or adverse conditions. Some types of items instead offer enhanced health or longevity; in general, if an item affects the metabolism of the wearer for the purpose of preserving his health, it falls into this category instead of bodily augmentation. Items in this category include *potions of healing* and *longevity*, *elixirs if health* and *vitality*, the *ring of regeneration*, *staff of curing*, and *periapts of health* or *wound closure*.

Many of these devices or brews require herbs, which are special medicines and preparations famed for their healing potency. These herbs may require special harvesting or treatment before they can be incorporated into an item. In addition, animal samples from creatures who enjoy the properties in question can be useful; for example, a *ring of regeneration* may require the heart of a troll, while very long-lived creatures (elves, treants, or dragons) may be useful for magic that prolongs life.

Adventurers are most familiar with potions of this type, and these require the same steps or processes that other potions do - distilling, brewing, aging, purification, and so on. Spells of healing and restoration are often required for creating items of this class, which means that most of these devices are created by clerics and druids.

Attack or Offense: As the largest single category of magical items, these devices with offensive powers range from simple enchanted weapons to mighty staves with a dazzling array of dreadful powers. Most rods, staves, and wands fall into this category along with almost all weapons and a fair number of rings, potions, and miscellaneous magical items. Just like defensive items, attack devices provide the wielder with either combat bonuses or magical effects, and a few (such as a *staff of power*) provide both.

Weapons and other items designed to strike blows at an enemy usually rely on materials designed to grant extraordinary strength, sharpness, flexibility, or lightness and ease of use. Special minerals for the weapon's alloy are quite common. In addition, weapons with special qualities (quickness, wounding, hurling, and so on) may include samples from creatures that naturally possess these powers; a *sword of life stealing* might require the essence of a wraith, while a *mace of disruption* could incorporate the holy symbol of a patriarch dead 1,000 years.

Devices that project magical attacks at the wielder's enemy often require materials that reflect their nature. A *wand of frost* could be made from an icicle, the bones of a frost giant shaman, or the fang of a white dragon. A *staff of thunder and lightning* might require wood taken from a lightning-struck treant; a *ring of shocking grasp* that is etched with a solution made from the blood of electric eels is also appropriate. Obviously, there is a wonderful variety of ideas to choose from!

The process involved reflects the item in some way. Again, items meant to be employed as weapons will often feature some kind of tempering or strengthening, while other items could be finished in any number of ways. Items of this type that require charges may need certain spells to be cast into them over and over again during the creation process.

Magical Manipulation: Magical items that affect other magical items, provide magical powers to their owners, or somehow augment or enhance the spell capability of their owners belong to this group.

These items are among the most potent in the AD&D game system. This category includes *rings of spell storing*, *spell turning* and *wizardry*; *rods of absorption* and *cancellation*; the *wand of negation*; *pearl of power*; *incense of meditation*; *book of infinite spells*; and *beaker of plentiful potions*.

Generally, items of this sort require either highly magical or highly antimagical materials since they are designed to manipulate the very stuff of magic itself. Magical materials include special alloys of meteoric or extraplanar minerals, as well as things such as a unicorn's horn, a ki-rin's hooves, the bones of an archmage, or the holy symbol of a saint. Antimagical materials could consist of specimens from creatures with high magic resistance, iron taken from a nonmagical prime material world, or wood from a tree rooted in a magic-dead area in worlds where such places exist.

Processes suitable for items of this type may involve polishing or etching with a solution of magical or antimagical substances, tempering or engraving it in a place of great magical potential (the extraplanar domain of a god of magic, for example), or bathing it in the raw stuff of magic.

Spells suitable for empowering magic-manipulating items include dweomers such as Antimagic Shell, Dispel Magic, Mordenkainen's Disjunction, or Spell Turning. Clerics may rely on Imbue with Spell Ability or Holy Word.

Matter Manipulation: Items of this sort are designed to have their greatest effects on inanimate objects or substances by transforming, destroying, or otherwise altering something without making a direct attack. Matter-manipulating devices include a *potion of sweetwater*, *oil of timelessness*, *wand of flame extinguishing*, *decanter of endless water*, *maul of the titans*, or the *horn of collapsing*. While many of these devices have obvious applications as weapons in certain situations, in most cases this is an incidental benefit or hazard of their normal function.

Materials for these items often consist of substances that have the effect desired or animal samples from creatures that can perform the intended action. For example, a *wand of flame extinguishing* could incorporate ice or water from the heart of the Elemental Plane of Water, while a *spade of colossal excavation* might require the ground-up claws of a giant badger to be mixed into the alloy for the shovel's

blade. In a couple of cases, the item contains some kind of link to one of the elemental planes and produces an endless supply of one substance or another.

The process varies with the type of item; tools may require balancing, sharpening, or tempering of some kind. Spells that may be useful include Dig, Move Earth, Temporal Stasis, Purify Food and Drink, and other spells designed to affect objects.

Summoning: Items that summon monsters, servants, or champions to aid the wielder fall into the class of summoning devices. In addition to the devices which obviously bring creatures from distant locales, *figurines of wondrous power* and other objects that transform into living servitors can be considered summoning devices since the overall effect (i.e., the user gains a useful ally of some kind) is much the same. Other summoning items include a *ring of djinni summoning*, *staff of swarming insects*, *brazier commanding fire elementals*, *pipes of the sewers*, and the *horn of Valhalla*.

Summoning devices almost always include materials that are pleasing to the creatures to be commanded, or at least signify them in some way. For example, a *horn of Valhalla* might require the courage of a berserker, iron from the riven shield of a mighty hero, or gold won from a dragon's hoard. Devices built to summon extraplanar monsters often feature material collected on the subject creature's home plane.

The finishing processes of a summoning device usually reinforce the bond with the particular creature by bathing or steeping the item in the creature's blood or by somehow imbuing it with a substance desired by the monster. Several spells may prove useful in creating these items, including Gate, Banishment, Binding, Conjure Elemental, or Planar Binding.

Potion Creation

Among the easiest of items to make, potions range from simple healing brews to potent mixtures capable of taming dragons or restoring a character to complete health and sanity. Some potions can only be manufactured by clerics or druids. These include: the *elixir of health, potion of extra-healing*, *potion of healing*, *potion of sweet water*, and *potion of vitality*.

Level Requirements

Clerics, druids, and magic-users must be at least 9th level to create potions. Proficiency in the Craft: Alchemy or Profession: Herbalist skill aids in the creation of potions, as detailed below.

Facilities

Magic-users require a laboratory to brew potions; clerics and druids must have a consecrated altar or sacred grove. A magic-user may need to expand his library in order to obtain the texts and tomes needed for researching the potion's formula. A laboratory must have equipment for the distillation, reduction, and combination of various alchemical agents and products. A sacred site must have relics, religious iconography, incense burners, thuribles, and other items made from fine metals and/or gems. The cost of either type of site is no less than 1,000 gp.

Research

Before a character can brew a potion, he must discover what processes, materials, and special ingredients are required, and how these must be combined for success. This research requires 1d3+1 weeks at a cost of 100 gp per week, but if the character uses a Commune or Contact other Plane spell to speed his research, he automatically succeeds in the minimum time.

If the character has a full dose of the potion in question to use as a sample, the research takes only one week and costs nothing. However, he still must have access to a laboratory or a holy site in order to conduct the research.

Once a character has researched a potion's formula, he need not research it again; he can create samples of the potion as often as he wishes, as long as he follows the cost and time requirements.

Processes and Materials

Potions that contain only a single-use require one rare material and one common process; potions that provide several doses with one brewing require an exotic material and a rare process. (See Special Ingredients on page 190 for more details.) Potions that normally produce more than one dose include *potion of diminution*, *elixir of health*, *potion of extra-healing*, *potion of fire breath*, *potion of fire resistance*, *potion of growth*, *potion of invisibility*, *oil of impact*, and *potion of rainbow hues*.

A Craft: Alchemy or Profession: Herbalist skill check may be made to simplify the process of gathering ingredients. The DC for such a check is 15 for rare ingredients and 20 for exotic ingredients. On a successful check, the potion brewer need not obtain special ingredients before creating a potion; his knowledge of chemicals and reagents, or herb-lore, enables him to simulate these materials.

Cost and Time

Assuming that the character is able to obtain any special or unusual materials required for the potion, it will cost him a number of gold pieces equal to the potion's experience point value to brew the potion. This process takes one day per 100 gp required.

Success or Failure

In order to successfully brew a potion, the character must succeed at a Concentration Check. The DC of this check equals 10 + 1 per 100 XP value of the potion. The maximum DC for brewing a potion is DC 20. This check is made in secret by the DM, because failure indicates that the potion is not successfully created; while failure by 5 or more indicates that the potion is cursed in some way (typically, it becomes a *potion of poison* or *delusion* instead of what it should be). Any "natural 1" on this roll likewise indicates that the potion is cursed.

> Example: Khaderine the Enchantress, a 9th level magic-user, decides that she needs to produce a *philter of love* in order to help a prince fall in love with one of her comrades. Khaderine already possesses an adequate library and the alchemical equipment required. As a result, she can begin her research without any additional expense. She uses no special techniques, so the research takes 1d3+1 weeks and costs her 100 gp per week.
>
> After three weeks, Khaderine finishes her research. She discovers that the potion requires the tears of a dryad as a rare material and, with some grumbling, sets out to find a dryad and convince her to shed a few tears for her. One week (and an interesting adventure) later, Khaderine returns to the laboratory with a vial full of dryad tears and sets about brewing her potion. A philter of love is worth 200 XP, so it takes Khaderine two days and 200 gp to brew the potion.
>
> When Khaderine finishes, the DM checks in secret to see if she was successful. The DM rolls a DC 12 Concentration Check for Khaderine (d20 + Proficiency Bonus + Intelligence modifier) and gets a total of 16, indicating success.

Scroll Creation

Like potions, scrolls are fairly easy to manufacture and are also accessible to characters of moderate level.

Scrolls come in two varieties: spell scrolls and protection scrolls. Spell scrolls are exactly what the name implies - scrolls that store spells that can be cast simply by being read. Protection scrolls are special single-use magical items that provide defense against a number of threats.

Scroll Use

While any character may read a protection scroll without the benefit of a Read Magic spell, magic-user spells cannot be cast from a scroll or transcribed into a spell book until a Read Magic spell or effect has been employed by the reader. This can be done at the time of the scroll's use, or the reader can prepare ahead of time by using Read Magic in advance; once magically read, a scroll remains intelligible for the character who reads it. Magic-users, as well as thieves and bards of 10th level and higher, may read and cast magic-user spells from spell scrolls.

Cleric and druid spells do not require a Read Magic spell in order to be used from a scroll. Cleric and paladins may read any clerical spell written on a spell scroll, while druids and rangers can read any druidic spell written on a spell scroll. Thieves and bards of 10th level and higher may read cleric and druid spells from spell scrolls, but only bards may cast them.

Low-level magic-users, clerics, and druids (as well as paladins and rangers with spellcasting ability) may be able to read spells from scrolls that are normally beyond their abilities; even a 1st level magic-user has a chance to pronounce the incantation for a Fireball or Lightning Bolt

correctly. If any spell-user acquires a scroll inscribed with a spell of a level too high for him to cast, he can still try to use the spell. The reader of the scroll must succeed at a Concentration Check with a DC of 10 + the spell level of the scribed spell.

Failure indicates that the spell fails and that the scribed spell disappears. If the Concentration Check roll was a "natural 1", the spell effect is reversed or targets the caster (as determined by the DM).

Example: Sagruff, a 1st level magic-user, finds a scroll with a Wish spell inscribed upon it. In order to use the spell, Sagruff must succeed at a DC 19 Concentration Check. His Concentration Check fails (with only a +4 bonus to this check, Sagruff was taking quite a gamble in attempting to cast this spell!).

Had he rolled a "natural 1" on this check, the Wish would have been reversed or twisted in such a way as to harm him or his allies.

Level Requirements

Magic-users, clerics, and druids may create scrolls when they reach 9th level. Any spell the character knows (or has access to, in the case of a clerics and druids) can be placed on a scroll, or the character may attempt to create a protection scroll.

Facilities

Magic-users require access to any kind of laboratory (alchemical, forge, or research) in order to blend the ink for the scroll, although this is a fairly simple task given the right ingredients. Clerics and druids can blend the ink in any reasonable work area, but then must have access to a consecrated altar or grove in order to actually scribe the scroll. The cost of either type of site is no less than 1,000 gp.

Research

There is no research required for spell scrolls or for protection scrolls that mirror spells available to the character.

Example: A magic-user who knows how to cast Antimagic Shell can write a *scroll of protection from magic* without performing any kind of research.

If the scroll has no spell equivalent known to the character, he must research the scroll using the normal spell research rules. To figure out a scroll's effective spell level, divide the experience point value by 500 and then add 2 (Level = XP/500+2). For example, scrolls worth 1,000 experience points are considered 4th level spells;

Protection scrolls that have spell equivalents include the following scrolls. Note that spells such Dismissal or Antimagic Shell have different spell levels when cast by clerics and magic-users and, as such have different scribing requirements and costs for each class:

Scroll	Spell Equivalent
Protection from elementals	Dismissal
Protection from magic	Antimagic Shell
Protection from petrification	Stone to Flesh
Protection from plants	Antiplant Shell
Protection from poison	Neutralize Poison
Protection from possession	Dispel Evil
Protection from undead	Control Undead
Protection from water	Airy Water

Processes and Materials

Scrolls require three components: some form of paper, a specially blended ink, and a unique quill. Common paper, parchment, or papyrus may be used to create the scroll; paper provides a +1 bonus to the final Concentration Check, while papyrus imposes a -1 penalty. All scrolls require a rare quill of some kind.

Ink for spells of 1st to 3rd level requires a rare ingredient; ink for spells of 4th to 6th level requires an exotic ingredient; and ink for spells of 7th to 9th level requires a rare and an exotic ingredient. (Use the spell equivalents noted above for protection scrolls.)

Example: Dasijan, an 9th level cleric, decides to create a *scroll of protection from poison*, since she and her fellow adventurers intend to go wyvern-hunting. Because Dasijan is capable of casting the spell Neutralize Poison, she does not need to do any research. Because the spell equivalent is 4th level, the scroll requires an exotic material for the ink.

The DM decides that the ink must include nightshade harvested during the dark of the moon, so Dasijan spends a week or more locating the deadly plants and waiting for the proper time to collect them. The quill must be a feather steeped in the venom of an adder, and Dasijan attends to that as well. Fortunately, her temple is near a good-sized town, and she can easily procure paper.

Cost and Time

Inscribing a spell onto a scroll takes one day per spell level, while creating a protection scroll takes one full week of uninterrupted work. The only cost incurred is that of obtaining the required materials, which is typically no more than 25 gp for 1st to 3rd level spell scrolls, 100 gp for 4th to 6th level spell scrolls, and 250 gp for 7th to 9th level spells. (Use the spell equivalents noted above for protection scrolls.)

A character may reduce or eliminate these material costs by personally gathering them. The DM often provides opportunities for the collection of ingredients, which often involve journeys to distant (and dangerous) locales. In addition, the DM may call upon the player to make a successful Arcana, Nature, Craft: Alchemy, or Profession: Herbalist skill check along the way. The DC for such a check is 15 for rare ingredients and 20 for exotic ingredients.

Success or Failure

In order to scribe a scroll, the character must succeed at a Concentration Check. The DC of this check equals 10 + 1 per spell level (or its equivalent level) for the scroll. The maximum DC for scribing a scroll is DC 19. For scrolls with multiple spells, roll a Concentration Check for each spell scrolled. Each check is made in secret by the DM, because failure indicates that the scroll is not successfully scribed; while failure by 5 or more indicates that the scroll is flawed in some way (typically, it becomes a *cursed* scroll instead of what it should be). Any "natural 1" on this roll likewise indicates that the scroll is cursed.

Example: After gathering the necessary materials, Dasijan blends the ink (no cost, since she has collected the materials herself) and begins scribing a *scroll of protection from poison*. This requires one full week, at no particular cost - although the patriarch of her temple suggests that an offering for the use of the altar would be appreciated. Upon her completion of the scroll scribing, the DM checks in secret to see if she was successful. The DM rolls a DC 14 Concentration Check for Dasijan (d20 + her Proficiency Bonus (4) + her Wisdom modifier (2) + 1 because she scribed the scroll on paper) and gets a total of 18, indicating success.

Creating Other Items

This broad category includes all other types of magical items, including rings, wands, staves, rods, miscellaneous magical items, weapons, and armor. Player characters can manufacture almost any kind of magical item appearing in the Dungeon Master's Guide, except for magical books, tomes, manuals, librams, grimoires, or artifacts of any kind.

In addition, a player character may be restricted from creating a particular item by his class. Magic-users can create any magical item that is not specifically reserved for the use of clerics or druids (i.e., an item such as a *staff of curing*) or limited to certain races (such as *boots of elvenkind*). Racial items are created by clerics and, occasionally, druids of that particular race.

If an item can be used by other characters as well as clerics or druids (for example, *helm of teleportation*), the magic-user can manufacture that item. On the other hand, clerics, druids, and specialist magic-users can only create items that they can use. For clerics and specialist magic users, this restriction does not include either weapons or armor. When creating an item tied to their chosen school, a specialist magic-user gains a +2 bonus to his Concentration Check.

The most important aspect of an item's enchantment has very little to do with its purpose or form. Magical items are divided into several loose classes that are based on the nature of the enchantment: single-use, limited-use, single-function, and multiple-function.

- Single-Use Items: Single-use items are depleted after a single usage. Most potions and scrolls fall into this category, but these have been discussed already. Other single-use magical items include such things as *beads of force*, *incense of meditation*, or any of *Quaal's feather tokens*.

- Limited-Use Items: Limited-use items have a set or variable number of charges that may be used before it is expended. Some limited-use items can be recharged, but only if they are recharged before their last charge has been expended. Other limited-use items may have multiple-functions (see below). Most wands and staves are limited-use items. Other limited-use items include such devices as a *ring of wishes*, *bag of beans*, *scarab of protection*, or the special properties of *armor of fear*.
- Single-Function Items: Single-function items have only one power, which functions continuously or on demand. Some single-function items have time limitations, after which they cannot be used until they replenish their magical energy Some single-function items may feature a limited-use feature, in addition to the persistent powers. Items such as a *ring of shocking grasp*, *amulet of life protection*, *boots of speed*, and *wings of flying* are good examples of single-function items.
- Multiple-Function Items: Multiple-function items have more than one power and may also feature additional limited-use powers. Good examples include the *rod of alertness*, *ring of elemental command*, *cloak of arachnida*, or the *helm of brilliance*.

Level Requirements

Magic-users, clerics, and druids must be at least 11th level to create any kind of magical item other than a potion or a scroll. Magic-users are also limited by the spells required to actually create the item - Enchant an Item, Permanency, and any other appropriate spells. Clerics and druids, on the other hand, do not cast these spells to create items, but instead use a consecrated altar or sacred grove.

Facilities

Magic-users require a well-equipped forge and may need to expand their personal libraries in order to conduct the necessary research. Clerics and druids must have a consecrated altar or sacred grove, as well as the facilities required to create the item to be enchanted. In addition, all who seek to craft magic items may find it very useful to have some skilled assistants nearby.

Research

Before a character can begin work on a magical item, he must first discover the steps necessary to create it! This requires research time and effort. Generally, a character must spend 1d6+1 weeks and 200 gp per week in order to find out how to build the item, although the DM may rule that exceptionally powerful items (5,000 XP value or greater, or any item such as a *girdle of giant strength* that imparts drastic and persistent bonuses to a character) requires consultation with a sage or some special effort on the part of the character to research. Contact other Plane and Commune spells are particularly useful in this step of item creation, since the successful use of one of these divinations reduces the research time to the minimum required.

Processes and Materials

The exact nature of the processes and materials required varies from item to item depending on its category and type. However, all items require an Enchant an Item spell (or the equivalent religious ceremony), and many require a Permanency spell to boot.

Rings: Rings require one common process, usually some type of carving, engraving, pouring, shaping, or forging. In addition to this process, magical rings have other requirements based on their type:

- Single-function rings require one exotic material;
- Multiple-function rings require one exotic material and one exotic process per function;
- Limited-use rings require one exotic material and one exotic process per use.

Rings created by magic-users must be prepared with an Enchant an Item spell and finished with a Permanency spell, although charged rings such as the *ring of the ram* do not require the Permanency spell, since they can be recharged. Naturally, the character must also cast any spells required for spell-like functions.

Rods, Staves, and Wands: Rods, staves, and wands are not completed with a Permanency spell and lose their magic if their charges are ever completely exhausted. Again, the type of item determines what processes and materials are required:

- Single-function wands and staves require one rare material and one rare process;
- Single-use or single-function rods require one exotic material and one rare process;
- Multiple-function rods, staves, or wands require one exotic material and one exotic process per function;
- Limited-use rods, staves, or wands require one exotic material and one exotic process per use.

Materials for these devices could include the actual shaft or handle, a special headpiece or crystal, or special heels or caps for the ends. Processes might include carving, engraving, painting, or tempering.

Miscellaneous Magical Items: Miscellaneous magical items require an Enchant an Item spell (or the appropriate religious ceremony), but single-use and limited-use items do not require Permanency spells.

- Single-use and single-function items require one exotic material and one exotic process;
- Limited-use items require one exotic material per function and two exotic processes per use;
- Multiple-function items require one exotic material per function, one exotic process, and one rare process per function.

Naturally, the materials and processes used will vary widely with the nature of the item in question. Considering that miscellaneous magic includes everything from articles of clothing to boats and decks of cards, the actual construction or creation of the item could include anything imaginable! See the Special Ingredients section on page 190 for ideas.

Magical Weapons and Armor: Magical weapons and armor require an Enchant an Item and a Permanency spell or the equivalent religious ceremony. In addition, devices with expendable charges (*armor of fear*, for example) must be imbued with the appropriate spells.

Weapons and armor that have no special properties except for conferring combat bonuses are considered single-function items; items with blending, command, disruption, throwing, hurting, accuracy, speed, distance, venom, homing, lightning, piercing, sharpness, wounding, or vorpal properties are considered multiple-function items.

Armors that have special but expendable properties (fear and etherealness) are limited-use items; and expendable items such as magical arrows or javelins are single-use items.

- Single-use weapons require one rare material and one common process;
- Single-function weapons and armors require one exotic material, one common process, and one rare process;
- Multiple-function weapons and armors require one exotic material and process, one rare process, and one common process per function;
- Limited-use armors and weapons require one exotic material and process, one rare process, and one common process per use.

Cost and Time

Again, the cost and time required to manufacture magical items varies depending on the category and the type of item.

Example, If Khaderine the Enchantress wishes to create a single-function ring worth 1,000 XP, then she must not only spend 1,000 gp (see the "Cost" column of Magical Item Cost and Time Requirements table below), but she must also spend 10 weeks (one week for every 100 gp spent) constructing the item.

The cost of any special processes or materials is not included in the base cost to create the item, so if a magic-user discovers that he must crush one hundred pearls to create his *dust of disappearance*, it's up to him to find the pearls. The time requirements do not include any special quests or processes the character must undertake in order to create the item.

Magical Item Cost and Time Requirements

Item	Cost	Time
Ring, single-function	1 x XP	1 week per 100 gp
Ring, all others	2 x XP	1 week per 100 gp
Rod, single-use	1/5 XP	1 week per 1,000 gp
Rod, single-function	1/5 XP	1 week per 100 gp
Rod, multiple-function	1/5 XP	2 weeks per 100 gp
Rod, limited-use	1/5 XP	4 weeks per 100 gp
Staff/wand, single-function	1/5 XP	1 week per 100 gp
Staff/wand, multiple-function	1/5 XP	2 weeks per 100 gp
Staff/wand, limited-use	1/5 XP	4 weeks per 100 gp
Misc. magic, single-use	1 x XP	1 week per 100 gp
Misc. magic, single-function	2 x XP	1 week per 100 gp
Misc. magic, multiple-function	3 x XP	1 week per 100 gp
Misc. magic, limited-use	2 x XP	3 weeks per 100 gp
Weapon, single-use	1 x XP	1 week per 100 gp
Weapon/armor, single-function	2 x XP	3 weeks per 1,000 gp
Weapon/armor, multiple-function	3 x XP	3 weeks per 1,000 gp
Weapon/armor, limited-use	2 x XP	2 weeks per 1,000 gp

Success or Failure

All magical items that fall into these broad categories share the same success roll. In order to create any of these types of magical items, the character must succeed at a Concentration Check. The DC of this check is equal to 10 + 1 per 1,000 gp cost to create the item (based in the Magical Item Cost and Time Requirements table above). The minimum DC for item creation is 11, while the maximum DC is 25. This check is made in secret by the DM, because failure indicates that the item is not successfully enchanted; while failure by 5 or more indicates that the item is cursed in some way (typically, it becomes a *cursed* item instead of what it should be). Any "natural 1" on this roll likewise indicates that the item is cursed.

Example: Sagruff attempts to produce a *cloak of displacement*. The DC for his Concentration Check is 16 (10 + 6 because it the cloak is worth 3,000 XP and has a creation cost of 6,000 gold pieces). Sagruff winds up creating a *cloak of poisonousness* when he fails his Concentration Check with a total roll of 7.

If for some reason a character tries to create a cursed item, failure by 5 or more (or rolling a "natural 1") indicates that the item simply fails to hold its enchantment – it doesn't result in the creation of a beneficial device instead!

Specialist magic-users receive a +2 bonus to their Concentration Check when creating an item strongly tied to their school of specialization. At the DM's option, characters who display exceptional ingenuity or go to extreme lengths to create an item from the very best, most appropriate materials and processes available may receive an additional bonus of +1 to +3 to their Concentration Check.

Example: Falgrim is a 13th level evoker who decides to create a *wand of fire* for those times when he's low on prepared spells. He easily meets the level requirement and spends a little money refurbishing a laboratory (in this case, a forge) that he found in the ruins of an archmage's tower. The forge comes with a library sufficient for researching the *wand of fire*. Falgrim uses a Contact other Plane spell to minimize his research effort, so he only requires two weeks and 400 gp to learn how to create the wand.

As described in the DMG, the *wand of fire* is a multiple-function item (it has four separate uses), and a limited-use item, since it uses charges. The DM decides that the wand requires one exotic material, and four exotic processes, in addition to the necessary spells, cost, and time. Falgrim discovers that the wand must be forged by a master smith of the azer (a race of fire-dwarves from the Elemental Plane of fire), from brass smelted in the efreeti City of Brass, tempered by the fiery breath of an adult red dragon, graven while still soft with runes of power, using a fire sapphire (a mythical gemstone that the DM just made up on the spot), and finally polished with a mixture containing the ash of a thousand-year-old tree destroyed by fire. With a heavy sigh, Falgrim sets out on months of quests, challenges, and adventures, arranging all of the materials and processes.

