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THE BOOK OF EXPERIMENTAL MIGHT

A SOURCEBOOK
by
MONTE COOK

THE BOOK OF EXPERIMENTAL MIGHT





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A sourcebook by your request

BY MONTE COOK

Requires use of the *Dungeons & Dragons*® Third Edition Core Books, published by Wizards of the Coast, Inc.
This book utilizes updated material from the v. 3.5 revision.

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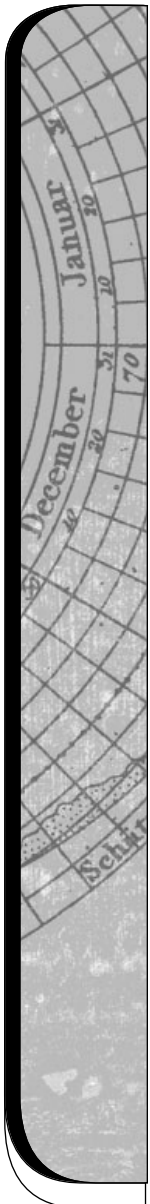
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One More Time

I had thought I was done. I had righted the wrongs done to me, achieved the victories I strove for, bested those foes that deserved it, and in the end spared a few that seemed worthy of such consideration.

Some thought I had grown soft by that time. But my adventures were complete. My traveling days were done. I had accomplished more than any mortal dared dream. I had held the very stars in my hands and crushed empires beneath my heel. I had forgotten more magical lore than most arcanists had ever contemplated. Although lesser, unenlightened folk thought me arrogant, surely I had earned a respite from petty struggles and the conflicts of younger mages—had I not?

Yet I found that even I was not entirely master of the Fates—no, not even lord of my own. I discovered that I must take up my shadowstaff and leave my otherworldly island home one last time.

The multiverse would experience the might of its most terrible son once more.

—Malhavoc

I simply cannot stop tinkering. I suppose it's in my nature. Even when the rules work just fine, I like to experiment with them and see what other options are available. It's fun. *The Book of Experimental Might* is the result of that tinkering. To tell you the truth, I never intended these rules to be published. They were created for my own games. But I did discuss them in my online journal at <www.montecook.com> and on the message boards there, and a lot of readers told me they were interested in learning more. In fact, the response overwhelmed me. So I compiled this book by putting together the new stuff I had created with some stuff from my previous products that is very important in my current campaigns.

One of the main concepts explored throughout the material in this book is the idea that the game's magic system embraces twenty levels of spells, not just nine. This is an old idea, stemming from conversations during the 3rd Edition design process about the many meanings of the word "level" in the game. Really, it just makes sense to offer magic-using characters twenty levels of spells—it's easier to remember that a 13th-level character can cast up to 13th-level spells, not 7th. You'll see that the material in several chapters of this book speaks to this idea.

More than any of my previous roleplaying books, this one is very conversational in tone and relaxed in nature. It comes purely from my own games that I run for fun, not for playtesting or any work-related endeavor. This is really just one gamer talking to another here, nothing more.

OVERVIEW

This book is basically a collection of house rules that follows the general structure of the 3rd Edition *Player's Handbook* and other variants like *Arcana Evolved* and other Books of Might from Malhavoc Press. Here's a chapter-by-chapter rundown of the contents:

Chapter One: Classes—This chapter presents a new class, the runebane, and modified versions of the other core spell-casting classes. The modifications in large part take advantage of new aspects of the game presented in this book, such as the twenty levels of spells described in Chapter Five.

Chapter Two: Skills—Here you will see a few skill-related rules alterations, such as background skills and techniques for identifying magic items. This chapter also introduces variant versions of a few existing skills.

Chapter Three: Feats—This chapter offers a new, more generous method for gaining feats, in addition to a number of new feats and updated versions of core feats.

Chapter Four: Playing the Game—This section includes new rules and alterations that affect the play of the game, mainly related to health and combat.

Chapter Five: Magic—The largest chapter in the book offers new rules for magic, in particular material to help flesh out the concept of offering twenty levels of spells rather than nine. Many spells presented here originally appeared in *Monte Cook's Arcana Evolved*, *The Complete Book of Eldritch Might*, or *The Book of Hallowed Might*. Others are modified forms of spells from the Core Rules.

Throughout *The Book of Experimental Might*, all references to spells, feats, and other rules not in this book come from the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, DMG, and MM. This sourcebook is protected content except for items specifically called out as Open Gaming Content on the title page. For full details, please turn to the Appendix on page 84. Open content is not otherwise marked in the text of this book.

USING THIS BOOK

Even though this book may seem like a hodge-podge of various rules, I encourage you to use its contents as a cohesive whole in your games, as much of it interrelates. For example,

the disciplines in Chapter One rely on the idea that all characters get a new feat each level, as described in Chapter Three. The new metamagic feats in Chapter Three depend on the twenty-level spell progression to function. And so on. So, if you decide to pick and choose rules from this book to use, do so carefully.

Because this is a book of my own house rules, I've annotated it heavily—much more than I usually do—to show you not only what rules I have changed, but why. You'll find numerous asides, many of them set apart as sidebars, that explain why I use a particular new rule or suggest some things to consider if you're thinking about using it.

In retrospect, maybe I should have done more of this in my previous books. On some level, I suppose I always thought it was fun for readers to look at a rule and figure out on their own why it was (or maybe wasn't) a good idea. Lots of author notes and commentary can get heavy handed. In fact, as strange as it may sound, I loathe reading most designer's/author's notes or behind-the-scenes commentary. In many cases, these notes become a self-aggrandizing opportunity to bash existing rules, and nobody wants that. Mostly, though, I never wanted my designer's blather to get in the way of

the actual rules. I write sourcebooks, rulebooks, and adventures to be *used*, not just read, and when you're trying to reference a rule or an encounter, a lot of talk muddles things up.

Talking here about what this book *is* reminds me of what it is *not*. It is not an indictment on the existing rules at all. There is no presumption here that these changes are better than the Core Rules. They merely exist as an alternative—a change of pace. An experiment. Something for you to play around with, particularly if your group has been using the existing rules for a long time and you feel like mixing things up a bit.

In many ways, the rules here are very generous and make characters more powerful across the board. Of course, what's good for the PCs is good for the NPCs, too. As I've pointed out to my players numerous times, I love making NPCs with all the extra feats (see Chapter Three). The goal, however, is simply to make things more fun. These rules and changes address what the game has become after so many years of play, and—just as importantly—what we've all become: players and DMs who have lots of experience with the rules.

Monte Cook

February 2008

Contributors to *The Book of Experimental Might*

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Monte Cook has worked professionally in the game industry since 1988 for companies including Iron Crown Enterprises, TSR Inc., and Wizards of the Coast. He is a codesigner of *Dungeons & Dragons*® 3rd Edition and author of the *Dungeon Master's Guide*. He has designed dozens of popular roleplaying books through his own company Malhavoc Press and also has authored miniatures games, novels, comic books, and short stories.

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Malhavoc Press

Malhavoc Press is Monte Cook's d20 System imprint devoted to the publication of evocative game elements that go beyond traditional fantasy. Malhavoc products such as *Ptolus*, Monte Cook's *Arcana Evolved*, and *The Complete Book of Eldritch Might* exhibit a mastery of the d20 System rules that only one of its original designers can offer. Current titles are available to purchase in print or electronic (PDF) format at www.montecook.com.

Classes

Anyone with experience in esoteric matters knows that the practice of magic takes many forms. Spells are only the most obvious and straightforward way to harness arcane and divine power. Runes, disciplines, magic items, rituals, skills, and inherent abilities are other ways—each with its own set of attendant strengths and weaknesses.

—Malhavoc

This chapter presents some exciting new options for various magic-using core classes. Traditional clerics, druids, and wizards have been heavily modified to utilize twenty levels of spells rather than just nine. In addition, these classes—as well as the paladin and ranger—have been adjusted to allow for the introduction of magical disciplines.

You won't find full versions of any of these classes in this chapter, but instead you'll see guidelines for revising each one in play. Consider this chapter more of a guide to changing the core classes for your own games the way I have in mine.

The changes to these classes form the crux of much of the material in this book. The fact that the alternate cleric, druid, and wizard use twenty levels of spells affects many other aspects of the game, so all the material presented in later chapters stems from the assumption that the twenty-level spell progression is in place.

Please note that the class revisions offered here are designed to *replace* the core versions of those classes. They do not supplement them, nor should they be used in addition to the core versions.

In addition to the modifications to various core classes, this chapter contains one new class in its entirety: the runebuilder. This nonspellcasting class is designed for you to add to any campaign.

CLERICS, DRUIDS, AND WIZARDS

This section describes a new way of handling the major spell-casting classes in the game: clerics, druids, and wizards. The flavor and basic mechanics (Hit Dice, saving throws, base attack bonuses, etc.) do not change from what you see in the Core Rules. Everything that *does* change is described here.

- Clerics, druids, and wizards can cast spells of level 1 to 20. The spell levels correspond exactly to their experience level. Spell lists and descriptions appear in Chapter Five: Magic.
- These classes also gain special magical abilities called *disciplines*. Disciplines—abilities spellcasters can use whenever they wish—replace all level-based abilities the classes normally would gain. Thus, clerics do not gain the Turn or Rebuke Undead ability, although they can choose the Turn

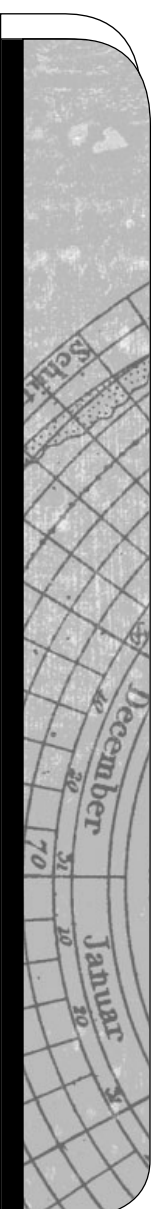
Undead discipline instead. Druids gain disciplines instead of class abilities like Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape, Venom Immunity, A Thousand Faces, or Timeless Body. Wizards gain disciplines instead of Summon Familiar or bonus feats, including Scribe Scroll. Disciplines are detailed starting on the next page.

- There are no 0-level spells.
- There are no specialist wizards.
- Clerics still get domain spells and abilities as described in the Core Rules. They receive domain spells at odd-numbered levels; for instance, at 1st level, a cleric gains a domain spell that appears in the Core Rules as 1st level, as normal. Then he gains the Core Rules 2nd-level domain spell at 3rd level, the Core Rules 3rd-level domain spell at 5th level, and so on through 17th level.
- To learn, prepare, or cast a spell, the caster must have a key ability score (Wisdom for clerics and druids, Intelligence for wizards) of 10 + half the level of the spell, rounded up.
- The saving throw DCs to resist spells are 10 + half spell level (rounded up) + key ability modifier (Wisdom for clerics and druids, Intelligence for wizards).

Twenty Levels of Spells

The various components of the twenty-level spell progression are found throughout this book. For more details, reference these sections and page numbers:

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SPELLS BY LEVEL

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

SPELLS PER LEVEL

Clerics, druids, and wizards have a new spell level progression, based on the assumption that they can cast spells of level 1 to 20, rather than levels 1 to 9.

Bonus spells from high ability scores remain unchanged. That means a wizard with Intelligence 17 gains bonus spells of levels 1, 2, and 3, even though those levels represent very different spells in this alternate system. (This fact decreases the emphasis of high ability scores in the game.)

Design Decisions: New Spell Progression

This new spell progression plays with the power level of spellcasters a bit. Overall, they end up with more spells once they get to the middle experience levels. Coupled with disciplines, this certainly makes them more powerful than the original versions. However, because they operate with twenty levels of spells, they always acquire their most powerful spells a full level later than previously. Wizards don't get fireball until 6th level, rather than at 5th level like they used to.

While this fact might seem to make spellcasters less powerful than before, it more than evens out in the end. Real game-play impact manifests itself not in the amount of power a character can wield at one time, but in how long the character is able to keep functioning as a viable spellcaster over the course of the day. And, ultimately, it's more fun to keep the game going rather than force it to stop while the casters rest to regain their spells.

CLERIC DISCIPLINES

Disciplines are abilities that clerics can use as often as they wish. Their effects are spell-like abilities, which means they can be dispelled or suppressed. Some discipline effects must be activated as described below, while others—such as Godhammer—function all the time.

Activating a discipline provokes attacks of opportunity. However, some disciplines, like Debilitating Touch, count as armed attacks and thus do not provoke attacks of opportunity when used. Should a discipline effect that normally requires no activation be dispelled, it must be activated using a full-round action to resume functioning.

A cleric chooses one discipline at 1st level; at all even-numbered levels thereafter, instead of gaining a feat at that level, he or she may choose a new discipline or an enhancement to an existing one. (Note that all characters using this book gain a feat each level; see Chapter Three.) Each discipline enhancement has a minimum level requirement as described below.

DEBILITATING TOUCH

Using a free action and at least one free hand, you arm yourself with harmful magical energies. Your next touch inflicts 1d6 points of negative energy damage + 1d6 points per three caster levels. Further, targets who fail a Fortitude saving throw (DC 10 + half your level + your Wisdom bonus) become fatigued. The damage heals undead creatures, although in a given day you can use it to

heal only a number of different undead individuals equal to 1 + your Wisdom modifier + your level.

You may enhance Debilitating Touch as follows:

Level Enhancement

- 4th Exhaustion: The target is exhausted rather than fatigued.
 6th Enhanced potency: The Fortitude DC is +3 higher than normal.
 10th Greater damage*: The target suffers an additional 1d6 points of damage (total damage dice cannot exceed 1d6 per two caster levels).
 12th Stun: If the saving throw fails, the target is stunned 1 round in addition to other effects.

* You may select this enhancement more than once; its effects stack.

DIVINE INSPIRATION

Using a standard action, you grant all allies within 30 feet a +1 luck bonus to the following:

- attack and damage rolls; or
- saving throws, ability checks, and skill checks; or
- Armor Class

This bonus increases by +1 every five levels. The effect lasts for 1 round per level before it must be renewed.

You may enhance Divine Inspiration as follows:

Level Enhancement

- 4th Continuous: Although the bonus is only half normal, putting it into effect requires no action. Designating which bonus to grant is a free action that can be performed once each round.
 8th Two choices: The luck bonus applies to two of the three choices listed above.
 14th All choices: The luck bonus applies to all three choices.

DIVINE PRESENCE

When allies touch you, or even the hem of your clothing, they are blessed with healing. This requires no action on your part but calls for a standard action on their part. Affected allies gain 1d6 hit points + 1 point per cleric level. While there is no limit to the number of times each day you can heal in this fashion, in a given day you can use this discipline to heal only a number of different individuals equal to 1 + your Charisma modifier + your level (see “Healing” sidebar, next page).

You may enhance Divine Presence as follows:

Level Enhancement

- 2nd Holy water: With a touch requiring a full-round action, you transform one ounce of water into holy (or unholy) water.
 4th Greater healing*: You add 1d6 points of healing to each touch (total healing dice cannot exceed 1d6 per two caster levels).

* You may select this enhancement more than once; its effects stack.

Design Decisions: Divine Presence

This is a pretty interesting way to handle healing. Now, not only does it cost the cleric no resources to heal his friends, it costs him no actions either. The cleric can cast whatever spells he wishes or bash people with his mace all day long and not even pay attention as his friends use his presence to heal themselves.

DIVINE SENSES

You sense moderate or stronger magical auras on creatures and objects within 60 feet that you can see. This is not an action. You can feel dim (lingering) or stronger magical auras on creatures and objects you touch using a standard action.

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Enchantments and illusions cannot be seen or felt in this way. *Nyst's magic aura* often hides magical traps.

You may enhance Divine Senses as follows:

Level Enhancement

- 2nd Detection: Using a standard action, you can detect magical auras through barriers: up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
 2nd Reading: You can automatically read all scrolls or other common magical writings.
 4th Enhanced aura vision: You can sense faint or stronger magical auras.
 6th Enchantment sight: You can sense enchantment auras.
 12th Illusion sight: You can sense illusion auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level as follows:

5th or lower	Faint aura
6th–11th	Moderate aura
12th–20th	Strong aura
21st+ (artifact or deity level)	Overwhelming aura

If an aura falls into more than one category, Divine Senses indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). A lingering aura has an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Faint	lingers 1d6 rounds
Moderate	lingers 1d6 minutes
Strong	lingers 1d6 × 10 minutes
Overwhelming	lingers 1d6 days

Design Decisions: Healing

Another of the big changes running throughout the rules in this book concerns healing. Basically, clerics don't have to use spells to heal their allies (or themselves, for that matter). They aren't even restricted to a certain number of total healings in a day. Their only limitation is how many different individuals they can heal in a day—and that number gets big fast. The only reason that limit is there at all is to prevent one cleric from healing whole armies.

A cleric can heal an unlimited number of times per day, but a character can receive only a finite number of daily healings (see "Magical Healing" in Chapter Four: Playing the Game). Recipients of clerical healing (through Healing Touch, Divine Presence, etc.) must keep track of their total healings each day. This means that the healed, rather than the healer, dictates how much the cleric uses these disciplines.

It's important to note that any other type of magical healing—any method other than rest—also counts toward the total number of times a character can be healed in a day, as described in Chapter Four. So downing one draught of a potion takes the place of one opportunity for a character to receive magical healing from a cleric that day.

But as one gains levels, a character's healing limit (level + Constitution modifier) allows for a lot of magical healing. Inherent within all the rule changes in this book is the idea that characters should be able to keep adventuring longer. Disciplines, more ample healing, and the like help bring down the barriers—casters running low on spells, everyone running low on hit points—that traditionally make adventuring parties stop to rest before they really want to.

More healing does not necessarily mean the absence of any real threat of death or failure. My own campaigns that use these rules see the characters seriously challenged over and over again. And because of these rules, they're able to take on more of these challenges in a given day.

GODHAMMER

Once per round, a melee weapon sacred to your deity inflicts +1 point of damage + 1 point per three levels in your hands. This effect applies to your first attack with the weapon in the round.

You may enhance Godhammer as follows:

Level Enhancement

- 6th Ranged attacks: The damage bonus applies to ranged attacks as well as melee attacks.
- 10th Weapon empowerment: The damage bonus applies to all attacks made with the weapon in a round.

HEALING TOUCH

Using a standard action and at least one free hand, you heal another living creature 1d8 points + 1 point per level. While there is no limit to the number of times each day you can use this ability, in a given day you can use it to heal only a number of different individuals equal to 1 + your Wisdom modifier + your level.

You may enhance Healing Touch as follows:

Design Decisions: Turn Undead

I like the way undead turning works in the Core Rules, but I've always wanted to see how it would work as a more standard ability, with the undead making saves rather than the cleric making turn checks. But for this alternate approach, because the Turn Undead discipline has unlimited uses, I had to make it target only one undead at a time. This alteration changes undead encounters pretty drastically. However, undead Challenge Ratings in the Core Rules work on the assumption that no cleric is there to turn them, so no CR modification should be necessary.

Undead creatures with Turn Resistance should use their bonus against standard turning as a bonus to their saving throws.

Level Enhancement

- 2nd Harm undead: You can use this ability to harm undead, inflicting with a touch attack the amount of damage you normally would heal.
- 4th Greater healing*: You add 1d8 points of healing to each touch (total healing dice cannot exceed 1d8 per two caster levels).
- 4th Experienced use: Using this discipline does not provoke an attack of opportunity.
- 8th Healing link: Rather than convey this effect by touch, you heal at a range of up to 25 feet + 5 feet per two levels.

* You may select this enhancement more than once; its effects stack.

TURN UNDEAD

Using a standard action and at least one free hand, you force one undead target to flee. The undead creature's total Hit Dice cannot be more than 2 HD higher than your own. This creature is frightened and forced to flee for 1 round + 1 round per three caster levels. No attack roll is necessary, but the target may attempt a Will saving throw to negate the attack (DC 10 + half your level + your Charisma bonus). The range of the turning is 25 feet + 5 feet per two levels.

You may enhance Turn Undead as follows:

Level Enhancement

- 2nd Damage: Rather than fleeing, the target suffers 1d6 points of damage + 1d6 points per two caster levels.
- 4th Medium range: The range of the turning increases to 100 feet + 10 feet per caster level.
- 4th Immobility: The target is held motionless rather than afraid; the effect lasts as long as you concentrate plus 1 round.

- 4th Experienced use: Using this discipline does not provoke an attack of opportunity.
- 6th Enhanced potency*: The Will save DC is +2 higher than normal.
- 8th Any target: You can affect any undead regardless of Hit Dice.
- 10th Demons: You can affect evil outsiders as well as undead with this discipline.
- 14th Evil casters: You can affect evil divine spellcasters with this discipline.

* You may select this enhancement more than once; its effects stack.

DRUID DISCIPLINES

Disciplines are abilities that druids can use as often as they wish. Their effects are spell-like abilities, which means they can be dispelled or suppressed. Some discipline effects must be activated as described below, while others—such as Animal Companion—function all the time.

Activating a discipline provokes attacks of opportunity. However, some disciplines, like Debilitating Touch, count as armed attacks and thus do not provoke attacks of opportunity when used. Should a discipline effect that normally requires no activation be dispelled, it must be activated using a full-round action to resume its functioning.

Druids begin the game with the Animal Companion discipline, and at 2nd level they automatically gain the Nature's Affinity discipline for free. They also choose one other discipline at 1st level; at every even-numbered level thereafter, instead of gaining a feat at that level, they may choose a new discipline or an enhancement to an existing one. (Note that all characters using this book gain a feat each level; see Chapter Three.) Each discipline enhancement has a minimum level requirement as described below.

ANIMAL COMPANION

You may select an animal companion from the following list:*

- Badger
- Camel
- Dire rat
- Dog or riding dog
- Eagle
- Hawk
- Horse (light or heavy)
- Owl
- Pony
- Snake (Small or Medium viper)
- Wolf

* If the campaign takes place wholly or partly in an aquatic environment, the DM may add the following creatures to the druid's options: crocodile, porpoise, Medium shark, and squid.

This animal is a loyal companion that accompanies you on your adventures as appropriate for its kind. Your companion is completely typical for its kind, gaining one additional Hit Die and a +1 bonus to natural armor for every druid level above 1st. At every even-

numbered level, you can teach the animal companion an additional trick, as described in the Handle Animal skill description in Chapter Four of the *Player's Handbook*.

You can handle your animal companion as a free action or push it as a move action, even if you don't have any ranks in the Handle Animal skill.

At your option, any spell (but not any spell-like ability) you cast upon yourself may also affect your animal companion. The animal companion must be within 5 feet of you at the time of casting to receive the benefit. Spells or effects with a duration other than Instantaneous stop affecting the animal companion if it moves farther than 5 feet away. They will not affect the animal again, even if it returns to you before the duration expires. Additionally, you may cast a spell with a target of "You" on your animal companion (as a Touch range spell) instead of on yourself. You and your animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

If you release your companion from service, you may gain a new one by performing a ceremony requiring twenty-four hours of uninterrupted prayer. This ceremony also can replace an animal companion that has perished.

When you reach 4th level or higher, you may select a companion from the alternate lists of animals below. Should you select from one of these alternate lists, the animal gains additional Hit Dice and natural armor bonuses as if your druid level were lower than it actually is. Subtract the value indicated in the appropriate list's header from your druid level. (If this adjustment would reduce your effective level to 0 or lower, you can't take that animal as a companion.)

4th Level or Higher (Level –3) MM Section

Ape	Animal
Bear, black	Animal
Bison	Animal
Boar	Animal
Cheetah	Animal
Crocodile*	Animal
Dire badger	Dire animal
Dire bat	Dire animal
Dire weasel	Dire animal
Leopard	Animal
Lizard, monitor	Animal
Shark, Large*	Animal
Snake, constrictor	Animal
Snake, Large viper	Animal
Wolverine	Animal

7th Level or Higher (Level –6) MM Section

Bear, brown	Animal
Crocodile, giant	Animal
Deinonychus	Dinosaur
Dire ape	Dire animal
Dire boar	Dire animal

Dire wolf	Dire animal
Dire wolverine	Dire animal
Elasmosaurus*	Dinosaur
Lion	Animal
Rhinoceros	Animal
Snake, Huge viper	Animal
Tiger	Animal
10th Level or Higher (Level –9)	MM Section
Bear, polar	Animal
Dire lion	Dire animal
Megaraptor	Dinosaur
Shark, Huge*	Animal
Snake, giant constrictor	Animal
Whale, orca*	Animal
13th Level or Higher (Level –12)	MM Section
Dire bear	Dire animal
Elephant	Animal
Octopus, giant*	Animal
16th Level or Higher (Level –15)	MM Section
Dire shark*	Animal
Dire tiger	Dire animal
Squid, giant*	Animal
Triceratops	Dinosaur
Tyrannosaurus	Dinosaur

* Available only in aquatic environments.

You may enhance Animal Companion as follows:

Level Enhancement

- 2nd Ability score boost*: The animal's Strength, Constitution, and Dexterity increase by +2.
- 4th Evasion: The animal companion gains the Evasion ability.
- 8th Damage reduction: The animal companion has DR 5/silver.
- 10th Second companion: You gain an additional companion appropriate for your level. You cannot have more than two.
- 12th Spell resistance: The animal companion has SR equal to 11 + your druid level.
- 18th Third companion: If you chose the second companion enhancement, you may have a third companion. You cannot have more than three.

* You may select this enhancement more than once; its effects stack.

DEBILITATING TOUCH

Using a free action and at least one free hand, you arm yourself with harmful magical energies. Your next touch inflicts 1d6 points of negative energy damage + 1d6 points per three caster levels. Further, targets who fail a Fortitude saving throw (DC 10 + half your level + your Wisdom bonus) become fatigued. The damage heals undead creatures, although in a given day you can use it to heal only a number of different undead individuals equal to 1 + your Wisdom modifier + your level.

You may enhance Debilitating Touch as follows:



Level Enhancement

- 4th Exhaustion: Target is exhausted rather than fatigued.
- 6th Enhanced potency: DC is +3 higher than normal.
- 10th Greater damage*: Target suffers an additional 1d6 points of damage (total damage dice cannot exceed 1d6 per two caster levels).
- 12th Stun: If saving throw fails, target is stunned for 1 round in addition to other effects
- * You may select this enhancement more than once; its effects stack.

HEALING TOUCH

Using a standard action and at least one free hand, you heal another living creature 1d8 points + 1 point per level. While there is no limit to the number of times each day you can use this ability, in a given day you can use it to heal only a number of different individuals equal to 1 + your Wisdom modifier + your level.