Several months later, everything's ready. Falgrim journeys to the Elemental Plane of Fire, obtains the efreeti brass, gets the azer smith to work it into a wand, engraves it with the fire sapphire, tricks a dragon into tempering it, and finally polishes and finishes the item in his own workshop with his special mixture of ash. The construction of the item requires an amount of gold equal to one-fifth the wand's XP value (900 gp in this case) and 4 weeks per 100 gp, for a total of 36 weeks of forging, tempering, and polishing.

Falgrim is well-satisfied with his work so far, but now he has to make the wand magical. First, he'll need to use Enchant an Item in order to prepare the wand to receive spells. After four days, the Enchant an Item is finished, and Falgrim attempts his DC 11 Concentration Check to see if it succeeded. His specialist bonus applies to this roll and Falgrim passes the check with a surprisingly close shave (the DM rolled a 2 on the d20 + his Proficiency Bonus (6) + his Intelligence modifier (3) + 2 for his specialist bonus. He then casts Burning Hands, Pyrotechnics, Fireball, and Wall of Fire into the wand. Each spell requires 2 hours per spell level, so this ends up taking several days in and of itself. Since he must check the success of each enchantment and doesn't know if any one spell will take, Falgrim casts another battery of the same spells into the wand, just to make sure that he gets all the functions desired - at worst, the wand will have a few extra charges on it, so this is a reasonable precaution against the possibility of failing in one of these steps. Since the *wand of fire* is a limited-use item, it does not require a Permanency spell to complete it; after his second round of spells, Falgrim declares that he is finished. (He's not worried about stocking up on charges right now; he just wants to complete the initial enchantment and recharge the wand to its maximum potential later.)

The DM rolled the Concentration Check for each spell Falgrim placed into the wand, and as it turns out, the extra four spells were an unnecessary precaution; Falgrim succeeded the first time around. Now the DM checks to see if the overall process was a success or failure. The DM decides that Falgrim was particularly resourceful and gives him a +2 bonus to his Concentration Check, and since Falgrim is an invocation/evocation specialist, he gains an additional +2 bonus. Falgrim normally makes Concentration Checks with a +9 bonus, so this DC 11 roll is made with a total bonus of +13 meaning he could only fail on a "natural 1". Falgrim succeeds and now has a *wand of fire*; the DM decides that the spells he placed into the wand became its first 8 charges (each spell was cast into the wand twice.)

Now, Falgrim will probably seek to recharge the wand. Recharging items requires another Enchant an Item spell, but this one is automatically successful (see below). He can then begin to place spells into the wand to increase the number of charges, up to its maximum of 50. So, after close to a year of adventuring and construction, Falgrim finishes his wand of fire! Considering the immense time and effort this took a 13th level character, you can see why magical items should be rare and unusual things!

Items That No Player Character Should Create

The rules for creating magical items allow the DM a great amount of latitude in determining just how difficult the creation of any particular item is going to be. After all, the search for a few exotic materials and processes can keep an ambitious PC busy for years! And the rules have been scaled to make the most powerful and deadly items prohibitively expensive and time-consuming. Despite these safeguards, there are still a few items that are just too powerful for a player character to create.

The first item is actually an entire category - magical books. Books, tomes, librams, manuals, and other such items provide the character with the ability to build himself an instant level gain or quickly enhance his ability scores. In most campaigns, it's safe to assume that magical books are demi-artifacts endowed with a special purpose and a near-sentient talent for skipping out on their present owners. For whatever reasons, powers beyond mortal ken had a hand in the creation of these devices, and the only characters who can duplicate the feat are those who stand on the verge of divine ascension.

The next two items are simply so inexplicably weird that the reasons why a PC would wish to create one or the other is almost impossible to fathom. These are the *deck of many things* and the *sphere of annihilation*. Both have potentially disastrous consequences for a campaign and should be extremely rare in any event. In particular, players seem to have a vindictive streak with regard to *spheres of annihilation*, using them to do things like drain seas and devour planets. The DM is well advised to prevent PCs from making a few dozen of these to liven up his world. The *deck of many things*, on the other hand, offers instant level gains and other such game-busting benefits. If a group of PCs finds one after an arduous adventure and chooses to experiment with it, they've earned the privilege. But preparing a new deck on demand is a privilege too dangerous for most players.

The last category is the least spectacular: special racial magic, such as *cloaks* or *boots of elvenkind*. Unless the character is a member of the race in question, he shouldn't be able to create these items. However, if the character is an elf (for example), and he's a cleric or druid that has risen high enough in level to contemplate the manufacture of these devices, there's no reason the DM couldn't allow him to do so as long as he follows the normal rules for item creation.

Recharging Magical Items

Items that possess charges, such as most wands or rods, can be recharged. Some item descriptions name the particular class and level of character that can recharge the item; for example, *a rod of security* can only be recharged by the combined efforts of a magic-user and cleric of 18th level or higher. If the item description does not specify the level required to recharge it, then it can be recharged by any character who can create an item (i.e., an 11th level cleric or druid, or a magic-user with the ability to cast Enchant an Item), as long as the character can also cast the highest-level spell simulated or cast by the item. For example, the highest-level spell incorporated in a *wand of fire* is Wall of Fire, a 4th level magic-user spell, which can be cast by a magic-user of 7th level or higher; therefore, if the magic-user knows Wall of Fire, it's the requirement to Enchant an Item that is the pressing issue in this case.

If the character can use the appropriate spells, an item can be recharged by simply casting Enchant an Item and then making a Concentration Check to see if the spell takes. (Clerics and druids spend a week praying at their consecrated altar or sacred grove to recharge their items.) If the Enchant an Item succeeds, the character may then cast the appropriate spells into the item, taking 2 hours per spell. If the preparatory spell fails, then the caster must make another Concentration Check with a -2 penalty this time; failing this check results in the item's ruin. It will never be usable again.

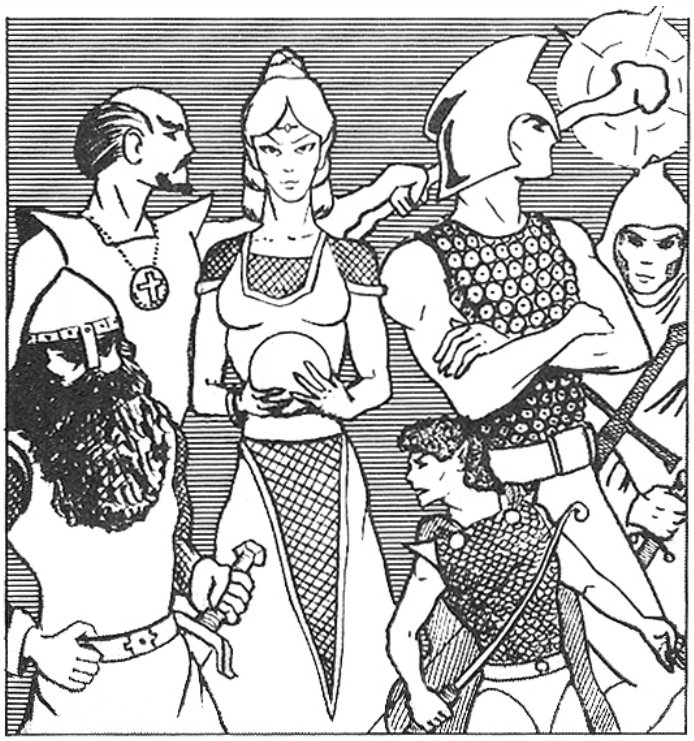
Assuming the character doesn't spoil the item by attempting to recharge it, he may then begin to place spells of the appropriate type into the item. As long as he begins the next spell within 24 hours of finishing the last one, he can pour charges into the item without stopping to use Enchant an Item again. Success is automatic, and the character can place as many (or as few) additional charges into the item as he likes. However, he may never overcharge the item by placing more charges into it than it could have at its maximum. For example, a *ring of the ram* can hold as many as 10 charges at one time, so it can't be recharged past that limit.

Spell Research

At some point, almost any player character spellcaster is going to want to try his hand at spell research. Devising a new spell is a great way for a character to make a lasting mark on a campaign, as noted on page 189, but it's also a fun exercise for the player and the DM; a new spell customizes and alters the campaign and the game itself.

While magic-users, clerics, and druids can research new spells, it's much more common for magic-users to do so. The philosophy of experimentation and investigation seems much more appropriate for magic-users, since clerics and druids are inclined (quite naturally) to take things on faith and stick to the proven powers and abilities of their patron deity or deities. However, there's no reason why a PC cleric or druid couldn't participate in as much research as he wishes to; this is only a generalization, not a rule.

There are two parts of spell research: designing the spell, and actually executing the spell research in game play. The player and DM will have to take time to work out the details of the spell before the character can embark on his research.



Proposing a Spell

Player characters can research two types of spells:

1. Existing spells that they just haven't had the opportunity to learn. From time to time, magic-users will find that there is a particularly useful or valuable spell that eludes their grasp. There's no reason that a magic-user can't decide to research a Fireball or Magic Jar if he gets tired of waiting for an old spellbook or scroll to fall into his lap. This is fairly straightforward, since the spell description already exists; the PC can go on to Conducting Research.

2. Completely new spells never before seen in the campaign. Note that clerics and druids never have to worry about conducting the first type of research, since they can use any spell of a spell level they have access to. Clerics and druids only conduct spell research to create entirely new spells.

   The most interesting aspect of spell research, the creation of new spells requires a careful write-up and analysis in order to spot potential problems or abuses. Since the player must generate all the game-effect information for the spell, he must first write up a full description and then submit it to the DM for approval and modification. Note that modifying an existing spell (i.e., deleting components, improving casting time or range, or changing the way it works) constitutes a new spell. Go on to Describing a Spell and follow the process of approval and research step-by-step.

Describing a Spell

The first step in creating a new spell is describing its intent and effects. The interested player should take some time to write up a spell description similar to the spells presented in this tome. Generally, a new spell should be just that - new. Spells that do the same thing as existing spells or a combination of existing spells aren't really new and need a better "hook" for purposes of spell research. Here are some guidelines, by category:

School of Magic: See pages 74-75 for descriptions of each school of magic-user spells. Magic-users may only conduct research in schools they have access to, so an invoker may not research illusion spells.

Level: Naturally, the character should be able to cast the spell he's trying to develop, so the spell in question must be at or under his normal maximum spell level. For example, a 6th level magic-user can use spells of 3rd level or less, so he can research cantrips, 1st, 2nd, or 3rd level spells.

Compare the proposed spell to a similar spell to get an idea of what a fair level assignment should be. Generally, spells should inflict about one die of damage per level, give or take a die; compare the spell's potential to Magic Missile, Fireball, or Flame Arrow. Spells that do not allow Saving Throws, or spells that can affect an opponent regardless of his level or Hit Dice, are often of higher level than similar spells. Spells that are improvements of existing spells should be one to three levels higher than the spell they're modelled on, depending on the extent of the improvement.

Components: Most spells should have all three components - verbal, material, and somatic - unless there's a good reason for omitting one. Spells with only one component are fairly rare. Note that spells without verbal components can be cast even if the character is magically silenced, and are therefore more dangerous than they may appear to be at first look.

Material components that are hard to come by or very expensive can be used to control a spell's use in a campaign. Even though a 1st level magic-user can use Identify, each time he does so, he must ruin a 100 gp pearl. If the DM enforces material component rules, the magic-user might think twice before casting the spell any time he feels like it.

Casting Time: The rule of thumb for spells is that they may be cast by using an action. A prolonged casting time may help to compensate for spell effects that slightly exceed those of spells of the same level.

Range: Damage-inflicting attack spells should have a good justification for ranges greater than 400 feet, while nondamaging attack spells (Sleep, Hold, Polymorph, and other such effects) rarely exceed more than 100 feet in range. Other spells can vary in range, depending on their function; communication or transportation spells may allow a range of hundreds of miles.

Area of Effect, Effect, or Target: A spell that can affect several people at once, or several dozen people at once, is inherently more powerful than a spell that affects a single individual.

Spells designed to affect several enemies can affect a random number of subjects in the area of effect or is limited by the Hit Points (or Hit Dice) of creatures in that area of effect. Spells designed to affect more than 10 or 12 individuals shouldn't be larger than a Fireball, which affects a sphere of 20 feet in radius. Exceeding these limits requires a more powerful (and therefore higher-level) spell than one that stays well within them.

Duration: While most damaging spells are instantaneous in duration, the effects of some noncombat spells are permanent. Most spells that create a condition or change of status for their subjects have a well-defined duration in rounds, minutes, or even days.

Durations can be defined by time (the preferred method) or until a certain predefined triggering event occurs. Many spells require the caster to maintain concentration for the duration of the spell. Others have their duration cut short under certain circumstance.

> Example: Invisibility lasts for up to 10 minutes per caster level (and requires concentration on the caster's part) but ends if the spell's target makes an attack or casts an offensive spell.

Very few low-level spells should bring about a permanent change or weakness in a living target.

Saving Throw: While the nature of the Saving Throw varies with the purpose of the spell, enchantments that incapacitate the victim without the benefit of a Saving Throw should be rare or limited to a type of victim affected. The Sleep spell is a good example; it allows no Saving Throw but can only affect low-Hit Dice creatures. Damage-causing spells that affect more than a single target without a Saving Throw are uncommon and tend to be high in level.

Magic Resistance: Most spells that directly affect creatures are subject to Magic Resistance. Spells that summon creatures to fight on your behalf (such as Monster Summoning spells) or that fill an area with a conjured substance (such as Web or Solid Fog spells) do not usually allow for Magic Resistance.

A creature with Magic Resistance must voluntarily drop the resistance in order to receive the effects of beneficial spells. If a spell does not include a Magic Resistance entry, then it is assumed that no Magic Resistance check is required to affect targets.

Description: When creating the actual description of the spell, remember to note who it affects, how it works, what it does, and how it can be stopped or undone. If the duration, range, or Saving Throw is described as "special" or has a note to "see text" make sure you note how it is special and what its limits actually are.

Most spells should perform one specific action, although spells may present several applications from which one can be selected when the spell is cast (see Otiluke's Freezing Sphere for an example of this). Spells that actually do two or three things at once, such as Shadow Door or Guards and Wards, are quite rare and are almost always high-level enchantments.

Last but not least, creating a new spell is an opportunity to be creative. Feel free to add any color or special effects that are appropriate. A spell that makes a character impervious to cold is useful, but not very colorful; however, a spell that transforms a character's blood to magical ice water, thereby enabling him to resist cold damage, is a little more interesting. Also consider side effects or dangerous combinations of powers when writing up the spell description.

Approval and Modification

After the player writes up the spell and refines it, the DM should review and analyze the spell. Is it the right level, or is it more powerful than it should be? If the PC was the target of his own spell, would it completely obliterate him?

This might be a sign that the spell is too strong. Are the effects reasonable and appropriate for its power level? Does it permit the subject a chance to avoid its effects? Does the spell intrude on a role best left to another character - in other words, would it make the magic-user a better thief than the party's thief, a better fighter than the party's fighter, and so on? A spell can take a few steps in this direction, but it should be examined carefully. And, most importantly: does the DM think that this spell will make the game better or worse?

If the spell is well-balanced and well-considered, then the PC can go on to Conducting Research. However, if it needs some work still, the DM can discuss modifications he thinks are appropriate to make the spell work in his campaign. Remember, the player always has the option of deciding to not go through with the research if he doesn't like the way the spell turned out after the DM looked at it!

Conducting Research

Now that the spell has been described and approved by the player and the DM, the character can begin his research effort. Spell research is time-consuming and expensive. First of all, a magic-user must have access to a well-equipped research laboratory and library that costs 1,000 gp. In fact, if his library isn't good enough for the research, he may need to spend time and money improving his scholarly resources before beginning the research at all!

Clerics and druids can get by without purchasing these expensive facilities, but they must have access to the holy writings and texts available at a specific holy site selected by the DM. In many cases, a cleric or druid will have to embark on a pilgrimage to a remote monastery, hidden grove, or a theological university to find the research materials he will need.

Research Time: Secondly, the character must refrain from adventuring and concentrate solely on his research to the exclusion of all other activities. Spell research consumes at least 2 weeks per spell level, so researching a 3rd level spell would require at least 6 weeks of game time. The character may take breaks from his research to attend to other matters, but if the break is longer than a day, he suffers a setback of some kind and loses one week's worth of research. If the break turns out to be longer than the time he's already invested, all the research is lost and he must start over.

Basic Time of Research = 2 weeks per spell level

Example: Khaderine the Enchantress finishes four out of 6 weeks of research and then finds that she must travel out of town for three days. As such, she must repeat one week of her studies.

Research Costs: Money is also an issue in spell research. Expending the supplies, reagents, tomes, and books required by the research consume 100 gp per week of research, above and beyond the normal maintenance cost of any laboratory used by the character (typically 10% of the laboratory's or library's cost per year).

Clerics and druids must invest in special incenses, candles, and other religious items of similar cost. The cost of such offerings and items should be roughly equivalent to the research cost for magic-users.

Basic Cost of Research = 100 gp per week of research

Success or Failure

If the character meets all the expenses and puts in his time with the books, he may attempt a success roll after the minimum research time (2 weeks per spell level) has passed. The spellcaster must succeed at a Concentration check in order to create a new spell. The DC of this check equals 10 + the spell's level. If the character successfully researches the spell, he can add it to his spellbook or available spell list automatically.

Spell Creation DC = 10 + the spell level

If the character does not succeed in his first attempt, he may continue his research. At the end of each additional week, he may attempt a check with a cumulative, +2, bonus.

If the character ever rolls a "natural 1" on his skill check, the DM may rule that the spell proves unworkable and must be abandoned.

New Spells in the Campaign

A unique spell is a valuable commodity, one with significant trading value among other magic-users, clerics, or druids. An enterprising PC can choose to sell his hard-earned knowledge for whatever price he can get for it, or he can hoard his spell for his own use.

In some cases, a magic-user may want to be careful about flashing his newfound powers about in public; unscrupulous spellcasters have been known to steal the inventor's spell book in order to wrest the secrets of the new enchantment from its creator! Clerics and druids are less vulnerable to this kind of activity, but it's always possible that their patron power may take a liking to the spell and make it available to other priests of the same mythos.

APPENDIX A: PSIONICS (Optional)

Psionics are various powers derived from the brain, that enable characters and creatures so endowed to perform in ways which resemble magical abilities. With psionics, a character can read the minds of others, move objects without physically touching them, or travel across vast distances in an instant.

If your DM opts to include psionic abilities in your campaign, the psionicist class should be made available to player characters. Furthermore, DMs who choose to include psionic powers in their game should include psionic creatures such as mind flayers, intellect devourers, and brain moles in their campaigns, as these creatures are drawn to those who use psionics and are designed to challenge them.

Psionic creatures may still be used even if the following psionic rules are not used, though their psionic abilities would, instead, function as spell-like abilities.

This chapter explains the game mechanics used to run psionic characters and provides powers to get psionicist heroes started. Consider the definitions of the following terms:

- Psionics: The practice of extraordinary psychic powers. A character who has psionic abilities harnesses the power of his mind to produce a particular effect. Characters who have psionic powers are called psionicists (see below).
- Psionicist: A character who uses the force of his mind to affect the environment and inhabitants around them.

The psionic system presented in this chapter provides descriptions of the core powers.

Psionicist

The psionicist is a member of a class devoted to the exercise of innate mental powers. Certain individuals have within them a talent for that sort of thing, and these persons can opt to be psionicists.

Many people assume that psionics is just another type of magic. Magic is the ability to shape, control, harness, and utilize natural forces that infuse the game world and surround the characters. It is based on the principle that, through the use of words, gestures, and catalyzing materials of unique power, these external energies can be controlled. The key element of that statement is external energy.

Magical effects are produced externally by manipulating outside forces. The power does not come from inside the spellcaster but from somewhere else. Psionics is the complete opposite of this. The psionicist shapes, controls, harnesses, and utilizes natural forces that infuse his being. His effort is focused inward rather than outward. He must be completely in touch with and aware of even the tiniest workings of his body and mind. This type of knowledge comes from long and intense meditation coupled with physical extremes. The psionicist finds enlightenment in both complete exhaustion and complete relaxation, in both pain and pleasure. The mind and body are only parts of a much greater unity. Indeed, discussing one without the other, as so many people do, seems nonsensical to a psionicist; they cannot be separated. The body produces energy and vitality; the mind gives it shape and reality. Neither does the psionicist study nor pray for his powers. He carries them with him wherever he goes. As long as his mind and body are rested his psionic strength - his powers - are available to him.

More than a character of any other class, the psionicist is self-contained. Unlike the fighter and thief, he needs no weapons or tools to practice his art. Unlike the cleric, he needs no deity. Unlike the magic-user, he relies on no outside energies. His power comes from within, and he alone gives it shape. The psionicist strives to unite every aspect of his self into a single, powerful whole. He looks inward to the essence of his own being, and gains control of his subconscious. Through extraordinary discipline, contemplation, and self-awareness, he unlocks the full potential of his mind.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Attack Modes, Defense Modes, Psionic Disciplines and Powers
2	2	+1	
3	3	+2	
4	4	+2	
5	5	+3	
6	6	+4	
7	7	+4	
8	8	+5	
9	9	+6	
10	+2	+6	
11	+2	+7	
12	+2	+8	
13	+2	+8	
14	+2	+9	
15	+2	+10	
16	+2	+10	
17	+2	+11	
18	+2	+12	
19	+2	+12	
20	+2	+13	

Ability Requirements: Intelligence 13, Wisdom 13, and Constitution 13

Hit Die: d6 (4)

Alignment: Any non-chaotic (lawful good, lawful neutral, lawful evil, neutral good, neutral, neutral evil)

Weapons: Club, crossbow, hand, dagger, dart, throwing hammer, quarterstaff, scimitar, short sword, sickle, sling, and spear

Armor: Light armor and shields*

Saving Throw Proficiencies: Intelligence and Wisdom

Skill Proficiencies: Insight and any 3 of the following: Acrobatics, Animal Handling, Athletics, Ciphers, Deception, History, Intimidation, Language (any), Medicine, Perception, Persuasion, Profession (any)

*A psionicist may not activate psionic powers while wearing medium or heavy armor.

Psionic Strength Points (PSP) Progression

Level	PSPs	Level	PSPs
1	22	11	142
2	34	12	154
3	46	13	166
4	58	14	178
5	70	15	190
6	82	16	202
7	94	17	214
8	106	18	226
9	118	19	238
10	130	20	250

Psionic Strength Points (PSPs)

Every psionicist has psionic strength points, or PSPs. Not only do they determine a character's current psionic stamina, they also power psionic abilities. These points are used to create psionic attacks, activate psionic powers, and keep psionic defenses in place.

They can also be expended, one a 1-for-1 basis to absorb any psychic Hit Point damage suffered by the psionicist. Absorbed psychic damage is subtracted from PSP totals.

As long as any PSPs remain, psionic defenses keep the mind closed to psionic intrusion of any sort. This grants the psionicist a +1 bonus to all Saving Throws made against psionic attack modes.

When a psionic character's PSP total falls to zero, his defenses crumble and his mind is left open to psionic contact. The character can no longer absorb psychic damage and loses his +1 Saving Throw bonus against psionic attacks.

At 1st level, the psionicist has a PSP total (also called a PSP Pool) of 22 points. At levels 2 through 20 the psionicist receives an additional 12 PSPS per level, to a maximum of 250 PSPs at level 20.

Recovering PSPs

Characters recover expended PSPs by resting for 8 hours. At the end of such rest, the psionicist recovers all expended PSPS. PSPs may not be restored more than once per day, even if the psionicist rests for more than 8 hours during that day.

Psionic Modes and Powers Progression

Level	Attack Modes	Defense Modes	Disciplines	Sciences	Devotions
1	1	1	1	1	3
2	1	1	2	1	5
3	2	2	2	2	7
4	2	2	2	2	9
5	3	3	2	3	10
6	3	3	3	3	11
7	4	4	3	4	12
8	4	4	3	4	13
9	5	5	3	5	14
10	5	5	4	5	15
11	5	5	4	6	16
12	5	5	4	6	17
13	5	5	4	7	18
14	5	5	5	7	19
15	5	5	5	8	20
16	5	5	5	8	21
17	5	5	5	9	22
18	5	5	5	9	23
19	5	5	5	10	24
20	5	5	5	10	25

Attack Modes

All psionicists, as they progress in their training, master offensive modes of mental combat. Psionicists begin play with access to 1 attack mode, gaining access to an additional attack mode at levels 3, 5, 7, and 9, as shown on the Psionic Modes and Powers Progression table above.

The five psionic attack modes are Ego Whip, Id Insinuation, Mind Thrust, Psionic Blast, and Psychic Crush. All of these modes, except for Psionic Blast, may only be employed against psionicists or psionically active creatures.

An attack mode may be activated, as an action, on the psionicist's turn. All attack modes have an instantaneous duration. The psionic attacks are described below.

Attack Modes	PSP Cost	Range, Area of Effect
Ego Whip	4	30' range, 1 creature
Id Insinuation	6	100' range, 1 creature
Mind Thrust	4	100' range, 1 creature
Psionic Blast	10	30' cone
Psychic Crush	8	100' range, 1 creature

- Ego Whip: Ego Whip attacks the ego, either by feelings of inferiority and worthlessness or by superiority and megalomania. The attack affects but a single psionically active creature, dealing 1d6 points of psychic damage and stunning the foe for 1d4 rounds. The defender may make a Charisma save for no damage. Those who make their save or who absorb all psychic damage by expending PSPs are not stunned.
- Id Insinuation: Id Insinuation seeks to loose the uncontrolled subconscious mind of the defender, pitting it against the super-ego. The attack deals 1d6 points of psychic damage to a psionically active target. In addition, the target acts as under the effects of a Confusion spell for 1d4 rounds. The defender may make a Wisdom save for ½ damage. A successful Wisdom save also negates the Confusion effect. A psionicist who absorbs all psychic damage by expending PSPs negates the Confusion effect.
- Mind Thrust: Mind Thrust is a stabbing attack that seeks to short the synapses of the defender. It deals 2d6 points of psychic damage to a psionically active creature. The defender may make a Wisdom save to halve this damage.
- Psionic Blast: Psionic Blast is a wave of brain force, in effect much like "stunning news" to the mind. It is the only psionic attack mode that can affect non-psionic creatures, stunning all creatures in 30' cone for 1d3 rounds and dealing 1d8 points of psychic damage. A Wisdom save negates the stunning effect and halves the psychic damage taken. Psionicists who absorb all psychic damage by expending PSPs are not stunned.
- Psychic Crush: Psychic Crush is a massive assault upon all neurons in the brain of a psionically active creature, attempting to destroy all by a massive overload of signals. The target must make a Wisdom save or suffer 4d6 points of psychic damage. If the target succeeds on its save, it takes ½ damage.