You may enhance Healing Touch as follows:

Level Enhancement

- 2nd Harm undead: You can use this ability to harm undead, inflicting with a touch attack the amount of damage you would normally heal.
- 4th Experienced use: Using this discipline does not provoke an attack of opportunity.
- 6th Greater healing*: You add 1d8 points of healing to each touch (total healing dice cannot exceed 1d8 per two caster levels).
- 8th Healing link: Rather than convey this effect by touch, you heal at range up to 25 feet + 5 feet per two levels.
- * You may select this enhancement more than once; its effects stack.

MAGIC SENSES

You sense moderate or stronger magical auras on creatures and objects you can see within 60 feet. This is not an action. You can feel dim (lingering) or stronger magical auras on creatures and objects you touch using a standard action. Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Enchantments and illusions cannot be seen or felt in this way. *Nyst's magic aura* often hides magical traps.

You may enhance Magic Senses as follows:

Level Enhancement

- 2nd Detection: Using a standard action, you can detect magical auras through barriers: up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- 2nd Reading: You can automatically read all scrolls or other common magical writings.
- 4th Enhanced aura vision: You can sense faint or stronger magical auras.
- 6th Enchantment sight: You can sense enchantment auras.
- 12th Illusion sight: You can sense illusion auras.

Design Decisions: Druid Disciplines

Disciplines for the druid are different than those for the cleric and wizard. The druid's disciplines mostly replace her class-based abilities rather than replacing her spells. This may seem like a net loss for the class, but some of the discipline effects are markedly more potent than the abilities they replace. First and foremost, the druid's Wild Shape discipline is a constant effect; a druid who starts with this discipline at 1st level becomes a major shapeshifter-style class—even more than the class already was. It's very potent. DMs probably should not allow multiclass character to take only one level of druid just to get access to this ability.

Lastly, druids get more disciplines than clerics or wizards, mainly because their spells are slightly inferior. However, they still have to give up feats to gain new disciplines or enhancements, so it is unlikely that this factor will be unbalancing.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level as follows:

5th or lower	Faint aura
6th–11th	Moderate aura
12th–20th	Strong aura
21st+ (artifact or deity level)	Overwhelming aura

If an aura falls into more than one category, Magic Senses indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). A lingering aura has an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Faint	lingers 1d6 rounds
Moderate	lingers 1d6 minutes
Strong	lingers 1d6 × 10 minutes
Overwhelming	lingers 1d6 days

NATURE'S AFFINITY

You have a particular affinity with nature, which grants you a +2 bonus to Knowledge (nature) and Survival checks and a +4 bonus on saving throws against the spell-like abilities of fey (such as dryads, pixies, and sprites).

Further, you can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or monitor lizard). This ability functions just like a Diplomacy check made to improve the attitude of a person; roll 1d20 and add your druid level + your Charisma modifier. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use this ability, you and the animal must be able to study each other, which means that you must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes one minute but, as with influencing people, it might take more or less time, depending on the situation.

You can also use this ability to improve the attitude of a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or giralon), but you suffer a -4 penalty on the check.

You may enhance Nature's Affinity as follows:

Level Enhancement

- 2nd Woodland stride: You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you. You leave no trail in natural surroundings and cannot be tracked. (You may choose to leave a trail if so desired.)
- 2nd Greater influence*: You gain a $+2$ bonus to checks to improve the attitude of animals and magical beasts.
- 4th Mending: You can repair small breaks or tears in objects made from organic materials or stone, but not metal. Using mending, 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. You can repair a magic item, but the mending does not restore the item's magical abilities. You cannot affect creatures (including constructs) or mend warps, such as those caused by a *warp wood* spell. Mending takes a half hour.
- 4th Speak with animals: You can communicate with animals.
- 6th Speak with plants: You can communicate with plants, including plant creatures.
- 8th Immunity to venom: You are immune to poison.
- 10th Elemental resistance: You gain cold resistance 10, electricity resistance 10, and fire resistance 10.

* You may select this enhancement more than once; its effects stack.

WILD SHAPE

You can turn yourself into any Small or Medium animal and back again. Your options for new forms include all creatures with the animal type (see the MM), but the new form's Hit Dice can't exceed your druid level. Once you choose a particular form for the day, you can shift back and forth between that form and your own, but you can assume no other forms that day. For example, if you choose to become a lion in the morning, you cannot become a hawk later in the day.

You gain the Strength, Dexterity, and Constitution scores of the new form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all the animal's extraordinary special attacks (such as constrict, improved grab, and poison) but not its extraordinary special qualities (such as blindsense, fast healing, and scent). You gain the animal's feats and racial skill bonuses, but not its skill ranks. Changing form (to animal or back) is a standard action that doesn't provoke an attack of opportunity. The chosen

form must be that of an animal you are familiar with. For example, if you have never been outside a temperate forest, you could not become a polar bear.

You lose your ability to speak while in animal form because you are limited to the sounds that a normal, untrained animal can make. However, you can communicate normally with other animals of the same general grouping as the new form; for example, if you take on the shape of a bird, you can talk with all other birds. (Note that a wild parrot's normal sound is a squawk, so changing to this form does not permit speech.) While in animal form, you cannot cast spells or use disciplines other than this one, Animal Companion, and Nature's Affinity.

You may enhance Wild Shape as follows:

Level Enhancement

- 4th Speech: You can speak, cast spells, and use disciplines normally while in animal form.
- 6th Additional form*: You can take an additional animal shape in a given day.
- 8th Large and Tiny: You can take on the shape of Large and Tiny creatures, although this discipline's other limitations still apply.
- 12th Plants: You can take the shape of plant creatures.
- 14th A thousand faces: You can change your appearance as the spell *alter self* at will, but only in your normal form.
- 16th Elementals: You can take the shape of elementals (and gain all their extraordinary, supernatural and spell-like abilities while in that form).
- 20th Huge: You can take on the shape of Huge creatures, although this discipline's other limitations still apply.

* You may select this enhancement more than once; its effects stack.

WIZARD DISCIPLINES

Disciplines are abilities that wizards can use as often as they wish. Their effects are spell-like abilities, which means they can be dispelled or suppressed. Some discipline effects must be activated as described below, while others—such as Shield of the Seraphim—function all the time.

Activating a discipline provokes attacks of opportunity. However, some disciplines, like Debilitating Touch, count as armed attacks and thus do not provoke attacks of opportunity when used. Should a discipline effect that normally requires no activation be dispelled, it must be activated using a full-round action to resume functioning.

Wizards begin the game with the Arcanist discipline. They also choose one other discipline at 1st level; at every even-numbered level thereafter, instead of gaining a feat at that level, they may choose a new discipline or an enhancement to an existing one. (Note that all characters using this book gain a feat each level; see Chapter Three.) Each discipline enhancement has a minimum level requirement as described below.



ARCANIST

You sense moderate or stronger magical auras on creatures and objects within 60 feet that you can see. This is not an action. You can feel dim (lingering) or stronger magical auras on creatures and objects you touch using a standard action. Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Enchantments and illusions cannot be seen or felt in this way. *Nyst's magic aura* often hides magical traps.

Further, using a standard action, you can create a personal arcane mark, either visible or invisible. If an invisible mark is made, a mage using this discipline can still see it, though not necessarily understand it. See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible arcane mark. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell. If an arcane mark is placed on a living being, normal wear gradually causes the effect to fade in about a month.

You may enhance Arcanist as follows:

Level	Enhancement
2nd	Detection: Using a standard action, you can detect magical auras through barriers: up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
2nd	Reading: You can automatically read all scrolls or other common magical writings.
4th	Enhanced aura vision: You can sense faint or stronger magical auras.
6th	Enchantment sight: You can sense enchantment auras.
12th	Illusion sight: You can sense illusion auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level as follows:

5th or lower	Faint aura
6th–11th	Moderate aura
12th–20th	Strong aura
21st+ (artifact or deity level)	Overwhelming aura

If an aura falls into more than one category, Arcanist indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). A lingering aura has an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Faint	lingers 1d6 rounds
Moderate	lingers 1d6 minutes
Strong	lingers 1d6 × 10 minutes
Overwhelming	lingers 1d6 days

BOLT OF BEDEVILMENT

Using a standard action and at least one free hand, you blast a bolt of magical energy that envelops one living target. The target's total Hit Dice cannot be more than 2 HD higher than your own. The creature is dazed for 1 round + 1 round per three caster levels. No attack roll is necessary, but the target may attempt a Will saving throw to negate the attack (DC 10 + half your level + your Intelligence bonus). The bolt's range is 25 feet + 5 feet per two levels.

You may enhance Bolt of Bedevilment as follows:

Level Enhancement

- 2nd Fascination: The target becomes fascinated rather than dazed. The effect lasts for as long as you concentrate + 1 round.
- 2nd Medium range: The range of the bolt increases to 100 feet + 10 feet per caster level.
- 4th Experienced use: Using this discipline does not provoke an attack of opportunity.
- 6th Enhanced potency: The Will save DC is +2 higher than normal.
- 8th Any target: There is no Hit Dice limit to your potential targets.
- 8th Multiple targets: The bolt blasts up to one target per two levels. No two targets may be more than 20 feet apart.
- 10th Stun: The target is stunned rather than dazed.
- 12th Enhanced duration: The target is dazed for 1 round per two levels.

DEBILITATING TOUCH

Using a free action and at least one free hand, you arm yourself with harmful magical energies. Your next touch inflicts 1d6 points of negative energy damage + 1d6 points per three caster levels. Further, targets who fail a Fortitude saving throw (DC 10 + half your level + your Intelligence bonus) become fatigued. The damage heals undead creatures, although in a given day you can use it to heal only a number of different undead individuals equal to 1 + your Intelligence modifier + your level.

You may enhance Debilitating Touch as follows:

Level Enhancement

- 4th Exhaustion: The target is exhausted rather than fatigued.
- 6th Enhanced potency: The Fortitude DC is +3 higher than normal.
- 10th Greater damage*: The target suffers an additional 1d6 points of damage (total damage dice cannot exceed 1d6 per two caster levels).
- 12th Stun: If the saving throw fails, the target is stunned for 1 round in addition to other effects.

* You may select this enhancement more than once; its effects stack.

ELDRITCH BOLT

Using a standard action and at least one free hand, you blast a bolt of magical energy that inflicts 1d6 points of force damage + 1d6 points of force damage per three caster levels. To use this discipline, you must succeed at a ranged touch attack. The bolt's range is 25 feet + 5 feet per two levels.

You may enhance Eldritch Bolt as follows:

Level Enhancement

- 2nd Attack bonus: You gain a +2 bonus on your ranged touch attack for the bolt.
- 2nd Long range: The bolt's range increases to 400 feet + 40 feet per caster level.

- 4th Experienced use: Using this discipline does not provoke an attack of opportunity.
- 8th Chosen energy: You can choose for the bolt to inflict energy damage rather than force damage.
- 10th Greater damage*: Target suffers an additional 1d6 points of damage (total damage dice cannot exceed 1d6 per two caster levels).
- 14th Eye bolts: The bolt no longer requires a free hand but instead comes from your eyes. Further, you can fire a half-strength bolt (half damage, half range, -4 attack penalty) as a free action every other round when you don't fire a normal bolt.

* You may select this enhancement more than once; its effects stack.

FAMILIAR

A familiar is an extension of your own soul given a quasi-real substance in the world. Often, your familiar is not visible to the other characters—it is little more than a voice in your head, keeping you company (after a fashion) and helping you remember things you might otherwise forget. As such, taking an extra round to consult your familiar grants you a +1 bonus to any Intelligence-based skill check.

When you take a standard action to focus upon your familiar, you can make it manifest as any Tiny animal you wish. It is important to note that the familiar is not an animal, but a spiritual creation—it is not a true “creature” in the most basic sense, so it is not subject to spells and attacks that target creatures. The familiar cannot move from a space that is not adjacent to you (i.e., the space you occupy).

A manifested familiar can speak to you aloud. It can watch your back, granting you a +2 bonus to Spot and Listen checks. It can also help remember important parts of spells for you, allowing you to cast all spells with a +1 bonus to caster level.

If any other creature (ally or otherwise) touches a manifested familiar, the familiar disappears for 1d10 rounds. During this period you suffer a -1 penalty to caster level. Familiars use your Armor Class and cannot be touched by accident—only by intentional choice. (Doing so is considered the height of rudeness, but it can be a useful tactic in a fight.) Ranged attacks targeting a familiar always miss. Area of effect attacks do not harm them—other than being dispelled by the touch of someone other than you, a familiar cannot be harmed or affected in any way. Likewise, the manifested familiar cannot attack, nor can it manipulate objects, other than very minor changes to your gear: It can crawl into your pocket, hide up your sleeve, and so forth.

A familiar that you ignore even for a moment stops manifesting. Mainly, this occurrence is up to the DM's discretion. A player cannot say, “I keep my familiar manifested all the time,” because no one can maintain that kind of concentration and hope to accomplish anything else. As a rule of thumb, assume that if you manifest your familiar, it remains for 10 rounds or the duration of an encounter, whichever is longer. The familiar of a sleeping, stunned, or unconscious wizard always stops manifesting.

You may enhance Familiar as follows:

Level Enhancement

- 4th **Extended range:** Your manifested familiar can move up to 5 feet per level away from you, allowing it to scout or spy for you. It cannot communicate with you unless it is adjacent to you, however, or unless you have the extended link enhancement.
- 6th **Extended link:** A familiar that has moved away from you can still communicate with you mentally.
- 6th **Aligned form:** Henceforth, your familiar takes on the appearance of a Tiny humanoid creature that suits your alignment: a little angelic being if you are good, and a tiny devil if you are evil. A manifested familiar in this form increases by +1 the save DC of spells cast against targets of the opposing alignment (evil targets if you are good, good targets if you are evil). If you are neither good nor evil, you cannot use this enhancement.
- 8th **Otherplanar spirit:** The familiar is imbued with an other-dimensional spirit of the same alignment as your own. Henceforth, it can offer insights beyond your own knowledge, adding an additional +2 bonus to Intelligence-based checks. The DM can choose occasionally to play the familiar as an NPC offering advice or instruction.
- 10th **Elemental form:** Henceforth, your familiar takes on the appearance of a Tiny humanoid creature composed of one of the four elements. Once per day, for 1 round per level, it can take the form of a Medium version of the elemental in question. The elemental acts as you decide (but cannot move from you without the extended range enhancement). In this fully functional material form, the familiar can affect objects and even fight. Others can touch it without dispelling it, but spells and ranged attacks can target it just like any elemental. If it is slain, the familiar becomes dormant for twenty-four hours, offering you no benefits.
- 10th **Greater aligned form:** If you have adopted the (evil) aligned form enhancement, your familiar can take the form of an imp (if you are lawful), a quasit (if you are chaotic) or either (if you are neutral). You can activate this effect once per day; it lasts 1 round per level. The fiend acts as you decide (but cannot move from you without the extended range enhancement). In this fully functional material form, the familiar can affect objects and even fight. Others can touch it without dispelling it, but spells and ranged attacks can target it just like any outsider. If it is slain, the familiar becomes dormant for twenty-four hours, offering you no benefits. If you are good, the familiar takes the form of a small winged angelic being of lawful good or chaotic good alignment. This being has the same statistics as an imp (if you are lawful), a quasit, (if you are chaotic), or either one (if you are neutral). If you are neither good nor evil, you cannot use this enhancement.
- 12th **Large elemental form:** If you have adopted the elemental form enhancement, your elemental familiar can take the form of a Large elemental instead of Medium once per day.

Design Decisions: Familiars

My problem with familiars has little to do with the rules and everything to do with how they end up getting used. Basically, nine out of ten casters forget they've got a little ferret or toad or whatever with them nine out of every ten sessions. "Oh yeah," they'll say. "I forgot about my little snake familiar. He probably should have died when I fell into that pit of acid three sessions back."

So, with a slight tip of the hat to the daemons of the His Dark Materials books by Philip Pullman, I have re-envisioned familiars as mostly immaterial creatures that hang around when you remember them and kind of fade away when you don't. Thus, these familiars fit however the wizard wants to use them.

I also like the fact that not all wizards will have familiars. I think they should be somewhat rare, actually. Only a certain sort of spellcaster will want one.

Players who are used to conventional familiars may need some time to wrap their heads around the idea that these new familiars are (at least at first) just extensions of themselves, and don't know anything that they don't know. Likewise, they will have to adjust to the fact that these familiars are spiritual—not physical—beings, in no way tied to the form of just one animal when they do make an appearance.

- 14th **Greater range:** Your manifested familiar can move up to 50 feet per level away from you, allowing it to scout or spy for you. It cannot communicate with you unless it is adjacent, however, or unless you have the extended link enhancement.
- 16th **Greater elemental form:** If you have adopted the elemental form enhancement, your elemental familiar can take the form of a greater elemental.
- 18th **Elder elemental form:** If you have adopted the elemental form enhancement, your elemental familiar can take the form of an elder elemental.

GIFTS OF MAGIC

Using a standard action, you can perform minor tricks. The effects are minimal and have severe limitations. Below are examples of what you can accomplish with this discipline:

- You can slowly lift 1 lb. of material.
- You can color, clean, or soil items in a 1-foot cube each round.
- You can chill, warm, or flavor 1 lb. of nonliving material.
- You can create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You can produce as much noise as one normal human per caster level. Thus, you can use this discipline to create talking, singing, shouting, walking, marching, or running sounds. The noise can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise of sixteen humans, while a roaring dire tiger is equal to the noise of twenty humans.
- You can create small objects, but they look crude and artificial. The materials are extremely fragile and cannot be used as tools, weapons, or spell components.

You cannot use Gifts of Magic to deal damage or affect the concentration of spellcasters. The discipline's effects lack the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only one hour.

Common tricks include producing ethereal music, brightening faded flowers, creating glowing balls that float over your hand, generating puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and making little whirlwinds to sweep dust under rugs.

You may enhance Gifts of Magic as follows:

Level Enhancement

- 4th **Mending:** You can repair small breaks or tears in objects. Using mending, you can weld a broken metallic object such as a ring, chain link, medallion, or slender dagger, providing only 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. You can repair a magic item, but the mending does not restore the item's magical abilities. You cannot affect creatures (including constructs) or mend warps, such as those caused by a *warp wood* spell. Mending takes a half hour.

SHIELD OF THE SERAPHIM

An invisible field of magical force constantly protects you. You gain an armor bonus to Armor Class of +2 plus 1 additional point per four caster levels.

You may enhance Shield of the Seraphim as follows:

Level Enhancement

- 2nd **Hardened shield*:** You enjoy an additional +1 bonus (but may not total more than +1 per two levels).
- 6th **Thickened shield:** You gain damage reduction 2/magic.
- 8th **Energy shield*:** You gain resistance 10 to one energy type of your choosing (once you choose the energy type, it cannot change).
- 8th **Shared protection*:** You can extend the shield to any one adjacent creature.
- 16th **Insight:** Rather than a shield of force, the armor bonus to Armor Class changes to an insight bonus. This shift reflects your growing supernatural awareness.

* You may select this enhancement more than once; its effects stack.

TELEKINESIS

Using a standard action and at least one free hand, you may move an object of up to 5 lbs. per level from a distance of 25 feet + 5 feet per two levels. The object moves up to 20 feet per round. As long as you concentrate, and the object remains within range, you can continue moving it. You cannot use fine manipulation, however—you can move a backpack, but you can't undo the clasp and open it. You cannot move an object with such force that it harms another creature or object, or itself.

You may enhance Telekinesis as follows:

Level Enhancement

- 4th **Unseen servant:** The telekinetic effect can act independently of you, exactly as described in the *unseen servant* spell in the Core Rules. You cannot use this effect while using the base Telekinesis discipline effect.
- 4th **Experienced use:** Using this discipline does not provoke an attack of opportunity.
- 6th **Fine manipulation:** You can manipulate objects as if you were using one hand. This allows you to untie knots, open jars, and so forth. You can even write with a quill, albeit crudely.
- 6th **Medium range:** The range of the telekinesis increases to 100 feet + 10 feet per caster level.
- 8th **Creatures:** You can affect creatures as well as objects.
- 10th **Greater capacity:** The effect's weight limit increases by 100 lbs.
- 12th **Violent thrust:** You use telekinesis to hurl an object at another object within 20 feet. To hit the target object, you must succeed on an attack roll using your base attack bonus + your Intelligence modifier. Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 lbs. (for less dangerous objects such as barrels) to 1d6 points per 25 lbs. (for hard, dense objects such as boulders), up to a maximum of 10d6 points of damage total.
- 10th **Extra fine manipulation:** You can manipulate objects as if you were using two hands. This allows you to tie knots and perform similarly intricate actions.
- 16th **Maximum capacity:** The effect's weight limit increases by 500 lbs.

TELEPATHY

You can carry on a mental conversation with a single intelligent target at a distance of 100 feet per level. Using this discipline requires a standard action to establish the connection; thereafter no action is required for one minute per wizard level; at that point, it must be reestablished. Unwilling targets may attempt a Will saving throw to resist (DC 10 + half your level + your Intelligence bonus). This discipline is language dependent.

You may enhance Telepathy as follows:

Level Enhancement

- 2nd **Telepathic network:** You can communicate with one person per level simultaneously.
- 8th **Language independent:** You can use telepathy regardless of any language barrier.
- 10th **Increased range:** The range becomes 100 miles per level.
- 16th **Unlimited range:** The range has no limit; the telepathy works even across planes.

PALADINS AND RANGERS

As with the classes described earlier in this chapter, the flavor and basic mechanics of paladins and rangers (Hit Dice, saving throws, base attack bonuses, etc.) do not change from what you see in the Core Rules. Everything that *does* change is described here.

Paladins and rangers do not cast spells. Instead, they use disciplines as described below.

Unlike the previously described classes, paladins and rangers do not give up all of their level-based class abilities. Paladins lose only Lay on Hands and Turn Undead. Rangers lose only Animal Companion and Woodland Stride. Of course, they can still choose these abilities as disciplines or discipline enhancements, if they wish.

PALADIN DISCIPLINES

Disciplines are abilities that paladins can use as often as they wish. Their effects are spell-like abilities, which means they can be dispelled or suppressed. Some discipline effects must be activated as described below, while others—such as Godhammer—function all the time.

Activating a discipline provokes attacks of opportunity. Should a discipline effect that normally requires no activation be dispelled, it must be activated using a full-round action to resume functioning.

A paladin chooses one discipline at 1st level; at every third level thereafter (3rd, 6th, 9th, etc.), instead of gaining a feat, she may choose a new discipline or an enhancement to an existing one. (Note that all characters using this book gain a feat each level; see Chapter Three.) Each discipline enhancement has a minimum level requirement as described below.

DIVINE INSPIRATION

Using a standard action, you grant all allies within 30 feet a +1 luck bonus to the following:

- attack and damage rolls; or
- saving throws, ability checks, and skill checks; or
- Armor Class

This bonus increases by +1 every five levels. The effect lasts for 1 round per level before it must be renewed.

You may enhance Divine Inspiration as follows:

Level Enhancement

- 4th Continuous: Although the bonus is only half normal, putting it into effect requires no action. Designating which bonus to grant is a free action that can be performed once each round.
- 8th Two choices: The luck bonus applies to two of the three choices listed above.
- 14th All choices: The luck bonus applies to all three choices.

DIVINE PRESENCE

When allies touch you, or even the hem of your clothing, they are blessed with healing. This requires no action on your part but calls

for a standard action on their part. Affected allies gain 1d6 hit points + 1 point per paladin level. While there is no limit to the number of times each day you can heal in this fashion, in a given day you can use this discipline to heal only a number of different individuals equal to 1 + your Charisma modifier + your level (see “Healing” sidebar, page 8).

You may enhance Divine Presence as follows:

Level Enhancement

- 2nd Holy water: With a touch requiring a full-round action, you transform one ounce of water into holy water.
- 4th Greater healing*: You add 1d6 points of healing to each touch (total healing dice cannot exceed 1d6 per two caster levels).

* You may select this enhancement more than once; its effects stack.

GODHAMMER

Once per round, a melee weapon sacred to your deity (if applicable) inflicts +1 point of damage + 1 point per three levels in your hands. This effect applies to your first attack with the weapon in the round.

You may enhance Godhammer as follows:

Level Enhancement

- 6th Ranged attacks: The damage bonus applies to ranged attacks as well as melee attacks.
- 10th Weapon empowerment: The damage bonus applies to all attacks made with the weapon in a round.



HEALING TOUCH

Using a standard action and at least one free hand, you heal another living creature 1d8 points + 1 point per level. While there is no limit to the number of times each day you can use this ability, in a given day you can use it to heal only a number of different individuals equal to 1 + your Wisdom modifier + your level (see “Healing” sidebar, page 8).

You may enhance Healing Touch as follows:

Level Enhancement

- 2nd Harm undead: You can use this ability to harm undead, inflicting with a touch attack the amount of damage you would normally heal.
- 4th Greater healing*: You add 1d8 points of healing to each touch (total healing dice cannot exceed 1d8 per two caster levels).
- 4th Experienced use: Using this discipline does not provoke an attack of opportunity.
- 8th Healing link: Rather than convey this effect by touch, you heal at a range of up to 25 feet + 5 feet per two levels.
- * You may select this enhancement more than once; its effects stack.

HOLY AURA

A faint halo of divine power surrounds you. You gain a deflection bonus to Armor Class of +1 plus 1 additional point per five levels.

You may enhance Holy Aura as follows:

Level Enhancement

- 2nd Greater halo*: You enjoy an additional +1 bonus (but may not total more than +1 per four levels).
- 6th Mighty halo: You gain damage reduction 2/magic.
- 8th Energy protection*: You gain resistance 10 to one energy type of your choosing (once you choose the energy type, it cannot change).
- 8th Shared protection*: You can extend the Holy Aura to any one adjacent creature.
- * You may select this enhancement more than once; its effects stack.

HOLY WEAPON

Any weapon in your hands is considered good, with regard to the type of damage it inflicts.

You may enhance Holy Weapon as follows:

Level Enhancement

- 2nd Confirmed criticals: All critical strikes against evil foes are automatically confirmed.
- 8th Holy damage: If the weapon in your hands is not already holy, it gains that weapon quality.

TURN UNDEAD

Using a standard action and at least one free hand, you force one undead target to flee. The undead creature’s total Hit Dice must be

equal to or less than your own. This creature is frightened and forced to flee for 1 round + 1 round per three caster levels. No attack roll is necessary, but the target may attempt a Will saving throw to negate the attack (DC 10 + half your level + your Charisma bonus). The range of the turning is 25 feet + 5 feet per two levels. For more on turning, see the sidebar on page 8.

You may enhance Turn Undead as follows:

Level Enhancement

- 2nd Damage: Rather than fleeing, the target suffers 1d6 points of damage plus 1d6 points per two caster levels.
- 4th Medium range: The range of the turning increases to 100 feet + 10 feet per caster level.
- 4th Immobility: The target is held motionless rather than afraid; the effect lasts as long as you concentrate, plus 1 additional round.
- 4th Experienced use: Using this discipline does not provoke an attack of opportunity.
- 6th Enhanced potency*: The Will save DC is +2 higher than normal.
- 8th Any target: You can affect any undead creature regardless of Hit Dice.
- 10th Demons: You can affect evil outsiders as well as undead with this discipline.
- 14th Evil casters: You can affect evil divine spellcasters with this discipline.
- * You may select this enhancement more than once; its effects stack.

RANGER DISCIPLINES

Disciplines are abilities that rangers can use as often as they wish. Their effects are spell-like abilities, which means they can be dispelled or suppressed. Some discipline effects must be activated as described below, while others—such as Animal Companion—are always functioning.

Activating a discipline provokes attacks of opportunity. Should a discipline effect that normally requires no activation be dispelled, it must be activated using a full-round action to resume functioning.

A ranger chooses one discipline at 1st level; at every third level thereafter (3rd, 6th, 9th, etc.), instead of gaining a feat, he may choose a new discipline or an enhancement to an existing one. (Note that all characters using this book gain a feat each level; see Chapter Three.) Each discipline enhancement has a minimum level requirement as described below.

ANIMAL COMPANION

You may select an animal companion from the following list:*

- Badger
- Camel
- Dire rat
- Dog or riding dog
- Eagle

- Hawk
- Horse (light or heavy)
- Owl
- Pony
- Snake (Small or Medium viper)
- Wolf

* If the campaign takes place wholly or partly in an aquatic environment, the DM may add the following creatures to the ranger's options: crocodile, porpoise, Medium shark, and squid.

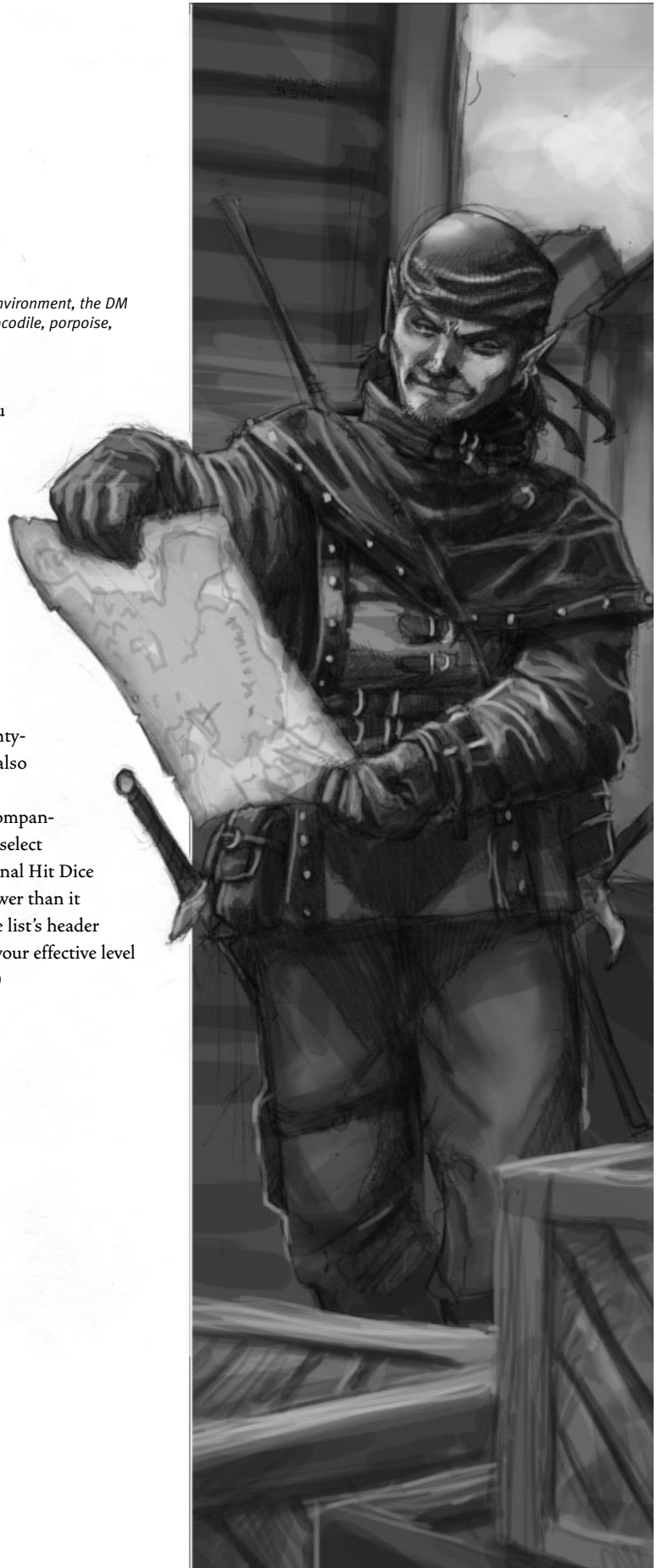
This animal is a loyal companion that accompanies you on your adventures as appropriate for its kind. Your companion is completely typical for its kind, gaining one additional Hit Die and a +1 bonus to natural armor for every ranger level above 1st. At every even-numbered level, you can teach the animal companion an additional trick, as described in the Handle Animal skill description in Chapter Four of the *Player's Handbook*.

You can handle your animal companion as a free action or push it as a move action, even if you don't have any ranks in the Handle Animal skill.

If you release your companion from service, you may gain a new one by performing a ceremony requiring twenty-four hours of uninterrupted meditation. This ceremony also can replace an animal companion that has perished.

When you reach 8th level or higher, you may select a companion from the alternate lists of animals below. Should you select from one of these alternate lists, the animal gains additional Hit Dice and natural armor bonuses as if your ranger level were lower than it actually is. Subtract the value indicated in the appropriate list's header from your ranger level. (If this adjustment would reduce your effective level to 0 or lower, you can't take that animal as a companion.)

8th Level or Higher (Level –7)	MM Section
Ape	Animal
Bear, black	Animal
Bison	Animal
Boar	Animal
Cheetah	Animal
Crocodile*	Animal
Dire badger	Dire animal
Dire bat	Dire animal
Dire weasel	Dire animal
Leopard	Animal
Lizard, monitor	Animal
Shark, Large*	Animal
Snake, constrictor	Animal
Snake, Large viper	Animal
Wolverine	Animal



14th Level or Higher (Level –12)	MM Section
Bear, brown	Animal
Crocodile, giant	Animal
Deinonychus	Dinosaur
Dire ape	Dire animal
Dire boar	Dire animal
Dire wolf	Dire animal
Dire wolverine	Dire animal
Elasmosaurus*	Dinosaur
Lion	Animal
Rhinoceros	Animal
Snake, Huge viper	Animal
Tiger	Animal

20th Level or Higher (Level –18)	MM Section
Bear, polar	Animal
Dire lion	Dire animal
Megaraptor	Dinosaur
Shark, Huge*	Animal
Snake, giant constrictor	Animal
Whale, orca*	Animal

* Available only in aquatic environments.

You may enhance Animal Companion as follows:

Level Enhancement

- 2nd Ability score boost*: The animal's Strength, Constitution, and Dexterity increase by +2.
- 4th Evasion: The animal companion gains the Evasion ability
- 8th Damage reduction: The animal companion has DR 5/silver.
- 10th Second companion: You gain an additional companion appropriate for your level. You cannot have more than two.
- 12th Spell resistance: The animal companion has SR equal to 11 + your ranger level.
- 18th Third companion: If you chose the second companion enhancement, you may have a third companion. You cannot have more than three.

* You may select this enhancement more than once; its effects stack.

NATURE'S AFFINITY

You have a particular affinity with nature, which grants you a +2 bonus to Knowledge (nature) and Survival checks and a +4 bonus on saving throws against the spell-like abilities of fey (such as dryads, pixies, and sprites).

Further, you can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or monitor lizard). This ability functions just like a Diplomacy check made to improve the attitude of a person; roll 1d20 and add your ranger level + your Charisma modifier. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use this ability, you and the animal must be able to study each other, which means that you must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes one minute but, as with influencing people, it might take more or less time.

You can also use this ability to improve the attitude of a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or giron), but you suffer a –4 penalty on the check.

You may enhance Nature's Affinity as follows:

Level Enhancement

- 2nd Woodland stride: You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you. You leave no trail in natural surroundings and cannot be tracked. (You may choose to leave a trail if so desired.)
- 2nd Greater influence*: You gain a +2 bonus to checks to improve the attitude of animals and magical beasts.
- 4th Speak with animals: You can communicate with animals.
- 6th Speak with plants: You can communicate with plants, including plant creatures.
- 8th Immunity to venom: You are immune to poison.
- 10th Elemental resistance: You gain cold resistance 10, electricity resistance 10, and fire resistance 10.

* You may select this enhancement more than once; its effects stack.

NATURE'S MOVEMENT

You enjoy a +10 bonus to your speed and gain an additional +10 bonus to your speed every five levels (at 5th, 10th, etc.). Further, you add half your ranger level (rounded up) as a bonus to your Balance, Climb, and Jump skill checks.

You may enhance Nature's Movement as follows:

Level Enhancement

- 8th Water walk: You can walk or run on water as if it were solid.

NATURE'S PROTECTION

You gain a +1 natural armor bonus to your Armor Class and enjoy an additional +1 natural armor bonus to your Armor Class every five levels (at 5th, 10th, etc.).

You may enhance Nature's Protection as follows:

Level Enhancement

- 4th Woodland stealth: You gain a bonus to your Sneak* checks in natural surroundings. This bonus is equal to half your ranger level (rounded up).
- 10th Elemental resistance: You gain cold resistance 10, electricity resistance 10, and fire resistance 10.

* See Chapter Two: Skills.

NATURE'S SENSES

You sense moderate or stronger magical auras on creatures and objects you can see within 60 feet. This is not an action. You can feel dim (lingering) or stronger magical auras on creatures and objects you touch using a standard action. Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Enchantments and illusions cannot be seen or felt in this way. *Nyst's magic aura* often hides magical traps.

You may enhance Nature's Senses as follows:

Level Enhancement

2nd	Detection: Using a standard action, you can detect magical auras through barriers: up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
4th	Enhanced aura vision: You can sense faint or stronger magical auras.
6th	Enchantment sight: You can sense enchantment auras.
12th	Illusion sight: You can sense illusion auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level as follows:

5th or lower	Faint aura
6th–11th	Moderate aura
12th–20th	Strong aura
21st+ (artifact or deity level)	Overwhelming aura

If an aura falls into more than one category, Nature's Senses indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). A lingering aura has an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Faint	lingers 1d6 rounds
Moderate	lingers 1d6 minutes
Strong	lingers 1d6 × 10 minutes
Overwhelming	lingers 1d6 days

BARDS AND SORCERERS

This book does not include alterations to either the bard or the sorcerer class. You can play the bard as found in the Core Rules or use the spellsong-based bard from *The Complete Book of Eldritch Might*.

Sorcerers likely prove unnecessary to your game with the new rules provided in this book—giving wizards disciplines makes them more like sorcerers. If you still want to have sorcerers in your campaign, however, offer them the wizard spell list presented in Chapter Five: Magic.

RUNEBLADE

This class is inspired by the mage blade and runethane classes from Monte Cook's Arcana Evolved. It is designed to be used with standard d20 games.

Runeblades wield arcane magic, but unlike wizards they do not use spells. They create runes—visual symbols that possess magical might—to enhance their weapon, their armor, and themselves to make them better in the art of martial combat.

Runeblades often put nonmagical runes on their weapons, armor, gear, and even on themselves (as tattoos), because the runes carry meaning important to them and make them appear more powerful.

As they train to create physical manifestations of magic, runeblades gain an affinity for physical devices of all sorts: traps, locks, wheels, clocks, and so on. Still, their primary focus lies in martial arts and practice with their runic weapons.

Adventurers: Runeblades seek adventure with gusto, brandishing their usually very visual power to impress others. They are always seeking new runes and ways to challenge themselves. They are not afraid of risks, knowing their physical might coupled with their magic can protect them and get them out of almost any jam. But nevertheless, they are quick to create a protective or warding rune to help keep themselves safe. Runeblades like to be prepared.

Background: A runeblade is far more likely to have been taught by a learned mentor than by an academy or guild. The runeblade's art is very personalized, with each individual learning and mastering different magical symbols. Runeblades typically are very physical, yet contemplative. They are both physically skilled and extremely intelligent. When recognized as such, a child might be brought in to work with a tutor to learn runes and their application. The close bond between the runeblade and his tutor often remains throughout their lives.

Races: Human runeblades normally come from isolated cultures where runes are an important part of magical lore. Elf and half-orc runeblades enjoy covering themselves with tattoos and body art and often are artists themselves. Dwarf runeblades are quite common, far more so than dwarf wizards. Halfling runeblades exist as well, though they prove less showy than those of other races.

Other Classes: Runeblades prefer the company of wizards and can hold their own in conversations regarding magical theory and lore. At the same time, they are just as comfortable in the company of more physical characters—fighters, rangers, paladins, and barbarians—and appreciate worthy allies to spar with. Runeblades often spend little time dwelling on religion or nature, so clerics and druids can strike them as occasionally odd. Because their magic lies in the creation and enhancement of physical objects, they seem wary around rogues. Characters who distrust magic usually find the company of a runeblade more tolerable than that of a wizard.

GAME RULE INFORMATION

Runeblades have the following game statistics.

Abilities: While the runeblade's runic abilities require a good Intelligence score, their focus on fighting skills suggests that a good Strength or Dexterity is also essential.

Alignment: Often lawful or at least nonchaotic

Hit Die: d8

Design Decisions: The Runeblade

The runeblade is an amalgam of two classes from Monte Cook's *Arcana Evolved*, the *runethane* and the *mage blade*. It exists because I am forever seeking the perfect synthesis of magic and martial arts. That makes it the latest in a long line of similar classes I've designed, including the (in my opinion overlooked) *eldritch warrior**, the *warrior of darkness***†, the *mage blade*, and to some extent the *ritual warrior*.

With the runeblade, I wanted to create a class that used magic to enhance its combat abilities but didn't cast spells at all. The runeblade character in my current campaign, Aesa, has a very Viking feel to her. The player even has little *rune-stones* she uses to keep track of her runes.

* See *The Complete Book of Eldritch Might*.

** See *The Book of Vile Darkness*.

† See *Monte Cook's Arcana Evolved*.

CLASS SKILLS

The runeblade's class skills (and the key ability for each) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Open Lock (Dex), Spellcraft (Int), and Spot (Wis). See the *Player's Handbook*, Chapter Four, for skill descriptions.

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

Skill Points at Levels Above 1st: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the runeblade.

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

Runes (Sp): Runes resemble arcane symbols. They are usually meaningless to anyone without the Knowledge (arcana) skill. Runeblades apply runes by magically drawing a symbol on an object, a surface, or a creature. No rune can be used more than once per hour.

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

- A *touch-trigger rune* is placed upon an object, a surface, or even a creature. Basically, a rune can cover a surface as small as 1 inch square and as large as 10 feet square; multiple runes can cover a much larger area. The first creature that touches the object, surface, or creature bearing the rune triggers the effect immediately. Touch-trigger runes last until triggered, dispelled, or erased by the runeblade. If circumstances result in a creature triggering more than one touch-trigger rune at once, only the most powerful one takes effect. The others are triggered but have no effect. A runeblade can choose to create a touch-trigger rune as a visible rune or as invisible.
- *Applied runes* require the runeblade to apply the rune to immediately activate its effects—usually related to the object, surface, or creature the rune is placed upon. Applied runes last only as long as their effects.
- *Enchanted object runes* require the runeblade to apply the rune to an object no larger than himself. These imbue the item

bearing the rune with a magical ability. Enchanted object runes last for one day per runeblade level.

Triggering identical runes at the exact same time negates both runes. For example, while two different doors can bear a *rune of conjuring*, if one door has two *runes of conjuring* on it, neither rune functions unless they are placed so that there is no way someone could trigger both of them at once. Likewise, a runic weapon cannot have two *lesser elemental runes* on it.

Each rune is worth 1 point or more; a runeblade may have only a certain number of points worth of runes in effect at any given time. That number is called his *total rune value*. A character's total rune value is equal to his level + Intelligence modifier (minimum 2). Runes come in varying power levels, each with its own associated value: Lesser runes each have a value of 1, which counts against this total. Advanced runes each have a value of 2, greater runes a value of 3, and runes of power a value of 4.

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

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

Rune of Affliction: This touch-trigger rune blasts the target for 1d6 points of elemental damage + 1 point per runeblade level. A Reflex saving throw (DC 10 + half runeblade's level + Intelligence bonus) reduces the damage by half. The runeblade chooses the element when creating the rune.

Rune of Armor: Anyone affected by this applied rune gains a +4 armor bonus to Armor Class or a +1 enhancement bonus to the AC provided by existing armor. This effect lasts for one hour per runeblade level.

Rune of Conjuring: When touched, this touch-trigger rune summons a monster from the *summon monster II* list, chosen by the runeblade at the time of creation. The monster attacks the creature that triggered the rune for 1 round per runeblade level (or until destroyed). If the runeblade triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the character's language. A runeblade using the invested rune ability (see page 24) can choose the monster from the *summon monster III* list instead of doubling the effect's duration.

Lesser Elemental Rune: Applied to the runeblade's runic weapon (see next page), this enchanted object rune inflicts 1d6 points of additional elemental damage on a successful strike. It is usable once per level during the duration; the runeblade decides whether to use it at the beginning of his turn (although the rune is not used until he successfully strikes with the weapon). It functions only on the runeblade's runic weapon and no others. The runeblade chooses the element when creating the rune.

THE RUNEBLADE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+0	+0	+2	Two lesser runes, erase rune, runic weapon
2	+2	+0	+0	+3	Lesser rune
3	+3	+1	+1	+3	Lesser rune, sense rune
4	+4	+1	+1	+4	Lesser rune, shimmering shield
5	+5	+1	+1	+4	Lesser rune, invested rune
6	+6/+1	+2	+2	+5	Advanced rune, runic weapon defense
7	+7/+2	+2	+2	+5	Advanced rune
8	+8/+3	+2	+2	+6	Advanced rune
9	+9/+4	+3	+3	+6	Advanced rune, summon runic weapon (standard action)
10	+10/+5	+3	+3	+7	Advanced rune, password
11	+11/+6/+1	+3	+3	+7	Greater rune, slice through wardings
12	+12/+7/+2	+4	+4	+8	Greater rune, familiarity with magic
13	+13/+8/+3	+4	+4	+8	Greater rune
14	+14/+9/+4	+4	+4	+9	Greater rune, summon runic weapon (free action)
15	+15/+10/+5	+5	+5	+9	Greater rune, inscribe rune
16	+16/+11/+6/+1	+5	+5	+10	Rune of power, spell parry
17	+17/+12/+7/+2	+5	+5	+10	Rune of power
18	+18/+13/+8/+3	+6	+6	+11	Rune of power, slice through spells
19	+19/+14/+9/+4	+6	+6	+11	Rune of power
20	+20/+15/+10/+5	+6	+6	+12	Ultimate rune

Rune of Locking: This is an enchanted object rune. It seals a door, lid, or other portal like an *arcane lock* spell (see Chapter Five: Magic).

Rune of Protection: Applied to the runeblade's armor, this enchanted object rune adds a +1 luck bonus to his Armor Class. It must be applied to armor, and only to the runeblade's armor. Like all enchanted object runes, it lasts one day per class level.

Rune of Rest: Anyone affected by this applied rune heals at double the rate she normally would. This effect lasts for twenty-four hours while the subject rests.

Rune of Sleep: This touch-trigger rune requires one who touches it to succeed at a Will save (DC 10 + half runeblade's level + Intelligence bonus) or fall asleep for 1d4 rounds. The target must have Hit Dice equal to or fewer than the runeblade's; otherwise she merely becomes dazed for 1d4 rounds. This is an enchantment (compulsion) effect.

Rune of Warding: This touch-trigger rune has two different powers. If placed upon an object, it is a trap that forces the victim to drop the object and not touch it again for one day per class level, unless she succeeds at a Will saving throw (DC 10 + half runeblade's level + Intelligence bonus). If the rune is placed upon a surface, the victim instead refuses to cross over or come within 10 feet of the surface for one day per class level, unless successful in the saving throw. This is an enchantment (compulsion) effect as well as a fear effect.

Erase Rune (Sp): A runeblade can attempt to erase the runes he encounters. He can always erase his own runes without fail. If the rune was created by another runeblade, he can make a caster level check (DC 10 + creator's level) to erase it. An advanced rune adds +4 to this Difficulty Class, a greater rune adds +6, a rune of power adds

+8, and the ultimate rune adds +10. A runeblade must know a rune's location to erase it. Erasing a rune you created is a standard action; otherwise, it takes a full minute.

Runic Weapon (Su): The runeblade selects a bladed weapon that he is proficient with and inscribes it with personal runes to make it his runic weapon. A runeblade can have only one such weapon, and it must be a physical weapon (not the creation of a spell), although it can be enhanced with magic already. The weapon enjoys a +1 enhancement bonus in the runeblade's hands only. At 4th level, and at every four runeblade levels afterward, this bonus increases by +1 (to a maximum of +5). The weapon does not have to be masterwork to use it as a runic weapon, but if the runeblade ever wants to enhance it with weapon special abilities, such as keen or dancing, it must be masterwork. The runic weapon ability provides enough of an enhancement bonus to give the blade special abilities without first giving it at least a +1 enhancement bonus using the normal item creation rules.

The runic weapon gains a small modicum of sentience via the runes. It has a very basic empathic link with the runeblade, so the character always knows where the weapon is (distance and direction).

A runeblade can create a new runic weapon, but this results in the destruction of the previous one, if it still exists.

Starting at 6th level, the runic weapon—unless the runeblade mentally commands it not to—strikes at anyone other than the runeblade who picks it up or attempts to use it. The weapon strikes once per round until dropped, using the runeblade's attack bonuses. Resolve the attack as if the runeblade were wielding the weapon.

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

Sense Rune (Su): A 3rd-level and higher runeblade can make a check (d20 + runeblade's level + Intelligence modifier) to sense whether an invisible or otherwise hidden rune lies within 10 feet of him. The Difficulty Class for the check is 11 + the creator's level. It takes a standard action to sense a rune. After a round of sensing, the runeblade can sense the direction of the closest unknown rune. A runeblade who spends another round sensing can determine the rune's strength (lesser, advanced, etc.) This ability also works with runic spells, such as *glyph of warding* or *symbol* spell, in which case the runeblade learns the spell level in place of rune strength.

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

Invested Rune (Su): The 5th-level and higher runeblade can create a rune that doubles the duration, damage, or healing of a rune he already knows. Some runes, such as a *rune of communication*, gain no benefit from being invested. An invested rune counts double toward the runeblade's total rune value.

Advanced Runes: Each time the runeblade gains this ability (at 6th through 10th level), he learns a new advanced rune from the list below. Each advanced rune he creates counts as 2 points toward his total rune value. It is a full-round action to create an advanced rune.

Hand Rune: With this enchanted object rune, the runeblade can summon an object from any distance as a standard action. The object teleports to the runeblade's hands. The object must weigh no more than the runeblade can lift over his head. This is a teleportation effect.

Rune of Advanced Conjuring: When touched, this touch-trigger rune summons a monster from the *summon monster IV* list, chosen by the runeblade at the time of creation. The monster attacks the creature that triggered the rune for 1 round per runeblade level (or until destroyed). If the runeblade triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the character's language. A runeblade using the invested rune ability can choose the monster from the *summon monster V* list instead of doubling the effect's duration.

Rune of Augmentation: This applied rune grants a creature a +2 enhancement bonus on an ability score of the runeblade's choosing. The bonus lasts for ten minutes per runeblade level.

Rune of Blasting: If touched, this touch-trigger rune explodes with elemental fury, inflicting 1d6 points of damage per runeblade level (10d6 maximum) to all within 10 feet. A successful Reflex saving throw (DC 10 + half runeblade's level + Intelligence bonus) reduces the damage by half. The runeblade chooses the element when creating the rune.

Rune of Charming: Anyone touching this touch-trigger rune must attempt a Will saving throw (DC 10 + half runeblade's level + Intelligence bonus). If unsuccessful, the target reacts to the runeblade for one minute per class level as if the runeblade's Charisma score had a +10 bonus. If the runeblade is not within sight of the target creature, there is no effect. This is an enchantment (charm) effect.

Rune of Communication: Two or more of these enchanted object runes must exist for any of them to function. Anyone holding an object bearing this rune can communicate telepathically with anyone else with one of these runes within 1 mile. The runes must all be created by the same runeblade in order for any of them to function.

Rune of Enrichment: This enchanted object rune grants a +1 luck bonus to the runeblade's runic weapon or his armor or shield. This luck bonus works like an enhancement bonus, except that it stacks with enhancement bonuses and it functions only on the runeblade's gear.

Rune of Fear: Anyone touching this touch-trigger rune must succeed at a Will saving throw (DC 10 + half runeblade's level + Intelligence bonus) or drop what she is holding and flee for 1 round per runeblade level. She then acts as though affected by a *rune of warding* for one day per runeblade level. This is an enchantment (compulsion) effect as well as a mind-affecting fear effect.

Rune of Healing: Anyone touching this touch-trigger rune is filled with positive energy that heals 1d6 points of damage + 1 point per runeblade level. Undead that touch the rune suffer 1d6 points of damage. A single creature cannot be healed more than once per day by a *rune of healing*.

Rune of Slicing: This enchanted object rune grants a runeblade's runic weapon the keen special weapon quality. It functions only on the runeblade's runic weapon and no others.