Defense Modes

Psionicists develop psionic defenses as they progress in experience, as detailed on the Psionic Modes and Powers Progression table above. These defenses protect against psionic attacks launched at the character until his next turn. Each has a duration of 1 round and costs the listed number of PSPs.

A defense mode may be activated as a free action on the psionicist's turn. If the psionicist wishes to activate a second defense mode on his turn, he must use his action for the round. Defense modes require no concentration to be maintained and have a duration of 1 minute (10 rounds). Once activated, a defense mode remains in place for its duration. If the psionicist wishes to extend the duration, he need only pay its PSP cost on his turn at the start of the next minute (rounds 11, 21, 31, etc.). More than one defense mode may be maintained at a time in this manner.

There are five psionic defenses. They are Intellect Fortress, Mental Barrier, Mind Blank, Thought Shield, and Tower of Iron Will. These are described below.

Defense Modes	PSP Cost	Range, Area of Effect
Intellect Fortress	5	Personal, 10' radius sphere
Mental Barrier	3	Personal
Mind Blank	5	Personal
Thought Shield	6	Personal
Tower of Iron Will	8	Personal, 10' radius sphere

- Intellect Fortress: Intellect Fortress is a defense that calls forth the powers of the ego and super-ego to deflect attacks within 10' of the psionicist. All psychic damage and ability damage dealt by psionic powers and attack modes is halved for those within the fortress.

- Mental Barrier: Mental Barrier is a carefully built thought repetition wall that exposes only that small area of the psionicist's mind. This power grants the psionicist a +4 bonus to their Saving Throws versus psionic attack modes and powers. This bonus is in addition to the +1 bonus to saves that all psionically active creatures gain while they have remaining Psionic Strength Points (PSPs). See the Psionic Strength Points section above for more details.
- Mind Blank: Mind Blank attempts to hide the mind from attack, making its parts unidentifiable. This power works exactly as the spell Mind Blank except that it defends against psionic devices and powers that detect, influence, or read emotions or thoughts.
- Thought Shield: Thought Shield cloaks the mind so as to hide first one part, then another. It grants the psionicist Psionic Resistance of 10 + the psionicist's Common Ability Bonus (see pages 5 and 53).
- Tower of Iron Will: Tower of Iron Will relies only upon the super-ego to build an unassailable haven for the brain. It affects all allies within 10' of the psionicist, granting Psionic Resistance of 10 + the psionicist's Common Ability Bonus (see pages 5 and 53).

Psionic Disciplines and Powers

Every psionic power belongs to one of the five psionic disciplines:

1. Clairsentience
2. Psychokinesis
3. Psychometabolism
4. Psychoportation
5. Telepathy

Powers are either major (and are called sciences) or minor (called devotions). Before a psionicist can learn a psionic power, he must have access to the appropriate discipline.

At 1st level, a psionicist selects one discipline. This is his primary discipline. As a psionicist advances in level, he gains access to additional disciplines (as shown on the Psionic Modes and Powers Progression table on page 202). A psionicist starts out at 1st level with 4 powers within his primary discipline: 1 science (major power) and 3 devotions (minor powers). With each advance in level, the psionicist gains additional disciplines and powers, as shown on the Psionic Modes and Powers Progression table.

A player can select new powers for his character as soon as the character reaches a new psionicist level. These new powers can be selected from any discipline the character has access to, including a discipline that was just gained.

Within a single discipline, a character must have twice as many devotions as sciences.

Example: A player can't select a third telepathic science until his character has at least six telepathic devotions.

Additionally, a character can never learn as many sciences and devotions in another discipline as he knows in his primary discipline. This provides a focus for a hero that he can adhere to throughout his career.

Starting Funds

Psionicists begin play with 20-80 gold pieces (2d4x10) with which to purchase their initial equipment.

Followers

At 9th level, a psionicist becomes a contemplative master. Such a master can build a sanctuary to use as his headquarters and can attract followers. A 1st level psionicist arrives monthly to study with the master, regardless of whether he builds a sanctuary. The maximum number of followers is equal to the master's Charisma score if he builds a sanctuary, or half that number (rounded down) if he doesn't.

A master's followers want to learn. They serve in any capacity the master chooses as long as the master spends at least 20 hours per week instructing them. If the master doesn't live up to this schedule, the followers leave to find someone else.

Activating Psionic Modes and Powers

A character must make all pertinent decisions about a power or attack mode (range, target, area, effect, etc.) when the character activates that ability, unless the power specifies otherwise. The character must make some choice about whom the power or attack mode is to affect or where the effect is to originate, depending on the type of psionic ability. The Dungeon Master applies whatever result a power or attack mode entails using the ability's description.

If the character ever tries to activate a power or attack mode in conditions where the characteristics of that power (range, area, etc.) cannot be made to conform, the activation fails and the PSPs are wasted.

Psionics in a Round

A psionicist can take the following actions during a single round. In addition to movement, a psionicist can:

- Activate 1 attack mode or 1 power (either a devotion or science) as an action.
- Activate 1 defense mode as a free action. A second defense mode can be activated on the psionicist's turn, but this uses his action for the round.
- Maintain 1 activated power by concentrating on it and by continuing to pay the PSP cost. Only one power may be maintained through concentration at a time. Should the psionicist activate another power that requires concentration, the other power ends immediately. Concentration does not use an action on the psionicist's part but is limited to one psionic power or spell each round. See below for more details on concentration and Concentration Checks.
- Maintain activated defense modes. Maintaining defense modes does not require concentration or the use of an action on the psionicist's part. Defense modes have a duration of 1 minute. If used for a longer period of time, the PSP cost must be paid at the start of each additional minute (rounds 11, 21, 31, etc.).

Activation Time

All powers and attack modes require a single action to activate. A defense mode may be activated as a free action once per round. Activating a second defense mode uses an action.

Concentration Checks: To activate a power or attack mode, the character must concentrate. If something interrupts the character's concentration while the character is activating a psionic ability, the power or attack mode is lost and the PSPs are expended. The Dungeon Master may allow a Concentration Check (a Wisdom Saving Throw for psionicists) to see if the power or attack mode is disrupted, and lost, or not.

All psionically active creatures attempting to activate powers or attack modes while engaged in melee must make a DC 10 Concentration Check in order to successfully do so.

If damaged while activating a power or attack mode, the Concentration Check DC is 10 or ½ the damage taken, whichever is higher. For effects that do not inflict damage the DC is 10 for distractions, such as activating abilities in the following condition: strong winds, while mounted, while onboard a pitching ship, or while in a driving rain. Major hindrances, such as activating abilities while entangled, grappled, or while moving at high speed on a galloping mount or in a bouncing wagon, raise this DC to 15 or higher, while extremely hindering conditions, such as earthquakes, are in effect.

Anything that could break the character's concentration when activating a power or attack mode can also break the concentration necessary to maintain either type of psionic ability.

Note that psionic defenses do not require concentration to activate or maintain.

Range

The maximum distance from the user at which the power has an effect. Sometimes the range of a power or defense mode is only personal (the power effects only the psionicist or emanates from the psionicist), while some powers have a range of touch (the psionicist must

touch a creature or object to affect it), as noted in the power's description. "Touch" requires the user to make physical contact with the target - that is, a melee attack roll.

There are four distance ranges for powers and attack modes: 30' (Close), 100 feet (medium), 400' (Long), and unlimited (reaching anywhere on the plane of existence). Some powers have no standard range category, just a range expressed in feet. Some powers create 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 without regard to the power's range (unless otherwise stated in the power's description).

Targets

An attack mode or power requires you to pick one or more targets to be affected by the psionic ability. An attack mode's or power's description tells you whether it targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a power has a perceptible effect, a creature might not know it was targeted by a power at all. Attack modes are always noticed by their target or targets, who perceive it as a mental assault.

If the psionicist casts a targeted attack mode or power on the wrong sort of target, it has no effect and is lost (as well as the PSPs required to activate the attack mode or power).

Area of Effect

Powers (like Aura Sight), attack modes (such as Psionic Blast), and defense modes (like Tower of Iron Will) sometimes cover an area, allowing them to affect multiple creatures at once.

An attack mode's, defense mode's, or power's description specifies its area of effect, which typically has one of five different shapes: circle, cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin; the location from which the psionic mode or power emanates. The rules for each shape specify how the psionicist positions its point of origin. Typically, a point of origin is a point in space, but some powers have an area whose origin is a creature or an object.

A mode's or power's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the mode's or power's area. To block one of these imaginary lines, an obstruction must provide total cover, as explained on page 68.

- Circle: This mode or power radiates from a chosen point of origin (or from the psionicist, in some instances) affecting whatever lies within its area of effect. This area lies along a horizontal plane.
- Cone: A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin.

  A cone's area of effect specifies its maximum length. A cone's point of origin is not included in the cone's area of effect, unless the psionicist decides otherwise.
- Cube: The psionicist selects a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

  A cube's point of origin is not included in the cube's area of effect, unless the psionicist decides otherwise.
- Cylinder: A cylinder's point of origin is the center of a circle of a particular radius, as given in the power's description. The circle must either be on the ground or at the height of the power's effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The power's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder. A cylinder's point of origin is included in the cylinder's area of effect.
- Line: A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

  A line's point of origin is not included in the line's area of effect, unless the psionicist decides otherwise.
- Sphere: The psionicist selects a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

  A sphere's point of origin is included in the sphere's area of effect.

Obstacles: Some psionic effects are affected by obstacles. The character must have a clear line of effect to any target of that attack mode or power, or to any space in which the character wishes to place the point of origin for a power with an area of effect.

For circles, cones, cylinders, and spherical effects, the mode or power only affects areas, creatures, and objects to which it has line of effect from its origin (a circle's center, a cone's starting point, a cylinder's circle, or a sphere's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a mode's or power's line of effect.

A psionicist aims a ray as if using a ranged weapon but requires no attack roll to strike his target. The character must be able see the creature he is trying to hit, as with any other targeted power. Note that intervening creatures and obstacles can block the psionicist's line of sight to his target.

Duration

Duration measures how long a mode's or power's effect lasts. Durations are measured in rounds, minutes, hours, or some other increment. When the limit is up, the mode or power ends. Most powers require the psionicist to concentrate in order to maintain that power's effect. A psionicist can typically dismiss powers as a free action, before the duration ends, unless the power's description states otherwise. A power that requires concentration is dismissible by its very nature.

All attack modes, as well as some powers, are instantaneous. The power harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because the effects take place in an instant.

Concentration: Most powers require the psionicist to maintain concentration in order to keep them active. If the psionicist loses concentration, such a power ends.

If a power must be maintained with concentration, that fact appears in its "Duration" entry. All powers with a duration of concentration may be maintained for as long as the psionicist concentrates and has remaining Psionic Strength Points. The psionicist can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- Activating another power that requires concentration. The psionicist loses concentration on a power if the psionicist activates another power (or a spell) that requires concentration. The psionicist can't concentrate on more than 1 power or spell at a time.
- Taking damage. Whenever the psionicist takes damage while concentrating on a power, the psionicist must make a Concentration Check (a Wisdom Saving Throw) to maintain concentration. The DC equals 10 or ½ the damage taken, whichever number is higher. If the psionicist takes damage from multiple sources, such as an arrow and a dragon's breath, the psionicist makes a separate Concentration Check for each source of damage.
- Being incapacitated, grappled, or killed. The psionicist loses concentration on a power if incapacitated or killed. The DC to maintain concentration while grappled is 15.
- The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Concentration Check to maintain concentration on a power.

Combining Psionic Power's Effects: The effects of different powers add together while the durations of those powers overlap. The effects of the same power activated multiple times don't combine, however. Instead, the most potent effect - such as the highest bonus - from those activations applies while their durations overlap.

PSP Cost

All attack modes, defense modes, and powers have an associated PSP cost. The cost listed is the number of PSPs needed to use the power for the number of rounds, minutes, or hours specified in the mode's or power's description.

Powers that have been activated can be maintained from round to round through concentration and by expending PSPs. The first round that the character either fails to concentrate or pay the PSP cost, the power's effects cease to function. If the psionicist wishes to reactivate the power in a later round he must reactivate it.

Prerequisites

Prerequisites list other sciences or devotions a character must know before being able to use a particular power. Some prerequisites will list a level. This is the lowest level a psionicist using this psionic power can be.

Saving Throw

Most harmful powers, and all attack modes, allow a targeted creature to make a Saving Throw in order to avoid some or all of their effects. A power's description details whether that power allows a Saving Throw, what type of Saving Throw is made and the effect of a successful save. If a mode does not include a Saving Throw entry, then assume no Saving Throw is allowed. The Saving Throw DC for psionicist attack modes and powers is equal to 10 + 1/3 of the psionicist's level (rounding all fractions up + the psionicist's Wisdom modifier.

Level	Base DC
1	DC 11 + Wisdom modifier
2	DC 11 + Wisdom modifier
3	DC 11 + Wisdom modifier
4	DC 12 + Wisdom modifier
5	DC 12 + Wisdom modifier
6	DC 12 + Wisdom modifier
7	DC 13 + Wisdom modifier
8	DC 13 + Wisdom modifier
9	DC 13 + Wisdom modifier
10	DC 14 + Wisdom modifier
11	DC 14 + Wisdom modifier
12	DC 14 + Wisdom modifier
13	DC 15 + Wisdom modifier
14	DC 15 + Wisdom modifier
15	DC 15 + Wisdom modifier
16	DC 16 + Wisdom modifier
17	DC 16 + Wisdom modifier
18	DC 16 + Wisdom modifier
19	DC 17 + Wisdom modifier
20	DC 17 + Wisdom modifier

As is the case with magic, a creature that successfully saves against a psionic attack 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 power or attack mode, the attacking psionicist senses that the ability has failed. The psionicist does not sense when creatures succeed at Saving Throws against abilities that effect an area.

A creature can voluntarily forego a Saving Throw and willingly accept an attack mode's or power's result.

Negates: This term means that the power or attack mode has no effect on an affected creature that makes a successful Saving Throw.

Partial: The power or attack mode causes an effect on its subject, but a successful Saving Throw means some lesser effect occurs.

Half: The power or attack mode deals damage, and a successful Saving Throw halves the damage taken (round down).

None: No Saving Throw is allowed.

Psionic Resistance

Psionic resistance is a special defensive ability. A defender's Psionic Resistance grants them an additional measure of protection against psionic attacks. If a defender is resisting a psionic power or attack mode with Psionic Resistance, the user of the power or attack mode must pass a Concentration Check (see page 203) with a DC equal to 5 + the target's Psionic Resistance rating. If the psionicist fails this check, the power or attack mode has no effect.

The Psionic Resistance line of the descriptive text of a power description explains whether or not the Psionic Resistance applies, as some powers are not affected by a target creature's Psionic Resistance. Psionic Resistance applies even if a given power also allows the target creature a Saving Throw. The effects of Psionic Resistance, if any, are applied first, and then the creature may also make a Saving Throw. In most cases, Psionic Resistance applies only when a resistant creature is targeted by the power or attack mode, not when a resistant creature encounters a power that is already in place.

A creature with Psionic Resistance must voluntarily drop the resistance in order to receive the effects of a beneficial or harmless power without the check described above. If a power does not include a Psionic Resistance entry, then assume no Psionic Resistance check is needed to affect it. All attack modes are subject to Psionic Resistance.

Psionics and Magic

Psionics and magic use completely different forces. Psionics uses internal energy, while magic taps into extraplanar power. Both arts can produce similar effects, but they do so in very different ways. For this reason, psionics and magic don't ordinarily mix.

Magical spells, for instance, can't be used to detect or dispel psionic activity, unless otherwise stated. Likewise, psionic powers can't detect magic that simulates psionic abilities.

Lastly, if a psionicist uses a psychokinetic, psychometabolic, psychoportive, or telepathic power against a magical illusion, he automatically gets an Intelligence Saving Throw to disbelieve it. Specific spells, as listed below, intermix with psionics in the following ways.

- Antimagic Shell: This spell blocks the effects of psionic powers.
- Detect Invisibility: This spell allows the caster to see clearly psionic invisibility, astral travelers, Shadowform, and ethereal creatures. It doesn't work against characters in other dimensions.
- Detect Magic: This spell has no effect on psionics.
- Detect Scrying: This spell will detect psionic scrying, though psionicists get a Wisdom Saving Throw to avoid detection.
- Dispel Magic: All spells that dispel magic have equal effect against powers using the same mechanics, and vice versa. The DC to dispel a power is equal to its Saving Throw DC.
- ESP: If this spell is used against psionicists, they get a +2 bonus to their Saving Throw.
- Forbiddance: This spell effectively blocks all teleportation and metabolic powers.
- Freedom of Movement: This spell overcomes all psychokinetic effects against the subject's body, as well as Domination.
- Globe of Invulnerability/Minor Globe of Invulnerability: These spells have no effect on psionics.
- Mind Blank: This spell works against psionic powers that detect, influence, or read emotions or thoughts. The Mind Blank defense mode also works against spells that detect, influence, or read emotions or thoughts.
- Misdirection: This spell has no effect on psionics.
- Nondetection: This spell works normally against psionics.
- Otiluke's Resilient Sphere: Psionics can't penetrate this spell's protection.
- Protection from Evil/Protection from Evil, 10-foot Radius: These spells protect against psionic attack modes and powers, just as they do spells.
- Screen: This spell works against psionics, though psionicists get an Intelligence save vs. spell to negate effects.
- Spell Immunity: This spell has no effect on psionics.
- Trap the Soul: Psionicists trapped by this spell can't use any psionic powers, attack modes, or defense modes.

Dead Magic/Null Psionic Areas: All psionic abilities are suppressed in an area of dead magic (such as in an Antimagic Shell), and vice versa.

Magic Resistance and Psionic Resistance: Magic Resistance does not work against psionic powers, and Psionic Resistance does not work against spells.

Psionicist Power Descriptions

Once a psionicist has mastered the powers of his mind, the results can be as spectacular as the explosive force of the psychokinetic science called Detonate or as subtle as the clairsentient devotion called See Sound.

All psionic powers are grouped into one of five categories, or disciplines, based on how the energy is used. All psionic powers belong to one of these disciplines. The five disciplines are defined as follows:

- Clairsentient powers allow characters to perceive things beyond the natural range of their senses.
- Psychokinetic powers move objects across space using only the energy of the mind.
- Psychometabolic powers affect the user's body by altering it in some manner.
- Psychoportive powers allow psionic travel, moving characters from one location to another without crossing space.
- Telepathic powers involve the direct contact of two or more minds.

Within each discipline, the powers are divided into two categories: major powers, or sciences; and minor powers, or devotions.

Clairsentient Powers

All-Round Vision

Clairsentient Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 2/minute
This power lets the user see in all directions simultaneously. This has obvious benefits, including a +2 bonus to visual Perception checks and initiative rolls.

There is a penalty, however. While this power is in effect, the user suffers a -2 penalty to Saving Throws against gaze attacks and vision-based spells such as Color Spray.

Aura Sight

Clairsentient Science
Activation Time: 1 action
Range: 100 feet (Medium)
Target: 1 creature
Duration: Concentration
PSP Cost: 3/round
Saving Throw: Wisdom negates
Psionic Resistance: Yes
With this power, the user can detect auras. This power gives the user information on the target's alignment and relative level of power, unless the target makes a Charisma Saving Throw.

The amount of information revealed depends on how long you study a particular object or subject.

- 1st Round: One component of the target's alignment (either along the lawful-chaotic axis or the good-evil axis). If the power aura detected in the area is overwhelming (see aura power below) you are stunned for 1 round and the power ends.
- 2nd Round: The target's second alignment component.

Aura Strength

Creature or Object	Faint	Moderate	Strong	Overwhelming
Creature (Hit Dice)	¼ - 3	4 - 8	9 -15	16+

The DM should relate game-related information in a story sense, rather than in mechanical terms. In the case of alignment, the user sees colored light that represents an element: 1) blue (lawful); 2) gray (neutral); 3) red (chaotic); 4) white (good); or 5) black (evil).

Clairaudience

Clairsentient Science
Activation Time: 1 action
Range: Personal; see text
Target: Known location upon the same plane; see text
Duration: Concentration
PSP Cost: 4/round
This power allows the user to hear sounds from a distant area. The user picks a location he knows, then listens to everything he would be able to hear normally, and make Perception skill checks based on sounds, as if he were standing in that spot.

The power doesn't screen out noise around the user's physical body, which may make it difficult to hear sounds elsewhere. The power doesn't provide any abilities to understand languages or interpret sounds.

Clairaudience only works within a given plane.

Clairvoyance

Clairsentient Science
Activation Time: 1 action
Range: Personal; see text
Target: Known location upon the same plane; see text
Duration: Concentration
PSP Cost: 5/round
This power allows the user to see images from a distant location. The user picks a spot he knows, then looks at everything he would be able to see if he were standing in that spot. The user's field of vision is the same as normal, and turning his head allows him to scan the area.

Clairvoyance doesn't replace normal vision. The user still sees what's around his physical location, with the distant scene superimposed. Closing one's eyes blocks the double vision and leaves only the distant scene. This power doesn't enhance vision, so hidden or invisible objects remain undetected. The distant scene is visual only; there is no sound, allowing the user to make Perception checks based solely on sight.

Clairvoyance only works within a given plane.

Combat Mind

Clairsentient Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 2/round
This power gives the user an unusually keen understanding of his enemies and their fighting tactics. As a result, the user gains a +1 bonus to Armor Class, attack rolls, Athletics skill checks, and Dexterity Saving Throws while concentrating upon this power.

Danger Sense

Clairsentient Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 3/minute
This power produces a slight tingling sensation at the back of the user's neck whenever a hazard or threat is near. While concentrating upon this power, the user's passive Wisdom (Perception) score (see Passive Skill Checks page 54) improves by 5 when used to spot traps, hazards, and ambushes.

Feel Sound

Clairsentient Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 2/minute
This power makes the user's body sensitive to sound. It allows the user to continue to hear even if his ears are disabled and grants a +2 bonus

to all Perception checks related to sound, as well as +2 bonus to Saving Throws versus illusory sounds (such as those created with an Audible Glamer or Phantasmal Force spell). He can't detect sound where there is none, and the power doesn't work within areas of magical silence.

Know Location
Clairsentient Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Instantaneous
PSP Cost: 5
This power aids characters who travel via Teleportation, Gate, or any other spell or power that transports targets to another location or plane. This power reveals general information about the user's location, noting the distance to the nearest settlement. Some typical responses are "A few miles southwest of Hommlet", "In the dungeon of the Slave Lords near the city of Suderham"; and "On the southern coast of The Isle of Dread near the village of Tanaroa."

Martial Trance
Clairsentient Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 4/round
Prerequisite: 3rd level psionicist
This power helps the user in combat. By entering a trance before combat begins, the user focuses his complete attention, tuning out other distractions. While in the trance, the user gains a +2 bonus to all attack rolls, Armor Class, Athletics skill checks, and Dexterity Saving Throws.

Object Reading
Clairsentient Science
Activation Time: 1 action
Range: Touch
Area of Effect: 1 object
Duration: Concentration
PSP Cost: 5/round
This power allows the user to detect psionic impressions left on an object by a previous owner. These impressions include the owner's race, sex, age, and alignment. The power can also reveal how the owner came to possess the item and how he lost it

The amount of information gained depends on how long the item is studied:

Rounds Studied	Information Gained
1	Last owner's race
2	Last owner's sex
3	Last owner's age
4	Last owner's alignment
5	How last owner gained and lost object

Poison Sense
Clairsentient Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 1/minute
This power enables a user to detect the presence of poison and identify its location within 1 yard of his body. The type of poison and how it can be negated aren't revealed, only its presence.

Psionic Sense
Clairsentient Devotion
Activation Time: 1 action
Range: Personal
Target: You; see text
Duration: Concentration
PSP Cost: 2/hour
Prerequisite: Mindlink
This power allows the user to detect psionic activity anywhere within 400 feet of his location. Any expenditure of PSPs constitutes psionic activity. If psionic activity is occurring in more than one location within the range, the user detects all of it.

Psionic Sense also detects the power levels of this activity. Power levels are as follows:

- Low psionic activity (Up to 5 PSPs per round)
- Moderate psionic activity (6 to 10 PSPs per round)
- High psionic activity (11 or more PSPs per round)

See Sound
Clairsentient Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 2/round
This power enables a user to perceive sound waves visually by converting those waves into light impulses. Only a character who can hear can use this power. He can see sound even in darkness, as sound waves don't require light. The user can be "blinded" by silence, however.

Psychokinetic Powers

Animate Object
Psychokinetic Devotion
Activation Time: 1 action
Range: 100 feet (Medium)
Effect: 1 Small object per 5 PSPs spent; see text
Duration: Concentration
PSP Cost: 5 or more/round; see text
Prerequisite: Telekinesis
You imbue inanimate, mundane objects with mobility and a semblance of life. Each animated object immediately attacks whomever or whatever you initially designate.

An animated object can be of any non-magical material. The animated objects attack whomever or whatever the psionicist first designates. The object can be of any material whatsoever - wood, metal, stone, fabric, leather, ceramic, glass, etc.

The speed of movement of the object is dependent upon its means of propulsion and its weight. Thus, a large stone pedestal would rock forward at 20' per round while a slithering object could move at 25' per round. Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a 30' Movement Rate. Objects with multiple legs (tables, chairs) have a Movement Rate of 45' per round. Wheeled objects have a Movement Rate of 60'. Objects might have additional modes of movement as well. A wooden object can float and has a Movement Rate on water equal to half its land speed. A rope or similar sinuous object can climb at half of its normal speed. A sheet-like object can fly (Maneuverability Class E) at half its normal Movement Rate.

The damage caused by the attack of an animated object is dependent upon its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike at their targets, or possibly wrap around and trip as do light, supple objects. Hard objects can crush or strike, with larger objects dealing more damage.

As a general guideline, assume that all animated objects have an Armor Class of 15. Small objects will have 15 Hit Points, Medium objects will have 30 Hit Points, and Large objects will have 45 Hit Points. All attack as if their Hit Dice equaled the level of the psionicist. Animated objects deal 1d4 points of damage per size category (Small objects deal 1-4, Medium objects deal 2d4, and Large objects deal 3d4 points of damage).