Password (Su): The 10th-level runeblade and beyond develops a special password for his runes. Now, he can touch a touch-trigger rune without triggering it. This means, for example, that a runeblade could create a *rune of affliction* on his runic weapon and then pick it up safely, allowing him to strike a foe and also affect the foe with the *rune of affliction*. The runeblade may choose to have a different password for different runes or allow them all to use the same one. He can give the passwords to others; however the only weapon he can mark with password-protected runes is his own runic weapon. Also, the password does not render the runeblade or anyone else who knows the password immune to the effects of the rune once triggered. If the runeblade stands within the area of a *rune of blasting* triggered by someone else, he still suffers damage.

Slice Through Wardings (Su): Once per day per class level, starting at 11th level, the runeblade can make a single attack with his runic weapon that ignores all a foe's magic-based protections (Armor Class bonuses, *stoneskin*, and so on). The runeblade cannot use this ability to ignore spells or effects that take effect when a foe is attacked, like *fire shield*. The character must declare his use of this ability before making the attack.

Familiarity With Magic (Ex): The 12th-level and higher runeblade gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including



disciplines and magic items). Further, he gains a +2 competence bonus to Armor Class against spells with attack rolls.

Greater Runes: Each time the runeblade gains this ability (at 11th through 15th level) he learns a new greater rune from the list below. Each greater rune counts as 3 points toward his total rune value. It takes one minute to create a greater rune.

Elemental Rune: This enchanted object rune can be placed on either a runeblade's runic weapon or his armor. If on a weapon, the weapon inflicts an extra 1d6 points of elemental damage each time it strikes. If on armor, the rune gives the armor and its wearer 10 points of elemental resistance. In either case, the runeblade chooses the element when he creates the rune. This rune functions only on the runeblade's gear.

Rune of Confusion: This touch-trigger rune affects not only the person touching it but all within 10 feet of that person. Everyone in range must succeed at a Will saving throw (DC 10 + half runeblade's level + Intelligence bonus) or stand dazed for 1d10 rounds, unable to act except to defend themselves.

Rune of Dominion: This applied rune is placed upon a living humanoid creature. After it is placed, the creature must succeed at a Will saving throw (DC 10 + half runeblade's level + Intelligence bonus) or he is *dominated* (as the spell) for one hour per runeblade level. This is an enchantment (compulsion) and mind-affecting effect. This rune is used to best effect on an unconscious, incapacitated, or duped target.

Rune of Durability: This enchanted object rune adds 10 to the hardness of the object that bears it. The rune can be made invisible.

Rune of Ghosts: This enchanted object rune grants a runeblade's runic weapon the ghost touch special weapon quality. It functions only on the runeblade's runic weapon and no others.

Rune of Greater Conjuring: When touched, this touch-trigger rune summons a monster from the *summon monster VI* list, chosen by the

runeblade at the time of creation. The monster attacks the creature that triggered the rune for 1 round per runeblade level (or until destroyed). If the runeblade triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the character's language. A runeblade using the invested rune ability can choose the monster from the *summon monster VII* list instead of doubling the effect's duration.

Rune of Resistance: The creature or object upon which this applied rune is placed gains DR 20/magic for one minute per runeblade level.

Rune of Understanding: This enchanted object rune allows all those hearing the words of the object's wielder to understand them as if the words were spoken in their native tongue.

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

Runes of Power: Each time the runeblade gains this ability (at 16th through 19th level), he learns a new rune of power from the list below. Each rune of power counts as 4 points toward his total rune value. It takes one minute to create a rune of power.

Rune of Cheating Death: This applied rune, placed upon any living creature, lasts until triggered. When that creature is affected by something (a spell or attack) that normally would kill it, the rune has a chance of storing the creature's soul safely. This effect keeps the body in a coma when it would have died, allowing it to "come back to life" (with

Design Decisions: Runeblades in Play

Runeblades are tricky to play. They require a lot of forethought and planning. They're better on their own turf than on someone else's, although a canny player will make an opponent's territory into his own with a couple of carefully placed touch-trigger runes.

Basically, to begin with, the runeblade is a good warrior-type that might have a few traplike tricks up his sleeve. Eventually (at about 10th level), the runeblade really shines, however, thanks to the Password class ability. The capacity to smack a foe with a runic weapon bearing a touch-trigger rune makes the runeblade really powerful. Tricky players will put runes of conjuring on their weapons and then go into a fight. After one hit, the enemy suddenly has a conjured monster to deal with as well.

A balancing factor is that most of the runes the runeblade can put on weapons or armor affect only his own gear. He can't provide an arsenal for his whole party—just himself.

Note that runeblades can spend a feat slot to gain an extra rune; see feat description, page 31.

The Runeblade in *Arcana Evolved*

*Obviously, DMs using Monte Cook's *Arcana Evolved* will find the runeblade easy to incorporate into their campaigns. In fact, they'll find the class very familiar, since its design comes from a synthesis of the runethane and mage blade classes in that book. However, the runeblade has one significant difference: He casts no spells. For that reason, he's been given more runes than a runethane.*

As I considered this, I wondered if perhaps the runethane himself should have access to more runes. The runethane has a total rune value equal only to his level, not his level + Intelligence modifier. While I changed this rule for the runeblade to compensate for his lack of spells, it somehow feels wrong that the runeblade should ultimately be better with runes than the runethane. If you use both classes, you may consider increasing the number of runes a runethane can use at any one time. However, like Malhavoc himself, I may just be getting soft in my old age—that change might make runethanes too powerful. Consider the question carefully. Certainly, the new runes presented here (lesser elemental rune, rune of slicing, etc.) could be offered to the runethane as well, and without the restriction on which weapons they can be placed upon.

*In all ways, however, the runeblade fits well into the *Arcana Evolved* milieu. The same races that embrace the runethane would likely become runeblades as well. Where needed, substitute *Arcana Evolved* spells for core *d20* spell effects (conjure energy creature for summon monster, for example).*

no level loss) upon receiving magical healing. The chance of functioning is equal to double the runeblade's level on a roll of percentile dice.

Rune of Dancing: This enchanted object rune grants a runeblade's runic weapon the dancing special weapon quality. It functions only on the runeblade's runic weapon and no others.

Rune of Devastation: If touched, this touch-trigger rune explodes with elemental fury, inflicting 1d6 points of damage per class level (20d6 maximum) to all within 20 feet. A successful Reflex saving throw (DC 10 + half runeblade's level + Intelligence bonus) reduces the damage by half. The runeblade chooses the element when creating the rune.

Rune of Energy: This enchanted object rune grants a runeblade's runic weapon the brilliant energy special weapon quality. It functions only on the runeblade's runic weapon and no others.

Rune of Transformation: This applied rune can be placed only upon a willing creature. The subject transforms into a creature found on any *summon monster* list below VII and remains in that form for 1 round per runeblade level.

Rune of Transport: When this applied rune is completed, the creature or object that bears it vanishes, teleporting instantly and safely to a location known to the runeblade (one that he has physically visited himself) within 10 miles per class level. Unwilling creatures can attempt a Will saving throw (DC 10 + half runeblade's level + Intelligence bonus) to resist the transport. This is a teleportation effect.

Rune of True Conjuring: When touched, this touch-trigger rune summons a monster from the *summon monster VIII* list, chosen by the runeblade at the time of creation. The monster attacks the creature that triggered the rune for 1 round per runeblade level (or until destroyed). If the runeblade triggers the rune, he can command the

summoned creature and it automatically obeys, even if it does not understand the character's language. A runeblade using the invested rune ability can choose a monster from the *summon monster IX* list instead of doubling the effect's duration.

Spell Parry (Su): A 16th-level and higher runeblade gains the ability to parry spells (and spell-like effects) with his runic weapon in hand. Only spells targeting the runeblade alone can be parried—not area spells or spells targeted elsewhere. To parry, the runeblade makes an attack roll opposed by the spellcaster's caster level check. If the runeblade's roll is higher, the spell fails to affect him at all. The runeblade can parry only spells he is aware of; spells from invisible casters or those using mental-action-only casting cannot be parried. A runeblade can parry no more than one spell in a round.

Slice Through Spells (Su): Once per day beginning at 18th level, the runeblade can strike a non-Instantaneous spell effect or creation (a summoned monster, a *wall of fire*, an illusion, an area of *obscuring mist*, and so on) with his runic weapon and dispel it as if he had cast *dispel magic* using his class level as the caster level. A runeblade cannot dispel effects on a creature (like *charm person* or *alter self*), only "stand-alone" effects. Even spells not normally subject to *dispel magic* can be affected.

Ultimate Rune: The ultimate rune does not count against a character's total rune value. It takes ten minutes to create the ultimate rune. This touch-trigger rune, once triggered, can replicate the effects of any spell of 15th level or below, with the same duration, area, range, and so forth. It can also duplicate any spell with the word "rune," "glyph," "mark," or "symbol" in the title. The runeblade can have only one ultimate rune in existence at a time. The ultimate rune cannot be invested, but it can be inscribed and given a password.

Skills

I once met a woman who claimed that she “did not need magic.” She relied solely on her skills and wits. To be sure, I would never denigrate those who prefer the trained, skilled approach over a more clumsy or ignorant one. I said as much at her funeral.

—Malhavoc.

This chapter presents a few skill-related rules alterations as well as some variant versions of existing skills. Like much of the material in this book, these rules are designed to be used along with the twenty-level spell progression system.

BACKGROUND SKILLS

Characters start out with an extra 3 ranks of any single Knowledge, Craft, or Profession skill, or 2 ranks of any two such skills, if desired. These extra allocations work with the character's background to help flesh out the PC.

IDENTIFYING MAGIC ITEMS

It would be fun if player characters tried to use magic items that they hadn't identified and, over the course of an adventure or two, they figured out what the items were for. But they don't.

Generally, when PCs find a new magic item, it goes into a bag until they know exactly what it does. I imagine this comes from the historical threat of cursed items running through the game, and because parties want to make sure they divvy up loot appropriately. It's messy when the fighter discovers the ring he's been wearing would really be better in the hands of a wizard, but the treasure's already been divided up.

This situation is frustrating on many levels, because sometimes it would be darned handy to be able to use a crucial item *right now*—if only you knew it was crucial. DMs could work items into their plots, and PCs would not have to carry around a lot of miscellaneous stuff until the adventure ends and they have time to cast *identify*.

The solution, I think, is to make it much easier to identify items “in the field.” To that end, use these changes to the existing rules:

Characters can use Craft (alchemy) to identify potions at no cost: just a taste. The Difficulty Class is 15 + half spell level.

PCs can try to identify any magic item with Knowledge (arcana). The Difficulty Class is 20 + the item's caster level. This formula, however, is subject to the approval of the DM—he may rule that some items are easier or harder to identify than others. A ring might have secret sigils inscribed

on the interior of the band that hint at its true nature, if only you could find them. A *+1 sword* might be the simplest thing in the world to spot. A *staff of power* might hide its nature until certain conditions are met.

Standard retries of both the Craft and Knowledge checks are not allowed. However, a character who devotes a full day to examining an item may take 20 on the check.

NEW VERSIONS OF OLD SKILLS

Three skills have entirely new versions, presented here to replace the versions found in the Core Rules. They are Concentration, Intimidate, and Tumble.

CONCENTRATION (CON)

A character can use this skill to maintain concentration in the face of distractions.

The table on the next page summarizes some distractions that cause a character to have to make a Concentration check while casting a spell. If the Concentration check fails to beat the attack roll in the opposed check, it doesn't mean that the opponent succeeded in an attack—just that she foiled the character's attempt to concentrate. Subsequent attacks require new attack rolls from the opponent.

Design Decisions: Concentration

This version of Concentration has two important differences from the one in the Core Rules.

First, it uses half spell level rather than spell level to help determine DCs, because there are twenty levels of spells in this book rather than nine. This is a general rule across the board. Calculations that originally used spell level need to use half spell level.

Like the new version of Tumble presented here, Concentration is a check opposed by an opponent's attack roll. Simply put, it's harder to cast defensively while fighting (or tumbling past) a 20th-level fighter as opposed to a kobold. These opposed rolls mean that characters who consider these vital skills must keep putting points in them. If they were not opposed, even a fairly low-level PC would reach a point where he couldn't fail at static-DC Concentration checks.

SITUATIONS REQUIRING A CONCENTRATION CHECK

Distraction	Check DC
<i>Injured or failed a saving throw during spellcasting (for spells with a casting time of 1 full round or more) or injured by an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of one standard action)</i>	<i>DC 10 + damage dealt + half spell level</i>
<i>Suffered automatic continuous damage</i>	<i>DC 10 + half of continuous damage + half spell level</i>
<i>Damaged by spell</i>	<i>DC 10 + damage dealt + half spell level</i>
<i>Distracted by nondamaging spell</i>	<i>Distracting spell's save DC + half spell level (if the spell allows no save, use the DC it would have if it did allow one)</i>
<i>Grappling or pinned (can only cast spells without somatic components and whose material component is in hand)</i>	<i>Opponent's grapple check + half spell level</i>
<i>Vigorous motion (on a moving mount, bouncy wagon ride, small boat in rough water, belowdecks on a storm-tossed ship)</i>	<i>DC 10 + half spell level</i>
<i>Violent motion (galloping horse, very rough wagon ride, small boat in rapids, on deck of storm-tossed ship)</i>	<i>DC 15 + half spell level</i>
<i>Affected by a whirlwind spell</i>	<i>DC 20 + half spell level</i>
<i>Weather involves a high wind carrying blinding rain or sleet</i>	<i>DC 5 + half spell level</i>
<i>Weather involves wind-driven hail, dust, or debris</i>	<i>DC 10 + half spell level</i>
<i>Weather caused by a spell such as control weather</i>	<i>Spell's save DC + half spell level</i>
<i>Casting defensively (so as not to provoke attacks of opportunity)</i>	<i>Opponent's attack bonus (minimum 10) + half spell level</i>
<i>Caster entangled</i>	<i>DC 15</i>

“Half spell level” in the table above refers to the level of the spell the character is trying to cast, divided by two and rounded up.

“Opponent’s attack bonus” is the attack bonus of any foe threatening the caster; if the foe’s attack bonus is less than 10, use 10 instead.

“Opponent’s grapple check” refers to an opposed roll made by a foe.

Retry: Retries are allowed, though a success doesn’t cancel the effects of a previous failure.

INTIMIDATE (CHA)

A character can change others’ behavior with a successful Intimidate check. The Difficulty Class typically is 10 + the target’s Hit Dice, although the DM can modify it according to the situation. Some common skill check modifiers might include the following:

Intimidate Situation	Modifier
Intimidating character is larger than target creature	+2
Intimidating character is smaller than target creature	-5
Target creature is below half its total hit points	+2
Target creature is superior to intimidating creature	-10
Intimidating creature is superior to target creature	+2
Target creature could easily escape if it wished	-5
Target creature could not escape (it’s bound or trapped)	+2
Target creature is easily cowed (up to DM)	+2
Target creature has a firm resolve (up to DM)	-1 to -10
Change in behavior is antithetical to target creature	-1 to -20

Any bonuses a target may have on saving throws against fear also increase the Difficulty Class of an Intimidate check.

To make a check, a character must be able to interact with the target creature for a full round, doing nothing else. If they do not share a language, a PC can only make the creature flee or cower, nothing else. Characters can try to intimidate more than one creature with a single attempt, but the Difficulty Class increases by an amount equal to the Hit Dice of each additional creature; any circumstance penalties the DM assigns are cumulative for each creature.

Basically, Intimidate can get a target to do something she normally would not do. This change in behavior lasts for 1 round. Subsequent Intimidate checks after one success carry a +2 circumstance bonus, and the change in behavior lasts up to 10 rounds following these later checks.

For example, a barbarian intimidates a 1 HD goblin to try to get it to run away. The goblin is one of a troop of six and feels somewhat confident. The DM assigns a +2 circumstance modifier to the Difficulty Class, for a total of 13 (10 + 1 HD + 2 circumstance). The barbarian succeeds, causing the goblin to retreat. After 1 round, the goblin returns, but the barbarian takes the time to intimidate it again, successfully. Now the goblin flees for 10 rounds, and the DM rules that he just keeps going, even after those 10 rounds are up.

If the barbarian spoke Goblin, he could have tried to get the creature to drop its weapon and surrender. The Difficulty Class would have been the same, but after 1 round, the goblin might have chosen to grab its weapon again if the circumstances hadn’t changed. If the barbarian had tried to get all six goblins to surrender, the Difficulty

Class would have been 28 (10 + 3 for each goblin). If the Goblin-speaking barbarian had attempted to get a goblin to switch sides, the DM would have assigned a much higher circumstance modifier to the Difficulty Class (say, about +10), and even then the creature would reconsider after 1 round.

Retry: Retries work only if the previous attempt succeeded. If the initial check failed, the target creature has become more firmly resolved to resist the intimidator, and a retry is futile.

Special: Characters with 5 or more ranks in Bluff get a +2 synergy bonus on Intimidate checks.

TUMBLE (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

A character can use acrobatics and somersaults to move past opponents or to land safely. The character can't use this skill if his speed has been reduced by armor, excess equipment, or loot.

Creatures larger or smaller than Medium get size bonuses or penalties to Tumble checks as follows: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

A character can land softly when he falls or tumbles past opponents. He also can tumble to entertain an audience (as with the Perform skill).

DC	Tumble Task
15	Treat a fall as if it were 10 feet shorter than its actual height when determining damage.
Opponent's attack roll	Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so. Failure means the character tumbles 20 feet but suffers attacks of opportunity normally.
Opponent's attack roll +5	Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so and moving through areas occupied by enemies (over, under, or around them). Failure means the character tumbles 20 feet and can move through enemy-occupied areas but suffers attacks of opportunity normally.

"Opponent's attack roll" in the table above refers to an opposed roll made by a foe. In these scenarios, a character tumbles past a foe, attempting to avoid an attack of opportunity. His foe makes an attack roll for the opposed Tumble check. If the Tumble attempt fails, the foe gets an attack of opportunity and makes a new attack roll.

Retry: Once it has judged a tumbler as uninteresting, an audience is not receptive to repeat performances. A character can try to reduce damage from a fall as an instant reaction only once per fall. The character can attempt to tumble as part of a move action once per round.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Armor Class instead of a +2 bonus when executing the fight defensively action as a standard or full-round action.

A character with 5 or more ranks in Tumble gains a +6 dodge bonus to Armor Class instead of a +4 bonus when executing the total defense standard action.

Characters with 5 or more ranks in Jump get a +2 synergy bonus on Tumble checks. Likewise, someone with 5 or more ranks in Tumble gets a +2 synergy bonus on Jump checks. Those with 5 or more ranks in Tumble enjoy a +2 synergy bonus on Balance checks.

MOVE SILENTLY AND HIDE

In these rules, Move Silently and Hide are combined into one skill, called Sneak. Why? Well, at least nine times out of ten, characters attempting a Move Silently must make a Hide check at the same time to avoid detection. It stands to reason that this should be just a single skill check.



SNEAK (DEX; ARMOR CHECK PENALTY)

Characters use the Sneak skill to tread softly and move silently. The character's Sneak check is opposed by the Listen check of anyone who might hear him. He can move up to half his normal speed at no penalty. At more than one-half speed, and up to his full speed, he suffers a -5 penalty to Sneak checks. It's practically impossible (-20 penalty) to sneak around while running or charging.

Hiding: Characters can also use Sneak to hide. A character's Sneak check is opposed by the Spot check of anyone who might see him. The character can move up to half normal speed and hide at no penalty. At more than one-half speed, and up to his full speed, he suffers a -5 penalty on the check. It's practically impossible (-20 penalty) to hide while running or charging.

Creatures larger or smaller than Medium get size bonuses or penalties to Sneak checks made to hide as follows: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

If others are observing the character, even casually, he can't hide. He can run around a corner to get out of sight and then hide, but the onlookers know at least where he went. However, if the onlookers are momentarily distracted (as by a Bluff check; see below), the character can attempt to hide. While the onlookers turn their attention from the character, he can attempt a Sneak check if he gets to a hiding place of some kind. (As a general guideline, the hiding place must be within 1 foot for every rank he has in Sneak.) However, the character makes this check at a -10 penalty, because he has to move fast.

As mentioned above, a character can use Bluff to help him hide. A successful Bluff check can create the momentary diversion he needs to attempt a Sneak check to hide in the midst of people aware of his presence.

Total Stealth: Characters trying to move silently and hide at the same time make only one Sneak check, which is opposed by either Spot or Listen.



Feats

Ascension toward true power can involve many different approaches. No one—not even a mage of my own knowledge and power—can truly master them all. I find that fact encouraging, rather than sad, for in my life I have accomplished many things that others have said no one could do.

—Malhavoc

This chapter offers player characters a new and more generous method for gaining feats. You'll also find described here a number of new feats and some modified versions of core feats.

GAINING FEATS

All characters gain a new feat each level rather than at every third level. All prerequisites for feats, including level-based prerequisites, remain unchanged.

Spellcasters and other users of disciplines have the opportunity at certain levels to choose a new discipline or an enhancement to an existing discipline rather than select a new feat for that level. For details, refer back to Chapter One: Classes.

SWAPPING FEATS

When they gain a level, characters can change a feat they have chosen previously if they have not used that feat during the preceding level. For example, if a character takes Weapon Focus (Greatsword) but finds a magical longsword she wants to use instead, she can stop using her greatsword for a level and change her feat to Weapon Focus (Longsword). In addition, she gains whatever new feats are due her for the new level.

FEAT LIST

This chapter describes more than a dozen new feats, listed in brief in the table on the next page.

FEAT DESCRIPTIONS

Details on new and adjusted feats are provided in the feat descriptions below. The feats here are available to all characters who qualify. Many of them work with the new spell progression system described in this book.

The metamagic feats detailed in this section are designed to replace their counterparts in the Core Rules. The other feats are intended to be used in addition to those offered in the Core Rules.

Note that there is no Extra Turning feat when using the magical disciplines as described in Chapter One: Classes; turning undead has become a discipline with unlimited uses.

DOUBLEFIRE WAND (GENERAL)

Through experience, you learn to use two wands at once.

Prerequisites: Craft Wand, Wand Mastery, caster level 15th

Benefit: As a standard action, you can use two wands at once.

EMPOWER DISCIPLINE (GENERAL)

You can make your disciplines more powerful.

Prerequisite: Caster level 2nd

Benefit: All variable, numeric effects of an empowered magical discipline increase by one-half. An empowered discipline's effects deal half again as much damage as normal, cure half again as many hit points, affect half again as many targets, etc., as appropriate. Saving throws and opposed rolls go unaffected.

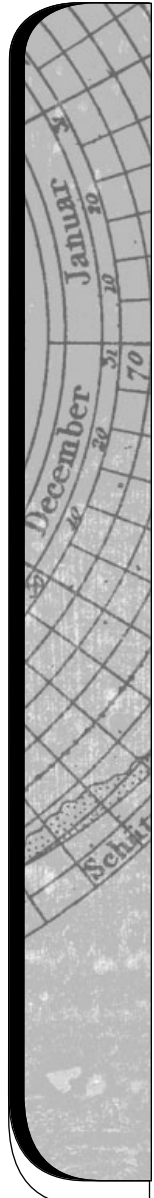
Design Decisions: A Feat Every Level

Normally, a character gets six feats over the course of his career to 20th level (plus bonus feats, of course). Now he gets twenty—a dramatic increase. To many, it may seem that granting a feat every level is too generous. And, in truth, if you're only using the Core Rules, it may be. But with all the many, many feats available now in various supplements (including this one!) it seems more reasonable. In fact, as I create characters using this new rule, I find myself wishing I had still more feat slots to fill.

In a small way, the "feat every level" rule diminishes the value of the fighter, for whom access to lots of feats is a major strength. Even though he enjoys a boost to his total feats just like everyone else, his value diminishes because now his number of feats is not quite as high proportionally compared to everyone else's. In other words, at 20th level according to the Core Rules, a non-fighter got six feats and a fighter got seventeen; the fighter got 53 percent more feats than the nonfighter. In these new rules, the nonfighter gets twenty and the fighter gets thirty-one—that's only 35 percent more than the nonfighter.

However, this rule is not so significant a change as to present a balance problem. If you disagree, consider giving the fighter more bonus feats—perhaps even one every level. If you make this revision, you'll likely have to increase the feats available on the fighter's bonus feat list. Fortunately, there are lots of feats in various supplements that fit that bill. In fact, many are already designated as appropriate bonus feats for fighters.

And keep your eyes open for inadvertent changes this revision could create. Fighters might qualify for certain prestige classes more easily, for example. If such results occur, make sure they're results you want. Otherwise, moderate them with level requirements or a similar easy fix.



NEW FEATS

Name	Type	Prerequisites	Benefit
Doublefire Wand	General	Craft Wand, Wand Mastery, CL 15th	Use two wands at once
Empower Discipline	General	CL 2nd	Discipline effects increase by 50%
Extra Rune	General	Ability to create runes	Gain one additional rune
Power Patronage	General	CL 5th	Increase ally's effective caster level
Quicken Discipline	General	CL 9th	Using a discipline becomes a free action
Wand Mastery	General	Craft Wand, CL 15th	Use wand as a move action
Empower Spell	Metamagic	—	Spell effects increase by 50%
Enlarge Spell	Metamagic	—	Spell range doubles
Extend Spell	Metamagic	—	Spell duration doubles
Heighten Spell	Metamagic	—	Effective spell level increases
Maximize Spell	Metamagic	CL 7th	Spell effects are at maximum
Quicken Spell	Metamagic	CL 9th	Casting a spell becomes a free action
Silent Spell	Metamagic	—	Casting a spell requires no verbal components
Still Spell	Metamagic	—	Casting a spell requires no somatic components

Disciplines without random variables are not affected. Using this feat requires you to expend a spell slot of 2nd level or higher.

EMPOWER SPELL (METAMAGIC)

You can make your spells more powerful.

Benefit: All variable, numeric effects of an empowered spell increase by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one you make upon casting *dispel magic*) are not affected by this feat. Spells without random variables also go unaffected. You can use Empower Spell three times each day.

Special: You may choose this feat multiple times. Each time you do, you gain three extra daily uses of its benefit.

ENLARGE SPELL (METAMAGIC)

You can increase the area of your spells' effects.

Benefit: An enlarged spell doubles the spell's normal range. Spells that do not define their ranges by distance are unaffected by this feat. The dimensions of a spell's area or effect increase proportionately with the range in spells whose range determines the dimensions. You can use Enlarge Spell three times each day.

Special: You may choose this feat multiple times. Each time you do, you gain three extra daily uses of its benefit.

EXTEND SPELL (METAMAGIC)

You make your spells last longer.