Stone or hard metal objects have Damage Resistance against piercing and slashing weapons, while supple materials (such as rope or cloth) have Damage Resistance against bludgeoning and piercing damage.

You may animate one Small object or an equivalent number of larger objects for every 5 PSPs spent. A Medium object counts as two Small objects, a Large object as four Small objects. As such, a psionicist who expends 30 PSPs may animate either 6 Small objects or its equivalent in

larger objects. This power cannot animate objects carried or worn by a creature.

Control Light

Psychokinetic Devotion
Activation Time: 1 action
Range: 100 feet (Medium)
Area of Effect: 20' radius sphere
Duration: Concentration
PSP Cost: 3/round
This power allows the user to manipulate ambient light. He can't create light from complete darkness, but he can create darkness from light. Use of Control Light allows the psionicist to dim the lighting in an area (from bright light to dim light or darkness, and from dim light to darkness) or make a dimly lit area brighter (from dim light to bright light).

Control Sound

Psychokinetic Devotion
Activation Time: 1 action
Range: 100 feet (Medium)
Area of Effect: 20' radius sphere
Duration: Concentration
PSP Cost: 3/round
This power allows the user to alter sounds emanating from one source within the area of effect. Sounds can be layered, so that one singer can be made to sound like a choir. Control Sound can also dampen or amplify a specified sound source within the area of effect. The psionicist must specify what sound he intends to alter. For example, the user might quiet the strike of a hammer or erase the creak of a door. He couldn't eliminate both at once, however.

Control Wind

Psychokinetic Devotion
Activation Time: 1 action
Range: 400' (Long)
Area of Effect: 400' radius cylinder, 40' in height
Duration: Concentration
PSP Cost: 20/10 minutes
Prerequisite: Telekinesis
You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or in a circular pattern, and either increase or decrease its strength. The new wind direction and strength persist until the power ends or until you choose to alter your handiwork.

You may create an "eye" of calm air up to 80 feet in radius at the center of the area, if you so desire, and may choose to limit the area to any cylindrical area less than your full limit.

When you change the wind conditions, find a current condition on the following table and change it by up to 1 stage. For every 10 minutes that the power is maintained the wind conditions can be altered by one stage, up or down:

Wind

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Severe winds
5	Hurricane-force winds
6	Tornado

- Moderate Wind: A moderate wind has a 50% chance of extinguishing open flames and gradually disperses fog, halving the duration of any fog or cloud spells in the area of effect.
- Strong Wind: Strong wind gusts automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Perception checks.
- Severe Wind: In addition to automatically extinguishing any unprotected flames there is a 50% chance of extinguishing protected flames (such as lanterns). Ranged weapon attacks and Perception checks are at a -4 penalty. Creatures in the area must make a DC 5 Athletics check or be knocked prone. Flying creatures take 1d3 points of bludgeoning damage and are blown back 1d6 x 5 feet unless they succeed at a DC 10 Athletics check.
- Hurricane-Force Wind: All flames are extinguished. Ranged attacks and Perception checks suffer a -6 penalty. Creatures in the area succeed at a DC 10 Athletics check or be knocked prone. Those failing by 5 or more take 1d3 points of bludgeoning damage. Flying creatures take 1d6 points of bludgeoning damage and are blown back 1d6 x 10 feet. Creatures that make their Athletics check to remain standing move at ½ their Movement Rate. Flying creatures must immediately land or get blown back 1d6 x 10 feet and take 1d6 points of bludgeoning damage on their next turn.
- Tornado: All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Perception checks. Characters within 60' of the 40' radius tornado funnel must make DC 15 Athletics check or be knocked prone and sucked 1d6 x 5 feet towards the Whirlwind. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 5d8 points of bludgeoning 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 (roughly 300' per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Create Object

Psychokinetic Science
Activation Time: 1 action
Range: 30' (Close)
Effect: 1 created object; see text
Duration: Concentration
PSP Cost: 5/round
Prerequisite: Telekinesis
This power allows a user to assemble matter from air and the surrounding area to create a solid object. Only materials within 30 feet of the user can be used in the construction. The object remains in existence for every round that the user continues to pay the PSP cost and maintains concentration.

An object created with this power can have any shape, color, and texture the user desires, provided it fulfills at least one of these conditions:

- Fits within a sphere no more than 5 feet in diameter.
- Fits within a cylinder no more than 20 feet high and 1 foot in diameter.
- Fits within a cylinder no more than 4 feet high and 5 feet in diameter.
- Weighs no more than 10 pounds.

Detonate

Psychokinetic Science
Activation Time: 1 action
Range: 400' (Long)
Target: 1 object; see text
Duration: Instantaneous
PSP Cost: 20
Prerequisite: Telekinesis, molecular agitation
Saving Throw: Constitution partial; see text
Psionic Resistance: Yes
With this power, the user harnesses, focuses, and explosively releases the latent psionic energy inside non-living objects. The power also works against animated objects and animated undead (skeletons and zombies) but doesn't affect incorporeal or intelligent undead.

The explosion causes 10d6 points of force damage to the target unless it makes an Item Saving Throw for ½ damage (see page 56). Animated creatures or magical items can make an Item Saving Throw to negate this damage.

Creatures within 10 feet of a target that fails its Saving Throw suffer 3d6 points of bludgeoning damage from the resulting explosion. A Dexterity Saving Throw reduces this damage to half.

Inertial Barrier

Psychokinetic Devotion
Activation Time: 1 action
Range: Personal
Area of Effect: 10' radius sphere
Duration: Concentration
PSP Cost: 5/round
Prerequisite: Telekinesis
This power is used as a defense, creating a barrier of psionic energy around the user and anyone within 10' of him. This barrier absorbs some caused by incoming attacks.

Those within the barrier have damage resistance versus bludgeoning, piercing, slashing, force, fire, cold, lightning, thunder, and acid damage from sources outside of the sphere.

At the same time, ranged attacks (including spells and powers) with the listed damage types that originate from within the sphere deal half damage to targets outside of the sphere.

Levitation

Psychokinetic Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 2/round
Prerequisite: Telekinesis
Levitate allows you to move yourself up and down as you wish. You can move up or down as much as 20 feet each round by concentration upon the power. You cannot move horizontally, but can clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half your Movement Rate).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second, -2, and so on, to a maximum penalty of -5. A levitating creature can use an action to make a DC 15 Acrobatics skill check to stabilize and remove this penalty.

Molecular Agitation

Psychokinetic Devotion
Activation Time: 1 action
Range: 100 feet (Medium)
Target: 1 object
Duration: Concentration
PSP Cost: 6/round
This power enables the user to excite the molecules of a substance, causing paper to ignite, wood to smolder, or skin to blister, for example. The fire damage dealt each round depends on the number of rounds the item is agitated:

Round	Temperature	Damage
1	Warm	None
2-4	Hot	1d6 points of fire damage
5+	Searing	2d6 points of fire damage

A creature takes fire damage if its equipment, clothing, or armor is heated unless the wearer sheds the targeted item during the first round that the power is in effect.

Molecular Manipulation

Psychokinetic Devotion
Activation Time: 1 action
Range: 30' (Close)
Target: 1 object; see text
Duration: Concentration
PSP Cost: 7/round
Prerequisite: Telekinesis
This power allows the user to weaken an object's molecular bonds. When stress is applied to the object or a blow is struck, it snaps. The user can create one "weak point" of approximately 1 cubic inch each round. One round's application is enough to fatally weaken most small objects (knives, ropes, saddle straps, bows, etc.), causing that item to break when a 1 through 5 is rolled on any d20 skill check or attack roll using the item, or whenever the item is struck by an attacker for 5 or more points of damage. Larger objects require more time and are subject to the DM's discretion.

The DM must decide how vulnerable molecular manipulation makes larger, oddly shaped items (such as doors and shields). An object need not be in two pieces to be useless. A small boat, for example, is unsafe if it has a crack in its hull.

Magical items can make an Item Saving Throw (see page 56) against this power.

Project Force

Psychokinetic Science
Activation Time: 1 action
Range: 400' (Long)
Target: 1 creature or object
Duration: Instantaneous
PSP Cost: 15
Prerequisite: Telekinesis
Saving Throw: Dexterity halves
Psionic Resistance: No
This power allows the user to focus a psychokinetic "punch" against a target within range. If used offensively, this punch causes 6d6 points of force damage. A Dexterity Saving Throw halves this damage.

Project Force can also be used to trigger traps, throw levers, open doors (not locked or latched doors), break windows, etc. The effective Strength score of this force effect is 20.

Telekinesis

Psychokinetic Science
Activation Time: 1 action
Range: 100 feet (Medium)
Target: 1 or more objects or creatures in a 10' radius circle; see text
Duration: Concentration or instantaneous; see text
PSP Cost: 1+/round; see text
Prerequisite: None
Saving Throw: Strength negates or none; see text
Psionic Resistance: Yes; see text
You move objects or creatures by concentrating on them. Depending on the version selected, the power can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single, violent thrust. A psionicist may spend no more than 1 PSP per psionicist level, and never more than 12 PSPs, on this power each round.

- Sustained Force: A sustained force moves an object weighing no more than 25 pounds for every PSP spent at a Movement Rate of 20' per round. A creature can negate the effect on an object it possesses with a successful Strength Saving Throw or with Psionic Resistance.

  This version of the power can be maintained for as long as the psionicist concentrates and has enough PSPs to keep the power activated. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond the power's range. The power ends if the object is forced beyond the power's range. If you cease concentration for any reason, the object falls or stops, and the power ends.

  An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Concentration Checks with the DC set by the DM.

- Combat Maneuver: Alternatively, once per round, you can use Telekinesis to attempt a Push, Disarm, Grapple, or Trip (see page 68 for more details on these combat contests). Resolve these attempts as normal, except that your target may resist your combat maneuver with an Athletics or Acrobatics skill check with a DC equal to 10 + the PSPs spent that round. No save is allowed against these attempts, but Psionic Resistance applies normally. This version of the power can be maintained for as long as the psionicist concentrates and has enough PSPs to keep the power activated.

- Violent Thrust: Alternatively, the power can be used to instantaneously hurl one or more objects. You can hurl one object or creature per PSP expended within a 10' radius circle. You can hurl up to a total weight of 25 pounds per PSP expended Thrown objects or creatures may be thrown 10 feet per PSP spent.

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the thrown object or creature, using your Concentration Check results in place of attack rolls. Weapons cause standard damage. Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d4 points of bludgeoning damage per 25 pounds (for hard, dense objects).

Creatures that fall within the weight capacity of the power can be hurled, but they are allowed Strength Saving Throws (and Psionic Resistance) to negate the effect, as are those whose held possessions are targeted by the power. If a creature or object is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points of bludgeoning damage).

Psychometabolic Powers

Adrenaline Control

Psychometabolic Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 5+/round; see text

This power temporarily boosts the amount of adrenaline in the user's system, giving him physical advantages. He gains 1 point for every 5 PSPs spent to add to his Strength, Dexterity, or Constitution score as he chooses, thus increasing it (to a maximum of 20) while the power is in effect. He receives all of the normal bonuses for high ability scores during this period. (If used to increase Constitution, the user gains temporarily Hit Points.)

Animal Affinity

Psychometabolic Science
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 3/round

With this power, the user develops an affinity for a particular normal animal from the list below (see the Monstrous Manual for descriptions). The user undergoes a physical change when this power is used, depending on the animal and ability. For example, he may gain wings or claws.

When the user activates this power, he temporarily gains one of the animal's attributes. He can gain the animal's Armor Class, Movement Rate and mode, physical attacks modes (but not multiple attacks), or sensory ability - though only one of these can be gained at a time. The attribute lasts for every round that the cost is paid.

Animal	Animal
Ape	Hawk
Barracuda	Horse, Draft
Boar	Lion
Bull	Panther (black leopard)
Crocodile	Scorpion, giant
Eagle, giant	Shark
Elephant	Snake*
Falcon	Stag
Griffon	Tiger
Grizzly Bear	Wolf

* Constrictor or poison, player's choice.

Body Control

Psychometabolic Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 6/minute

This power allows the user to adapt his body to a hostile environment. The change must be keyed to a specific surrounding: water, acid, extreme heat, extreme cold, an elemental plane, etc. If the power works, the user not only survives, he behaves like a native organism. He can breathe and move normally, suffering no damage from the environment. However, a character who can survive extreme cold is still vulnerable to a Cone of Cold spell.

Body Equilibrium

Psychometabolic Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 5/round

This power allows the user to adjust his body weight to correspond to the surface he's standing on. Thus, he can walk on water, quicksand, silt, or even a spider's web without sinking or breaking through. If the user is falling when he activates this power, he falls slowly enough to escape injury (120' per round). Because of how light the user becomes when this power is in effect, he must be wary of wind gusts, which can easily blow him about.

Body Weaponry

Psychometabolic Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 1/round

This power allows the user to convert one of his arms into a weapon. Virtually any sort of weapon can be imitated, except ranged weapons (such as bows) or any weapon with moving parts (such as a flail). The arm actually becomes rock, bone, wood, or metal and assumes the weapon's form. It behaves in every respect like a normal weapon of the chosen type, with the bonus that it can't be dropped or stolen.

Cannibalize

Psychometabolic Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Instantaneous
PSP Cost: See text
Prerequisite: 5th level psionicist

This power allows the user to cannibalize his own body for extra PSPs. When activated successfully, the user can take Constitution damage in order to gain more PSPs. For each point of Constitution damage, the psionicist gains 8 PSPs. The user can access these PSPs any time, as if they were part of his total.

See page 70 for more information on Ability Damage, and page 72 for information on healing such damage.

Cell Adjustment

Psychometabolic Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Instantaneous
PSP Cost: 1+; see text

This power allows the user to heal wounds and cure nonmagical diseases - excluding such unnatural diseases as mummy rot and lycanthropy. He can cure a disease in 1 round by spending 10. The user can also use this power to heal wounds, recovering up to 1 point of damage for each PSP expended (to a maximum of 20 points per round). The user can't cure a disease and restore Hit Points during the same round.

Chameleon Power

Psychometabolic Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 1/round

This power changes the coloration of the user's skin, clothing, and equipment to match the nearest background. The match is automatic; the user doesn't choose the appearance. The change takes several seconds to occur. As the user moves, the coloration shifts to reflect any changes in the surroundings.

This power makes the user extremely difficult to spot in natural surroundings, granting him a +5 bonus to all Stealth checks while this power is in effect. In other surroundings, or in an area with no shadows, the use only gains a +2 bonus to Stealth checks

Complete Healing
Psychometabolic Science
Activation Time: 1 day (24 hours); see text
Range: Personal
Target: You
Duration: Instantaneous; see text
PSP Cost: 20
This power allows the user to heal himself completely of all ailments, wounds, and normal diseases. He must place himself in a trance for 24 hours to accomplish the healing. The trance is deep; it can't be broken unless the user is injured or violently shaken.

During the healing trance, the user's body repairs itself at an incredible rate. At the end of the 24 hours, he awakens, restored to complete health in every regard except for the PSPs expended to use the power.

Heightened Senses
Psychometabolic Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 1/round
This power allows the user to sharpen all his normal senses: sight, hearing, taste, smell, and touch. The user gains a +5 bonus to all Perception checks while this power is in effect. Furthermore, the user gains a +5 bonus to all Survival skill checks made to track a creature.

Metamorphosis
Psychometabolic Science
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 6/round
This power resembles magical polymorphing, but it has a wider application. The user can change himself into any living creature with approximately the same mass as his body: a wolf, a lizard man, a basilisk, or even a tree. While in this form, the user retains his own Hit Points and Attack Bonus, but he gains the Armor Class of the new form. He also gains all physical attacks modes (but not multiple attacks) of the creature, but no magical or special abilities. Nonmagical movement is also gained. If the user metamorphs into another character race, use the Monstrous Manual's descriptions for that race.

Some forms have intrinsic advantages. Changing into a fish renders the user immune to drowning, though he doesn't retain any senses not normally associated with his new form. He may opt to keep some of his own senses when he transforms, but these are likely to give him away (i.e. a tree with eyes is certain to be noticed).

A psionicist who uses this power to disguise himself as a specific individual gains a +5 bonus to Disguise checks while using this power.

Shadowform
Psychometabolic Science
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 6/round
This power transforms the user into living shadow. The user and his gear are transformed. He can blend perfectly into any other shadow, gaining a +10 to Stealth skill checks as long as there are shadows in the area. His Movement Rate, however, is reduced by ½ and he can only travel through darkness and shadow. Areas of open light are impassable.

While in Shadowform, the user only can be noticed by Life Detection, other types of psionic detection, or by a True Seeing spell. He can't harm anyone physically or manipulate any corporeal objects, but he can use psionic abilities that don't require concentration.

Psychoportive Powers

Astral Projection
Psychoportive Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: See text
PSP Cost: 25
This power allows the user to travel without his physical body by creating an astral form that immediately leaps into the Astral Plane. Only creatures or characters who are also on the Astral Plane can see it. A silvery cord connects the astral body to the physical one. This translucent string stretches 10 feet from the astral body before becoming invisible. If the cord is severed, both the astral and physical bodies die - killing the user. The cord is nearly indestructible, however. It only can be severed by a powerful psionic wind or the silver sword of a githyanki.

The Astral Plane is used to get to other destinations - a distant point on the Prime Material or a location on another plane, for example. When the user reaches his destination, a temporary physical body is formed there. It resembles the user's real body, and the two remain connected by the silvery cord. However, a temporary physical body isn't formed if the user travels to another location on the same plane as his real body. He can view that distant location in astral form, but he can't affect the area in any physical, magical, or psionic way.

The power lasts until you desire to end it or until it is terminated by some outside means, such as Dispel Magic cast upon either the physical body or the astral form (which ends the power), the severing of the silver cord (which kills you), or the destruction of your body back on the Material Plane (which also kills you).

Banishment
Psychoportive Science
Activation Time: 1 action
Range: 30' (Close)
Target: 1 creature
Duration: Concentration
PSP Cost: 10/round
Saving Throw: Charisma negates; see text
Psionic Resistance: Yes
Prerequisite: Teleport
With this power, the user can transport a creature against its will to a pocket dimension and hold it there for as long as he chooses to concentrate and continues spending 10 PSPs per round. The creature being banished must be within 30' of the user and can apply Psionic Resistance against this power. It also gets a Charisma Saving Throw to resist this power.

The pocket dimension is featureless, with a benign environment - hot or cold, light or dark, but not so much as to cause injury.

The banished creature returns to its original location as soon as the user stops paying the PSP cost. This boomerang feature won't harm the creature. If the creature has access to the Astral or Ethereal Planes, or if it can travel between planes, it can try to return prior to the expiration of the power by making a second Charisma Saving Throw.

Blink
Psychoportive Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: See text
PSP Cost: 5/round
Prerequisite: Teleport
You "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random. Blinking has several effects, as follows:

- Physical attacks against you have a 50% chance of missing, regardless of your opponent's attack roll. If the attacker is capable of striking ethereal creatures, you only gain a +2 bonus to Armor Class due to the partial invisibility provided by the spell. You gain no Armor Class bonus when attacked by those who can

see invisible creatures. Those who may strike ethereal creatures ignore the automatic 50% chance of missing a blinking target.

Likewise, your own attacks have a 50% chance of missing their target, since you sometimes go ethereal just as you are about to strike. While blinking you strike as an invisible creature (with a +2 bonus on attack rolls), unless your opponent can see invisible creatures.

- Any individually targeted spell or psionic ability has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells and psionic abilities have a 50% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.
- While blinking you take only ½ damage from area attacks (but full damage from those that extend onto the Ethereal Plane) and environmental effects (such as cold, fire, or falling damage).
- Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature can't attack material creatures and spells you cast or psionic abilities you activate while ethereal affect only other ethereal things.
- An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through (but not see through) solid objects, including living creatures. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of force damage per 5 feet so traveled. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial.
- Abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa.
- Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Dimensional Door

Psychoportive Devotion
Activation Time: 1 action
Range: 400' (Long)
Target: You and 1 willing creature/3 psionicist levels
Duration: Instantaneous
Duration: See text
PSP Cost: 10
You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one additional willing creature of Medium size or smaller, who is carrying gear up to its carrying capacity, for every three psionicist levels you have. The creatures must be within 5 feet of you when you activate this power.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 1d6 force damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100', you and each creature traveling with you take 3d6 points of force damage and are shunted to a free space within 1,000'.

If there is no free space within 1,000', you and each creature traveling with you take an additional 5d6 points of force damage and the power simply fails.

Dimension Walk

Psychoportive Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 5/round
With this power, the user opens a vaguely shimmering portal, which lets him travel from place to place in his own dimension by piercing other dimensions at right angles. This has an advantage over a Dimensional Door, in that the range of travel is greater. The user can actually travel through this dimension at the speed of 1,500 feet per round.

The user finds himself engulfed in a featureless, inky grayness. He can't see where he is or where he's going. He has only his instinct to guide him, and he must make a DC 15 Concentration Check every round. If this check succeeds, he'll find himself at his chosen destination when he steps out of the inter-dimensional realm. If a check fails, he strays off course by 5d100 feet in a random direction. It's up to the user to figure out his location, as the power does nothing to help him gain his bearings.

The user can take with him whatever he can carry, though *bags of holding* and other extra-dimensional devices spill their contents if taken into the gray realm. If anything lives in the gray, it never bothers (or can't interact) with dimension walkers.

Phase

Psychoportive Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
PSP Cost: 10/round
You, along with your equipment, become ethereal. For the duration of the power you are in a place called the Ethereal Plane which overlaps the physical, Material Plane. When the power ends you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half its normal Movement Rate. As an insubstantial creature you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects (such as Magic Missiles) and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and your spells and psionic abilities affect only other ethereal things while you are phasing. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material.

If you end the power and 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 force damage per 5 feet that you travel.

Summon Planar Creature

Psychoportive Science
Activation Time: 1 action
Range: 100' (Medium); see text
Target: 1 summoned creature
Duration: Instantaneous
PSP Cost: 30 or 60; see text
Saving Throw: Charisma negates
Psionic Resistance: Yes
Prerequisite: Teleport
With this power, the user can reach into another plane, grab whatever creature he happens to find there, and transport it to his own plane.

The user can make the summoned creature appear anywhere within 100' of his position. The PSP cost is 30 for a creature from the Astral or Ethereal Planes, 60 for one from the Inner or Outer Planes. All summoned creatures can make a Charisma Saving Throw to refuse this summons and may apply Psionic Resistance against this power.

The user chooses the plane from which the creature will come. He doesn't choose the creature, however; that's determined at random by the DM. A creature from the Elemental Planes is usually an elemental of the appropriate type. A creature from the Outer Planes could be a native or a visitor. DMs are encouraged to see the Planescape™ line for ideas.

This power offers no control over the summoned creature and doesn't return it to its home plane after a set amount of time - it merely transports something from there to here. To be rid of the creature, the user must banish it, transport it again, kill it, or somehow control it.

Teleport

Psychoportive Science
Activation Time: 1 action
Range: Personal; see text
Target: You and up to 8 willing targets; see text
Duration: Instantaneous
PSP Cost: 10+; see text

This power allows the user to travel to a familiar spot. Teleport is instantaneous and always takes a character to a fixed location. There is a slight audible pop at both ends, signaling use of the power. The destination must be a place the user knows or can picture mentally. Even if the user never has been there, he may still know a location via use of Clairvoyance or another power. He can also Teleport to a place even if it has changed from the way he pictures it; rearrangement won't hamper the Teleport power.

Restraints don't affect this power, and the user teleports along with his gear, so long as it weighs less than his maximum encumbrance. The power lets the user Teleport up to 8 additional creatures and their gear, so long the PSP cost is paid for each creature teleported and the creatures are in contact with the user. Furthermore, these creatures must be of Medium size or smaller.

Distance	PSP Cost
1 mile	10
10 miles	20
100 miles	30
1,000 miles	40
10,000 miles	50
Interplanetary*	100

* Teleport only works within a given plane

Teleport Other

Psychoportive Science
Activation Time: 1 action
Range: Touch; see text
Target: 1 or more willing targets; see text
Duration: Instantaneous
PSP Cost: 10+
Prerequisite: Teleport

This power is identical to Teleport, except that it is used to teleport targets other than the user. The user stays where he is while someone else is teleported. The target must be willing to be teleported.

The power lets the user Teleport up to 8 creatures and their gear, so long the PSP cost is paid for each creature teleported and the creatures are in contact with the user when this power is activated. Furthermore, these creatures must be of Medium size or smaller.

Distance	PSP Cost
1 mile	10
10 miles	20
100 miles	30
1,000 miles	40
10,000 miles	50
Interplanetary*	100

* Teleport only works within a given plane

Teleport Trigger

Psychoportive Devotion
Activation Time: 1 action; see text
Range: Personal
Target: You
Duration: 1 day
PSP Cost: 5
Prerequisite: Teleport

This power allows the user to establish a specific event that will instantly activate his Teleport power. It is a reflexive event, occurring as soon as the conditions are met without any conscious effort on the part of the user. The user must specify where he wants to Teleport and define very specifically what conditions will trigger that Teleport. These conditions can be anything he chooses, but they must happen in his immediate vicinity to activate the trigger.

When the Teleport is triggered, the user must have enough PSPs remaining to pay the Teleport cost. If he doesn't, the power fails to activate. The trigger remains active for 1 day (24 hours), so long as the user pays the initial PSP cost.

Telepathic Powers

Awe
Telepathic Devotion
Activation Time: 1 action
Range: 30' (Close)
Target: 1 creature
Duration: Concentration
PSP Cost: 6/round
Saving Throw: Charisma negates
Psionic Resistance: Yes
Prerequisite: Mindlink
The user can cause another creature to hold him in awe. Characters affected by this power are mentally cowed - it senses the user's "awesome might." It has no desire to serve or befriend the user but won't attack or even approach him unless it succeeds at a Charisma Saving Throw.

Conceal Thoughts
Telepathic Devotion
Activation Time: 1 action
Range: Personal
Target: You
Duration: 1 hour
PSP Cost: 2
This defensive power protects the user against psionic or magical ESP, Probe, Mindlink, and other powers and spells that read or detect thoughts. It gives the user a +2 to Saving Throws when defending against such effects.

Domination
Telepathic Science
Activation Time: 1 action
Range: 100' (Medium)
Target: 1 creature
Duration: Concentration
PSP Cost: 15/round; see text
Saving Throw: Charisma negates
Psionic Resistance: Yes
Prerequisite: Mindlink
The user projects mental commands into the mind of one other being. The dominated target knows what's happening and must make a Charisma save in order to resist the user's will. Obviously self-destructive orders are not carried out. If the target is forced to do something against his alignment, he can attempt another Saving Throw to regain his free will.