Benefit: An extended spell lasts twice as long as normal. Spells with durations of Concentration, Instantaneous, or Permanent are not affected by this feat. You can use Extend Spell three times each day.

Special: You may choose this feat multiple times. Each time you do, you gain three extra daily uses of its benefit.

EXTRA RUNE (GENERAL)

You know an additional rune that you can use.

Prerequisite: The ability to create runes

Benefit: You can select one rune of a power level you are able to use (lesser, advanced, greater, or rune of power) and add that rune to your list of known runes. This does not alter the total value of runes you may have in existence at one time.

Special: You may choose this feat multiple times. Each time you do, select a different extra rune.

HEIGHTEN SPELL (METAMAGIC)

You can cast your spells as though they were of a level greater than they actually are.

Benefit: A heightened spell has a higher spell level than normal (up to 20th level). Unlike other metamagic feats, Heighten Spell actually increases the level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a *minor globe of invulnerability*) are calculated according to the heightened level.

You may choose to heighten the spell to any level that you are normally able to cast.

MAXIMIZE SPELL (METAMAGIC)

You can make your spells operate at their greatest capacity.

Prerequisite: Caster level 7th

Benefit: All variable, numeric effects of a maximized spell are at maximum. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected by this feat. You can use Maximize Spell twice each day.

Special: You may choose this feat multiple times. Each time you do, you gain two extra daily uses of its benefit.

A maximized and empowered spell gains the separate benefits of each feat: the maximum result plus half again the normally rolled result.



POWER PATRONAGE (GENERAL)

You can use your own mystical might to enhance the spells of others.

Prerequisite: Caster level 5th

Benefit: When an allied spellcaster whose level is lower than yours casts a spell or uses a magical discipline, you can expend a spell slot of your own to increase the other caster's effective level with regard to that spell. The allied caster uses the level of the spell slot you expended as her caster level.

For instance, if a 1st-level wizard uses her Eldritch Bolt discipline, and you expend a 6th-level spell slot, the Eldritch Bolt effect

Design Decisions: Metamagic

With twenty levels of spells, the existing metamagic feats just did not work as written. Rather than rebalancing how many levels higher than normal a spell must be to prepare it with a metamagic modification, I simply allowed the feats to function only a certain number of times per day. This adjustment may lead to greater use of metamagic, but I don't think that's necessarily a bad thing.

is resolved as if the wizard were 6th level; thus, the bolt inflicts more damage. All other aspects of the spell or discipline effect, such as base attack modifier, remain the same.

You must be touching the allied spellcaster to use this feat.

QUICKEN DISCIPLINE (GENERAL)

You can use your disciplines very quickly.

Prerequisite: Caster level 9th

Benefit: Using a quickened discipline becomes a free action. You can perform another action, even casting a spell, in the same round as you use a quickened discipline. You may use only one quickened discipline per round, however. A discipline that requires more than 1 full round to use cannot be quickened. Using this feat requires you to expend a spell slot of 9th level or higher.

QUICKEN SPELL (METAMAGIC)

You can cast your spells very quickly.

Prerequisite: Caster level 9th

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round, however. A spell whose casting time is more than 1 full round cannot be quickened. You can use this feat once each day.

Special: You may choose this feat multiple times. Each time you do, you gain an extra daily use of its benefit.

SILENT SPELL (METAMAGIC)

You make no sound when you cast your spells.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected by this feat. You can use Silent Spell three times each day.

Special: You may choose Silent Spell multiple times. Each time you do, you gain three extra daily uses of its benefit.

Bard spells cannot be enhanced by this metamagic feat.

STILL SPELL (METAMAGIC)

You use no gestures to cast your spells.

Benefit: A still spell can be cast with no somatic components. Spells without somatic components are not affected by this feat. You can use Still Spell three times each day.

Special: You may choose Still Spell multiple times. Each time you do, you gain three extra daily uses of its benefit.

Special: You may choose Still Spell multiple times. Each time you do, you gain three extra daily uses of its benefit.

WAND MASTERY (GENERAL)

Through experience, you use wands more adeptly than others do.

Prerequisites: Craft Wand, caster level 15th

Benefit: When you use a wand, it is a move action rather than a standard action.

Playing the Game

... and that was when I discovered that there was not just one dragon in those caverns, but two. Rather than battle them both, I tricked them into fighting each other, while I gathered the magical treasure I had come to find. Once I had secured it, I realized that the dragons continued to battle. I contemplated waiting to see which one emerged victorious, but I was on a tight schedule, so I merely brought the entire mountain above us down upon them as I teleported away.

—Malhavoc

This chapter includes new rules and rules changes that affect the overall play of the game. The main topics of discussion cover new options for combat actions, hit points, and healing.

HIT POINTS

All characters start with *bonus hit points* equal to their Constitution score. Giving 1st-level characters more hit points in this fashion allows them to face heftier foes at the outset of their adventuring careers while retaining a novice's ability to succeed at attacks, checks, and saves.

A PC's hit points are divided into two categories: Grace and Health. The difference is mostly flavorful rather than mechanical—hit points have always been a mixture of abstract luck or skill and actual physical stamina and toughness. “Grace” and “Health” are just terms that help you distinguish between the two types more concretely. Grace hit points represent luck and skill at avoiding serious wounds, while Health represents actual physical punishment you can sustain.

Health is equal to the bonus hit points gained from Constitution + 1 per level. “Bonus hit points from Constitution” counts both the initial amount at 1st level equal to Constitution score as well as the extra hit points gained each level due to a Constitution bonus. The rest of a character's hit points are considered Grace points. So a 4th-level character with a Constitution score of 15 and 40 total hit points has 27 points of Health (15 [Con] + 8 [+2 Con bonus each level] + 4 [level]) and 13 points of Grace.

When characters suffer hit point damage, they lose Grace points first. The only mechanical distinction to remember here is that Grace hit points heal at a rate of 1 per minute of rest, while Health hit points come back at a rate of 1 per day of rest.

Magical healing works the same way for both hit point categories but always heals Grace hit points first.

WHY GRACE AND HEALTH?

Distinguishing between Grace and Health enables the DM to describe what's happening in combat in such a way as to better convey game information to the players. If players hear the

Design Decisions: More Hit Points

Believing that 1st-level characters start with too few hit points, some DMs choose to start PCs at 2nd or even 3rd level. But giving more hit points to 1st-level characters (by adding their Constitution score to their total) makes them much more interesting in a way that simply starting them at 2nd or 3rd level does not. There's a different dynamic to game play when the ability to stand toe to toe with a typical monster increases but the ability to resist harmful effects (through saving throws) stays the same, as does the ability to land successful blows or use skills. Coupled with a greater access to healing, this allows characters to worry less about getting taken out in one hit and worry more about more interesting threats: ability score damage, spell effects, and so on.

Think about this: Most CR 3, CR 4, or even CR 5 monsters that have interesting abilities requiring saving throws peg those save Difficulty Classes at 13 or 14. When the characters going up against these beasts are 3rd level or so, it'll be the rare encounter in which the party experiences the effects of that ability. The characters are much more likely to make their saves. So it becomes a waste of a round to have, for example, a fire mephit use its heat metal ability against enemies appropriate to its Challenge Rating—it's a foregone conclusion that its breath weapon will inflict only half damage.

But with a simple addition of hit points, I could throw not one but two fire mephits at a party at 1st level. The saves versus the breath weapon will be interesting moments in the game, and someone's armor or weapon is sure to be affected by heat metal. Even with the mephits' damage reduction and fast healing, the PCs will be able to outlast them, when normal 1st-level characters almost certainly could not. (I should point out that there are five characters in my group, not four, which also affects these estimations.)

This result is cool, because creatures like fire mephits are more interesting in small groups than singly. But at their Challenge Rating, by the time normal PCs would encounter a group of them, the mephits' abilities would no longer be very useful to them.

Design Decisions: Magical Healing

With the introduction of various clerical disciplines in Chapter One that allow lots and lots of healing, I decided to place the control not with the healer, but with the healed. In other words, a cleric might be able to heal a character all day long, but there is a limit on how many times in a day the healed character can actually benefit from magical healing.

The nice thing about this rule is that it costs the healer very little to heal his friends. He doesn't give up anything except a round's worth of action—and if he has Divine Presence, not even that (see Chapter One: Classes).

DM say that a blow seemed to really do some actual Health damage to a foe, they'll know the foe is probably close to defeat.

Of course, different types of creatures will have a different ratio of Grace to Health. For example, almost all of a giant's hit points represent toughness, or Health.

This small change reflects the way I've always looked at hit points—much the same way that I look at action in movies. The hero seems to take an absurd amount of punishment throughout the film and not be too affected by it. But right at the end, the abuse suddenly seems to matter a lot more. He's lost all his Grace and he's down to just Health. In other words, movie fights are based on the principle that you wear someone down until you can move in for the really cool finishing blow. This new distinction helps set up that parallel without changing much mechanically—because, mechanically, a hit point is still just a hit point.

Being able to regain Grace more quickly allows characters to press on to more encounters in a single day. It also drastically decreases the need for a cleric. Not that clerics aren't important anymore, but it is possible to have a group without one now. Lastly, it encourages the realistic practice of stopping to rest and catch one's breath after a significant encounter. This last fact has its own effects on the game, however: Spells that last one minute per level generally will be good for only one encounter, even at high levels, because the durations will run out as everyone rests after a fight.

DISABLED, DYING, AND DEAD

Characters no longer necessarily die at -10 hit points, as in the Core Rules, nor do they necessarily fall unconscious when they reach -1 . Instead, they become disabled if they fall to a number of hit points between 0 and their Constitution bonus (if any) expressed as a negative number; they go unconscious below that.

So a character with a Constitution bonus of $+2$ is disabled at 0 , -1 or -2 hit points, and falls unconscious when he reaches -3 hit points. At that point he begins dying.

If the character's hit points drop to a negative number lower than his Constitution score, the character is dead. A character also can die from taking massive damage or after suffering ability damage or drain that reduces his Constitution to 0 .

A character with no Constitution bonus or one with a Constitution penalty becomes disabled at 0 hit points and is dying at -1 hit points.

MAGICAL HEALING

Characters can only receive magical healing a number of times in a given day equal to their level + their Constitution modifier, with a minimum of 2 . The term “magical healing” means *any* application of curative magic, from a potion, to a special ability, to the disciplines described in Chapter One: Classes.

Note that it's incumbent upon healed characters to keep track of how many applications of magical healing they receive each day; this bookkeeping is not the healer's responsibility.

SHIELDING OTHERS

A character adjacent to another character can take damage for that person once per round. In effect, the first character gets in the way and takes a hit for the other person. The character must declare his intention to shield the other person before the attack takes place. This decision means the attack automatically hits (or, if appropriate, the save automatically fails).

This rule is incorporated to encourage the occasional bout of heroism. DMs who see it abused due to damage reduction or immunity should require the shielding character to ready an action in order to take damage for another.

POISON

I like the fact that poison typically inflicts ability score damage, but I always forget to ask the victims to make the second save one minute after the first save. Here is an alternate way of handling poison without altering the poisons themselves.

Determine the maximum amount of damage that a given poison can inflict. For example, a poison that has primary damage of $1d4$ Strength and secondary damage of $1d6$ Strength has a maximum damage of 10 Strength. The victim must attempt a saving throw each round after being subjected to the poison, suffering 1 point of Strength damage each round, until she has either made a successful save or has suffered the maximum damage. One successful saving throw ends the poison's effect.

Existing poisons that do not inflict ability score damage deliver their effects as stated. For example, a poison with paralysis as its “damage” still paralyzes for $2d6$ minutes on one missed save. A poison that inflicts $2d12$ points of hit point damage as its primary effect and $1d6$ points of Constitution damage as its secondary effect must work a bit differently, as you can't add the two types of damage together. In this case, treat the hit point damage as the first round's worth of effect, and then handle the Constitution damage as described above. Thus, the poison inflicts $2d12$ points of damage on the first round, and 1 point of Constitution damage for up to 6 rounds after that (depending on when—and if—the victim succeeds at the save).

DMs could devise new poisons that inflict nonstandard damage (like paralysis, unconsciousness, a sickening effect, a daze effect, etc.) that last until the victim rolls a successful saving throw (attempted each round).

It is easier to remember to make a save each round rather than one save now and one 10 rounds later. This very likely makes low save DC poisons less dangerous and very high save DC poisons

more dangerous. It makes dealing with the poison (using a Heal check or *neutralize poison* spell) more urgent.

ACTIONS IN COMBAT

I suggest a few alterations to various combat actions. Many of these ideas are house rules I have used for years around my own gaming table.

DRAWING AN ITEM

Any character who can draw a weapon as a part of a move can draw anything reasonable (a wand, potion, etc.) as a part of move.

READYING/DELAYING

Readying an action does not change a character's initiative number. Instead, after taking a readied action, the character's turn snaps back to its original position in the lineup. This method is actually more intuitive and easier to keep track of than the original—DMs and players alike often forget to change the readying character's initiative number.

This rule can lead to the rare occurrence of a PC getting to take two actions almost at once, but remember that he isn't gaining an extra action—he gave up his earlier turn to ready an action in the first place.

Delaying still changes a character's position in the initiative order.

STANDING UP

Standing up is a move action that does not provoke an attack of opportunity. Without this alternate approach, trip attacks may be too overpowered. This new rule may rob them of some power, but trip attacks are better too weak than too strong.

TAKING A BREATHER

Breather moments give a PC a chance to gather himself—to mentally regroup, collect his thoughts, catch his breath, and take stock of the situation. Characters who use a standard action to take a breather can do one of the following:

- Heal up to their level in (Grace point) damage
- Gain a bonus to damage equal to +1 plus an additional +1 per four levels on the following round
- Gain a bonus to one attack roll equal to +1 plus an additional +1 per four levels on the following round
- Gain a +1 bonus to one spell save DC for a spell cast on the following round
- Gain a chance to make another saving throw to shake off an unwanted condition with a duration measured in rounds (as opposed to minutes, hours, days, etc. or one with a duration of Instantaneous or Permanent)

Because taking a breather is an action, conditions that prohibit actions—such as being stunned or held—prevent a character from taking a breather.

A character can take a breather only once per encounter. A character cannot take one outside of an encounter involving a round-by-round initiative count.

Design Decisions: Breathers

Watch any action movie, read any book with action scenes, or participate in any kind of combat recreation (like paintball), and you'll see people stopping for a moment to take stock of what's going on. I wanted to encourage that in games now and again, rather than the constant "go-go-go" mentality driven by the six-second round. And the best way to get characters to pause and take stock is to give them a good reason to do it.



Magic

A new spell is like discovering a new delicacy. It should be approached with a slow, gentle demeanor, carefully savored and then devoured. Not all spells are worth keeping, but all are worth trying.

—Malhavoc

This chapter offers new rules for magic, in particular new spells to help flesh out the twenty-level spell progression described earlier in this book. Many spells presented here originally appeared in *Monte Cook's Arcana Evolved*, *The Complete Book of Eldritch Might*, or *The Book of Hallowed Might*. Spells in this chapter that originated in the Core Rules have been modified with minor changes (such as to duration) or alterations to eliminate “save or die” spells.

MAGIC ITEM PRICING AND SPELLCASTING COSTS

When using spell level to determine magic item or spellcasting prices (or whenever using spell level in a formula) divide spell level in half, rounding up.

SPELL LISTS

One of the core concepts of the material in this book is that there are twenty levels of spells, not nine. This change, however, is a difficult one to implement. To make twenty levels of spells, I had to flesh out the lists a lot, particularly since I eliminated a number of spells due to their duplication of discipline effects. (You could, by the way, always restore those spells—*magic missile*, *telekinesis*, *cure light wounds*, and all the rest—and live with the redundancies. Redundancy is not always bad, but it will alter the player characters' choices of disciplines.)

Mostly, though, the spells are the same. I just turned all the original 1st-level spells into 1st- or 2nd-level spells, the old 2nd-level spells into 3rd- and 4th-level spells, and so on. I separated the levels based on power—which is just a judgment call—while keeping the different levels as equal as I could. So, for example, *lightning bolt* becomes a 5th-level spell while *fireball* is 6th; that way, each of the two levels has a good area attack spell.

If you want to add new spells into the lists, you'll have to make those same kinds of judgment calls. Just take any existing spell and determine what level caster could cast it as his highest level spell. Then, make it either that level or one level higher.

As described in Chapter One: Classes, paladins and rangers no longer cast spells.

CLERIC SPELLS

Spells in *italics* in the list below are described later in this chapter. Listed spells that do not appear in this chapter remain unchanged from the Core Rules, except for their level.

1ST-LEVEL CLERIC SPELLS

Armor Contingency: *Summons armor when conditions are met.*

Bane: Enemies take -1 penalty on attack rolls and saves against fear.

Command: One subject obeys selected command for 1 round.

Crystal Shard: *Launches crystal that inflicts $1d8+2$ points of damage.*

Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.

Detect Undead: Reveals undead within 60 feet.

Doom: One subject takes -2 penalty on attack rolls, damage rolls, saves, and checks.

Endure Elements: Subject exists comfortably in hot or cold environments.

Hide From Undead: Undead can't perceive one subject/level.

Inspired Initiative: *Subjects gain $+2$ bonus on their next Initiative check.*

Light: Object shines like a torch.

Magic Stone: Three stones gain $+1$ bonus on attack, deal $1d6+1$ points of damage.

Magic Weapon: Weapon gains $+1$ bonus.

Obscuring Mist: Fog surrounds you.

Stand Against the Tide: *Grants subjects $+2$ AC and $+4$ bonus to resist bull rush and trip attacks.*

Winged Arrows: *Ranged weapon attacks ignore range penalties or gain $+2$ bonus.*

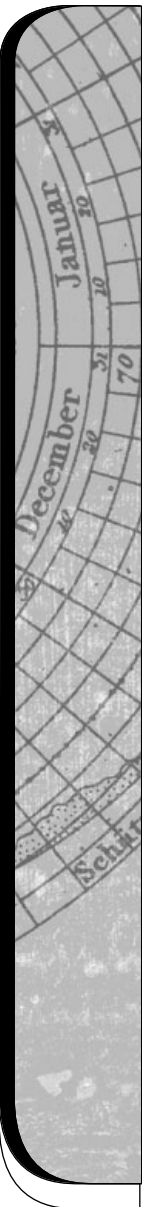
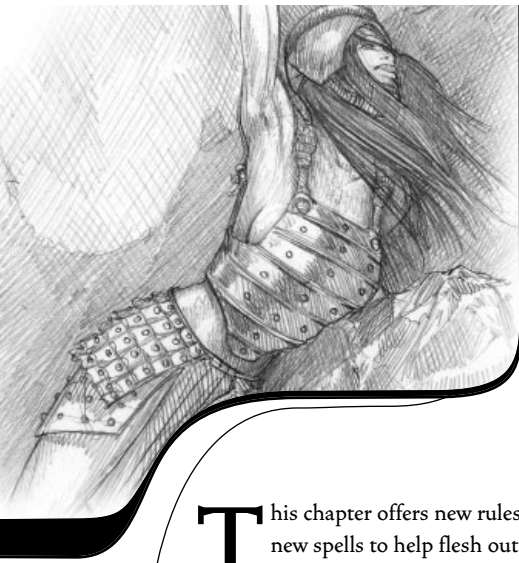
2ND-LEVEL CLERIC SPELLS

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Comprehend Languages: You understand all spoken and written languages.

Deathwatch: Reveals how close subjects within 30 feet are to death.

Divine Favor: You gain $+1$ bonus/three levels on attack and damage rolls.



Entropic Shield: Ranged attacks against you have 20 percent miss chance.

Protection From Chaos/Evil/Good/Law: Protects subject from possession, hedges out elementals and outsiders.

Remove Fear: Suppresses fear or grants +4 bonus on saves against fear for one subject + one/four levels.

Resist Touch: Adds +2 luck bonus +1/three caster levels to touch AC.

Sanctuary: Opponents can't attack you, and you can't attack.

Second Chance: Grants subject a second chance at a saving throw.

Shared Blessing: Subject gains +1 bonus to AC and +2 bonus to saves while within 10 feet of you.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Summon Monster I: Calls extraplanar creature to fight for you.

Water's Blessing: Grants +5 or higher bonus to Swim checks.

3RD-LEVEL CLERIC SPELLS

Aid: Grants +1 bonus on attack rolls and saves against fear and offers 1d8 temporary hit points +1/level (max. +10).

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Augury^{MF}: Shows whether an action will be good or bad.

Bear's Endurance: Grants subject +4 bonus to Constitution for ten minutes/level.

Bull's Strength: Grants subject +4 bonus to Strength for ten minutes/level.

Calm Emotions: Calms creatures, negating emotion effects.

Eagle's Splendor: Grants subject +4 bonus to Charisma for ten minutes/level.

Enthrall: Captivates all within 100 feet + 10 feet/level.

Find Traps: Notice traps as a rogue does.

Gentle Repose: Preserves one corpse.

Hold Person: Paralyzes one humanoid for 1 round/level.

Make Whole: Repairs an object.

Owl's Wisdom: Grants subject +4 bonus to Wisdom for ten minutes/level.

Shield Other^F: You take half of subject's damage.

Spiritual Weapon: Magic weapon attacks on its own.

Status: Monitors condition and position of allies.

4TH-LEVEL CLERIC SPELLS

Consecrate^M: Fills area with positive energy, making undead weaker.

Crystal of Reflection^M: Reflects ray attacks back at attacker.

Darkness: Creates supernatural darkness in a 20-foot radius.

Death Knell: Kills dying creature; you gain 1d8 temporary hit points, +2 bonus to Strength, and +1 level.

Desecrate^M: Fills area with negative energy, making undead stronger.

Grant Quarter: Puts one helpless or willing creature/level in extradimensional prison.

Incorporeal Defense: Grants +4 AC against incorporeal attacks

Remove Paralysis: Frees one or more creatures from paralysis or slow effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 points of ability damage.

Shatter: Sonic vibration damages objects or crystalline creatures.

Silence: Negates sound in 15-foot radius.

Sound Burst: Deals 1d8 points of sonic damage to subjects; may stun them.

Summon Monster II: Calls extraplanar creature to fight for you.

Undetectable Alignment: Conceals alignment for twenty-four hours.

Zone of Truth: Subjects within range cannot lie.

5TH-LEVEL CLERIC SPELLS

Bestow Curse: Inflicts -6 penalty to an ability score; -4 penalty on attack rolls, saves, and checks; or 50 percent chance of losing each action.

Contagion: Infects subject with chosen disease.

Continual Flame^M: Makes a permanent, heatless torch.

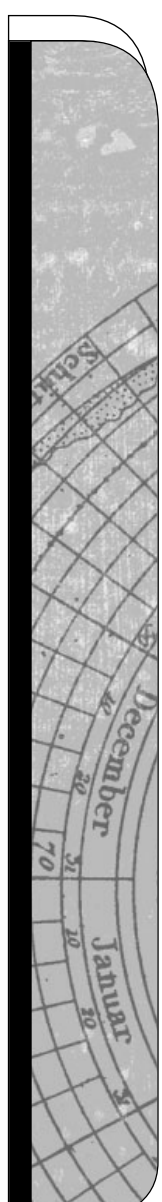
Daylight: Creates bright light in a 60-foot radius.

Deeper Darkness: Object sheds supernatural shadow in 60-foot radius.

Design Decisions: Virtually No "Save or Die"

I've found "save or die" effects to be very exciting, but ultimately unsatisfying. I have taken steps to eliminate them from the vast majority of spells presented here, changing them to massive amounts of damage instead. While the huge amounts of damage the new versions of the spells inflict might still amount to "save or die," at least they use a standardized concept (hit points) to determine whether a character dies. I would likewise advise eliminating other similar effects, such as the vorpal weapon quality.

Note that some spells, like circle of death, are left as-is despite their "save or die" nature because of the Hit Dice limitations built into them. These, in effect, are just like spells that inflict lots of damage, as creatures with lots of hit points still enjoy an advantage.



Helping Hand: Ghostly hand leads subject to you.

Locate Object: Sense direction toward object (specific or type).

Meld Into Stone: You and your gear merge with stone.

Multidimensional Touch: *Your Debilitating Touch discipline can affect incorporeal targets.*

Obscure Object: Masks object against scrying.

Peaceful Weapon: *Target weapon cannot inflict any damage.*

Prayer: Grants allies +1 bonus on most rolls; grants enemies -1 penalty.

Protection From Energy: Absorb 12 points/level of damage from one kind of energy.

Speak With Dead: Corpse answers one question/two caster levels.

Stone Shape: Sculpts stone into any shape.

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if it were solid.

Wind Wall: Deflects arrows, smaller creatures, and gases.

6TH-LEVEL CLERIC SPELLS

Animate Dead^M: Creates undead skeletons and zombies.

Blast of Castigation: *Energy attack inflicts 1d8 points of damage/three caster levels and continues to blast foe.*

Blindness/Deafness: Makes subject blinded or deafened.

Create Food and Water: Feeds three humans (or one horse)/level.

Dispel Magic: Cancels spells and magical effects.

Glyph of Warding^M: Inscription harms those who pass it.

Godspeed: *Speed increases to 60 feet and adds +2 bonus to AC.*

Invisibility Purge: Dispels invisibility within 5 feet/level.

Magic Circle Against Chaos/Evil/Good/Law: As protection spells, but 10-foot radius and ten minutes/level.

Magic Vestment: Armor or shield gains +1 enhancement bonus/four levels.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8 points of damage/two levels, more against undead.

Summon Monster III: Calls extraplanar creature to fight for you.

7TH-LEVEL CLERIC SPELLS

Aeonian Lantern: *Magical nonmoving lantern inflicts a -2 penalty to foes' attacks, saves, and checks.*

Control Water: Raises or lowers bodies of water.

Dismissal: Forces a creature to return to native plane.

Divination^M: Provides useful advice for specific proposed actions.

Freedom of Movement: Subject moves normally despite impediments.

Geas, Lesser: Commands subject of 7 HD or less.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Imbue With Spell Ability: Transfer spells to subject.

Magic Weapon, Greater: Grants +1 bonus/four levels (max. +5).

Mighty Hammer: *Your weapon from the Godhammer discipline gains +1d6 damage bonus.*

Poison: Touch deals 1d10 points of Constitution damage, repeats in one minute.

Repel Vermin: Insects, spiders, and other vermin stay 10 feet away.

Sending: Delivers short message anywhere, instantly.

Stalwart Soul: *Subject gains immunity to ability damage and ability drain*

8TH-LEVEL CLERIC SPELLS

Air Walk: Subject treads on air as if it were solid (climb at 45-degree angle).

Assay Spell Resistance: *Grants +10 bonus on caster level checks to defeat one creature's SR.*

Death Ward: Grants immunity to death spells and negative energy effects.

Dimensional Anchor: Bars extradimensional movement.

Discern Lies: Reveals deliberate falsehoods.

Divine Power: You gain attack bonus, +6 bonus to Strength, and 1 hp/level.

Halo of Protection: *Allies gain +2 bonus to AC and saves.*

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Planar Ally, Lesser^X: Exchange services with a 6 HD extraplanar creature.

Restoration^M: Restores level and ability score drains.

Spell Immunity: *Subject is immune to one spell/four levels.*

Summon Monster IV: Calls extraplanar creature to fight for you.

Tongues: Speak any language.

9TH-LEVEL CLERIC SPELLS

Atonement^{FX}: Removes burden of misdeeds from subject.

Blazing Light: *Ray inflicts 1d8 points of damage/caster level; undead suffer more.*

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Castigate the Dead: *Turning attempts also inflict damage.*

Command, Greater: As command, but affects one subject/level.

Cure Light Wounds, Mass: Cures 1d8 points of damage +1/level for many creatures.

Curse of Wounding: *50 percent of attacks that target the subject now hit when they normally would miss.*

Disrupting Weapon: Melee weapon destroys undead.

Inflict Light Wounds, Mass: Deals 1d8 points of damage +1/level to many creatures.

Insect Plague: Locust swarms attack creatures.
Mark of Justice: Designates action that will trigger curse on subject.
Scrying^F: Spies on subject from a distance.
Spell Resistance: Subject gains SR 12 + caster level.
Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.

10TH-LEVEL CLERIC SPELLS

Commune^X: Deity answers one yes-or-no question/level.
Dispel Chaos/Evil/Good/Law: Grants +4 bonus to AC against attacks.
Flame Strike: Smite foes with divine fire (1d6 points of damage/level).
Hallow^M: Designates location as holy.
Halo of Shelter^M: Surrounds target with energy field that absorbs 5 points of damage/level
Plane Shift^F: Up to eight subjects travel to another plane.
Revivification^M: Restores life to subject who died very recently.
Righteous Might: Your size increases, and you gain combat bonuses.
Shield of Light: Grants +2 armor bonus/three caster levels and +1 enhancement bonus/three caster levels to AC; undead cannot attack.
Slay Living: Touch attack inflicts on subject up to 12d6 points of damage + 1/caster level.
Summon Monster V: Calls extraplanar creature to fight for you.
Symbol of Pain^M: Triggered rune wracks nearby creatures with pain.
True Seeing^M: Lets you see all things as they really are.
Unhallow^M: Designates location as unholy.
Wall of Stone: Creates a stone wall that can be shaped.

11TH-LEVEL CLERIC SPELLS

Animate Objects: Objects attack your foes.
Antilife Shell: 10-foot field hedges out living creatures.
Banishment: Banishes 2 HD/level of extraplanar creatures.
Bear's Endurance, Mass: As bear's endurance, but affects one subject/level.
Bull's Strength, Mass: As bull's strength, but affects one subject/level.
Cure Moderate Wounds, Mass: Cures 2d8 points of damage +1/level for many creatures.
Eagle's Splendor, Mass: As eagle's splendor, but affects one subject/level.
Fires of Hell: Light shines up through cracks in the ground, inflicting 3d8 points of damage to good creatures, more to good outsiders.
Forbiddance^M: Blocks planar travel, damages creatures of different alignment.
Glory of the Beast: Animal or magical beast gains celestial template, maximum hit points, and +2 bonus to all ability scores.



Inflict Moderate Wounds, Mass: Deals 2d8 points of damage +1/level to many creatures.
Light of the Earth: Light shines up through cracks in the ground, inflicting 3d8 points of damage to evil creatures, more to undead.
Owl's Wisdom, Mass: As owl's wisdom, but affects one subject/level.
Symbol of Fear^M: Triggered rune panics nearby creatures.
Symbol of Persuasion^M: Triggered rune charms nearby creatures.
Undeath to Death^M: Destroys 1d4 HD/level of undead (max. 20d4).
Wind Walk: You and your allies turn vaporous and travel fast.
Word of Recall: Teleports you back to designated place.

12TH-LEVEL CLERIC SPELLS

Angel's Redoubt: Conjures a fortified dwelling.
Blade Barrier: Wall of blades deals 1d6 points of damage/level.
Coma: Subject cannot take actions for one hour/level.
Create Undead: Create ghouls, ghosts, mummies, or mohrgs.
Devil's Tower: Conjures a fortified dwelling.
Dispel Magic, Greater: As dispel magic, but up to +20 bonus on check.
Geas/Quest: As lesser geas, plus it affects any creature.
Glyph of Warding, Greater: As glyph of warding, but up to 10d8 points of damage or 6th-level spell.
Harm: Deals 10 points of damage/level to target.

Design Decisions: Missing Spells

Some spells just aren't on these lists. A few of them were removed because they duplicated discipline effects described in Chapter One. Delay poison, find the path, and perhaps a few other spells were removed mostly because I don't care for them personally.

In my opinion, delay poison makes it too easy to completely remove the threat of poison early in the game, and find the path makes it too easy to overcome dungeon challenges. But if you have no problem with these issues, you can easily put them back in these lists.

Heal: Cures 10 points of damage/level, plus all diseases and mental conditions.

Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

Planar Ally^x: As lesser planar ally, but up to 12 HD.

Return and Avenge: Summoned celestial creature returns if destroyed and attacks slayer.

Stone Body: Your body becomes living stone.

Summon Monster VI: Calls extraplanar creature to fight for you.

13TH-LEVEL CLERIC SPELLS

Control Weather: Changes weather in local area.

Crystal Eruption^m: Crystal shards burst from the ground, inflicting 1d6 points of damage/level and stunning.

Cure Serious Wounds, Mass: Cures 3d8 points of damage +1/level for many creatures.

Inflict Serious Wounds, Mass: Deals 3d8 points of damage +1/level to many creatures.

Refuge^m: Alters item to transport its possessor to you.

Regenerate: Subject's severed limbs grow back; cures 4d8 points of damage +1/level (max. +35).

Repulsion: Creatures can't approach you.

Scrying, Greater: As *scrying*, but faster and longer.

Symbol of Stunning^m: Triggered rune stuns nearby creatures.

Symbol of Weakness^m: Triggered rune weakens nearby creatures.

Touch of the Gods: Your healing disciplines also transmit spells.

14TH-LEVEL CLERIC SPELLS

Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.

Destruction^f: Inflicts on subject up to 10 points of damage/caster level and destroys the remains.

Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects.

Ethereal Jaunt: You become ethereal for 1 round/level.

Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects.

Redemption From Evil Power: Undoes the effects of an evil spell cast within 1 round.

Restoration, Greater^x: As *restoration*, plus restores all levels and ability scores.

Stabilize Soul^m: A revived character remains alive or an undead is put to rest.

Summon Monster VII: Calls extraplanar creature to fight for you.

Vengeful Spell Resistance: Grants SR 12 + caster level; enemy caster who resists spell suffers 2d6 points + level in damage.

Waves of Darkness: Unholy energy inflicts 1d6 points of damage/two levels and other effects.

Waves of Light: Holy energy inflicts 1d6 points of damage/two levels and other effects.

Word of Chaos: Kills, confuses, stuns, or deafens non-chaotic subjects.

15TH-LEVEL CLERIC SPELLS

Antimagic Field: Negates magic within 10 feet.

Cloak of Chaos^f: Grants +4 bonus to AC, +4 resistance bonus, and SR 25 against lawful spells.

Cure Critical Wounds, Mass: Cures 4d8 points of damage +1/level for many creatures.

Dimensional Lock: Blocks teleportation and interplanar travel for one day/level.

Holy Aura^f: Grants +4 bonus to AC, +4 resistance bonus, and SR 25 against evil spells.

Holy Shout: Inflicts 1d8 points of sonic damage/two caster levels and other effects to evil creatures.

Inflict Critical Wounds, Mass: Deals 4d8 points of damage +1/level to many creatures.

Shield of Law^f: Grants +4 bonus to AC, +4 resistance bonus, and SR 25 against chaotic spells.

Spell Immunity, Greater: As spell immunity, but up to 15th-level spells.

Symbol of Insanity^m: Triggered rune renders nearby creatures insane.

Unholy Aura^f: Grants +4 bonus to AC, +4 resistance bonus, and SR 25 against good spells.

16TH-LEVEL CLERIC SPELLS

Create Greater Undead^m: Create shadows, wraiths, spectres, or devourers.

Discern Location: Reveals exact location of creature or object.

Earthquake: Intense tremor shakes a radius of 5 feet/level.

Fire Storm: Deals 1d6 points of fire damage/level.

Planar Ally, Greater^x: As lesser planar ally, but up to 18 HD.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Symbol of Death^M: Triggered rune slays nearby creatures.

17TH-LEVEL CLERIC SPELLS

Aspect of the Divine: *You become half-celestial or half-fiendish.*

Astral Projection^M: Projects you and companions onto Astral Plane.

Confutation of the Demon: *Destroys evil outsider or inflicts 10d6 points of damage.*

Destruction of the Angel: *Destroys good outsider or inflicts 10d6 points of damage.*

Energy Drain: Subject gains 2d4 negative levels.

Master Hammer: *Your weapon from the Godhammer discipline gains +6d6 damage bonus.*

Soul Bind^F: Traps newly dead soul to prevent resurrection.

18TH-LEVEL CLERIC SPELLS

Etherealness: Travel to Ethereal Plane with companions.

Gate^X: Connects two planes for travel or summoning.

Gird Against the Enemy: *Living creatures gain immunity to undead and vice versa.*

Summon Monster IX: Calls extraplanar creature to fight for you.

Storm of Vengeance: Storm rains acid, lightning, and hail.

19TH-LEVEL CLERIC SPELLS

Heal, Mass: As *heal*, but with several subjects.

Immortality^M: *Target stops aging.*

Implosion: *Inflicts on target up to 10 points of damage/caster level each round.*

One Step Beyond^M: *Subject is immune to divination.*

Protective Shell: *Hemispheric shield moves with you, making those inside impervious to attacks.*

Raise the Dead^M: *Cast seven times over seven days, this spell fully restores dead subject.*

Sunfire Tomb: *Imprisons target in the sun.*

20TH-LEVEL CLERIC SPELLS

Fiendish Horde: *Inflicts 10d6 points of damage on all good creatures and summons one vrock or osyluth/four caster levels.*

Miracle^X: Requests a deity's intercession.

Perfect Ward: *Anyone touching target or warded area is teleported away.*

Spirit of Triumph: *Grants +10 luck bonus to attacks, damage, AC, saves, and checks.*

Undo: *You reverse one effect.*

Wellspring of Soul's Light: *Inflicts 10d6 points of damage on all evil creatures and summons one 10th-level paladin/four caster levels.*

DRUID SPELLS

Spells in *italics* in the list below are described later in this chapter. Listed spells that do not appear in this chapter remain unchanged from the Core Rules, except for their level.

1ST-LEVEL DRUID SPELLS

Create Water: Creates two gallons/level of pure water.

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Snares and Pits: Reveals natural or primitive traps.

Faerie Fire: Outlines subjects with light, canceling *blur*, concealment, and the like.

Guidance: Grants +1 bonus on one attack roll, saving throw, or skill check.

Hide From Animals: Animals can't perceive one subject/level.

Jump: Subject gets bonus on Jump checks.

Light: Object shines like a torch.

Magic Stone: Three stones gain +1 bonus on attack rolls, deal 1d6+1 points of damage.

Pass Without Trace: One subject/level leaves no tracks.

Purify Food and Drink: Purifies 1 cubic foot/level of food or water.

Resistance: Subject gains +1 bonus on saving throws.

Winged Arrows: *Ranged weapon attacks ignore range penalties or gain +2 bonus.*

2ND-LEVEL DRUID SPELLS

Calm Animals: Calms animals with Hit Dice equal to 2d4 + caster level.

Charm Animal: Makes one animal your friend.

Crystal Shard: *Launches crystal that inflicts 1d8+2 points of damage.*

Endure Elements: Subject exists comfortably in hot or cold environments.

Entangle: Plants entangle everyone in 40-foot radius.

Goodberry: 2d4 berries each cures 1 point of damage (max. 8 points/day).

Longstrider: Your speed increases by 10 feet.

Magic Fang: One natural weapon of subject creature gets +1 bonus on attack and damage rolls.

Obscuring Mist: Fog surrounds you.

Produce Flame: Inflicts 1d6 points of damage +1/level, touch or thrown.

Shillelagh: Cudgel or quarterstaff becomes +1 weapon (1d10 points of damage) for one minute/level.

Stand Against the Tide: *Grants +2 bonus to AC and +4 bonus to resist bull rush and trip attacks.*

Summon Nature's Ally I: Calls creature to fight.

3RD-LEVEL DRUID SPELLS

Animal Messenger: Sends a Tiny animal to a specific place.

Bear's Endurance: Subject gains +1d4 bonus to Constitution for ten minutes/level.

Bull's Strength: Subject gains +1d4 bonus to Strength for ten minutes/level.

Cat's Grace: Subject gains +1d4 bonus to Dexterity for ten minutes/level.

Eagle's Form: You take the form of an eagle.

Fire Trap^M: Opened object deals 1d4 points of damage +1/level.

Flaming Sphere: Creates rolling ball of fire that deals 2d6 points of damage, lasts 1 round/level.

Gust of Wind: Blows away or knocks down smaller creatures.

Owl's Wisdom: Subject gains +1d4 bonus to Wisdom for ten minutes/level.

Reduce Animal: Shrinks one willing animal.

Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.

Spider Climb: Grants ability to walk on walls and ceilings.

Tree Shape: You look exactly like a tree for one hour/level.

Wolf's Form: You take the form of a wolf.

Wood Shape: Rearranges wooden objects to suit you.

4TH-LEVEL DRUID SPELLS

Animal Trance: Fascinates 2d6 HD of animals.

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Chill Metal: Cold metal damages those who touch it.

Flame Blade: Touch attack deals 1d8 points of damage +1/two levels.

Fog Cloud: Fog obscures vision.

Heat Metal: Makes metal so hot it damages those who touch it.

Hold Animal: Paralyzes one animal for 1 round/level.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 points of ability damage.

Shark's Form: You take the form of a Medium shark.

Summon Nature's Ally II: Calls creature to fight.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Warp Wood: Bends wood (shaft, handle, door, plank).

5TH-LEVEL DRUID SPELLS

Contagion: Infects subject with chosen disease.

Crystal of Reflection^M: Reflects ray attacks back at attacker.

Daylight: Creates 60-foot radius of bright light.

Diminish Plants: Reduces size or blights growth of normal plants.

Peaceful Weapon: Target weapon cannot inflict any damage.

Plant Growth: Grows vegetation, improves crops.

Poison: Touch deals 1d10 points of Constitution damage, repeats in one minute.

Quench: Extinguishes nonmagical fires or one magic item.

Snare: Creates a magic booby trap.

Spike Growth: Creatures in area take 1d4 points of damage, may be slowed.

Stone Shape: Sculpts stone into any shape.

Water Breathing: Subjects can breathe underwater.

Wind Wall: Deflects arrows, smaller creatures, and gases.

6TH-LEVEL DRUID SPELLS

Call Lightning: Calls down lightning bolts from sky (3d6 points of damage/bolt).

Dominate Animal: Subject animal obeys silent mental commands.

Lion's Form: You take the form of a dire lion.

Magic Fang, Greater: One creature's natural weapon gets +1 bonus/three levels on attack and damage rolls (max. +5).

Meld Into Stone: You and your gear merge with stone.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Protection From Energy: Absorbs 12 points of damage/level from one kind of energy.

Remove Disease: Cures all diseases affecting subject.

Sleet Storm: Hampers vision and movement.

Summon Nature's Ally III: Calls creature to fight.

7TH-LEVEL DRUID SPELLS

Air Walk: Subject treads on air as if it were solid (climb at 45-degree angle).

Antiplant Shell: Keeps animated plants at bay.

Blight: Withers one plant or deals 1d6 points of damage/level to plant creature.

Command Plants: You sway the actions of one or more plant creatures.

Control Water: Raises or lowers bodies of water.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Ogre's Form: You take the form of an ogre.

Repel Vermin: Insects, spiders, and other vermin stay 10 feet away.

Spike Stones: Creatures in area take 1d8 points of damage, may be slowed.

8TH-LEVEL DRUID SPELLS

Dispel Magic: Cancels spells and magical effects.

Flame Strike: Smite foes with divine fire (1d6 points of damage/level).

Freedom of Movement: Subject moves normally despite impediments.

Ice Storm: Hail deals 5d6 points of damage in cylinder 40 feet across.

Reincarnate: Brings dead subject back in a random body.

Restoration^M: Restores level and ability score drains.
Rusting Grasp: Your touch corrodes iron and alloys.
Scrying^F: Spies on subject from a distance.
Summon Nature's Ally IV: Calls creature to fight.

9TH-LEVEL DRUID SPELLS

Animal Growth: One animal/two levels doubles in size.
Atonement: Removes burden of misdeeds from subject.
Commune With Nature: You learn about terrain for one mile/level.
Control Winds: Changes wind direction and speed.
Death Ward: Grants immunity to all death spells and negative energy effects.
Hallow^M: Designates location as holy.
Spider's Form: *You take the form of a Large monstrous spider.*
Tree Stride: Step from one tree to another far away.
Unhallow^M: Designates location as unholy.
Wall of Thorns: Thorns damage anyone who tries to pass.

10TH-LEVEL DRUID SPELLS

Awaken^X: Animal or tree gains human intellect.
Baleful Polymorph: Transforms subject into harmless animal.
Call Lightning Storm: *As call lightning*, but each bolt deals 5d6 points of damage.
Giant's Form: *You take the form of a hill giant.*
Insect Plague: Locust swarms attack creatures.
Stoneskin^M: Ignore 10 points of damage per attack.
Summon Nature's Ally V: Calls creature to fight.
Transmute Mud to Rock: Transforms two 10-foot cubes/level.
Transmute Rock to Mud: Transforms two 10-foot cubes/level.
Wall of Fire: Deals 2d4 points of fire damage out to 10 feet and 1d4 points out to 20 feet. Passing through wall deals 2d6 points of damage +1/level.

11TH-LEVEL DRUID SPELLS

Bear's Endurance, Mass: *As bear's endurance*, but affects one subject/level.
Bull's Strength, Mass: *As bull's strength*, but affects one subject/level.
Cat's Grace, Mass: *As cat's grace*, but affects one subject/level.
Cure Light Wounds, Mass: Cures 1d8 points of damage +1/level for many creatures.
Glory of the Beast: *Animal or magical beast gains celestial template, maximum hit points, and +2 bonus to all ability scores.*
Ironwood: Magic wood is strong as steel.
Move Earth: Digs trenches and builds hills.
Owl's Wisdom, Mass: *As owl's wisdom*, but affects one subject/level.
Repel Wood: Pushes away wooden objects.
Spellstaff: Stores one spell in wooden quarterstaff.

12TH-LEVEL DRUID SPELLS

Antilife Shell: 10-foot-radius field hedges out living creatures.
Dispel Magic, Greater: *As dispel magic*, but +20 bonus on check.
Fire Seeds: Acorns and berries become grenades and bombs.
Liveoak: Oak becomes treant guardian.
Stone Tell: Talk to natural or worked stone.
Summon Nature's Ally VI: Calls creature to fight.
Transport via Plants: Move instantly from one plant to another of the same kind.
Troll's Form: *You take the form of a troll.*
Wall of Stone: Creates a stone wall that can be shaped.

13TH-LEVEL DRUID SPELLS

Animate Plants: One or more plants animate and fight for you.
Creeping Doom: Swarms of centipedes attack at your command.
Cure Moderate Wounds, Mass: Cures 2d8 points of damage +1/level for many creatures.
Sunbeam: Beam blinds victims and deals 4d6 points of damage.
Transmute Metal to Wood: Metal within 40 feet becomes wood.
True Seeing^M: Lets you see all things as they really are.
Wind Walk: You and your allies turn vaporous and travel fast.

14TH-LEVEL DRUID SPELLS

Changestaff: Your staff becomes a treant on command.
Control Weather: Changes weather in local area.
Crystal Eruption^M: *Crystal shards burst from the ground, inflicting 1d6 points of damage/level and stunning.*
Fire Storm: Deals 1d6 points/level in fire damage.
Heal: Cures 10 points/level of damage, plus all diseases and mental conditions.
Scrying, Greater: *As scrying*, but faster and longer.
Summon Nature's Ally VII: Calls creature to fight.

15TH-LEVEL DRUID SPELLS

Animal Shapes: One ally/level polymorphs into chosen animal.
Control Plants: You control actions of one or more plant creatures.
Cure Serious Wounds, Mass: Cures 3d8 points of damage +1/level for many creatures.
Primal Release: *Subject gains bonuses to physical scores, penalties to mental scores, and more.*
Repel Metal or Stone: Pushes away metal and stone.
Restoration, Greater^X: *As restoration*, plus restores all levels and ability scores.
Word of Recall: Teleports you back to designated place.

16TH-LEVEL DRUID SPELLS

Earthquake: Intense tremor shakes a radius of 5 feet/level.
Finger of Death: Deals 10 points of damage/level to one subject.

Reverse Gravity: Objects and creatures fall upward.

Summon Nature's Ally VIII: Calls creature to fight.

Sunburst: Blinds all within 10 feet, deals 6d6 points of damage.

Whirlwind: Cyclone deals damage and can pick up creatures.

Wyvern's Form: You take the form of a wyvern.

17TH-LEVEL DRUID SPELLS

Antipathy: Object or location affected by spell repels certain creatures.

Cure Critical Wounds, Mass: Cures 4d8 points of damage +1/level for many creatures.

Foresight: "Sixth sense" warns of impending danger.

Regenerate: Subject's severed limbs grow back; cures 4d8 points of damage +1/level (max. +35).

Roc's Form: You take the form of a roc.

Sympathy^M: Object or location attracts certain creatures.

18TH-LEVEL DRUID SPELLS

Behir's Form: You take the form of a behir.

Gird Against the Enemy: Living creatures gain immunity to undead and vice versa.

Horrid Wilting: Deals 1d6 points of damage/level within 30 feet.

Shambler: Summons 1d4+2 shambling mounds to fight for you.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Nature's Ally IX: Calls creature to fight.

19TH-LEVEL DRUID SPELLS

Elemental Swarm: Summons multiple elementals.

Fist of the Elemental Lord: Inflicts 1d6 points of damage/caster level plus special effect.

Meteor Swarm: Four exploding spheres each deals 6d6 points of fire damage.

Protective Shell: Hemispheric shield moves with you, making those inside impervious to attacks.

Sunfire Tomb: Imprisons target in the sun.

20TH-LEVEL DRUID SPELLS

Dragon's Form: You take the form of a young adult red dragon.

Heal, Mass: As *heal*, but with several subjects.

Immortality^M: Target stops aging.

Spirit of Triumph: Grants +10 luck bonus to attacks, damage, AC, saves, and checks.

Undo: You reverse one effect.

WIZARD SPELLS

Spells in *italics* in the list below are described later in this chapter. Listed spells that do not appear in this chapter remain unchanged from the Core Rules, except for their level.

1ST-LEVEL WIZARD SPELLS

Alarm: Wards an area for two hours/level.

Animate Rope: Makes a rope move at your command.

Arrow Deflection: You make saves to deflect incoming ranged attacks.

Burning Hands: Inflicts 1d4 points of fire damage/level (max. 5d4).

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Color Spray: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.

Compelling Question: Target must answer simple question.

Detect Secret Doors: Reveals hidden doors within 60 feet.

Erase: Mundane or magical writing vanishes.

Feather Fall: Objects or creatures fall slowly.

Fey Storage: Creates an extradimensional space you can hide things in.

Grease: Makes a 10-foot square area or one object slippery.

Hold Portal: Holds door shut.

Identify^M: Determines properties of magic item.

Jump: Subject gets bonus on Jump checks.

Light: Object shines like a torch.

Magic Weapon: Weapon gains +1 bonus.

Obscuring Mist: Fog surrounds you.

Private Conversation: Allows subjects to speak without being overheard.

Sleep: Puts 4 HD of creatures into magical slumber.

Summon Monster I: Calls extraplanar creature to fight for you.

Ten's Floating Disk: Creates 3-foot-diameter horizontal disk that holds 100 lbs./level.

Ventriloquism: You throw your voice for one minute/level.

2ND-LEVEL WIZARD SPELLS

Anavar's Anticipated Attack: Next attack against you suffers a -20 penalty.

Charm Person: Makes one person your friend.

Chill Touch: One touch/level deals 1d6 points of damage and possibly 1 point of Strength damage.

Comprehend Languages: You understand all spoken and written languages.

Disdain the Divine: Grants +1 bonus/four levels to saves against divine spells.

Disguise Self: Changes your appearance.

Endure Elements: Subject exists comfortably in hot or cold environments.

Enlarge Person: Humanoid creature doubles in size.

Expeditious Retreat: Your speed increases by 30 feet.

Guide Craft: *A ship, boat, cart, or wagon moves as you command.*

Harassing Weapon: *Weapon of force threatens target.*

Mount: Summons riding horse for two hours/level.

Precise Vision: *Grants +5 bonus to Spot and Search.*

Protection From Chaos/Evil/Good/Law: *Protects subject from possession, hedges out elementals and outsiders.*

Ray of Enfeeblement: Ray deals 1d6 points of Strength damage +1 point/two levels.

Reduce Person: Humanoid creature halves in size.

Shocking Grasp: Touch delivers 1d6 points of electricity damage/level (max. 5d6).

Silent Image: Creates minor illusion of your design.

Slip Between Sight: *You gain +5 bonus to Sneak checks.*

True Strike: Gain +20 bonus on your next attack roll.

Unhand: *Disarms target.*

3RD-LEVEL WIZARD SPELLS

Alter Self: You assume the form of a similar creature.

Arcane Lock^M: *Magically locks a portal or chest.*

Blindness/Deafness: Makes subject blinded or deafened.

Command Undead: Undead creature obeys your commands.

Darkvision: See 60 feet in total darkness.

Eagle's Form: *You take the form of an eagle.*

Energy Lash: *Creates a whip of energy that inflicts 1d6 points of damage +1/two levels.*

False Life: Grants 1d10 temporary hit points +1/level (max. +10).