ESP
Telepathic Devotion
Activation Time: 1 action
Range: 400' (Long)
Target: 1 creature
Duration: Concentration
PSP Cost: 6/round
Saving Throw: Wisdom negates
Psionic Resistance: Yes
Extrasensory perception (ESP) allows the user to read someone else's mind. The user can perceive surface or active thoughts unless the target makes a Wisdom Saving Throw. He can't use ESP to explore a target's memories or to delve into his subconscious. Most intelligent creatures tend to think in words, so language can be a barrier to understanding. Unintelligent creatures think in pictures. Magical thought, such as when a wizard casts a spell, is unintelligible to this power. However, the user can recognize such thoughts as part of the spellcasting process.

Inflict Pain
Telepathic Devotion
Activation Time: 1 action
Range: Touch
Target: 1 living creature
Duration: Concentration
PSP Cost: 5/round
Saving Throw: Charisma negates
Psionic Resistance: Yes
Prerequisite: Mindlink
This power is a particularly nasty form of torture, although no physical harm is inflicted on the target, and the power leaves no physical scars or marks.

Use of this causes mental anguish to the target, dealing 2d6 points of psychic damage if it fails its Charisma Saving Throw. This damage is halved with a successful Saving Throw. Those who fail their Saving Throw are more susceptible to fear and intimidation, suffering a -4 penalty to all saves versus Intimidation skill checks and fear effects while the power is maintained.

Invisibility
Telepathic Devotion
Activation Time: 1 action
Range: Special; see text
Target: You or 1 willing creature; see text
Duration: Concentration
PP Cost: 5/round
Saving Throw: Intelligence negates
Psionic Resistance: No
Prerequisite: Mindlink
This power differs significantly from the spell Invisibility. This power causes those gazing upon its target to somehow overlook him, even when he is in plain sight. Those who hear or otherwise sense the target can make an Intelligence Saving Throw to see through this delusion on their turn.

This power fails if its target attacks or uses an attack mode, offensive power, or offensive spell.

Life Detection
Telepathic Devotion
Activation Time: 1 action
Range: Personal
Area of Effect: 100' cone
Duration: Concentration
PSP Cost: 2/round
Each round you can concentrate on one creature, object, or area within the range of this power in order to determine whether it is alive. The power will detect life in the recipient of a Feign Death spell or someone in a coma, deathlike trance, or state of suspended animation.

If cast upon the body of a creature that is engaged in astral travel, it will reveal that the creature is alive. The power works on plants and plant creatures as well as animals.

Mindlink
Telepathic Science
Activation Time: 1 action
Range: Personal
Target: You and 1 or more willing minds within 400'; see text
Duration: Concentration
PSP Cost: 6+/round; see text
You can mentally communicate with one willing creature within 400 feet that has a language. It is possible to address multiple creatures at once through Mindlink, but the PSP cost must be paid for each creature (excluding the psionicist) so linked.

This power allows the user to communicate wordlessly with any intelligent creature. This is two-way communication. It isn't the same as mind reading, because the user receives only those surface thoughts the target wants to send. Language isn't a barrier to Mindlink.

Probe
Telepathic Science
Activation Time: 1 action
Range: 30' (Close)
Target: 1 creature
Duration: Concentration
PSP Cost: 7/round
Saving Throw: Wisdom negates; see text
Psionic Resistance: Yes
Prerequisite: ESP
All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind.

You can learn the answer to one question per round, to the best of the subject's knowledge. If the subject succeeds on a Wisdom save, it is not required to answer the question; however, making a save does not end the power. You can ask the subject a new question (or the same question) in subsequent rounds for as long as the power's duration persists.

You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a Wisdom save, it wakes after providing the answer and thereafter can resist answering by making Wisdom Saving Throws as described above.

Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Psychic Surgery

Telepathic Science
Activation Time: 1 action
Range: Touch
Target: 1 creature
Duration: Instantaneous
PSP Cost: See text
Prerequisite: Mindlink, 7th level psionicist
This power allows the user to repair psychic damage and mental ability damage, to negate Confusion effects, and cure mundane and magical insanity. Psychic hit point damage can be cured by expending 1 PSP for each psychic Hit Point healed (maximum of 20 PSPs per use). Ability score loss can be cured by expending 10 PSPs per point of Intelligence, Wisdom, or Charisma restored (maximum of 20 PSPs per use).

Natural maladies of the mind, such as insanity or phobias, can be cured by expending 10 PSPs and succeeding at a DC 15 Concentration Check. Removing magical maladies or any Confusion effect requires the expenditure of 10 PSPs and that the psionicist pass a Concentration Check. The DC of this check is equal to the spell or effect's Saving Throw DC.

Send Thoughts

Telepathic Devotion
Activation Time: 1 action
Range: Personal
Target: You and 1 mind within 400'; see text
Duration: Concentration
PSP Cost: 3/round; see text
Saving Throw: Wisdom negates; see text
Psionic Resistance: Yes
This power allows the user to send his thoughts to another mind via one-way communication. He can send information to a willing target or use the power to distract an unwilling target.

If the target is a spellcaster casting a spell or psionicist trying to activate a power or attack mode, he must make a Concentration Check against this power's Saving Throw DC or lose the spell or psionic ability. If the target is engaged in combat, it suffers a -2 penalty to attack rolls and Armor Class unless it makes a Wisdom Saving Throw.

Sight Link

Telepathic Devotion
Activation Time: 1 action
Range: Personal
Target: You and 1 willing mind within 400'; see text
Duration: Concentration
PSP Cost: 4/round
Prerequisite: Mindlink
This power lets the user tap into another willing creature's visual senses, allowing him to see whatever that being sees. The user's own vision is unaffected. If the linked character is subjected to a gaze attack, the user must make an appropriate Saving Throw or also be affected by the gaze.

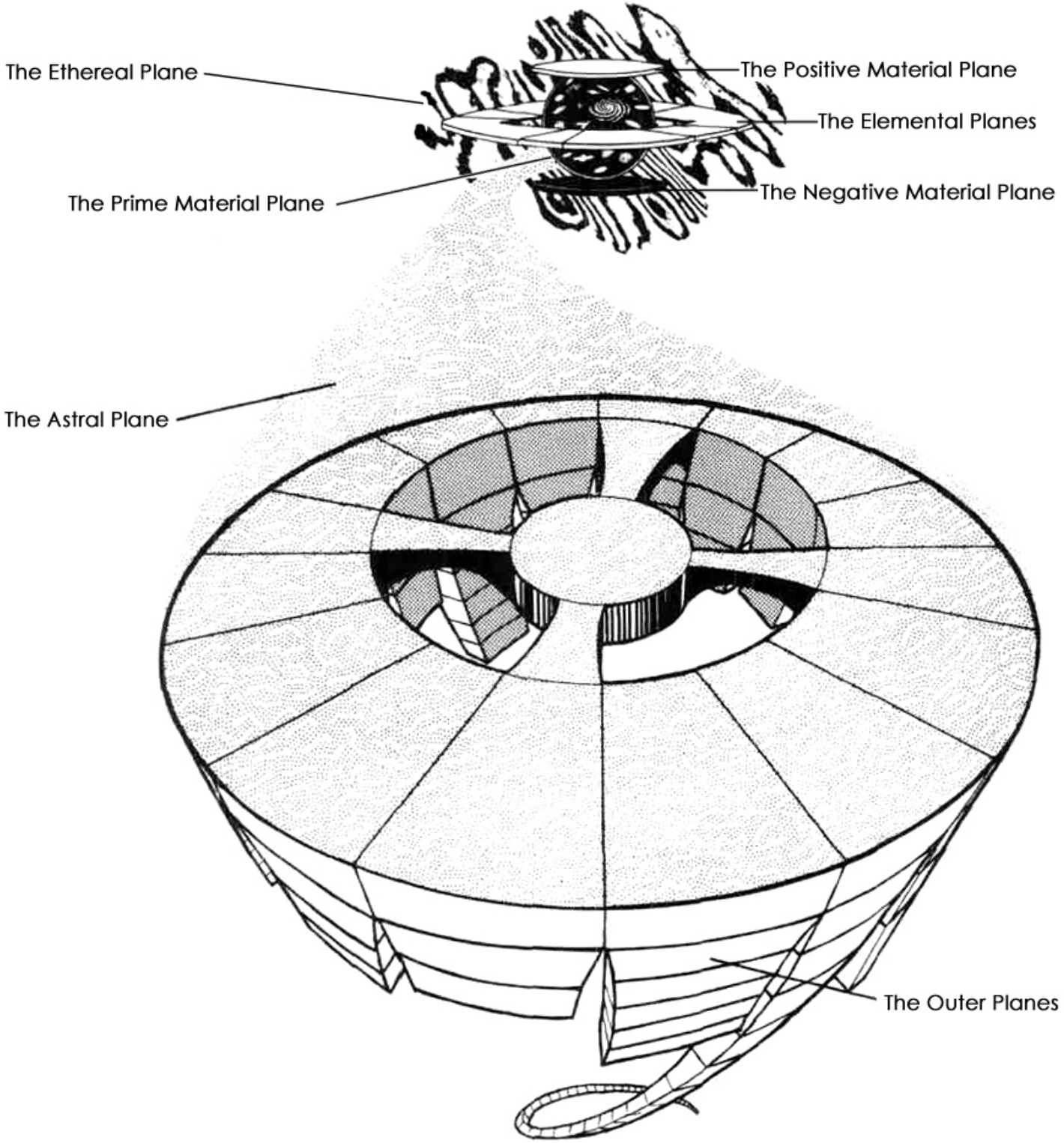
-RUSS-

APPENDIX B: THE PLANES OF EXISTENCE

Overview of the Planes

The term "the planes" encompasses all the alternate levels of reality that may be encountered in the Advanced Dungeons & Dragons game. The planes are more than a different part of a standard campaign, or a different planet to adventure on. The many known planes have very different physical and magical laws than most adventurers are used to. These planes each have unique rewards as well as unique dangers.

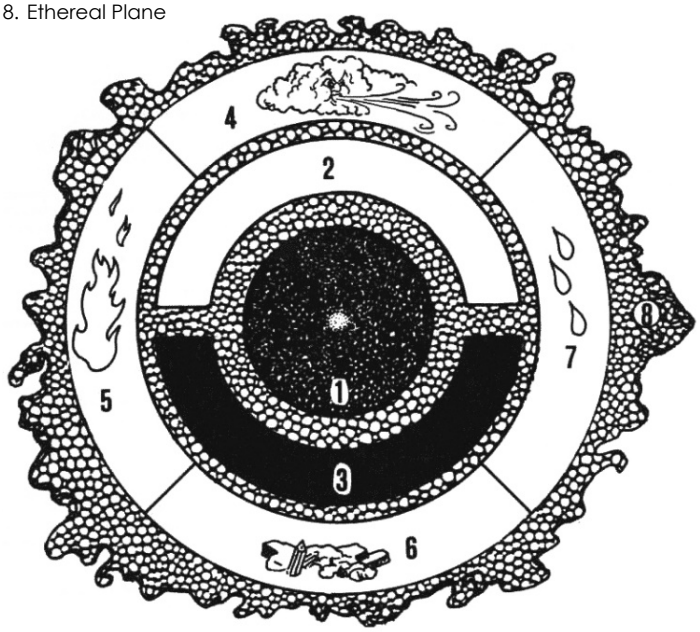
The concept of the planes has evolved in the time since the creation of the AD&D game; it will continue to evolve long after this book goes to print. As the AD&D game universe currently stands, there are three basic groupings of the planes: The Inner planes (consisting of the Ethereal, Prime Material, Elemental, Positive and Negative Planes), the Astral plane and the Outer planes. The basic arrangement of the planes is depicted above.



The Inner Planes

The Inner Planes are regions of primary forces, the building blocks of the multiverses. The Inner Planes consist of the Prime Material, Elemental, Positive Material, and Negative Material Planes, as shown on the following diagram:

1. Prime Material Plane
2. Positive Material Plane
3. Negative Material Plane
4. Elemental Plane of Air
5. Elemental Plane of Fire
6. Elemental Plane of Earth
7. Elemental Plane of Water
8. Ethereal Plane



Other Inner Planes not shown above include the Para-Elemental and Quasi-Elemental planes, and the Demiplane of Shadow.

With the exception of the Prime Material Plane and Ethereal Plane, these planes are hostile to non-elemental life, and travel within them is recommended only for those who are prepared. The Inner Planes are not aligned in the same manner as the Outer Planes (see page 220), rather they are indifferent to the affairs of other sentient beings. Many of the planes have their own creatures and rulers who are sometimes summoned to one of the primes through spells or magical items. The Inner Planes include:

The Prime Material Plane

The Prime Material Plane is at the "center" of the Inner Planes. The Prime Material Plane houses the universe and all of its parallels. It is the plane of Terra, and your campaign, in all likelihood. The Prime Material is bounded or permeated by all of the Inner Planes and the Astral Plane. The Prime Material Plane is made up of the elements plus positive and negative energy.

There are an infinite number of parallel Prime Material Planes, and each and every one of these are bounded by the Elemental Planes, so the Elemental Planes are themselves infinite.

The Planes of Energy

The Energy Planes are unique in that they are not composed of matter but rather a tangible form of creativeness or destructiveness. All life (or unlife) depends on them. Despite this, energy elementals or other forms of native life are not common. The Xag-Ya (positive) and Xeg-Yi (negative) are the most common denizens of these planes.

- The Positive Material Plane: The Positive Material Plane is a place of energy and light, the place that is the source of much that is vital and active, the power supply for good. No one is certain what types of creatures may exist on the Positive Material Plane. Any creature from the Prime Material Plane would probably be completely obliterated by the energies of the Positive Material Plane.
- The Negative Material Plane: The Negative Material Plane is the place of anti-matter, the source of entropy and of negative energy. It is from here that the undead gain their power and from which evil grows. This place is a vacuum of destruction, cold, and entropic force. It is as deadly as its brighter brother; visitors here are drained of all life and reduced to ashes almost instantly.

  No one is certain what types of creatures may exist on the Negative Material Plane. A few undead find their way into this plane, making it even more dangerous.

The Elemental Planes

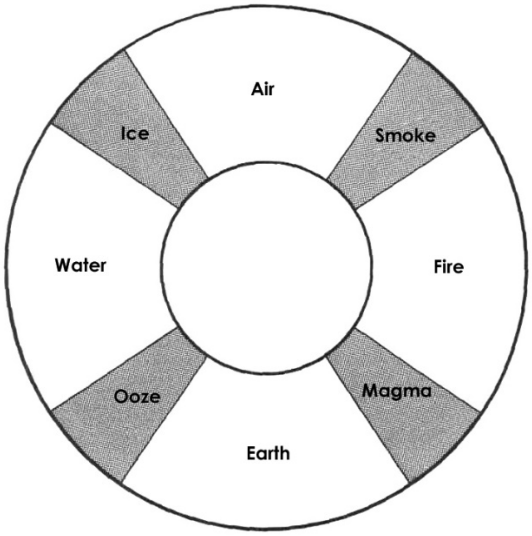
The Elemental Planes include the Plane of Air, the Plane of Fire, the Plane of Earth, and the Plane of Water. The Elemental Planes surround the Prime Material Plane. The illustration to the left shows one way of visualizing their relationship to each other and the other Inner Planes. The Elemental Planes are represented by the band that surrounds the Prime Material Plane. The Elemental Planes are the building blocks of matter - Air, Water, Fire, and Earth.

The Elemental Planes are the homes of many different kinds of elemental creatures, and some of them have the ability to travel to the Prime Material Plane. There is probably more traffic between the Prime Material and the Elemental planes than between any others. This is usually either direct travel (through gates or summoning) or by way of the Ethereal Plane. There are also nexial points in distant, out-of-the-way places on the Prime Material Plane that lead directly to the Elemental Planes. Nexial points would most likely be found in the deepest ocean (to the Plane of Water), high in the atmosphere (to the Plane of Air), far below the planet's surface (to the Plane of Earth), or in an active volcano (to the Plane of Fire). Temporary nexial points may also be established occasionally, such as an opening to the Elemental Plane of Fire in the middle of a raging forest fire.

The Para-Elemental Planes

Where the Elemental Planes touch each other, there arise the Para-Elemental planes. The Para-Elemental Planes include:

- The Plane of Smoke between the Planes of Fire and Air
- The Plane of Ice between the Planes of Air and Water
- The Plane of Ooze between the Planes of Water and Earth
- The Plane of Magma between the Planes of Earth and Fire

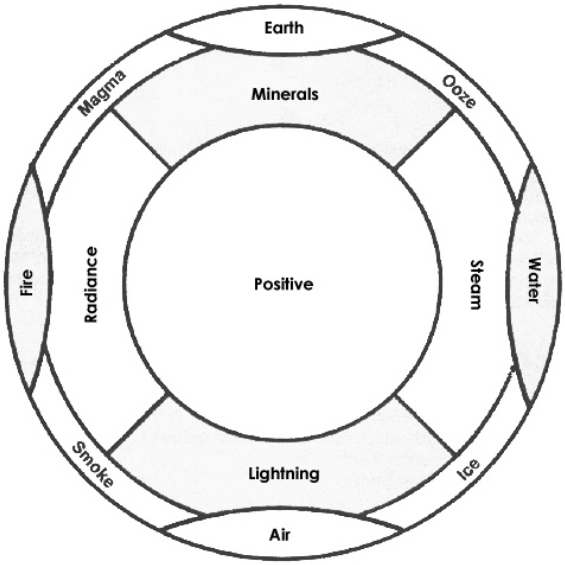


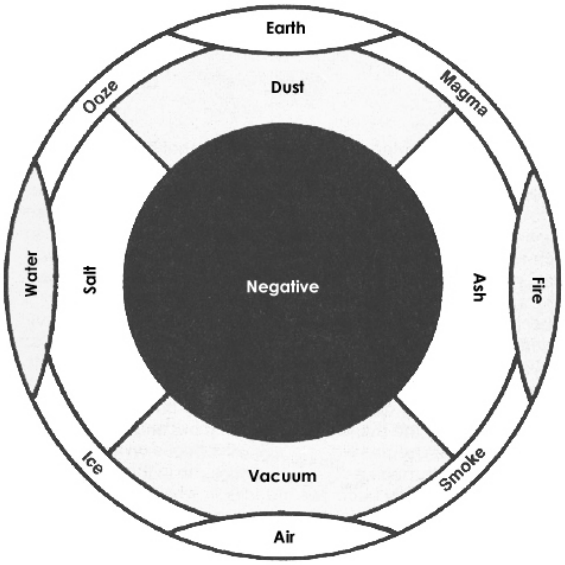
The Quasi-Elemental Planes

The Quasi-Elemental planes exist where the Elemental Planes touch the planes of energy. The Quasi-Elemental Planes include the Planes of:

- Lightning between the Planes of Positive Energy and Air;
- Steam between the Planes of Positive Energy and Water;
- Radiance between the Planes of Positive Energy and Fire;
- Minerals between the Planes of Positive Energy and Earth;

- Vacuum between the Planes of Negative Energy and Air;
- Salt between the Planes of Negative Energy and Water;
- Ash between the Planes of Negative Energy and Fire; and
- Dust between the Planes of Negative Energy and Earth





The Ethereal Plane

The Ethereal Plane surrounds, touches, and permeates all of the inner Planes and the endless parallel worlds of the universe without being part of them. The Ethereal Plane is basically insubstantial and few "real" creatures actually live there. There are rumors of floating islands of solid ether, populated by exiles. which drift about the Ethereal Plane. These pockets of matter, also known as demiplanes, are said to be the creations of extremely powerful wizards, demigods, and gods.

To creatures on the Ethereal Plane objects on the Prime Material Plane (or any of the Inner Planes) appear as incorporeal phantoms. Ethereal creatures may pass through these phantoms with no difficulty, although a person being "passed through" might experience a chill down the spine.

Ethereal beings or things are "real" to each other, however. Note that the Ethereal Plane does not extend to the Outer Planes, so it is not possible for creatures on these planes to "go ethereal."

Ethereal Travel and Combat: A character can achieve the ethereal state (move to the Ethereal Plane) by various means which include spells, magic items, or psionic powers. It is possible to move to or about any of the Inner Planes which the Ethereal Plane permeates and it is possible to move from one Inner Plane to another ethereally.

To move on the Ethereal Plane, an entity has but to will movement for it to happen. If concentration upon movement lapses, progress immediately halts. Ethereal travel is tireless and rapid. Creatures in ethereal state need neither food, drink, rest, nor sleep. Ethereal creatures may move from one Inner Plane to another by moving from the shadow of one plane to the shadow of another. This may be accomplished by concentrating upon moving to the desired destination. This gets easier with practice, as the being marks out a mental "trail" through the ether.

All movement and travel in the Ethereal Plane is subject to certain hazards. Some monsters are able to function partially in this plane, while some roam the plane freely. Though the Inner Planes are mere phantoms to creatures on the Ethereal Plane, such creatures will certainly be "real" to each other, and normal melee or spell casting is possible between ethereal beings. It is also possible to combat creatures who exist or function partially on the Ethereal Plane. Thus, those creatures whose attack forms extend to the Ethereal can be attacked by ethereal creatures. It is only in these instances that spells can be cast from the Ethereal to the Prime Material Plane, and then they will only affect the creature with Ethereal connections. Ethereal combat damage is actual damage. The worst hazard while traveling on the Ethereal Plane, however, is the Ether Cyclone, a strong moving force that can cause the individual to enter a different world or plane or become lost in the ether for many, many days when it blows across the stretches of this multi-plane.

The Demiplane of Shadow

The Demiplane of Shadow is a transitive plane that coexists and, to some extent, overlaps both the Material Plane and Ethereal Plane. The terrain is similar but not identical to that of the Material Plane, so if one were to transition between the Material Plane and the Demiplane of Shadow in a mountain range, one would arrive at the other side in a mountain range, although not necessarily the same mountains.

The Demiplane of Shadow is not totally dark and it has a permanent level of brightness similar to a moonless night. Any sources of light, even magical ones, appear dimmer on the Demiplane of Shadow than they would on the Material Plane. Fires also burn cooler than they would normally on the Material Plane, and the Demiplane of Shadow is cooler. Air is normal on the Demiplane of Shadow, but water is thicker and ichorous. Despite this, plants, animals, and humanoids live there.

Gravity and time are normal on the Plane of Shadow, and magic functions normally, except for those that emit light or fire. These spells are less predictable and prone to failure, while shadow spells are enhanced.

The Astral Plane

Beyond the Inner Planes is the Astral Plane. Like the Ethereal Plane, this plane serves as a connector between the different planes. It links the various Prime Material Planes to each other (one travels from one Prime to another by crossing the Astral Plane, not the Ethereal). The Astral Plane also links the Prime Material Plane and the Outer Planes, much like the Ethereal is the link between the Prime Material and Inner Planes.

The Astral Plane is a barren place with only rare bits of solid matter. Indeed, the most common feature is the silver cords of travelers in the plane. These cords are the lifelines that keep travelers of the Plane from becoming lost, stretching all the way back to the traveler's point of origin.

Astral Travel and Combat: Astral travel is possible by various means including spells, magic items, and psionic powers. The Astral Plane only touches the endless Prime Material Plane and the 17 "first layers" of the Outer Planes. The Astral Plane does not touch any of the Inner Planes other than the Prime Material Plane. As such it is possible to move about in, or to, any of the Prime Material universes or to the first layers of the Outer Planes by means of astral travel.

As with ethereal travel, movement through the Astral Plane is speedy, and while there the individual needs no food, drink, rest, or even sleep. Beings in an astral state move from place to place simply by concentrating upon moving to the desired destination. As with ethereal travel, this gets easier with practice, as the astral traveler "learns the way."

As on the Ethereal Plane, astral beings are '"real" to each other and can cast spells and engage in melee normally. The major impediment

to these activities is that astral travelers employing an Astral Spell or the psionic equivalent do not carry their possessions with them into the Astral Plane (except for certain magic items that have a multi-planar existence, such as an *amulet of the planes*). Beings travelling astrally by these modes will therefore have to rely on their natural weaponry or spells without material components in any astral combat. Most creatures can do no more than destroy the astral body, causing the silver cord to return to the material body and preventing further astral travel for a period of time. Very powerful beings (gods, demigods, etc.) might be able to snap the silver cord, thus killing the astral and material bodies simultaneously.

The most dangerous phenomenon encountered during astral travel is the Psychic Wind, which can either blow the traveler about so as to cause him to become lost (thus coming to some undesired world or plane or be out of touch for many days) or snap the silver cord and kill the individual irrevocably.

The Outer Planes

Finally, outside all else are the Outer Planes. The Outer Planes, also called the Planes of Power or the Outer Planes of Alignment, are realms with terrain both like and unlike that of the Prime Material plane. These planes are reached by gateways and the Astral Spell. Various powerful beings (self-proclaimed gods, goddesses, and demigods, as well as a full spectrum of other life) call the Outer Planes home. The Outer Planes are the final resting places of deceased sentient spirits native to the Prime Material Planes and the source of alignment (religious/ethical/philosophical ideals).

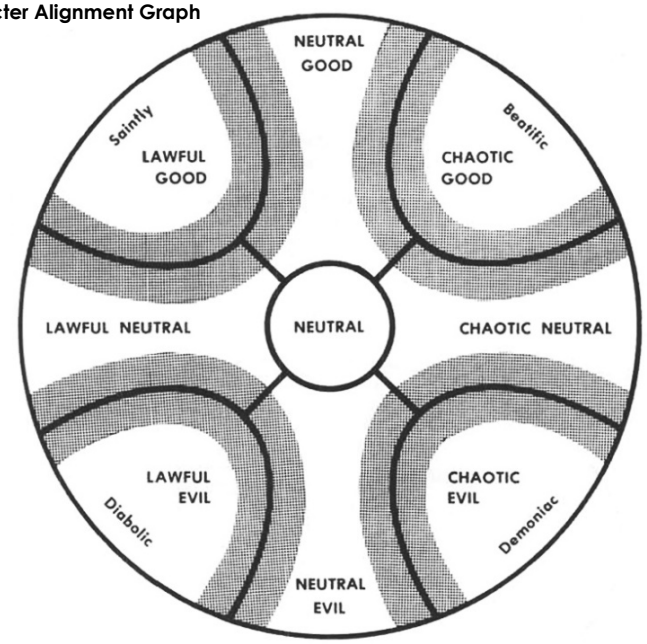
As can be seen in the diagram to the right the seventeen Outer Planes contact each other in an arrangement that forms a great wheel. There is a direct correlation between alignment and the Outer Planes, as the diagram shows. Note that the alignment positions on the Character Alignment Graph match exactly with the placement of the Outer Planes of Alignment on the Great Wheel. There are nine basic alignments, and nine planes which correspond to those alignments. There are also eight other planes between the nine which represent "borderline" alignments, as alignment is often a matter of degree rather than an absolute definition. Thus, a lawful evil character who tended towards neutral evil would probably end up in Gehenna rather than Hades or the Nine Hells.

It is possible to move directly from the upper layer of one Outer Plane to an adjacent one (though it is not necessarily advisable or safe). Thus, a being could go from the topmost layer of the Abyss to Pandemonium or Tarterus, and it is likewise possible to move from Hades to Tarterus, Gehenna, or the plane of Concordant Opposition.

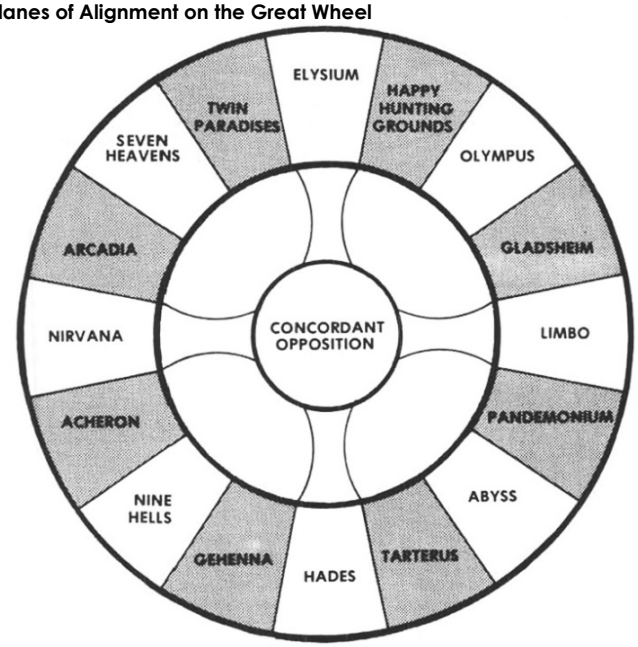
The seventeen Outer Planes are as follows:

- The Seven Heavens of absolute lawful good
- The Twin Paradises of lawful/neutral good
- The layers of Elysium of neutral good
- The Happy Hunting Grounds of chaotic/neutral good
- The layers of Olympus of absolute chaotic good
- The layers of Gladsheim (Asgard, Vanaheim, etc.) of chaotic good/neutral
- The layers of Limbo of absolute chaos
- The layers of Pandemonium of chaotic neutral/evil
- The 666 layers of the Abyss of absolute chaotic evil
- The layers of Tarterus of neutral/chaotic evil
- Hades "Three Glooms" of neutral evil
- The furnaces of Gehenna of neutral/lawful evil
- The Nine Hells of absolute lawful evil
- The nether layers of Acheron of lawful neutral/evil
- Nirvana of absolute law
- The layer of Arcadia of neutral/lawful good
- The plane of Concordant Opposition of true neutrality

Character Alignment Graph



Outer Planes of Alignment on the Great Wheel



APPENDIX C: GODS OF THE MULTIVERSE

Religion is an important part of life on the worlds of the AD&D multiverse. When gods walk the world, clerics channel divine power, evil cults perform dark sacrifices in subterranean lairs, and shining paladins stand like beacons against the darkness, it's hard to be ambivalent about the deities and deny their existence.

Many people in the worlds of AD&D worship different gods at different times and circumstances. People in the Forgotten Realms, for example, might pray to Sune for luck in love, make an offering to Waukeen before heading to the market, and pray to appease Talos when a severe storm blows in - all in the same day. Many people have a favorite among the gods, one whose ideals and teachings they make their own. And a few people dedicate themselves entirely to a single god, usually serving as a priest or champion of that god's ideals.

Your DM determines which gods, if any, are worshiped in his campaign. From among the gods available, you can choose a single deity for your character to serve, worship, or pay lip service to. Or you can pick a few that your character prays to most often. Or just make a mental note of the gods who are revered in your DM's campaign so you can invoke their names when appropriate. If you're playing a cleric or paladin, decide which god your character serves, and consider the deity's suggested domains when selecting your cleric's domain (see page 18).

Each world in the AD&D multiverse has its own pantheons of deities, ranging in size from the teeming pantheons of the Forgotten Realms and Greyhawk to the more focused religions of Dragonlance.

Many of the nonhuman races worship the same gods on different worlds - Moradin, for example, is revered by dwarves of the Forgotten Realms, Greyhawk, and many other worlds.

Dragonlance

The gods of the world of Krynn are three families: seven gods of good headed by Paladine and Mishakal, seven of neutrality headed by Gilean, and seven of evil headed by Takhisis and Sargonnas. These deities have been called by many different names and held in varying levels of esteem by different peoples and cultures through the world's history, but they are the only gods of this world - their place fixed in the stars as constellations.

The Gods of Good	Alignment	Suggested Domains	Symbol	Weapon
Paladine, god of rulers and guardians	LG	Law, protection, war	Silver triangle	None
Branchala, god of music	NG	The arts, light	Bard's harp	Rapier
Habbakuk, god of sea and sea life	NG	Animal, water, weather	Bluebird	Scimitar
Kiri-Jolith, god of honor and war	LG	Law, strength, war	Bison's horns	Longsword
Majere, god of meditation and order	LG	Knowledge, law, protection	Copper spider	Unarmed strike
Mishakal, goddess of healing	LG	Knowledge, life	Blue infinity sign	Quarterstaff
Solinari, god of good magic	LG	None (no clerics)	White circle or sphere	None

The Gods of Neutrality	Alignment	Suggested Domains	Symbol	Weapon
Gilean, god of knowledge	N	Knowledge	Open book	Quarterstaff
Chislev, goddess of nature	N	Air, animal, wilderness	Feather	Spear
Lunitari, goddess of neutral magic	N	None (no clerics)	Red circle or sphere	None
Reorx, god of craft	N	Crafting, knowledge	Forging hammer	Warhammer
Shinare, goddess of wealth and trade	N	Deceit, knowledge	Griffon's wing	Mace
Sirrion, god of fire and change	N	Fire, moon	Multi-colored fire	Flail
Zivilyn, god of wisdom	N	Knowledge	Great green or gold tree	Quarterstaff

The Gods of Evil	Alignment	Suggested Domains	Symbol	Weapon
Takhisis, goddess of night and hatred	LE	Darkness, death, deceit	Black crescent	None
Chemosh, god of the undead	LE	Death, plague	Yellow skull	Sickle
Hiddukel, god of lies and greed	CE	Deceit, knowledge	Broken merchant's scales	Dagger
Morgion, god of disease and secrecy	NE	Death, knowledge, plague	Hood with two red eyes	Flail
Nuitari, god of evil magic	LE	None (no clerics)	Black circle or sphere	None
Sargonnas, god of vengeance & fire	LE	Destruction, fire, war	Stylized red condor	Great axe
Zeboim, goddess of the sea & storms	CE	Animal, water, weather	Turtle shell	Trident

The Forgotten Realms

Dozens of deities are revered, worshiped, and feared throughout the world of the Forgotten Realms. At least thirty deities are widely known across the Realms, and many more are worshiped locally, by individual tribes, small cults, or certain sects of larger religious temples.

Deity	Alignment	Suggested Domains	Symbol	Weapon
Akadi, goddess of the air	N	Air, weather	White cloud on a blue background	Flail
Auril, goddess of winter	NE	Cold, weather	Six-pointed snowflake	Battleaxe
Azuth, god of wizards	LN	Knowledge, magic	Fire-rimmed left hand pointing upward	Quarterstaff
Bane, god of tyranny	LE	Law, war	Green rays spreading from a black fist	Morningstar
Beshaba, goddess of misfortune	CE	Chaos, luck, mischief	Black antlers	Whip
Bhaal, god of murder	NE	Darkness, death, deceit	Skull ringed with blood droplets	Dagger
Chauntea, goddess of agriculture	NG	Agriculture, life	Sheaf of grain or a blooming rose	Scythe
Cyric, god of lies	CE	Death, deceit, magic	White jawless skull over a sunburst	Longsword
Deneir, god of writing	NG	The arts, knowledge, magic	Lit candle above an open eye	Dagger
Eldath, goddess of peace	NG	Life, peace, water	Waterfall plunging into still pool	Net
Gond, god of craft	N	Crafting, knowledge	Toothed cog with four spokes	Warhammer

Grumbar, god of oaths and earth	N	Earth, strength	A mountain set with a sardonyx	Longsword
Helm, god of protection	LN	Law, life, light, protection	Staring eye on upright left gauntlet	Longsword
Ilmater, god of endurance	LG	Life, strength	Hands bound at the wrist with red cord	Unarmed strike
Kelemvor, god of the dead	LN	Death, law	Upright skeletal arm holding scales	Scythe
Kossoth, god of the fire and purity	N(L)	Destruction, fire	Spiral of red flame	Flail
Lathander, god of birth and renewal	NG	Life, Light	Road traveling into a sunrise	Mace
Leira, goddess of illusion	CN	Deceit, mischief	Inverted triangle holding a swirl of mist	Dagger
Lliira, goddess of joy	CG	Life, revelry	Triangle of three six-pointed stars	Dart (shuriken)
Loviatar, goddess of pain	LE	Death, strength	Nine-tailed barbed scourge	Whip
Malar, god of the hunt	CE	Forests, strength	Clawed paw	Unarmed strike
Mask, god of thieves	CN	Darkness, mischief	Black mask	Longsword
Mielikki, goddess of forests	NG	Animals, plants, wilderness	Unicorn's head	Scimitar
Milil, god of poetry and song	NG	The arts, revelry	Five-stringed harp made of leaves	Rapier
Myrkul, god of death	NE	Death, plague	White human skull	Scythe
Mystra, goddess of magic	NG	Knowledge, magic	Circle of seven stars, or a single star	Dart (shuriken)
Oghma, god of knowledge	N	The arts, knowledge	Blank scroll	Longsword
Savras, god of divination and fate	LN	Knowledge, law	Crystal ball with many kinds of eyes	Dagger
Selune, goddess of the moon	CG	Knowledge, moon, life	Pair of eyes surrounded by seven stars	Mace
Shar, goddess of darkness and loss	NE	Darkness, death, deceit	Black disk encircled with a border	Dart (shuriken)
Sharess, goddess of cat and hedonism	CG	Animal, revelry	A pair of lips	Unarmed strike
Shaundakul, god of winds and travels	CN	Air, travel	Pointing hand amongst swirling winds	Great sword
Silvanus, god of wild nature	N	Animals, plants, wilderness	Leaf	Warhammer
Sune, goddess of love and beauty	CG	Love, revelry	Face of a beautiful red-haired woman	Whip
Talona, goddess of disease and poison	CE	Death, plague	Three teardrops on a triangle	Unarmed strike
Talos, god of storms	CE	Destruction, weather	Three lightning bolts fanning out	Spear
Tempus, god of war	N	Strength, war	Upright flaming sword	Battleaxe
Torm, god of courage and duty	LG	Law, protection, war	White right gauntlet	Great sword
Tymora, goddess of good fortune	CG	Luck, mischief	Face-up coin	Dart (shuriken)
Tyr, god of justice	LG	Law, protection, war	Balanced scales on a warhammer	Longsword
Ubtao, god of the jungle	N	Animals, plants, wilderness	Circular maze	Pick
Umberlee, goddess of the sea	CE	Travel, water, weather	Wave curling left and right	Trident
Uthgar, father of the Uthgardt	CN	Animal, strength, war	Totem animals	Battleaxe
Waukeen, goddess of trade	N	Knowledge, luck, travel	Upright coin with Waukeen's profile	Flail

Greyhawk

The gods of Greyhawk come from at least four different pantheons, representing the faiths of the various ethnic groups that populated the continent of Oerik over the ages. As a result, there's a great deal of overlap in their portfolios: Pelor is the Flan god of the sun and Pholtus is the Oeridian sun god, for example.

Deity	Alignment	Suggested Domains	Symbol	Weapon
Al'Akbar, demigod of duty and dignity	LG	Law, protection	Chalice and 8-pointed star	Scimitar
Allitur, god of ethics	LG	Knowledge, law	Pair of clasped hands	Spear
Altroa, goddess of the east wind	NG	Air, life, plant, weather	Heart with air glyph	Sling
Beltar, god of malice and caves	CE	Darkness, earth, war	Monstrous fangs	Unarmed strike
Beory, goddess of earth and rain	NG	Earth, plant, weather	Green disk	Club
Berei, goddess of the home and family	NG	Home, life, protection	Sheaf of wheat stalks	Sickle
Bleredd, god of metal and mines	N	Crafting, earth, strength	Hammer and anvil	Warhammer
Boccob, god of magic	N	Knowledge, magic	Eye within a pentagram	Quarterstaff
Bralm, goddess on insects and industry	N	Animal, crafting	Wasp	Quarterstaff
Celestian, god of stars and wanderers	N	Protection, travel	Arc of seen stars in a circle	Spear
Cyndor, god of time and infinity	LN	Protection, time, travel	Infinity symbol	Sling
Daern, hero-god of fortifications	N	Protection, war	Shield	Spear
Dalt, god of portals and enclosures	CG	Crafting, home, protection	Locked door with skeleton key	Dagger
Daoud, hero-god of humility & clarity	N	Knowledge, travel	Patch of multi-color yarn	Quarterstaff
Delleb, god of reason	LG	Knowledge, magic	Large white book	Dart
Ehlonna, goddess of woodlands	NG	Life, plant, wilderness	Unicorn horn	Longbow
Eryhtnul, god of slaughter and envy	CE	Destruction, war	Blood drop	Mace
Fharlanghn, god of horizons and travel	NG	Protection, travel, weather	Circle crossed by curved horizon line	Quarterstaff
Fortubo, god of mountains and mines	LG	Crafting, earth, knowledge	Warhammer	Warhammer
Geshtai, goddess of fresh water	N	Travel, water, weather	Waterspout	Spear
Heironeous, god of chivalry and valor	LG	Law, protection, war	Lightning bolt	Battleaxe
Heward, hero-god of music	NG	The arts, knowledge, revelry	Any musical instrument	Shortsword
Hextor, god of war and discord	LE	Destruction, strength, war	Six arrows fanned out downward	Flail
Incabulos, god of plague and famine	NE	Death, plague	Reptilian eye with a horizontal diamond	Quarterstaff
Istus, goddess of fate and destiny	N	Knowledge, luck	Weaver's spindle with three strands	Net
Iuz, god of pain and oppression	CE	Chaos, death, deceit	Grinning skull	Great sword
Jascar, god of hills and mountains	LG	Crafting, earth, protection	Snow-capped mountain peak	Warhammer
Johydee, hero-goddess of espionage	NG	Deceit, protection	Stylized onyx mask	Shortsword
Joramy, goddess of wrath	N	Destruction, fire, war	Volcano	Quarterstaff
Kelanen, hero-god of swordplay	N	Travel, war	Nine swords forming a star	Longsword
Keoghtom, hero-god of exploration	NG	Knowledge, travel	Round disk bisected by an arrow	Shortbow
Kord, god of strength	CG	Luck, strength, revelry	Four spears & a mace forming a star	Great sword
Kurell, god of thievery and jealousy	CN	Darkness, deceit	Grasping hand holding a broken coin	Shortsword
Kyuss, demigod of undeath	NE	Death, deceit, plague	Skull erupting with green worms	Club
Lendor, god of time and tedium	LN	Knowledge, time	Crescent moon over a full moon	Great sword

Deity	Alignment	Suggested Domains	Symbol	Weapon
Lirr, goddess of the arts	CG	The arts, crafting, knowledge	Illustrated book	Spear
Llerg, god of beasts and strength	CN	Animal, strength, war	Bear, snake, or alligator	Battleaxe
Lydia, goddess of music and daylight	NG	Artistic, knowledge, light	Open hand radiating colors	Spear
Merikka, demigoddess of farming	CG	Agriculture, home, plant	Basket of grain and long scroll	Sickle
Mouqol, god of trade and ventures	N	Knowledge, travel	Set of scale and weights	Dagger
Murlynd, hero-god of technology	LG	Knowledge, magic, war	Six-pointed star with rounded points	Longsword
Myhriss, goddess of love and beauty	NG	The arts, love, life, revelry	Lovebird	Shortbow
Nerull, god of death and murder	NE	Darkness, death, deceit	Skull with a scythe or sickle	Scythe or sickle
Norebo, god of luck and risks	NE	Luck	Pair of eight-sided dice	Dagger
Obad-Hai, god of nature	N	Animal, plant, wilderness	Oak leaf and acorn	Quarterstaff
Olidammara, god of revelry	CN	Artistry, luck, mischief, revelry	Laughing mask	Rapier
Osprem, goddess of water voyages	LN	Protection, travel, water	Whale	Trident
Pelor, god of the sun and healing	NG	Life, light, strength	Sun	Mace
Phaulkon, god of wind and clouds	CG	Air, animal, weather	Winged human silhouette	Longbow
Pholtus, god of light and law	LG	Law, light, moon	Sun partially eclipsed by a moon	Quarterstaff
Phyton, god of beauty and nature	CG	Agriculture, plant, weather	Scimitar and oak tree	Scimitar
Procan, god of ocean and sailing	CN	Travel, water, weather	Trident above a cresting wave	Trident
Pyremius, god of fire and poison	NE	Death, deceit, fire	Demon head with bat wings	Longsword
Ralishaz, god of ill luck and insanity	CN	Deceit, luck, plague	Three bone fate-casting sticks	Quarterstaff
Rao, god of peace and reason	LG	Knowledge, law, peace	White heart	Mace
Raxivort, god of rats, bats, and xvarts	CE	Animal, deceit, moon	Fiery blue hand	Dagger
Rudd, goddess of luck & competition	CN	Knowledge, luck, strength	Bulls-eye target	Shortbow
Saint Cuthbert, god of common sense	LN	Knowledge, law, protection	Circle at the center of a starburst	Club
Sotillion, goddess of summer and ease	CG	Life, light, plant	Orange tiger	Net
Syrul, goddess of lies	NE	Deceit, knowledge	Forked tongue	Dagger
Telchur, god of winter and cold	CN	Air, cold, weather	Field of snow	Spear
Tharizdun, god of malign knowledge	CE	Chaos, darkness, deceit	Dark spiral or inverted ziggurat	Dagger
Tlazoteotl, Oerth Mother	N	Agriculture, life, plant	Ear of corn	Sickle
Trithereon, god of liberty & retribution	CG	Protection, strength, war	Triskelion	Longsword
Ulaa, goddess of hills and mountains	LG	Crafting, earth, life, war	Mountain with a circle at its heart	Warhammer
Vecna, god of evil secrets	NE	Death, deceit, magic	Hand with an eye in the palm	Dagger
Velnius, god of sky and weather	N	Air, water, weather	Bird perching upon a cloud	Spear
Vinar "Green Man," god of nature	CN	Agriculture, plant, revelry	Green-leaf mask	Sickle
Wastri, god of bigotry and amphibians	LN	Animal, deceit, law, war	Gray toad	Glaive
Wee Jas, goddess of magic and death	LN	Death, law, magic	Red skull in front of a fireball	Dagger
Wenta, goddess of the autumn harvest	CG	Agriculture, air, weather	Mug of beer	Club
Xan Yae, goddess of shadows	N	Darkness, deceit, war	Black lotus blossom	Scimitar
Xerbo, god of the sea and business	N	Animal, travel, water	Dragon turtle	Trident
Ye'Cind, demigod of magical song	CG	The arts, magic, protection	Recorder	Quarterstaff
Zagyg, god of eccentricity and magic	CN	Knowledge, magic, mischief	Two, parallel ziggurat shapes	Club
Zilchus, god of money and influence	LN	Knowledge, law	Hand clutching a bag of gold	Dagger
Zodal, god of mercy and hope	NG	Life, protection	Hand partially wrapped in cloth	Unarmed strike
Zuoken, god of self-mastery	N	Knowledge, strength	Striking fist	Unarmed strike

Nonhuman Deities

Certain gods closely associated with nonhuman races are revered on many different worlds, though not always in the same way. The nonhuman races of the Forgotten Realms and Greyhawk share these deities.

Nonhuman races often have whole pantheons of their own. Besides Moradin, for example, the dwarf gods include Moradin's wife, Berronar Truesilver, and a number of other gods thought to be their children and grandchildren: Abbathor, Clangeddin Silverbeard, Dugmaren Brightmantle, Dumathoin, Gorm Gulthyn, Haela Brightaxe, Marthammor Duin, Sharindlar, Thard Harr, and Vergadain. Individual clans and kingdoms of dwarves might revere some, all, or none of these deities, and some have other gods who are unknown (or known by other names) to outsiders.

Dwarven Gods	Alignment	Suggested Domains	Symbol	Weapon
Moradin, father of dwarves	LG	Crafting, law, protection, war	Warhammer and anvil	Warhammer
Abbathor, god of greed	NE	Darkness, deceit	Jeweled dagger	Dagger
Berronar Truesilver, goddess of shelter	LG	Home, life, light	Intertwined silver rings	Mace
Clangeddin Silverbeard, god of war	LG	Law, strength, war	Crossed silver battle axes	Battleaxe
Dugmaren Brightmantle, god of learning	CG	Crafting, knowledge, travel	Open book	Shortsword
Dumathoin, god of buried secrets	N	Earth, knowledge, protection	Faceted gem inside a mountain	Maul
Muamman Duathal, god of wanderers	NG	Protection, travel	Mace over a leather boot	Mace
Vergadain, god of wealth and luck	N	Luck, mischief	Gold coin	Longsword

Elven Gods	Alignment	Suggested Domains	Symbol	Weapon
Corellon Larethian, god of magic & art	CG	The arts, light, magic, war	Crescent moon	Longsword
Aerdrie Faenya, goddess of air	CG	Air, animal, travel, weather	Eagle	Quarterstaff
Deep Sashelas, god of the sea	CG	Animal, knowledge, water	Dolphin	Trident
Erevan Ilesere, god of mischief	CN	Mischief, wilderness	Nova star with asymmetrical rays	Shortsword
Fenmarel Mestarine, god of outcasts	CN	Animal, plant, travel	Pair of elven eyes in the dark	Dagger
Hanali Celanil, goddess of love	CG	The arts, life, love, magic	Golden heart	Dagger
Labelas Enoreth, god of longevity	CG	Knowledge, magic, time	Setting sun	Quarterstaff
Lolth, demon queen of spiders	CE	Darkness, deceit, magic	Spider	Dagger
Rillifane Rallathil, god of forests	CG	Plant, protection, wilderness	Oak	Quarterstaff
Sehanine Moonbow, moon goddess	CG	Deceit, knowledge, moon	Crescent moon over a full moon	Quarterstaff
Solonor Thelandira, god of hunting	CG	Plant, war, wilderness	Silver arrow with green fletching	Longbow

Gnomish Gods	Alignment	Suggested Domains	Symbol	Weapon
Garl Glittergold, god of the gnomes	LG	Crafting, magic, mischief, war	Gold nugget	Battleaxe
Baervan Wildwanderer, god of forests	NG	Animal, plant, wilderness	Raccoon	Spear
Baravar Cloakshadow, god of illusions	NG	Deceit, magic, protection	Cloak and dagger	Dagger
Flandal Steelskin, god of mining	NG	Crafting, knowledge, strength	Flaming hammer	Warhammer
Gaerdal Ironhand, god of vigilance	LG	Law, protection, war	Iron bracer	Warhammer
Segojan Earthcaller, god of earth	NG	Earth, protection	Glowing gemstone	Mace
Urdlen, god of greed and bloodlust	CE	Destruction, earth, war	Mole	Unarmed strike

Halfling Gods	Alignment	Suggested Domains	Symbol	Weapons
Yondalla, mother goddess & provider	LG	Agriculture, law, protection	Shield with a cornucopia	Shortsword
Arvoreen, god of defense	LG	Law, protection, war	Crossed shortswords	Shortsword
Brandobaris, god of thieves	N	Luck, mischief, revelry	Footprint	Dagger
Cyrroallaelee, goddess of the hearth	LG	Home, life, protection	Open door	Club
Sheela Peryroyl, goddess of nature	N	Love, plant, wilderness	Daisy	Sickle
Urogalan, god of earth and death	LN	Earth, law, protection	Silhouette of a dog's head	Flail

Orcish Gods	Alignment	Suggested Domains	Symbol	Weapons
Gruumsh, god of storms and war	CE	Strength, war, weather	Unblinking Eye	Spear
Bahgtru, god of strength and combat	CE	Destruction, strength	Broken femur	Unarmed strike
Ilneval, god of war and leadership	LE	Law, protection, war	Bloodied longsword	Longsword
Luthic, goddess of fertility and healing	NE	Life	Orcish rune meaning "home"	Unarmed strike
Shargaas, god of stealth & darkness	NE	Darkness, deceit	Red crescent moon	Shortsword
Yurtrus, god of disease and death	NE	Death, plague	Rotting white hand	Unarmed strike

Other Nonhuman Deities	Alignment	Suggested Domains	Symbol	Weapons
Bahamut, dragon god of good	LG	Life, protection, weather	Dragon's head in profile	Pick
Blibdoolpoolp, kuo-toa goddess	NE	Destruction, death, water	Lobster head or black pearl	Military fork
Eadro, merfolk deity of the sea	N	Animal, protection, water	Spiral design	Spear
Grolantor, hill giant god of war	CE	Earth, strength, war	Wooden club	Club
Hruggek, bugbear god of violence	CE	Deceit, war	Morningstar	Morningstar
Kurtulmak, kobold god of war & mining	LE	Deceit, earth, war	Gnome skull	Spear
Laogzed, troglodyte god of hunger	CE	Death, destruction	Image of the lizard/toad god	Javelin
Maglubiyet, goblinoid god of war	LE	Deceit, destruction, war	Bloody axe	Battleaxe
Sekolah, sahuagin god of the hunt	LE	Animal, law, water, war	Shark	Trident
Semuanya, lizardfolk deity of survival	N	Life, protection, wilderness	Egg	Club
Skerrit, centaur & satyr god of nature	N	Plant, revelry, wilderness	Oak growing from acorn	Spear
Skoraeus Stonebones, stone giant god	N	Earth, knowledge, protection	Stalactite	Warhammer
Surtur, god of fire giants and craft	LE	Deceit, fire, strength, war	Flaming sword	Greatsword
Thrym, god of frost giants and strength	CE	Cold, destruction, war	White double-bladed axe	Battleaxe
Tiamat, dragon goddess of evil	LE	Deceit, law	Dragon head with five claw marks	Pick

Fantasy-Historical Pantheons

The Celtic, Egyptian, Greek, and Norse pantheons are fantasy interpretations of historical religions from our world's ancient times. They include deities that are most appropriate for use in an AD&D game, divorced from their historical context in the real world and united into pantheons that serve the needs of the game.