Fog Cloud: Fog obscures vision.

Gust of Wind: Blows away or knocks down smaller creatures.

Knock: *Opens locked or magically sealed door.*

Leo's Trap^M: Makes item seem trapped.

Magic Mouth^M: Speaks once when triggered.

Misdirection: Misleads divinations for one creature or object.

Obscure Object: Masks object against scrying.

Protection From Arrows: Subject gains immunity to most ranged attacks.

Pyrotechnics: Turns fire into blinding light or choking smoke.

Resist Touch: *Adds +2 luck bonus +1/three caster levels to touch AC.*

Rogue's Stab: *Target gains +1d6 points of sneak attack damage.*

Scare: Panics creatures of less than 6 HD.

See Invisibility: Reveals invisible creatures or objects.

Shatter: Sonic vibration damages objects or crystalline creatures.

Shrapnel Globe: *Creates sphere that explodes, inflicting 1d6 points of damage/two levels.*

Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.

Spider Climb: Grants ability to walk on walls and ceilings.

Summon Monster II: Calls extraplanar creature to fight for you.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Wolf's Form: *You take the form of a wolf.*

4TH-LEVEL WIZARD SPELLS

Bear's Endurance: *Subject gains +1d4 bonus to Constitution for ten minutes/level.*

Blur: Attacks miss subject 20 percent of the time.

Bull's Strength: *Subject gains +1d4 bonus to Strength for ten minutes/level.*

Cat's Grace: *Subject gains +1d4 bonus to Dexterity for ten minutes/level.*

Continual Flame^M: Makes a permanent, heatless torch.

Darkness: *Creates a 20-foot radius of supernatural darkness.*

Detect Thoughts: Allows "listening" to surface thoughts.

Eagle's Splendor: *Subject gains +1d4 bonus to Charisma for ten minutes/level.*

Flaming Sphere: Creates rolling ball of fire that deals 2d6 points of damage, lasts 1 round/level.

Fox's Cunning: *Subject gains +1d4 bonus to Intelligence for ten minutes/level.*

Ghoul Touch: Paralyzes one subject, which exudes stench that sickens those nearby.

Glitterdust: Blinds creatures, outlines invisible creatures.

Invisibility: *Subject is invisible for ten minutes/level or until it attacks.*

Levitate: Subject moves up and down at your direction.

Locate Object: You sense direction toward object (specific or type).

Minor Image: As *silent image*, plus some sound.

Mirror Image: Creates decoy duplicates of you (1d4 +1/three levels, max. eight).

Owl's Wisdom: *Subject gains +1d4 bonus to Wisdom for ten minutes/level.*

Power Craft: *Provides source of locomotion to cart, wagon, boat, or ship.*

Resist Energy: Ignores first 10 (or more) points of damage /attack from specified energy type.

Rope Trick: As many as eight creatures hide in extra-dimensional space.

Shark's Form: *You take the form of a Medium shark.*

Tash's Hideous Laughter: Subject loses actions for 1 round/level.

Web: Fills 20-foot-radius spread with sticky spiderwebs.

Woven Bolt: *Your Eldritch Bolts inflict +1d6 points of damage + 1d6 points/four levels.*

5TH-LEVEL WIZARD SPELLS

- Arcane Sight:** Magical auras become visible to you.
- Blink:** You randomly vanish and reappear for 1 round/level.
- Compelling Question, Greater:** *Target must answer question.*
- Daylight:** Creates 60-foot radius of bright light.
- Deep Slumber:** Puts 10 HD of creatures to sleep.
- Dispel Magic:** Cancels magical spells and effects.
- Explosive Runes:** Deals 6d6 points of damage when runes are read.
- Flame Arrow:** Arrows deal +1d6 points of fire damage.
- Gentle Repose:** Preserves one corpse.
- Halt Undead:** Immobilizes undead for 1 round/level.
- Hold Person:** Paralyzes one humanoid for 1 round/level.
- Illusory Script^M:** Only the intended reader can decipher this writing.
- Keen Edge:** Doubles normal weapon's threat range.
- Leo's Tiny Hut:** Creates shelter for ten creatures.
- Lightning Bolt:** Electricity deals 1d6 points of damage/level.
- Multidimensional Touch:** *Your Debilitating Touch discipline can affect incorporeal targets.*
- Phantom Steed:** Magic horse appears for one hour/level.
- Age:** Subjects gains +2 bonus to Strength and Constitution, +1 bonus on Will saves, and -2 penalty to AC.
- Secret Page:** Changes one page to hide its real content.
- Sepia Snake Sigil^M:** Creates text symbol that immobilizes reader.
- Shrink Item:** Object shrinks to one-sixteenth its size.
- Sleet Storm:** Hampers vision and movement.
- Summon Monster III:** Calls extraplanar creature to fight for you.
- Vampiric Touch:** Touch deals 1d6 points of damage/two levels; you gain damage as hit points.
- Water Breathing:** Subjects can breathe underwater.
- Wind Wall:** Deflects arrows, smaller creatures, and gases.

6TH-LEVEL WIZARD SPELLS

- Arrow Reflection:** *Sends incoming ranged attacks back at attackers.*
- Clairaudience/Clairvoyance:** Hear or see at a distance for one minute/level.
- Displacement:** Attacks miss subject 50 percent of the time.
- Fireball:** Deals 1d6 points of damage/level in a 20-foot radius.
- Fly:** Subject flies at speed of 60 feet.
- Gaseous Form:** Subject becomes insubstantial and can fly slowly.
- Haste:** *One creature gains additional move action each round.*
- Heroism:** Gives +2 bonus on attack rolls, saves, and skill checks.
- Invisibility Sphere:** Makes everyone within 10 feet invisible.
- Lion's Form:** *You take the form of a dire lion.*

Magic Circle Against Chaos/Evil/Good/Law: *As protection spells, but 10-foot radius and ten minutes/level.*

Magic Weapon, Greater: Grants weapon a +1 enhancement/four levels (max. +5).

Major Image: *As silent image, plus sound, smell, and thermal effects.*

Nondetection^M: Hides subject from divination and scrying.

Plunge Deep to the Core: *Weapon bypasses +1 DR/five levels.*

Protection From Energy: Absorb 12 points of damage/level from one kind of energy.

Slow: One subject/level takes only one action/round and suffers -2 penalty to AC and attack rolls.

Stinking Cloud: Nauseating vapors last 1 round/level.

Suggestion: Compels subject to follow stated course of action.

Tongues: Speak any language.

Wall of Force, Lesser: *Wall has 10 points of damage/level.*

7TH-LEVEL WIZARD SPELLS

- Arcane Eye:** Invisible floating eye moves 30 feet/round.
- Bestow Curse:** Inflicts -6 penalty to an ability score; -4 penalty on attack rolls, saves, and checks; or 50 percent chance of losing each action.
- Bind Item:** *Encases object in a globe of force.*
- Contagion:** Infects subject with chosen disease.
- Crushing Despair:** Subjects take -2 penalty on attack rolls, damage rolls, saves, and checks.
- Detect Scrying:** Alerts you to magical eavesdropping.
- Dimensional Anchor:** Bars extradimensional movement.
- Enervation:** Subject gains 1d4 negative levels.
- Fear:** Subjects within cone flee for 1 round/level.
- Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.
- Fire Trap^M:** Opened object deals 1d4 points of damage +1/level.
- Geas, Lesser:** Commands subject of 7 HD or less.
- Ice Storm:** Hail deals 5d6 points of damage in cylinder 40 feet across.
- Illusory Wall:** Wall, floor, or ceiling looks real, but anything can pass through.
- Leo's Secure Shelter:** Creates sturdy cottage.
- Minor Creation:** Creates one cloth or wood object.
- Ogre's Form:** *You take the form of an ogre.*
- Ray's Mnemonic Enhancer^F:** Prepare extra spells or retain one just cast.
- Shout:** Deafens all within cone and deals 5d6 points of sonic damage.
- Solid Fog:** Blocks vision and slows movement.
- Stone Shape:** Sculpts stone into any shape.
- Summon Monster IV:** Calls extraplanar creature to fight for you.
- Wall of Ice:** Creates wall with 15 hp +1/level or hemisphere that can trap creatures inside.

8TH-LEVEL WIZARD SPELLS

Animate Dead^M: Creates undead skeletons and zombies.

Arrow Redirection: *You make saves to redirect incoming ranged attacks to new targets.*

Charm Monster: Makes monster believe it is your ally.

Confusion: Subjects behave oddly for 1 round/level.

Dimension Door: Teleports you a short distance.

Enlarge Person, Mass: Enlarges several creatures.

Eva's Black Tentacles: Tentacles grapple all within a 15-foot spread.

Globe of Invulnerability, Lesser: *Stops 1st- through 5th-level spell effects.*

Invisibility, Greater: *As invisibility, but subject can attack and stay invisible.*

Locate Creature: Indicates direction to familiar creature.

Otil's Resilient Sphere: Force globe protects but traps one subject.

Punitive Telepathy: *You can inflict damage with your Telepathy discipline.*

Reduce Person, Mass: Reduces several creatures.

Remove Curse: Frees object or person from curse.

Screyng^F: Spies on subject from a distance.

Slay Illusion: *Creates illusion that destroys other illusions.*

Stoneskin^M: Ignore 10 points of damage/attack.

Strength to Strike: *You suffer 2 points of Strength damage, but your weapon inflicts +2d6 points of damage.*

Suppress Lesser: *Lower-level wizard cannot cast spells.*

Wall of Fire: Deals 2d4 points of fire damage out to 10 feet and 1d4 points out to 20 feet. Passing through wall deals 2d6 points of damage +1/level.

9TH-LEVEL WIZARD SPELLS

Animal Growth: One animal/two levels doubles in size.

Big Interposing Hand: Hand provides cover against one opponent.

Blight: Withers one plant or deals 1d6 points of damage/level to plant creature.

Cone of Cold: Inflicts 1d6 points of cold damage/level.

Dismissal: Forces a creature to return to its native plane.

Dream: Sends message to anyone sleeping.

Major Creation: *As minor creation, plus stone and metal.*

Mord's Faithful Hound: Phantom dog can guard and attack.

Nightmare: Sends vision dealing 1d10 points of damage and fatigue.

Overland Flight: You fly at a speed of 40 feet and can hustle over long distances.

Phantom Foil: *Creates phantasms that negate sneak attacks.*

Prying Eyes: 1d4 floating eyes +1 eye/level scout for you.

Ray's Telepathic Bond: Link lets allies communicate.

Seeming: Changes appearance of one person/two levels.



Sending: Delivers short message anywhere, instantly.

Spider's Form: *You take the form of a Large monstrous spider.*

Summon Monster V: Calls extraplanar creature to fight for you.

Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Transmute Mud to Rock: Transforms two 10-foot cubes/level.

Transmute Rock to Mud: Transforms two 10-foot cubes/level.

X-Ray Vision: *You see through matter.*

Wall of Stone: Creates a stone wall that can be shaped.

Waves of Fatigue: Several targets become fatigued.

10TH-LEVEL WIZARD SPELLS

Baleful Polymorph: Transforms subject into a harmless animal.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Cloudkill: Kills creatures with 3 HD or less; those with 4–6 HD save or die, those with 6 HD or more take Constitution damage.

Contact Other Plane: Lets you ask question of extraplanar entity.

Dominate Person: Controls humanoid telepathically.

Fabricate: Transforms raw materials into finished items.

False Vision^M: Fools scrying with an illusion.

Feeblemind: Subject's Intelligence and Charisma drop to 1.

Giant's Form: *You take the form of a hill giant.*

Hold Monster: As *hold person*, but any creature.

Magic Jar^F: Enables possession of another creature.

Mind Fog: Subjects in fog get –10 penalty to Wisdom and Will checks.

Mord's Private Sanctum: Prevents anyone from viewing or scrying an area for twenty-four hours.

Overcome Force: *Subject gains immunity to force damage and can walk through wall of force.*

Passwall: Creates passage through wood or stone wall.

Permanency^X: Makes certain spells permanent.

Persistent Image: As *major image*, but no concentration required.

Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.

Symbol of Pain^M: Triggered rune wracks nearby creatures with pain.

Teleport: Instantly transports you as far as 100 miles/level.

Wall of Force: Wall is immune to damage.

11TH-LEVEL WIZARD SPELLS

Acid Fog: Fog deals acid damage.

Analyze Dweomer^F: Reveals magical aspects of subject.

Chain Lightning: Bolt inflicts 1d6 points of damage/level; one secondary bolt/level each deals half damage.

Dispel Magic, Greater: As *dispel magic*, but +20 bonus on check.

Eyebite: Target becomes panicked, sickened, and comatose.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Guards and Wards: Array of magic effects protects area.

Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.

Mislead: Turns you invisible and creates illusory double.

Mord's Lucubration: Recall spell of 10th level or lower.

Move Earth: Digs trenches and build hills.

Oroster's Revenge: *Attackers suffer 2d6 points of damage +1/level for each attack.*

Otil's Freezing Sphere: Freezes water or deals cold damage.

Programmed Image^M: As *major image*, plus triggered by event.

Repulsion: Creatures can't approach you.

Shadow Walk: Step into shadow to travel rapidly.

Stone to Flesh: Restores petrified creature.

Summon Monster VI: Calls extraplanar creature to fight for you.

Symbol of Fear^M: Triggered rune panics nearby creatures.

Symbol of Persuasion^M: Triggered rune charms nearby creatures.

Teleport Tracer: *Uncovers destination of teleport.*

Ten's Transformation^M: You gain combat bonuses.

Undeath to Death^M: Destroys 1d4 HD/level of undead (max. 20d4).

Veil: Changes appearance of group of creatures.

Wall of Iron^M: Creates wall with 30 hp/four levels; can topple onto foes.

12TH-LEVEL WIZARD SPELLS

Antimagic Field: Negates magic within 10 feet.

Bear's Endurance, Mass: As *bear's endurance*, but affects one subject/level.

Big Forceful Hand: Hand pushes creatures away.

Brilliant Energy Weapon: *Weapon gains brilliant energy quality.*

Bull's Strength, Mass: As *bull's strength*, but affects one subject/level.

Cat's Grace, Mass: As *cat's grace*, but affects one subject/level.

Circle of Death^M: Kills creatures equal to 1d4 HD/level.

Conditional Spell: *Designated spell triggers spell stored in object.*

Contingency^F: Sets trigger condition for another spell.

Create Undead^M: Creates ghouls, ghosts, mummies, or mohrgs.

Disintegrate: Makes one creature or object vanish.

Eagle's Splendor, Mass: As *eagle's splendor*, but affects one subject/level.

Flesh to Stone: Turns subject creature into statue.

Fox's Cunning, Mass: As *fox's cunning*, but affects one subject/level.

Freezing Claw: Ranged touch attack inflicts 3d6 points of cold damage and freezes subject solid.

Globe of Invulnerability: As lesser globe of invulnerability, plus up to 8th-level spell effects.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, and skill checks; immunity to fear; and temporary hit points.

Nonesuch Spell: Prevents one 8th-level or lower spell from being cast within 50 feet of you.

Owl's Wisdom, Mass: As *owl's wisdom*, but affects one subject/level.

Permanent Image: Includes sight, sound, and smell.

Planar Binding: As *lesser planar binding*, but affects up to 12 HD.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Troll's Form: You take the form of a troll.

True Seeing^M: Lets you see all things as they really are.

13TH-LEVEL WIZARD SPELLS

Arcane Sight, Greater: As *arcane sight*, but also reveals magic effects on creatures and objects.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Control Undead: Undead don't attack you while under your command.

Delayed Blast Fireball: Inflicts 1d6 points of fire damage /level; you can postpone blast for 5 rounds.

Draw's Instant Summons^M: Prepared object appears in your hand.

Forcecage^M: Cube or cage of force imprisons all inside.

Hold Person, Mass: As *hold person*, but all within 30 feet.

Jevicca's Fourfold Ostracism: Sends up to four targets to another plane temporarily.

Mord's Sword^F: Floating magic blade strikes opponents.

Phase Door: Creates an invisible passage through wood or stone.

Reverse Gravity: Objects and creatures fall upward.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Simulacrum^{MX}: Creates partially real double of a creature.

Summon Monster VII: Calls extraplanar creature to fight for you.

Symbol of Stunning^M: Triggered rune stuns nearby creatures.

Symbol of Weakness^M: Triggered rune weakens nearby creatures.

Teleport Object: As *teleport*, but affects a touched object.

Vision^{MX}: As *legend lore*, but quicker and strenuous.

Waves of Exhaustion: Several targets become exhausted.

14TH-LEVEL WIZARD SPELLS

Big Grasping Hand: Hand provides cover, pushes, or grapples.

Control Weather: Changes weather in local area.

Ethereal Jaunt: You become ethereal for 1 round/level.

Finger of Death: Deals 10 points of damage/level to one subject.

Insanity: Subject suffers continuous confusion.

Invisibility, Mass: As *invisibility*, but affects all in range.

Limited Wish^X: Alters reality, within spell limits.

Mord's Magnificent Mansion^F: Door leads to extra-dimensional mansion.

Plane Shift^F: Up to eight subjects travel to another plane.

Power Word Blind: Blinds creature with 200 hp or less.

Prismatic Spray: Rays hit subjects with variety of effects.

Project Image: Illusory double can talk and cast spells.

Scrying, Greater: As *scrying*, but faster and longer.

Spell Turning: Reflects 1d4+6 spell levels back at their caster.

Spellmaster: Increases range and duration of spells, delays effects, and shapes areas.

Teleport, Greater: As *teleport*, but no range limit and no off-target arrival.

15TH-LEVEL WIZARD SPELLS

Antipathy: Object or location affected by spell repels certain creatures.

Big Clenched Fist: Large hand provides cover, pushes, or attacks your foes.

Binding^M: Utilizes an array of techniques to imprison a creature.

Dimensional Lock: Blocks teleportation and interplanar travel for one day/level.

Incendiary Cloud: Cloud deals 4d6 points of fire damage/round.

Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

Otto's Irresistible Dance: Forces subject to dance.

Prohibit Kind^M: Puts all creatures other than specified type into stasis.

Protection from Spells^{MF}: Confers +8 resistance bonus.

Prying Eyes, Greater: As *prying eyes*, but eyes have true seeing.

Scintillating Pattern: Twisting colors confuse, stun, or render creatures unconscious.

Screen: Illusion hides area from vision, scrying.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Sunburst: Blinds all within 10 feet, deals 6d6 points of damage.

Symbol of Insanity^M: Triggered rune renders nearby creatures insane.

Sympathy^F: Object or location attracts certain creatures.
Trap the Soul^{MF}: Imprisons subject within gem.
Wyvern's Form: You take the form of a wyvern.

16TH-LEVEL WIZARD SPELLS

Charm Monster, Mass: As *charm monster*, but all within 30 feet.
Clone^{MF}: Duplicate awakens when original dies.
Create Greater Undead^M: Create shadows, wraiths, spectres, or devourers.
Demand: As *sending*, plus you can send suggestion.
Discern Location: Reveals exact location of creature or object.
Horrid Wilting: Deals 1d6 points of damage/level within 30 feet.
Iron Body: Your body becomes living iron.
Maze: Traps subject in extradimensional maze.
Mind Blank: Subject is immune to mental/emotional magic and scrying.
Otil's Telekinetic Sphere: As *Otil's resilient sphere*, but you move sphere telekinetically.
Planar Binding, Greater: As *lesser planar binding*, but up to 18 HD.
Power Word Stun: Stuns creature with 150 hp or less.
Prismatic Wall: Wall's colors have array of effects.
Roc's Form: You take the form of a roc.
Shout, Greater: Devastating yell deals 10d6 points of sonic damage, stuns creatures, and damages objects.
Symbol of Death^M: Triggered rune slays nearby creatures.
Temporal Stasis^M: Puts subject into suspended animation.

17TH-LEVEL WIZARD SPELLS

Astral Projection^M: Projects you and companions onto Astral Plane.
Behir's Form: You take the form of a behir.
Big Crushing Hand: Large hand provides cover, pushes, or crushes your foes.
Energy Drain: Subject gains 2d4 negative levels.
Foresight: "Sixth sense" warns of impending danger.
Freedom: Releases creature from imprisonment.
Gate^X: Connects two planes for travel or summoning.
Refuge^M: Alters item to transport its possessor to you.
Soul Bind^F: Traps newly dead soul to prevent resurrection.
Summon Monster IX: Calls extraplanar creature to fight for you.
Teleportation Circle^M: Circle teleports any creature inside to designated spot.

18TH-LEVEL WIZARD SPELLS

Capture Soul^F: Traps creature's (living or dead) soul in object; you can force soul to answer questions.
Counterspell Shield: Creates a floating shield that protects you and negates hostile magic.

Dominate Monster: As *dominate person*, but any creature.
Escape Death^M: Transport to a location of your choice with a chance to save your life.

Etherealness: Travel to Ethereal Plane with companions.
Hold Monster, Mass: As *hold monster*, but all within 30 feet.
Meteor Swarm: Four exploding spheres each deal 6d6 points of fire damage.
One Step Beyond^M: Targets gain immunity to divination.
Shifting Sanctum: Transfer a portion of one location to another location.

19TH-LEVEL WIZARD SPELLS

Doorway to Elsewhere^M: Creates a doorway to another location.
Immortality^M: Target stops aging.
Imprisonment: Entombs subject beneath the earth.
Magma Burst: Creates volcanic pit that inflicts 20d6 points of damage.
Mord's Disjunction: Dispels magic, disenchanting magic items.
Power Word Kill: Kills one creature with 100 hp or less.
Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.
Wail of the Banshee: One creature/level suffers 10 points of damage/caster level.

20TH-LEVEL WIZARD SPELLS

Arcana Form: You become pure energy that can power spells.
Dragon's Form: You take the form of a young adult red dragon.
Duplicate^M: Creates an exact duplicate of you that you control.
Fist of the Elemental Lord: Inflicts 1d6 points of damage/caster level plus special effect.
Perfect Ward: Anyone touching target or warded area is teleported away.
Spirit of Triumph: Grants +10 luck bonus to attacks, damage, AC, saves, and checks.
Time Stop: You act freely for 1d4+1 rounds.
True Telekinesis: You mentally move object or creature up to 1,000 lbs./caster level.
Undo: Reverses one effect
Wish^X: As *limited wish*, but with fewer limits.

SPELL DESCRIPTIONS

It's interesting to play characters who get a whole new selection of spells every level. On the other hand, they have fewer slots for any particular level, so casters will end up with a greater variety of spells prepared. Further, because casters have disciplines to cover basic needs, like attack and defense, you may find these characters preparing a greater variety of utility spells. That's interesting too.

AEONIAN LANTERN

Conjuration (Creation)

Level: Cleric 7**Components:** V, S**Casting Time:** One standard action**Range:** Touch**Effect:** A glowing, stationary lantern**Duration:** Permanent (D)**Saving Throw:** None**Spell Resistance:** No

You create a magical glowing lantern. In its eternal light, which is equal to that of a normal lantern (30-foot radius), all foes suffer a –2 morale penalty to attacks, saves, and checks. The lantern can float in mid-air or rest upon a surface, but once created it does not move.

It is not a physical object, just a manifestation of light and energy. As such, it cannot be damaged, although it can be extinguished.



You—and those whom you teach the specific command word unique to the lantern—can douse the light with a word. The illumination returns upon command whenever desired.

Many temples or frequent campsites in the wilderness are protected by one or more *aeonian lanterns*.

ANAVAR'S ANTICIPATED**ATTACK**

Divination

Level: Wizard 2**Components:** V, S**Casting Time:** One standard action**Range:** Personal**Target:** You**Duration:** 1 round/level

You peer momentarily into the future, enough to be warned of a coming attack. The first time you are attacked within the spell's duration, the attack suffers a –20 luck penalty. After the first attack, the spell's effects disappear.

ANGEL'S REDOUBT

Conjuration (Creation) [Good]

Level: Cleric 12**Components:** V, S, M**Casting Time:** One minute**Range:** Medium (100 feet + 10 feet/level)**Effect:** A tower 20 feet square and 30 feet tall**Duration:** Two hours/level**Saving Throw:** None**Spell Resistance:** No

You conjure a fortified tower made of stone. There are two floors and a flat roof with battlements, all connected by narrow stairs on the interior. In all respects the structure resembles a normal tower, with an iron door and three shuttered windows on the upper interior level (stairs lead from the ground level outside to the door), and a small fireplace.

The shelter has a comfortable temperature and atmosphere no matter what the conditions are like outside. The tower provides considerable security—the walls are 4-foot-thick stone and the

door is 2-inch-thick iron. The structure itself resists spells cast directly upon it as if it had SR 25. It is impervious to normal missiles, though not the sort cast by siege machinery or giants.

The door, shutters, and even chimney remain secure against intrusion, the former two being *arcane locked* and the latter secured by an iron grate at the top of a narrow flue. Finally, the spell conjures seven celestial dogs to watch over and protect the tower for its duration.

The tower contains elegant furnishings: twelve bunks, a trestle table, eight chairs, two benches, and a writing desk. The interior is filled with reliefs and tapestries depicting angels and holy beings.

Material Component: A small block of granite and a white feather dipped in holy water.

ARCANA FORM

Transmutation

Level: Wizard 20**Components:** V, S**Casting Time:** One standard action**Range:** Personal**Target:** You**Duration:** Ten minutes/level**Saving Throw:** None**Spell Resistance:** No

You transform yourself into a being of pure magical energy. You are incorporeal, immune to critical hits, and can fly with good maneuverability at a speed of 100.

Because you can draw magical essence from your own form, you can use this energy to cast spells. At the cost of 5 hit points per spell level, you can cast spells with no loss of prepared spells or spell slots. You may cast only spells you know, or those you have prepared for that day, if you prepare spells. At the cost of 1 Constitution point (temporary damage), you can use a charged item and not expend a charge; 2 Constitution points will save two charges, if needed.

Should you enter an *antimagic field*, you cease to exist for the rest of the spell's duration (or the antimagic's duration, whichever is shorter).

Design Decisions: Arcane Lock and Knock

The game functions slightly better without absolutes. Arcane lock and knock, as presented in this chapter, work alongside the standard Open Lock skill rules (see knock, page 66).

Thus, a spellcaster with knock might not be able to open every door. This allows DMs to include really difficult to open doors as important aspects to their adventures, without knock being the key that always works. Further, in this way, the spellcaster might not always outshine the lockpicking rogue.