The Celtic Pantheon

It's said that something wild lurks in the heart of every soul, a space that thrills to the sound of geese calling at night, to the whispering wind through the pines, to the unexpected red of mistletoe on an oak - and it is in this space that the Celtic gods dwell. They sprang from the brook and stream, their might heightened by the strength of the oak and the beauty of the woodlands and open moor. When the first forester dared put a name to the face seen in the bole of a tree or the voice babbling in a brook, these gods forced themselves into being.

The Celtic gods are as often served by druids as by clerics, for they are closely aligned with the forces of nature that druids revere.

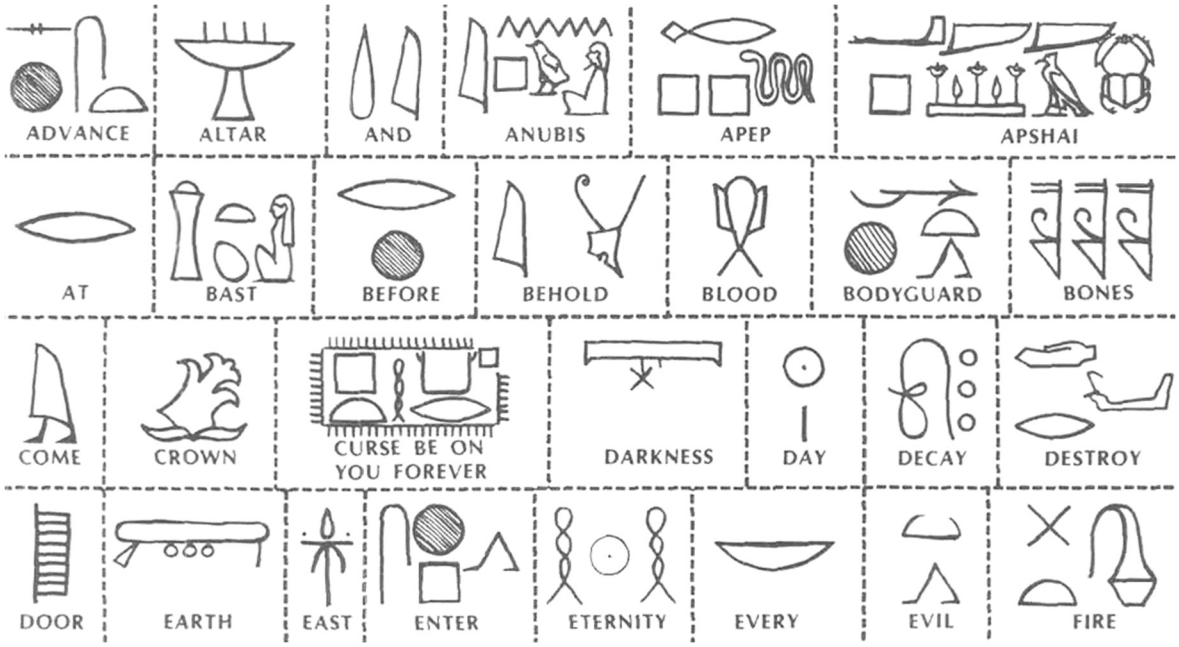
Deity	Alignment	Suggested Domains	Symbol	Weapon
The Daghdha, god of weather & crops	CG	Agriculture, death, weather	Bubbling cauldron or shield	Quarterstaff
Arawn, god of life, death, & the hunt	NE	Death, life, wilderness	Black star on gray background	Club
Belenus, god of sun, light, and warmth	NG	Life, light, travel	Solar disk and standing stones	Longbow
Brigantia, goddess of rivers & livestock	NG	Agriculture, life, water, travel	Footbridge	Spear
Diancecht, god of medicine	LG	Knowledge, life	Crossed oak and mistletoe branches	Spear
Dunatis, god of mountains and peaks	N	Earth, protection	Red sun-capped mountain peak	Pick
Goibhniu, god of smiths and healing	NG	Crafting, knowledge, life	Giant mallet over sword	Spear
Lugh, god of arts, travel, & commerce	CN	The arts, knowledge, travel	Pair of long hands	Spear
Manannan mac Lir, god of oceans	LN	Protection, water, weather	Wave of white water on green	Longsword
Math Mathonwy, hero-god of magic	NE	Knowledge, magic	Staff	Quarterstaff
Morrigan, goddess of battle	CE	Luck, war	Two crossed spears or crow	Spear
Nuada, hero-god of war and warriors	N	Strength, war	Silver hand on black background	Longsword
Oghma, god of speech and writing	NG	The arts, knowledge	Unfurled scroll	Longsword
Silvanus, god of nature and forests	N	Animal, plant, wilderness	Summer oak tree	Warhammer

The Egyptian Pantheon

These gods are a young dynasty of an ancient divine family, heirs to the rulership of the cosmos and the maintenance of the divine principle of Ma'at – the fundamental order of truth, justice, law, and order that puts gods, mortal pharaohs, and ordinary men and women in their logical and rightful place in the universe.

The Egyptian pantheon is unusual in having three gods with the Death domain of different alignments. Anubis is the lawful neutral god of the afterlife, who judges the souls of the dead. Set is a chaotic evil god of murder, perhaps best known for killing his brother Osiris. And Nephthys is a chaotic good goddess of mourning. Thus, although most clerics of the Death domain are villainous characters, clerics who serve Anubis or Nephthys need not be.

Deity	Alignment	Suggested Domains	Symbol	Weapon
Ra, god of the sun, ruler of the gods	LG	Law, life, light	Solar disk encircled by serpent	Quarterstaff
Anubis, god of judgment and death	LN	Death, law, protection	Black jackal	Mace
Apep, god of evil, fire, and serpents	CE	Chaos, deceit, fire	Flaming snake	Pick
Bast, goddess of cats & vengeance	CG	Animal, love, revelry	Cat	Unarmed strike
Bes, god of luck and music	CN	The arts, luck, protection	Image of the misshapen deity	Shortsword
Hathor, goddess of love, and music	NG	The arts, home, love	Horned cow's head with lunar disk	Longsword
Imhotep, god of crafts and medicine	NG	Crafting, knowledge, life	Step pyramid	Quarterstaff
Isis, goddess of fertility and magic	NG	Home, life, magic, wilderness	Ankh and star	Quarterstaff
Nephthys, goddess of death & grief	CG	Death, protection	Horns around a lunar disk	Mace
Osiris, god of nature & the underworld	LG	Life, plant, protection	Crook and flail	Flail
Ptah, god of crafts, knowledge, & secrets	LN	Crafting, knowledge, plant	Bull	Mace
Set, god of darkness and desert storms	CE	Chaos, deceit, weather	Coiled cobra	Spear
Sobek, god of water and crocodiles	LN	Animal, life, protection, water	Crocodile head with horns	Spear
Thoth, god of knowledge and wisdom	N	Knowledge, time	Ibis	Quarterstaff



The Greek Pantheon

The gods of Olympus make themselves known with the gentle lap of waves against the shores and the crash of the thunder among the cloud-enshrouded peaks. The thick boar-infested woods and the sere, olive-grove covered hillsides hold evidence of their passing. Every aspect of nature echoes with their presence, and they've made a place for themselves inside the human heart, too.

Deity	Alignment	Suggested Domains	Symbol	Weapon
Zeus, god of the sky, ruler of the gods	N	Knowledge, weather	Fist full of lightning bolts	Spear
Aphrodite, goddess of love & beauty	CG	The arts, love, revelry	Sea shell	Dagger
Apollo, god of light, music, & healing	CG	The arts, knowledge, life, light	Lyre	Longbow
Ares, god of war and strife	CE	Strength, war	Spear	Spear
Artemis, goddess of hunting	NG	Life, moon, wilderness	Bow and arrow on lunar disk	Longbow
Athena, goddess of wisdom	LG	Knowledge, protection, war	Owl	Spear
Demeter, goddess of agriculture	NG	Agriculture, life,	Mare's head	Spear
Dionysus, god of mirth and wine	CN	Agriculture, chaos, life, revelry	Thyrsus (staff tipped with pine cone)	Quarterstaff
Hades, god of the underworld	LE	Death, earth	Black ram	Longsword
Hecate, goddess of magic & the moon	CE	Moon, magic, plague	Setting moon	Dagger
Hephaestus, god of smithing and craft	NG	Crafting, knowledge, strength	Hammer and anvil	Warhammer
Hera, goddess of marriage & intrigue	CN	Home, knowledge, life	Fan of peacock feathers	Mace
Heracles, hero-god of strength	CG	Life, strength, travel	Lion's head	Club
Hermes, god of travel and commerce	CG	Deceit, travel	Caduceus (winged staff and serpents)	Quarterstaff
Hestia, goddess of home and family	NG	Home, life, protection	Hearth	Dagger
Nike, goddess of victory	LN	Strength, war	Winged woman	Mace
Pan, god of nature	CN	Animal, revelry, wilderness	Syrinx (pan pipes)	Unarmed strike
Poseidon, god of the sea	CN	Earth, water, travel	Trident	Trident
Tyche, goddess of good fortune	N	Luck, protection	Red pentagram	Shortsword

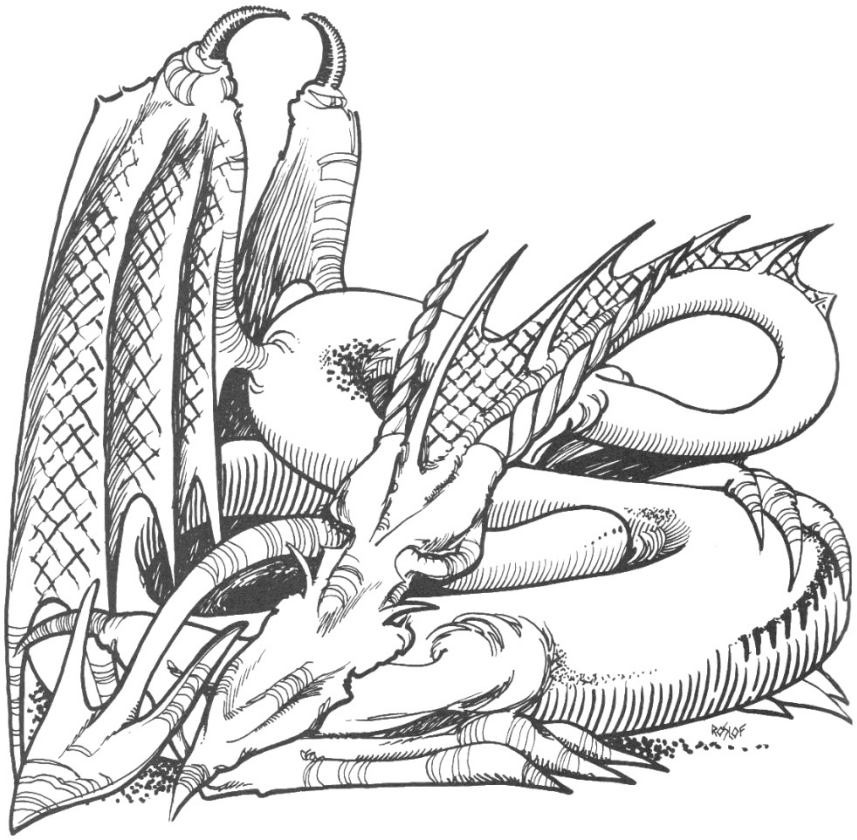
The Norse Pantheon

Where the land plummets from the snowy hills into the icy fjords below, where the longboats draw up on to the beach, where the glaciers flow forward and retreat with every fall and spring - this is the land of the Vikings, the home of the Norse pantheon.

It's a brutal clime, and one that calls for brutal living. The warriors of the land have had to adapt to the harsh conditions in order to survive, but they haven't been too twisted by the needs of their environment. Given the necessity of raiding for food and wealth, it's surprising the mortals turned out as well as they did. Their powers reflect the need these warriors had for strong leadership and decisive action. Thus, they see their deities in every bend of a river, hear them in the crash of the thunder and the booming of the glaciers, and smell them in the smoke of a burning longhouse.

The Norse pantheon includes two main families, the Aesir (deities of war and destiny) and the Vanir (gods of fertility and prosperity). Once enemies, these two families are now closely allied against their common enemies, the giants (including the gods Surtur and Thrym). Like the gods of Greyhawk, gods in different families sometimes have overlap in their spheres of influence: Frey (of the Vanir) and Odr (of the Aesir) are both associated with the sun, for example.

Deity	Alignment	Suggested Domains	Symbol	Weapon
Odin, god of knowledge and war	NG	Knowledge, magic, travel, war	Watching blue eye	Spear
Aegir, god of the sea and storms	NE	Revelry, water, weather	Rough ocean waves	Club
Balder, god of beauty and poetry	NG	The arts, life, light, peace	Gem-encrusted silver chalice	Unarmed strike
Bragi, god of poetry and eloquence	NG	The arts, knowledge	Harp	Shortsword
Forseti, god of justice and law	LN	Law, protection	Head of a bearded man	Longsword
Frey, god of fertility and the sun	NG	Life, light, revelry, weather	Ice-blue greatsword	Greatsword
Freya, goddess of fertility and love	NG	Life, love, war	Falcon	Longsword
Frigga, goddess of birth and fertility	N	Home, knowledge, life	Cat	Unarmed strike
Heimdall, god of watchfulness	LG	Knowledge, law, protection	Curling musical horn	Longsword
Hel, goddess of the underworld	NE	Death	Woman's face, rotting on one side	Shortsword
Hermod, god of luck	CN	Luck, travel	Winged scroll	Longsword
Idun, goddess of eternal youth	NG	Life, plant	Apple	Quarterstaff
Loki, god of thieves and trickery	CE	Deceit, fire, magic	Flame	Dagger
Magni, god of strength	CG	Strength, war	Mountain	Unarmed strike
Modi, god of bravery	CG	Knowledge, war	Sword and hammer crossed	Shortsword
Njord, god of sea and wind	NG	Travel, water, weather	Gold coin	Spear
Odr, god of poetry and rage	CG	The arts, chaos, light	Solar disk	Shortsword
Sif, goddess of war and the harvest	CG	Agriculture, life, war	Rowan tree	Longsword
Skadi, god of hunting and mountains	N	Cold, wilderness	Mountain peak	Longbow
Surtur, god of fire giants and craft	LE	Deceit, fire, strength, war	Flaming sword	Greatsword
Thor, god of storms and thunder	CG	Strength, weather	Warhammer	Warhammer
Thrud, goddess of strength	CG	Protection, strength	Winged maiden	Longsword
Thrym, god of frost giants and strength	CE	Cold, destruction, war	White double-bladed axe	Battleaxe
Tyr, god of justice and strategy	LN	Law, protection, war	Sword	Longsword
Ullr, god of hunting and winter	CN	Cold, wilderness	Ring	Longbow
Vali, god of vengeance	N	Strength, war	Red cloth	Longsword
Vidarr, god of slience and strength	N	Protection, strength, travel	Shoe	Longsword



APPENDIX D: INSPIRATIONAL READING

Gary Gygax, in APPENDIX N of 1st edition's Dungeon Master's Guide, lists the works of fiction that inspired him to create the Advanced Dungeons & Dragons game. His list was drawn largely from 20th century works of fantasy and science fiction, with an emphasis upon works of pulp fiction.

This tome expands upon this list to include recent works of fantasy as well as works of heroic fiction, epic poetry, mythology and fable. As either a DM or player it is advised that you familiarize yourself with some, if not all of these works, as they are a great resource for those seeking to enrich their game world and the stories they create within it:

Abercrombie, Joseph: "*First Law" series; Best Served Cold; The Heroes*

Andersen, Hans Christian

Anderson, Poul: *Three Hearts and Three Lions*; *The High Crusade*; *The Broken Sword*

Anthony, Piers: "*Xanth*", "*Apprentice Adept*", and "*Incarnations*" series

Aspirin, Robert: "*Myth*" and "*Thieves' World*" series

Bellairs, John: *The Face in the Frost*

Bengtsson, Frans G: *The Longships*

Brackett, Leigh

Brown, Frederic

Bullfinch, Thomas: *The Age of Fable, The Age of Chivalry, Legends of Charlemagne*

Burroughs, Edgar Rice: "*Pellucidar*" series; "*Mars*" series; "*Venus*" series

Carroll, Lewis: *Alice's Adventures in Wonderland*; *Through the Looking Glass*.

Carter, Lin: "*World's End*" series

Conan Doyle, Arthur: "*Lost World*" series

de Camp, L. Sprague: *Lest Darkness Fall*; *The Fallible Fiend*; et al

de Camp & Pratt: "*Harold Shea*" series; *The Carnelian Cube*

Derleth, August

Dunsany, Lord

Farmer, P. J.: "*The World of the Tiers*" series; et al

Finch, Matthew: *Quick Primer for Old School Gaming*

Fox, Gardner: "*Kothar*" series; "*Kyrik*" series; et al

Goldman, William: *The Princess Bride*

Gygax, E Gary: "*Gord*" series; *Dungeon Masters Guide; World of Greyhawk*

Homer: *The Iliad*; *The Odyssey*

Howard, R. E.: "*Conan*" series, "*Kull*" series, and "*Solomon Kane*" series

Jordan, Robert: "*Wheel of Time*" series

King, Steven: "*Dark Tower*" series

Lanier, Sterling: *Heiro's Journey*

Leiber, Fritz: "*Fafhrd & Gray Mouser*" series; et al

Lewis, C.S.: "*Narnia*" series

Lovecraft, H.P.

Malory, Sir Thomas: *Le Morte d'Arthur*.

Martin, George RR: "*Song of Ice and Fire*" series

Merritt, A.: *Creep, Shadow, Creep*; *Moon Pool*; *Dwellers in the Mirage*; et al

Moorcock, Michael: *Stormbringer*; *Stealer of Souls*; "*Hawkmoon*" series (esp. the first three books)

Norton, Andre: *Star Mans's Son*; *Quag Keep*; *Witch World*

Offutt, Andrew J.: *Swords against Darkness III*

Pratt, Fletcher: *Blue Star*; et al

Saberhagen, Fred: *Changeling Earth*; et al

Saint Clair, Margaret: *The Shadow People*; *Sign of the Labrys*

Scott, Sir Walter: *Ivanhoe*

Shelley, Mary: *Frankenstein*

Stoker, Bram: *Dracula*

Tolkien, J. R. R.: *The Hobbit*; *The Children of Hurin*; "*The Lord of the Rings*" trilogy

Unknown: *Beowulf; The Nibelungenlied; The Saga of the Volsung; The Song of Roland*

Vance, Jack: *The Eyes of the Overworld*; *The Dying Earth*; et al

Wagner, Karl Edward: "*Kane*" series

Weinbaum, Stanley

Wellman, Manley Wade

Wells, H.G

Williamson, Jack

Zelazny, Roger: *Jack of Shadows*; "*Amber*" series; et al

"Inspiration for all the fantasy work I have done stems directly from the love my father showed when I was a tad, for he spent many hours telling me stories he made up as he went along, tales of cloaked old men who could grant wishes, of magic rings and enchanted swords, or wicked sorcerers and dauntless swordsmen.

Then too, countless hundreds of comic books went down, and the long-gone EC ones certainly had their effect. Science fiction, fantasy, and horror movies were a big influence. In fact, all of us tend to get ample helpings of fantasy when we are very young from fairy tales such as those written by the Brothers Grimm and Andrew Lang. This often leads to reading books of mythology, paging through bestiaries, and consultation of compilations of the myths of various lands and peoples.

Upon such a base I built my interest in fantasy, being an avid reader of all science fiction and fantasy literature since 1950.

The following authors were of particular inspiration to me. In some cases, I cite specific works, in others, I simply recommend all of their fantasy writing to you. From such sources, as well as any other imaginative writing or screenplay, you will be able to pluck kernels from which will grow the fruits of exciting campaigns. Good reading!

The most immediate influences upon AD&D were probably de Camp & Pratt, R. E. Howard, Fritz Leiber, Jack Vance, H. P. Lovecraft, and A. Merritt; but all of the above authors, as well as many not listed, certainly helped to shape the form of the game. For this reason, and for the hours of reading enjoyment, I heartily recommend the works of these fine authors to you."

- E. Gary Gygax, 1979

APPENDIX E: MAGIC-USER SPELLS BY SCHOOL

Abjuration
Alarm (1st)
Armor (1st)
Gaze Reflection (1st)
Protection from Evil (1st)
Obscure Object (2nd)
Protection from Normal Missiles (2nd)
Shield (1st)
Wizard Lock (2nd)
Dispel Magic (3rd)
Invisibility Purge (3rd)
Non-Detection (3rd)
Protection from Energy (3rd)
Protection from Evil, 10-foot Radius (3rd)
Fire Trap (4th)
Minor Globe of Invulnerability (4th)
Otiluke's Resilient Sphere (4th)
Remove Curse (4th)
Stoneskin (4th)
Avoidance (5th)
Break Enchantment (5th)
Dismissal (5th)
Anti-Magic Shell (6th)
Globe of Invulnerability (6th)
Guards and Wards (6th)
Repulsion (6th)
Banishment (7th)
Sequester (7th)
Spell Turning (7th)
Dimensional Lock (8th)
Mind Blank (8th)
Otiluke's Telekinetic Sphere (8th)
Serten's Spell Immunity (8th)
Freedom (9th)
Imprisonment (9th)
Mordenkainen's Disjunction (9th)
Prismatic Sphere (9th)

Alteration
Affect Normal Fires (0)
Mending (0)
Message (0)
Wizard Mark (0)
Animate Rope (1st)
Burning Hands (1st)
Color Spray (1st)
Enchanted Weapon (1st)
Enlarge Person (1st)
Erase (1st)
Feather Fall (1st)
Hold Portal (1st)
Jump (1st)
Run (1st)
Alter Self (2nd)
Darkvision (2nd)
Deeppockets (2nd)
Fools' Gold (2nd)
Irritation (2nd)
Knock (2nd)
Levitate (2nd)
Magic Mouth (2nd)
Pyrotechnics (2nd)
Rope Trick (2nd)
Secret Page (2nd)
Spider Climb (2nd)
Strength (2nd)
Whispering Wind (2nd)
Blindness/Deafness (3rd)
Blink (3rd)
Delude (3rd)
Flame Arrow (3rd)
Fly (3rd)
Gaseous Form (3rd)
Haste (3rd)
Improved Enchanted Weapon (3rd)
Shrink Item (3rd)
Water Breathing (3rd)
Wraithform (3rd)
Dig (4th)
Plant Growth (4th)
Polymorph (4th)
Rary's Mnemonic Enhancer (4th)
Stone Shape (4th)
Airy Water (5th)
Animal Growth (5th)
Avoidance (5th)
Fabricate (5th)
Passwall (5th)
Telekinesis (5th)
Transmute Rock to Mud (5th)
Control Water (6th)
Disintegrate (6th)
Enchant an Item (6th)
Flesh to Stone (6th)
Glassee (6th)
Mordenkainen's Lucubration (6th)
Move Earth (6th)
Tenser's Transformation (6th)
Transmute Water to Dust (6th)
Control Weather (7th)
Duo-Dimension (7th)
Reincarnation (7th)
Reverse Gravity (7th)
Statue (7th)
Glassteel (8th)
Iron Body (8th)
Permanency (8th)
Polymorph Any Object (8th)
Temporal Stasis (8th)
Crystalbrittle (9th)
Shapechange (9th)
Succor (9th)
Time Stop (9th)

Conjuration/Summoning
Find Familiar (1st)
Grease (1st)
Mount (1st)
Obscurement (1st)
Unseen Servant (1st)
Deeppockets (2nd)
Fog Cloud (2nd)
Glitterdust (2nd)
Melf's Acid Arrow (2nd)
Rope Trick (2nd)
Summon Insects (2nd)
Web (2nd)
Flame Arrow (3rd)
Leomund's Tiny Hut (3rd)
Monster Summoning I (3rd)
Phantom Steed (3rd)
Sepia Snake Sigil (3rd)
Sleet Storm (3rd)
Stinking Cloud (3rd)
Wall of Wind (3rd)
Dimensional Anchor (4th)
Dimension Door (4th)
Evard's Black Tentacles (4th)
Leomund's Secure Shelter (4th)
Minor Creation (4th)
Monster Summoning II (4th)
Solid Fog (4th)
Cloudkill (5th)
Conjure Elemental (5th)
Dismissal (5th)
Leomund's Secret Chest (5th)
Lesser Planar Binding (5th)
Major Creation (5th)
Monster Summoning III (5th)
Mordenkainen's Faithful Hound (5th)
Symbol of Pain (5th)
Symbol of Sleep (5th)
Teleport (5th)
Wall of Stone (5th)
Death Fog (6th)
Invisible Stalker (6th)
Monster Summoning IV (6th)
Planar Binding (6th)
Summon Shadow (6th)
Symbol of Fear (6th)
Symbol of Persuasion (6th)
Wall of Iron (6th)
Drawmij's Instant Summons (7th)
Ethereal Jaunt (7th)
Limited Wish (7th)
Monster Summoning V (7th)
Mordenkainen's Magnificent Mansion (7th)
Phase Door (7th)
Power Word, Blind (7th)
Reincarnation (7th)
Symbol of Hopelessness (7th)
Symbol of Stunning (7th)
Symbol of Weakness (7th)
Teleport Without Error (7th)
Dimensional Lock (8th)
Improved Planar Binding (8th)
Incendiary Cloud (8th)
Maze (8th)
Monster Summoning VI (8th)
Power Word, Stun (8th)
Symbol of Death (8th)
Symbol of Insanity (8th)
Trap the Soul (8th)
Astral Spell (9th)
Etherealness (9th)
Gate (9th)
Monster Summoning VII (9th)
Power Word, Kill (9th)
Prismatic Sphere (9th)
Succor (9th)
Teleportation Circle (9th)
Wish (9th)

Divination
Read Magic (0)
Comprehend Languages (1st)
Detect Evil (1st)
Detect Magic (1st)
Detect Poison (1st)
Detect Secret Doors (1st)
Detect Undead (1st)
Identify (1st)
Penetrate Disguise (1st)
Portent (1st)
Detect Invisibility (2nd)
ESP (2nd)
Know Alignment (2nd)
Locate Object (2nd)
Arcane Sight (3rd)
Clairaudience/Clairvoyance (3rd)
Detect Lie (3rd)
Tongues (3rd)
Detect Scrying (4th)
Locate Creature (4th)
Speak with Plants (4th)
Scrying (4th)
Wizard Eye (4th)
Contact other Plane (5th)
Prying Eyes (5th)

Analyze Dweomer (6th)
Legend Lore (6th)
True Seeing (6th)
Improved Arcane Sight (7th)
Improved Scrying (7th)
Vision (7th)
Discern Location (8th)
Find the Path (8th)
Improved Prying Eyes (8th)
Telepathy (8th)
Foresight (9th)

Enchantment/Charm
Cause Fear (1st)
Charm Person (1st)
Friends (1st)
Hypnotic Pattern (1st)
Sleep (1st)
Taunt (1st)
Forget (2nd)
Scare (2nd)
Tasha's Hideous Laughter (2nd)
Fumble (3rd)
Deep Slumber (3rd)
Hold Person (3rd)
Suggestion (3rd)
Charm Monster (4th)
Confusion (4th)
Emotion (4th)
Fear (4th)
Chaos (5th)
Dominate Person (5th)
Feeblemind (5th)
Hold Monster (5th)
Leomund's Lamentable Belaborment (5th)
Symbol of Discord (5th)
Symbol of Sleep (5th)
Enchant an Item (6th)
Eyebite (6th)
Geas (6th)
Mass Suggestion (6th)
Symbol of Fear (6th)
Symbol of Persuasion (6th)
Insanity (7th)
Power Word, Blind (7th)
Symbol of Hopelessness (7th)
Symbol of Stunning (7th)
Antipathy (8th)
Binding (8th)
Demand (8th)
Mass Charm (8th)
Otto's Irresistible Dance (8th)
Power Word, Stun (8th)
Symbol of Insanity (8th)
Dominate Monster (9th)
Power Word, Kill (9th)

Illusion/Phantasm
Audible Glamer (0)
Prestidigitation (0)
Change Self (1st)
Color Spray (1st)
Nystul's Magic Aura (1st)
Silent Image (1st)
Ventriloquism (1st)
Blur (2nd)
Illusory Script (2nd)
Invisibility (2nd)
Leomund's Trap (2nd)
Magic Mouth (2nd)
Mirror Image (2nd)
Misdirection (2nd)
Phantasmal Force (2nd)
Misdirection (2nd)
Whispering Wind (2nd)
Improved Phantasmal Force (3rd)
Invisibility, 10-foot Radius (3rd)
Phantom Steed (3rd)
Wraithform (3rd)
Distance Distortion (4th)
Hallucinatory Terrain (4th)
Illusory Wall (4th)
Improved Invisibility (4th)
Massmorph (4th)
Phantasmal Killer (4th)
Rainbow Pattern (4th)
Shadow Monsters (4th)
Vacancy (4th)
Demi-Shadow Monsters (5th)
Dream (5th)
False Vision (5th)
Mind Fog (5th)
Mirage Arcana (5th)
Nightmare (5th)
Persistent Image (5th)
Seeming (5th)
Shadow Door (5th)
Shadow Magic (5th)
Symbol of Sleep (5th)
Demi-Shadow Magic (6th)
Mislead (6th)
Permanent Illusion (6th)
Programmed Illusion (6th)
Shades (6th)
Shadow Walk (6th)
Veil (6th)
Mass Invisibility (7th)
Project Image (7th)
Scintillating Pattern (8th)
Sequester (7th)
Simulacrum (7th)
Screen (8th)
Weird (9th)

Invocation/Evocation
Dancing Lights (0)
Light (0)
Write (0)
Alarm (1st)
Armor (1st)
Enchanted Weapon (1st)
Faerie Fire (1st)
Flaming Sphere (1st)
Magic Missile (1st)
Shield (1st)
Shocking Grasp (1st)
Tenser's Floating Disc (1st)
Darkness, 15-foot Radius (2nd)
Flaming Sphere (2nd)
Gust of Wind (2nd)
Shatter (2nd)
Continual Light (3rd)
Explosive Runes (3rd)
Fireball (3rd)
Improved Enchanted Weapon (3rd)
Invisibility Purge (3rd)
Leomund's Tiny Hut (3rd)
Lightning Bolt (3rd)
Melf's Minute Meteors (3rd)
Fire Shield (4th)
Fire Trap (4th)
Ice Storm (4th)
Otiluke's Resilient Sphere (4th)
Shout (4th)
Wall of Fire (4th)
Wall of Ice (4th)
Bigby's Interposing Hand (5th)
Cone of Cold (5th)
Sending (5th)
Wall of Force (5th)
Bigby's Forceful Hand (6th)
Chain Lightning (6th)
Contingency (6th)
Enchant an Item (6th)
Otiluke's Freezing Sphere (6th)
Bigby's Grasping Hand (7th)
Delayed Blast Fireball (7th)
Forcecage (7th)
Mordenkainen's Magnificent Mansion (7th)
Mordenkainen's Sword (7th)
Prismatic Spray (7th)
Bigby's Clenched Fist (8th)
Binding (8th)
Incendiary Cloud (8th)
Otiluke's Telekinetic Sphere (8th)
Prismatic Wall (8th)
Bigby's Crushing Hand (9th)
Meteor Swarm (9th)
Prismatic Sphere (9th)

Necromancy
Chill Touch (1st)
Detect Undead (1st)
Hold Undead (2nd)
Ray of Enfeeblement (2nd)
Spectral Hand (2nd)
Feign Death (3rd)
Vampiric Touch (3rd)
Animate Dead (4th)
Cause Disease (4th)
Enervation (4th)
Magic Jar (5th)
Symbol of Pain (5th)
Death Spell (6th)
Summon Shadow (6th)
Control Undead (7th)
Finger of Death (7th)
Symbol of Weakness (7th)
Clone (8th)
Symbol of Death (8th)
Trap the Soul (8th)
Energy Drain (9th)
Soul Bind (9th)

Universal
Affect Normal Fires (0)
Audible Glamer (0)
Dancing Lights (0)
Mending (0)
Message (0)
Prestidigitation (0)
Read Magic (0)
Wizard Mark (0)
Write (0)
Comprehend Languages (1st)
Detect Magic (1st)
Find Familiar (1st)
Hold Portal (1st)
Identify (1st)
Knock (2nd)
Wizard Lock (2nd)
Dispel Magic (3rd)
Remove Curse (4th)
Teleport (5th)
Enchant an Item (6th)
Guards and Wards (6th)
Limited Wish (7th)
Teleport Without Error (7th)
Permanency (8th)
Astral Spell (9th)
Mordenkainen's Disjunction (9th)
Wish (9th)

GLOSSARY of TERMS

Ability
Any of the six scores, commonly ranging from 3-18, that represent the basic aptitude levels of a player character: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Ability Check
A d20 roll that adds your character's ability modifier and Proficiency Bonus (if applicable). If the result is equal to or greater than the Difficulty Class (DC) the attempted action succeeds.

Ability Damage
Damage that temporarily lowers specified ability score. This damage heals just as Hit Points do.

Ability Drain
An attack that permanently lowers specified ability score, barring the use of restorative magic.

AC
Abbreviation for Armor Class.

Alignment
This term reflects a character's or creature's basic attitude toward society and the forces of the universe. There are nine categories demonstrating the character's relationship to order vs. chaos and good vs. evil. A player character's alignment is selected by the player when the character is created.

Area of Effect
The area in which a magical spell or a breath weapon works on any creatures unless they make a Saving Throw.

Armor Class (abbreviated as AC)
Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on a combatant. It's the attack roll result that an opponent needs to equal or exceed in order to hit that combatant.

Armor Class is equal to 10 plus any Armor Class Bonus a combatant gets from armor worn (see page 43) plus its Dexterity modifier (see pages 4 and 5). Armor Class may also be modified by class abilities, spells, and magical items, as noted in their descriptions.

The higher the AC, the less vulnerable the combatant is to melee and ranged attacks.

Attack Roll
The d20 roll used to determine if an attack is successful.

Blinded
Blind characters have their Movement Rate reduced to ½ of their normal Movement Rate. All opponents have total concealment against blinded characters. See Unseen Combatants on page 68 for more details.

Breath Weapon
the ability of a dragon or other creature to spew a substance out of its mouth just by breathing, without making an attack roll. Those in the area of effect must roll a Saving Throw.

CHA
Abbreviation for Charisma.

Character Level
Character level is equal to the levels acquired in all character classes by a player character or NPC. For single-class characters, character level is equal to the character's class level. See pages 33-34 for more information on calculating the character level of split-classed and multiclassed characters.

Charisma (abbreviated as CHA)
An ability score representing a character's persuasiveness, personal magnetism, and ability to lead.

Class
A character's primary profession or career.

Class Feature
Class features are special abilities such as spell use or exceptional aptitude with certain weapons or skills. Every class has its own special abilities.

Class Level
Class level represents a character's advancement in a character class. Multiclass and split-class characters have class levels in more than one character class.

Common
Common, or the Common Tongue, as the default language shared by player characters in the AD&D game. Knowledge of other languages requires proficiency in other Language skills.

Common Ability Bonus
When using skills and making Saving Throws in which your character is not proficient, your character adds his Common Ability Bonus, which is equal to half of his Proficiency Bonus (rounding fractions down). Some skills require proficiency in order to be used with any degree of aptitude (see the table on page 39 for more details). Characters attempting to use these skills (Arcana, Craft, Disable Device, Disguise, Languages, Medicine, and Poisons) untrained gain neither a Proficiency nor Common Ability Bonus to their ability check.

CON
Abbreviation for Constitution.

Confused
A confused creature acts as if under the effects of a Confusion spell (see page 99 for more details).

Constitution (abbreviated as CON)
An ability score that represents a character's general physique, hardiness, and state of health.

Cower
A cowering creature may defend itself normally but is unable to attack.

D
Abbreviation for dice or die. A roll that calls for 2d6, for example, means that the player rolls two 6-sided dice. The following die types are most commonly used:

- D3: Since there is no such thing as a three-sided die, a roll calling for d3 means to use a d6, making 1 and 2 be a 1, 3 and 4 be a 2, and 5 and 6 be a 3.
- D4: A four-sided die.
- D6: A six-sided die.
- D8: An eight-sided die.
- D10: A ten-sided die. Two d10s can be used as percentile dice.
- D12: A twelve-sided die.
- D20: A twenty-sided die.
- D100 or D%: Either an actual 100-sided die or two different-colored ten-sided dice to be rolled as percentile dice.

DC
Abbreviation for Difficulty Class.

Difficulty Class (abbreviated as DC)
The number that must be met or exceeded on a character's ability check in order to succeed.

DMG
A reference to the Dungeon Master's Guide.

Damage
The effect of a successful attack or other harmful situation, measured in Hit Points.

Deafened
Deafened creatures cannot make perception checks to hear sounds. A deafened spellcaster must make a Concentration Check (DC = 10 + the spell's level) to cast a spell with a verbal component and automatically fail Perception skill checks made to hear sounds.

Demihuman
A creature belonging to a non-human player race. Dwarf, elf, gnome, half-elf, half-orc, or halfling characters are all demihumans.

DEX
Abbreviation for Dexterity.

Dexterity (abbreviated as DEX)
An ability score representing a combination of a character's agility, reflexes, hand-eye coordination, and the like.

Encumbrance
The weight, in pounds, that a character is carrying. How much he can carry and how being encumbered affects his Movement Rate are based on Strength and are shown in the Encumbrance section, on page 57. The use of heavier armor also contributes to a character's encumbrance (see page 43).

Energy Drain
The ability of a creature, especially undead, to drain energy in the form of class levels from a character, in addition to the normal loss of Hit Points. It is also called Level Drain.

Experience Points (abbreviated as XP)
Points a character earns (determined by the Dungeon Master) for completing an adventure, defeating a foe, acquiring wealth, doing something related to his class particularly well, or solving a riddle or challenge. Experience points are accumulated, enabling the character to rise in level as detailed on page 12.

Fascinated
While fascinated, the creature is distracted, suffering a -4 penalty to Dexterity Saving Throws and Armor Class. A fascinated creature's Movement Rate drops to 0, and the creature is visibly dazed. If attacked they are considered surprised (see pages 62 and 68 for more details). Any threat that is obvious to a fascinated creature, such as the casting of a spell or the drawing or aiming of a weapon, automatically breaks the effect on that creature.

Fatigued
Fatigued creatures suffer a -1 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and to Armor Class. The Movement Rate of fatigue creatures is reduced by ¼. A fatigued creature who becomes fatigued again, through exertion, deprivation, illness, poison, or magic is exhausted. Exhausted characters are considered sickened (see below). Other stated otherwise in the description of the spell or effect that causes fatigue, a full night's rest (8 hours) eliminates fatigue.

Follower
A non-player character who is drawn to the service of a high-level player character by his reputation.

Gaze Attack
The ability of a creature, such as a basilisk, to attack simply by making eye contact with the victim.

Henchmen
Non-player characters who work for a character mainly out of loyalty and love of adventure.

Hireling
Non-player characters who work for a character just for money. Hirelings are completely under the control of the DM.

Hit Dice (abbr. HD)
The dice rolled to determine a creature's or character's Hit Points. Player characters roll hit dice until reaching 9th level. From 10th level onward, player characters receive a set number of Hit Points each level (and no longer add their Constitution modifier to Hit Points).

Hit Points (abbreviated as HP)
A number representing how much damage a character can suffer before being killed, as determined by Hit Dice. Damage from weapons, spells, poisons, and other attacks reduce these Hit Points by a specified amount. Hit Points lost due to injury can usually be regained by rest or healing. See page 71 for more information on Hit Points and Hit Point damage.

Initiative
The order in which combatants act during a round of combat. Initiative is determined by rolling a d20 and adding any applicable modifiers (including Dexterity modifiers). Initiative is resolved in order from the highest result to the lowest. Initiative is not rolled by surprised combatants.

INT
Abbreviation for Intelligence.

Intelligence (abbreviated as INT)
An ability score representing a character's memory, reasoning, and learning ability.

Italicized Type
Italicized type is used primarily to indicate magical items.

Level
Any of several different game factors that are variable in degree, especially:

1. Class Level: A measure of the character's power, starting at the 1st level as a beginning adventurer and rising through the accumulation of experience points to the 20th level or higher. At each level attained, the character receives new powers.
2. Spell Level: A measure of the power of a magical spell. A magic-using character can use only those spells for which his class level qualifies him.
3. Dungeon Level: A term that describes both the depth and difficulty of a particular dungeon's layer.

Magic Resistance (abbreviated as MR)
Magic Resistance is a special defensive ability that grants a creature an additional measure of protection against magical attacks.

Material Component (abbreviated as M)
Any specific item that must be handled in some way during the casting of a magical spell.

Melee
Combat in which characters are fighting in direct contact, such as with swords, claws, or fists, as opposed to fighting with missile weapons or spells.

Movement Rate (abbreviated as Mv)
A number used in calculating how far and how fast a character can move in a round. This number is in feet and every 5' corresponded to a 1" square on a battle mat. Thus, an Mv of 30' equates to 6 squares of movement and vice versa.

Multiclassed Character
A character who improves in two or three classes at the same time by

dividing experience points evenly between their classes.

Mythos (plural Mythoi)
A complete body of belief particular to a certain time or place, including the pantheon of its gods.

Neutrality
A philosophical position, or alignment, of a character that is between belief in good or evil, order or chaos.

Non-Human
A humanoid creature that is neither human nor demihuman.

Non-Player Character (abbreviated as NPC)
Any character controlled by the DM instead of a player.

NPC
Abbreviation for non-player character.

PC
Abbreviation for player character.

Percentage (or Percent) Chance
A number between 1 and 100 used to represent the probability of something happening. If a character is given a percentage chance of an event occurring, the player rolls percentile dice (D%). If the die roll is less than or equal to that percentage, the event occurs.

Percentile Dice (abbreviated as D%)
Either a 100-sided die or two 10-sided dice used in rolling a percentage number. If 2d10 are used, they are of different colors, and one represents the tens digit while the other is the ones.

Perception Check
A Wisdom ability check used in conjunction with the Perception skill. If it one of the most commonly used skills checks.

Player Character (abbreviated as PC)
A character in a role-playing game who is under the control of one of the players.

Proficiency Bonus
When using skills and making Saving Throws in which your character is proficient your character adds his Proficiency Bonus to the roll. This bonus is equal to half of your character's level (rounded down, to a minimum of 1 at 1st level) and is shown on the Proficiency Bonus Table presented on pages 5 and 53.

Race
A player character's or NPC's species. The term race is usually reserved for intelligent creatures with human-like characteristics.

Ranged Combat
Combat involving the use of weapons that shoot projectiles or items that can be thrown. Because the combat is not "toe-to-toe," the rules are slightly different than those for melee combat.

Regeneration
A special ability to heal faster than usual.

Resistance
The innate ability of a being to withstand attack, such as by magic. Gnomes, for example, have an innate resistance that adds bonuses to their Saving Throws against magic.

Round
A segment of time approximately 6 seconds long, during which a character can move and take an action. 10 rounds equal one minute.

Saving Throw
A measure of a character's ability to resist (to "save against") special types of attacks, especially poison, paralyzation, magic, and breath weapons. Success is determined by rolling the relevant ability check, modified by the character's Proficiency (or Common Ability) Bonus. See page 55-56 for more information on Saving Throws. See page 76 for further notes on Saving Throws versus magic.

Sickened
Sickened creatures suffer a -2 penalty to all Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½.

Skill Check
Each ability covers a broad range of capabilities, including skills that a character can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. See pages 39 and 53 for more information on skill checks and ability checks in general.

Somatic Component (abbr. S)
The gestures that a spellcaster must use to cast a specific spell. A bound magic-user cannot cast a spell requiring somatic components.

Split-Classed Character
A character who improves in two or more classes, advancing in each class separately, but totaling their class levels in all classes in order to determine their character level.

STR
Abbreviation for Strength.

Strength (abbreviated as STR)
An ability score representing a character's muscle power, athleticism, and brute force.

Stunned
Stunned creatures suffer a -2 penalty to their Armor Class and cannot act or move until they recover.

Surprise Roll
A Perception skill check made by combatants who might be caught unawares at the start of combat. Success indicates that the combatant may act normally during the surprise round, while failure indicates that the combatant is surprised and may not act during the surprise round (see pages 62 and 68 for more details).

To-Hit Roll
Another name for an attack roll.

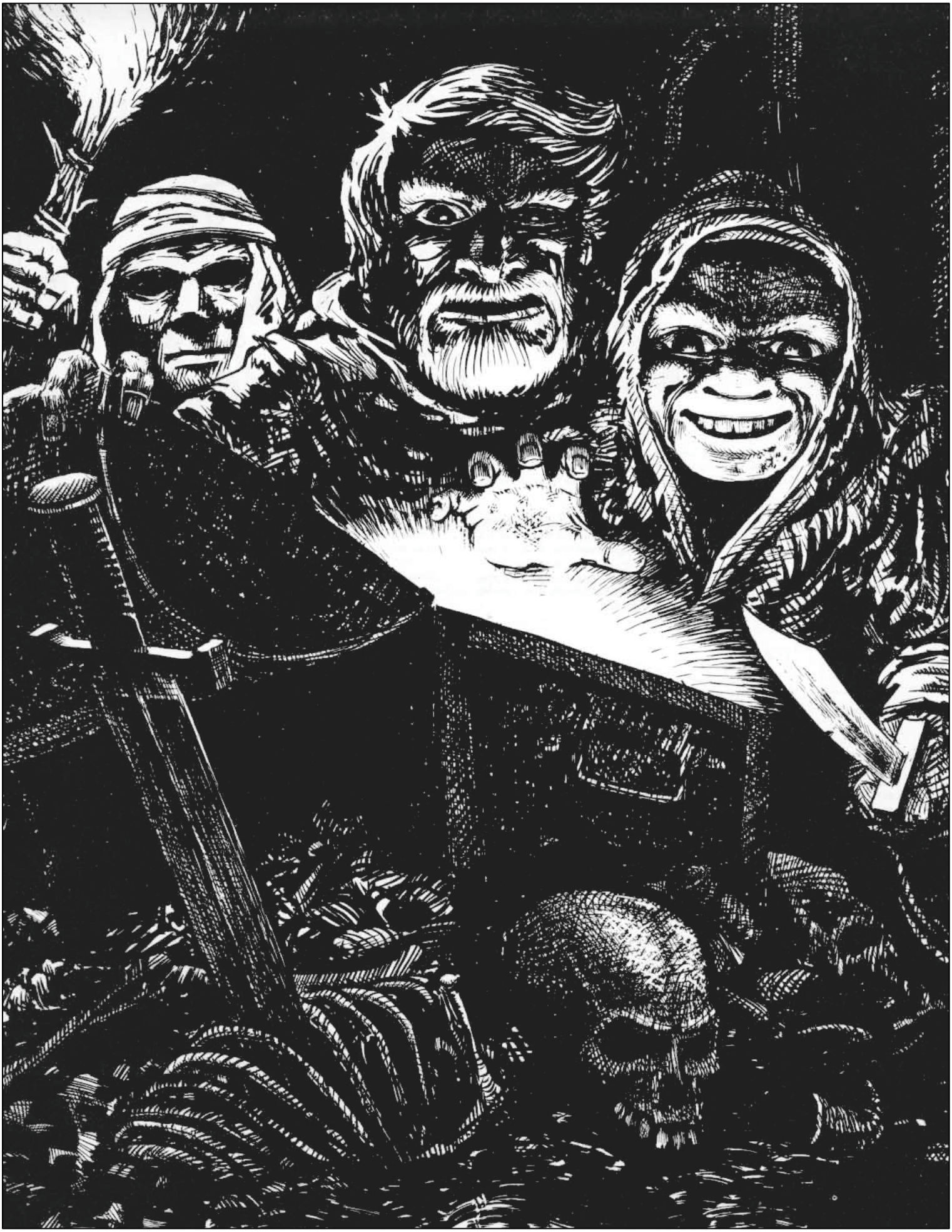
Turn Undead
A class feature of clerics and paladins that repels, destroys, or commands undead creatures such as skeletons and vampires.

Verbal Component (abbreviated as V)
Specific words or sounds that must be uttered while casting a spell.

WIS
Abbreviation for Wisdom.

Wisdom (abbreviated as WIS)
An ability score representing a composite of a character's intuition, judgment, common sense, and willpower.

XP
Abbreviation for experience points.



ADVANCED DUNGEONS DRAGONS PLAYER CHARACTER RECORD

NAME	CHARACTER CLASS	LEVEL	RACE	ALIGNMENT	RELIGION: PATRON DEITY

MOVE	CLIMB RATE	SWIM RATE	BASE JUMP	SPECIAL MOVE	MOVEMENT NOTES	VISION TYPE & LIGHT SOURCE (RANGE)

LANGUAGES	HOMELAND: CULTURE	CURRENT HOME

ABILITY SCORES

ABILITY	SCORE	MOD
STRENGTH		
INTELLIGENCE		
WISDOM		
DEXTERITY		
CONSTITUTION		
CHARISMA		

INITIATIVE

INITIATIVE	NOTES (INITIATIVE=DEX MOD + d20)

HIT POINTS

HP	NOTES (HP=DIE TYPE + CON MOD)

SAVING THROWS

SAVES	BONUS
Paralysis, Constriction	
Arcane Magic, Illusions	
Confusion, Divine Magic, Gaze Attacks,	
Breath Weapons	
Ability Drain, Disease, Energy Drain, Killing	
Charm, Death Attack, Fear	

SAVING THROW NOTES & MODIFIERS

PROFICIENT SKILLS

SKILLS	BONUS MOD+ 1/2 LEVEL

PROFICIENT SKILL NOTES & MODIFIERS

NON-PROFICIENT SKILLS

SKILLS	BONUS MOD+1/4 LEVEL

NON-PROFICIENT SKILL NOTES & MODIFIERS

RACIAL & CLASS FEATURE NOTES

ARMOR CLASS

AC	NOTES

ARMOR & PROTECTIVE DEVICES WORN

MELEE & MISSILE ATTACKS

WEAPON: AMMUNITION	#ATTKS	ATTK MOD	DAMAGE	RANGE	WEIGHT

ATTACK & PROFICIENCY NOTES

ADVANCED DUNGEONS DRAGONS PLAYER CHARACTER RECORD

ADVENTURING GEAR & MAGIC ITEMS

ITEM	LOCATION	WEIGHT	NOTES

ADVENTURING GEAR & MAGIC ITEMS

ITEM	LOCATION	WEIGHT	NOTES

TREASURE

TYPE	LOCATION	WEIGHT

EXPERIENCE POINTS

EXPERIENCE POINT GOAL:

EXPERIENCE NOTES

ENCUMBRANCE

TOTAL WEIGHT CARRIED

ENCUMBRANCE CATEGORY

ENCUMBRANCE PENALTIES

MOUNTS, PACK ANIMALS & PORTERS

NAME	TYPE	MOVE	HD	HP	AC	NOTES

APPEARANCE, MANNERISMS & STANDING

GENDER	HEIGHT	WEIGHT	AGE (APPARENT AGE)	HAIR COLOR	EYE COLOR

SOCIAL CLASS & STANDING	LIEGELORD, MENTOR or PATRON	ORDER or GROUP

HOLY SYMBOL, DEVICE or MARK	APPEARANCE & MANNERISMS

NOTES

COMPANION, HIRELINGS & FOLLOWERS

NAME	CLASS & LEVEL	MOVE	HP	AC	NOTES

ADVANCED DUNGEONS DRAGONS PLAYER CHARACTER RECORD

SPELL SHEET

SPELLCASTING CLASS	CASTER TYPE	CASTER LEVEL	SPELLCASTING ABILITY	CONCENTRATION BONUS	SPELL RANGES		
					30 FEET CLOSE	100 FEET MEDIUM	400 FEET LONG

SPELLS PER DAY, BY SPELL LEVEL

CHOSEN SPELLS

SPELL LEVEL	TOTAL NUMBER OF SPELLS	SPELLS
0-LEVEL		
1ST LEVEL		
2ND LEVEL		
3RD LEVEL		
4TH LEVEL		
5TH LEVEL		
6TH LEVEL		
7TH LEVEL		
8TH LEVEL		
9TH LEVEL		

SPELLCASTING NOTES (SPELLBOOK, COMPONENTS, HOLY SYMBOL, FAMILIARS, ETC)