ARCANE LOCK

Abjuration

Level: Wizard 3

Components: V, S, M

Casting Time: One standard action

Range: Touch

Target: The door, chest, or portal touched, up to 30 square feet/level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

An *arcane lock* spell cast upon a door, chest, or portal adds a magical lock to it with an Open Lock DC equal to 10 + caster level. You can freely pass your own *arcane lock* without affecting it. Add 10 to the normal Difficulty Class to break open a door or portal affected by this spell. (A *knock* spell does not remove an *arcane lock*; it only suppresses the effect for ten minutes.)

If *arcane lock* is cast on a door that already has a conventional lock, add +5 to the Open Lock DC of the existing lock or use the *arcane lock* Difficulty Class, whichever is higher.

Material Component: Gold dust worth 25 gp.

ARMOR CONTINGENCY

Conjuration (Calling)

Level: Cleric 1

Components: V, S, M

Casting Time: Ten minutes

Range: Touch

Effect: One suit of armor

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You set up a contingency with your armor, so that if a predetermined event (such as a specific word or gesture from you as a free action) takes place during the duration, the armor appears on you, fully donned and prepared. The armor must be within one mile per level for this spell to function, and it cannot bring anything else with it. For example, you cannot attach your weapon to your armor and expect that to appear with the armor. A shield cannot be prepared with this contingency, only a suit of armor.

An obvious contingency event might be, "If I am attacked."

Material Component: A few drops of scented oil

ARROW DEFLECTION

Transmutation

Level: Wizard 1

Components: V, S

Casting Time: One standard action

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You can attempt to deflect one ranged physical (nonspell) attack per round as a free action with a Reflex saving throw (DC 20); if the ranged weapon has a magical bonus to attack, the Difficulty Class increases by that amount.

Should you succeed at the save, you deflect the ranged weapon. You must be aware of the attack and not flat footed, however.

ARROW REDIRECTION

Transmutation

Level: Wizard 8

Components: V, S

Casting Time: One standard action

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

As *arrow reflection* below, except that you may redirect the ranged attack at anyone of your choosing within the attack's normal range. The attack retains its initial attack roll to determine whether it hits the new target and inflicts damage normally.

Thus, if an archer fires an arrow at you with an attack roll of +25, you direct it at another target, striking if the new target's Armor Class is 25 or less. You can still redirect attacks back at the original attacker if you wish.

ARROW REFLECTION

Transmutation

Level: Wizard 6

Components: V, S

Casting Time: One standard action

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You can force one ranged physical (nonspell) attack back at its source each round as a free action. The attack retains its initial attack roll to determine whether it hits the source and inflicts damage normally.

Thus, if an archer fires an arrow at you with an attack roll of +25, you reflect it back at the archer, striking if the archer's Armor Class is 25 or less. You must be aware of the attack and not flat footed, however.

ASPECT OF THE DIVINE

Transmutation [Evil or Good]

Level: Cleric 17

Components: V, S, DF

Casting Time: One standard action

Range: Personal

Target: You

Duration: 1 round/level

You take on many qualities of a half-celestial or half-fiend, although your creature type does not change. Only clerics of good or evil alignment can use this spell.

Good clerics become half-celestials as follows:

- You grow feathered wings that allow you to fly at twice your normal speed (good maneuverability).
- You gain +1 natural armor.
- You gain low-light vision.
- You gain resistance 10 to acid, cold, and electricity.
- You gain immunity to disease.
- You gain a +4 racial bonus on saving throws against poison.
- You gain damage reduction 10/magic.
- You gain spell resistance 25.
- You gain the following bonuses to your ability scores: +4 Strength, +2 Dexterity, +4 Constitution, +2 Intelligence, +4 Wisdom, +4 Charisma.

Evil clerics become half-fiends as follows:

- You grow batlike wings that allow you to fly at your normal speed (average maneuverability).
- You gain +1 natural armor.
- You gain bite and claw attacks. If you are size Medium or larger, your bite deals 1d6 points of damage and each claw attack deals 1d4 points of damage. If you are Small, your bite deals 1d3 points of damage and each claw attack deals 1d3 points of damage.
- You gain darkvision out to 60 feet.
- You gain immunity to poison.
- You gain resistance 10 to acid, cold, electricity, and fire.
- You gain damage reduction 10/magic.
- You gain spell resistance 25.
- You gain the following bonuses to your ability scores: +4 Strength, +4 Dexterity, +2 Constitution, +4 Intelligence, +0 Wisdom, +2 Charisma.

ASSAY SPELL RESISTANCE

Divination

Level: Cleric 8

Components: V, S

Casting Time: One swift action

Range: Personal

Target: You

Duration: 1 round/level

Your eyes glow with a pale blue radiance, and you understand how to overcome your foe's resistance to your magic.

This spell gives you a +10 bonus on caster level checks to overcome the spell resistance of a specific creature. *Assay spell resistance* is effective only against one specific creature per casting, and you must be able to see the creature when you cast the spell.

BEAR'S ENDURANCE

Transmutation

Level: Cleric 3, Wizard 4

Components: V, S, M/DF

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: One hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains greater endurance thanks to your spell. *Bear's endurance* grants an enhancement bonus to Constitution of 1d4+1 points, adding the usual benefits to Fortitude saving throws, Constitution-related skill checks, etc.

Arcane Material Component: A few hairs, or a pinch of dung, from a bear.

BEHIR'S FORM

Transmutation

Level: Druid 18, Wizard 17

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: You

Duration: Ten minutes/level

You change yourself into a behir. Your type changes to magical beast. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore

temporary ability damage or provide other benefits of resting; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of a behir but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the behir's bite damage, Armor Class, speed, breath weapon, constrict ability, improved grab, rake, swallow whole ability, immunity to trips, darkvision, immunity to electricity, low-light vision, and scent. You retain your own skills and feats and gain the behir's feats and racial bonuses to skills (but not its skill ranks). You can speak, cast spells, and use disciplines in behir form.

The equipment you wear is subsumed into the *behir's form*, but it is nonfunctional.

Material Component: A behir's scale.

BIND ITEM

Evocation [Force]

Level: Wizard 7

Components: V, S

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One object no larger than 3 feet across

Duration: Ten minutes/level

Saving Throw: None

Spell Resistance: No

The subject of this spell is encased in a globe of force no larger than 3 feet in diameter. If a creature holds the target object, the creature can make a Reflex saving throw to resist the effects of the spell. The globe remains impervious to harm, much like a *wall of force*. However, the globe is weightless and can be moved (assuming enough force is available to move the weight of the object encased in the globe).

This spell often proves useful in transporting dangerous substances.

BLAST OF CASTIGATION

Evocation

Level: Cleric 6**Components:** V, S, DF**Casting Time:** One standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature**Duration:** Concentration (up to 1 round/level)**Saving Throw:** Reflex half**Spell Resistance:** Yes

You hurl a ray of violet energy from your open palm. You must make a ranged attack roll against the target. A successful strike inflicts 1d8 points of damage for every three caster levels (maximum 5d8).

You may then concentrate to keep blasting the target with a continuous beam of energy. Each round the target is blasted, the spell deals 1d8 points of damage for every three caster levels (maximum 5d8).

If you or the target moves so as to break line of sight, even for a moment, the spell ends. You cannot switch the target of the spell once you have cast it.

BLAZING LIGHT

Evocation

Level: Cleric 9**Components:** V, S, DF**Casting Time:** One standard action**Range:** Long (400 feet + 40 feet/level)**Area:** Line 10 feet wide**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

Focusing holy power like a ray of sunlight, you project a beam of light from your hand. Creatures struck by this ray of light take 1d8 points of damage per caster level (maximum 15d8).

Undead creatures take an additional +2d8 points of damage; undead creatures that are particularly vulnerable to sunlight, such as vampires, take an additional +5d8 points of damage. Constructs and inanimate objects suffer only 1d6 points of damage per caster level (maximum 15d6).

BRILLIANT ENERGY**WEAPON**

Transmutation

Level: Wizard 12**Components:** V, S**Casting Time:** One standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One melee weapon**Duration:** Ten minutes/level**Saving Throw:** Will negates (harmless, object)**Spell Resistance:** Yes (harmless, object)

You give a single melee weapon the brilliant energy quality.

BULL'S STRENGTH

Transmutation

Level: Cleric 3, Wizard 4**Components:** V, S, M/DF**Casting Time:** One standard action**Range:** Touch**Target:** Creature touched**Duration:** One hour/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

The subject becomes stronger thanks to your spell. *Bull's strength* grants an enhancement bonus to Strength of 1d4+1 points, adding the usual benefits to melee attack rolls, melee damage rolls, Strength-related skill checks, etc.

Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

CAPTURE SOUL

Necromancy

Level: Wizard 18**Components:** V, S, F**Casting Time:** One standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One soul**Duration:** Instantaneous**Saving Throw:** Will negates (see text)**Spell Resistance:** Yes

You trap a creature's soul in an object. The creature can be alive or dead (dead souls have the same saving throw bonuses and spell resistance

that they had in life). If the creature is alive, the soulless body falls to the ground, in a coma. If the soul belongs to a creature that died within 1 round per caster level, the saving throw Difficulty Class increases by +5.

This spell functions against incorporeal undead spirits. However, dead creatures whose souls are captured cannot be raised from the dead.

Captured souls can take no actions. You can offer the captured soul as a reward to an outsider or force the soul to answer one question truthfully each day (the only possible answers are "yes," "no," and "I don't know").

Focus: The object storing the soul may be no larger than you and must be worth at least 5,000 gp. You must have both it and the target in range while you cast the spell. Casting the spell does not consume the receptacle, but destroying the object sends the soul back to its rightful place—its body if it was a living soul, or the afterlife if it was dead.

CASTIGATE THE DEAD

Transmutation

Level: Cleric 9**Components:** V, S, DF**Casting Time:** One free action**Range:** Personal**Target:** You**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

When you use the Turn Undead discipline, you also inflict upon the undead 1d6 points of damage + 1d6 points for every two caster levels. If you already have the damage enhancement to the discipline (see Chapter One: Classes), then the undead flee as well as suffer damage.

This spell is cast at the same time as you turn undead. It is a free action that can be used only on your turn, and never more than once per round. It cannot be used on the same round as a quickened spell or a quickened discipline.

CAT'S GRACE

Transmutation

Level: Wizard 4**Components:** V, S, M**Casting Time:** One standard action**Range:** Touch**Target:** Creature touched**Duration:** One hour/level**Saving Throw:** None**Spell Resistance:** Yes

The transmuted creature becomes more graceful, agile, and coordinated thanks to your spell. *Cat's grace* grants an enhancement bonus to Dexterity of 1d4+1 points, adding the usual benefits to Armor Class, Reflex saves, Dexterity-based skills, etc.

Material Component: A pinch of cat fur.

COMA

Enchantment (Compulsion)

[Mind-Affecting]

Level: Cleric 12**Components:** S, M**Casting Time:** One standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One living creature**Duration:** One hour/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You put a living creature in a coma. The subject falls prone immediately—alive, but unable to take actions.

Material Component: A mixture of ground spices.

COMPELLING QUESTION

Enchantment (Compulsion)

[Language-Dependent, Mind-Affecting]

Level: Wizard 1**Components:** V, S**Casting Time:** One standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

You ask another creature a single, simple question that can be answered

Design Decisions: The Stat-Boosting Spells

Okay, you caught me. I've just reinstated the original 3rd Edition versions of cat's grace, bull's strength, et. al., back into the game. I feel the much shorter versions of the spells in the revised Core Rules are harder to get a lot of use from. And it's a pain to keep track of a lot of short durations—it's hardly worth doing the math to refigure your stat for just a minute per level; the hourlong durations make for much easier bookkeeping. In fact, I'd almost be willing to make the whole thing even easier and say, "Wizard, give up a 4th-level spell slot and get a bonus to Dexterity for the whole day." That would be really easy.

with one word. On the creature's next turn, as a free action, it answers you as truthfully as possible. The DM may assign modifiers to the saving throw based on how important the target considers the answer. Asking someone whether she is the king's murderer, for example, involves a closely guarded secret and may earn a trained assassin a +4 competence bonus to the save.

COMPELLING QUESTION, GREATER

Enchantment (Compulsion)

[Language-Dependent, Mind-Affecting]

Level: Wizard 5**Components:** V, S**Casting Time:** One standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

As *compelling question*, above, except that the answer may require up to twenty-five words. Answering the question remains a free action, and the details of the answer still modify the saving throw.

CONDITIONAL SPELL

Evocation

Level: Wizard 12**Components:** V, S**Casting Time:** One standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature or object**Duration:** Until discharged**Saving Throw:** Will negates**Spell Resistance:** Yes

You cast this spell as well as another spell of 12th level or lower to be "stored." When a specific spell you name (of any level) is cast upon the subject, the stored spell releases in a preset manner. The stored spell takes effect immediately after the target spell in the same round.

For example, you store *fireball* within your friend the barbarian and designate *lightning bolt* as the impetus spell. Now, when a *lightning bolt* is next cast, placing the barbarian in its area, a *fireball* is cast in the manner you chose when you cast *conditional spell*. You might have caused the spell to be cast "at the individual who cast *lightning bolt*," or "100 feet straight ahead," or "at the subject's feet." The barbarian still suffers damage from the *lightning bolt* normally.

You could also designate a door as the subject, with an impetus spell of *knock*, and store the *web* spell, to be cast in the area around the door. Or, you could identify an impetus spell of *charm person* that, when cast upon a cohort (as the subject), releases the stored spell *dispel magic*, cast on the cohort.

A target and his gear may have only one *conditional spell* active at a time, meaning you cannot cast this spell on both a barbarian and the barbarian's axe. If the impetus spell does not affect the target because of a successful save or spell resistance, the *conditional spell*

still triggers. If the stored spell cannot be cast as you designated (due to range, line of sight, etc.), the stored spell has no effect and the *conditional spell* is lost.

CONFUTATION OF THE DEMON

Evocation [Good]

Level: Cleric 17

Components: V, S

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Target: One evil outsider/round

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

When you point your finger at an evil outsider and speak holy words whispered to you by servants of the divine, you consume the outsider utterly in an explosion of light and glory. Beings with less than 10 HD get no saving throw versus this effect. Those with 20 HD or more are not consumed but instead suffer 10d6 points of holy damage if they fail their saving throw. Beings of godlike status are immune to the effects of this spell.

Despite its name, this spell works equally well on devils, efreeti, and all evil outsiders. When an evil outsider is consumed, it is destroyed utterly and forever.

COUNTERSPELL SHIELD

Abjuration

Level: Wizard 18

Components: V, S

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: One magical shield

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You bring into existence a floating shield of semi-transparent energy. This shield protects you as if you wielded a heavy shield, giving you a +2 shield

bonus to Armor Class, although you do not have to wield it.

The shield can automatically counter any single-target spell or spell-like ability, regardless of level, that has you as a target. Area spells and spells that do not actually have a target cannot be countered. Spells that you want to affect you bypass the shield. If the shield counters a number of spells equal to your caster level, it disappears, even if the duration has not yet expired.

CRYSTAL ERUPTION

Conjuration (Creation)

Level: Cleric 13, Druid 14

Components: V, S, M

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Area: 50-foot-diameter circle on the ground

Duration: 1 round/level (D)

Saving Throw: Reflex half and partial

Spell Resistance: No

The area quakes and rumbles, and the ground begins to burst forth with massive crystalline shards. The shards rise up to 20 feet high. Anyone or anything in the area must make a save each round. Failure indicates that the subject suffers 1d6 points of impact damage per level (maximum 20d6) and is stunned for 1 round and knocked prone. On a successful save, the subject suffers half damage and is not stunned or prone.

Structures built upon the affected area likely are destroyed. If the spell is cast underground in a cave or cavern with a ceiling of less than 20 feet, there is a 50 percent chance that it completely collapses the area.

After the duration expires, the crystal shards remain in the area where they rose up, but they crack and turn brown, making them worth practically nothing.

Material Component: Crystal shard worth at least 50 gp.

CRYSTAL OF REFLECTION

Abjuration

Level: Cleric 4, Druid 5

Components: V, S, M

Casting Time: One standard action

Range: Touch

Target: One crystal

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

You take a small crystal and imbue it with magical power so that it floats near you like an *ioun stone*. Any time you are the target of a ray attack, you gain a +6 deflection bonus to Armor Class thanks to the crystal. If the ray misses you, it reflects back at the attacker (using the normal attack roll bonus).

Material Component: Crystal shard worth at least 10 gp.

CRYSTAL SHARD

Conjuration (Creation)

Level: Cleric 1, Druid 2

Components: V, S

Casting Time: One standard action

Range: Long (400 feet + 40 feet/level)

Effect: Crystal shard

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a thin crystal shard that comes out of the tip of your finger and flies in the direction you point, like an arrow. Make a ranged attack roll. If it succeeds, the shard inflicts 1d8+2 points of damage. After it strikes its target, the shard powders to dust.

CRYSTAL SHIELD

Conjuration (Summoning)

Level: Wizard 10

Components: V, S

Casting Time: One standard action

Range: 0 feet

Target: Your Shield of the Seraphim

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell is cast upon a Shield of the Seraphim created by you (see the discipline in Chapter One: Classes).

You summon a mass of magical crystal that becomes a part of your Shield of the Seraphim, adding +2 to the Armor Class bonus that it provides.

Further, the *crystal shield* reflects all Eldritch Bolts hurled at you back at the attacker, using the same attack roll and inflicting the same damage.

CURSE OF WOUNDING

Transmutation

Level: Cleric 9

Components: V, S

Casting Time: One standard action

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The opponent you touch gains a 50 percent hit chance; in other words, 50 percent of attacks targeting the creature that normally would miss now hit. This curse negates the effect of a normal miss chance, whether it be from incorporeality, concealment, displacement, or other condition. For such conditions, however, the effects of the curse are also negated. This curse can be removed with a *remove curse* spell.

DARKNESS

Evocation [Darkness]

Level: Cleric 4, Wizard 4

Components: V, M/DF

Casting Time: One standard action

Range: Touch

Target: Object touched

Duration: Ten minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate darkness. Not even creatures who normally can see in the dark (such as with darkvision) can see in an area shrouded in *darkness*. Normal lights (torches, candles, lanterns, etc.) do not work, nor do light spells of low level (*light*, etc.). *Darkness* and *daylight* cancel each other out, leaving whatever light conditions normally prevail in the spells' overlapping areas. Higher-level light spells take precedence over *darkness*.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects remain blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower level.

Arcane Material Components: A bit of bat fur and either a drop of pitch or a piece of coal.

DESTRUCTION

Necromancy [Death]

Level: Cleric 14

Components: V, S, F

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This awful spell instantly delivers 10 points of damage per caster level. If the spell slays the target, it consumes the

remains utterly in holy (or unholy) fire. If the target's Fortitude saving throw succeeds, the creature instead suffers 10d6 points of damage. It is virtually impossible to bring back a character slain by this spell.

Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (costs 500 gp).

DESTRUCTION OF THE

ANGEL

Evocation [Evil]

Level: Cleric 17

Components: V, S

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Target: One good outsider/round

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

When you point your finger at a good outsider and speak unholy words



whispered to you by servants of the divine, you consume the outsider utterly in an explosion of darkness and sin. Beings with less than 10 HD get no saving throw versus this effect. Those with 20 HD or more are not consumed but instead suffer 10d6 points of unholy damage if they fail their saving throw. Beings of godlike status are immune to the effects of this spell.

Despite its name, this spell works equally well on archons, djinni, and all good outsiders. When a good outsider is consumed, it is destroyed utterly and forever.

DEVIL'S TOWER

Conjuration (Creation) [Evil]

Level: Cleric 12

Components: V, S, M

Casting Time: One minute

Range: Medium (100 feet + 10 feet/level)

Effect: A tower 20 feet square and 30 feet tall

Duration: Two hours/level

Saving Throw: None

Spell Resistance: No

You conjure a fortified tower made of stone. There are two floors and a flat roof with battlements, all connected by narrow stairs on the interior. In all respects the structure resembles a normal tower, with an iron door and three shuttered windows on the upper interior level (stairs lead from the ground level outside to the door), and a small fireplace.

The shelter has a comfortable temperature and atmosphere no matter what the conditions are like outside. The tower provides considerable security—the walls are 4-foot-thick stone and the door is 2-inch-thick iron. The structure itself resists spells cast directly upon it as if it had SR 25. It is impervious to normal missiles, though not the sort cast by siege machinery or giants.

The door, shutters, and even chimney remain secure against intrusion, the former two being *arcane locked* and the latter secured by an iron grate at the top of a narrow flue. Finally, the spell con-

pires seven fiendish dogs to watch over and protect the tower for its duration.

The tower contains elegant but gothic furnishings—twelve bunks, a trestle table, eight chairs, two benches, and a writing desk. The interior is filled with reliefs and tapestries depicting devils and graphically sinful acts.

Material Component: A small block of granite and a black feather dipped in unholy water.

DISDAIN THE DIVINE

Abjuration

Level: Wizard 2

Components: S, M

Casting Time: One full round

Range: Touch

Target: One creature

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature you touch gains a resistance bonus of +1, plus an additional +1 for every four caster levels, to saves made against divine spells (maximum +5).

Material Component: A broken holy symbol.

DOORWAY TO

ELSEWHERE

Transmutation

Level: Wizard 19

Components: V, S, M

Casting Time: Six hours

Range: See text

Effect: A one-way magical doorway

Duration: Permanent

Saving Throw: None

Spell Resistance: No

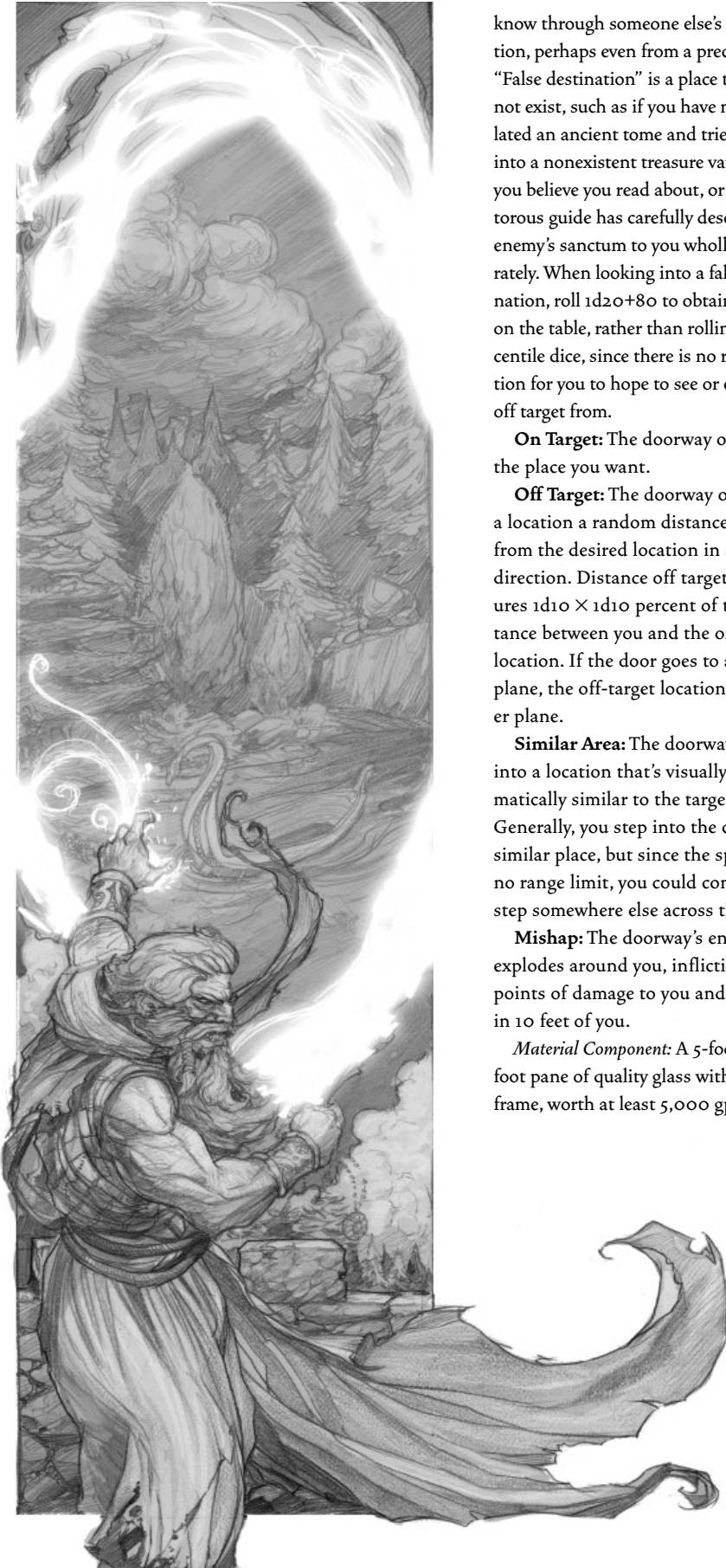
This spell creates a doorway through which you view another location. The doorway is a 5-foot-by-8-foot, one-way magical opening that allows you or anyone else to step into the desired location. You cannot choose or change the position, orientation, or angle of the doorway. Any spell that protects an area from teleportation or scrying also prevents a *doorway to elsewhere* from opening into it.

Any creature in the destination location with an Intelligence of 12 or higher can notice the doorway by making an Intelligence check (DC 20). Even if the doorway is noticed, however, it remains one-way, and the creature cannot look or step in—she merely knows it is there.

When creating the doorway, choose a place known to you that it will lead (a place you have been or a locale you have had described to you). It can even be on another plane. To determine if the doorway appears where you want it to, make a percentile roll on the table below. The paragraphs that follow explain the table's terms.

Familiarity: "Very familiar" refers to 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've been there often or because you have used other means (such as *scrying*) to study the place. "Seen casually" is a place you have seen more than once but with which you are not very familiar. "Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you

Familiarity	On Target	Off Target	Similar Area	Mishap
<i>Very familiar</i>	01–97	98–99	100	—
<i>Studied carefully</i>	01–94	95–97	98–99	100
<i>Seen casually</i>	01–88	89–94	95–98	99–100
<i>Viewed once</i>	01–76	77–88	89–96	97–100
<i>Description</i>	01–52	53–76	77–92	93–100
<i>False destination (roll 1d20+80)</i>	—	—	81–92	93–100



know through someone else's description, perhaps even from a precise map. "False destination" is a place that does not exist, such as if you have mistranslated an ancient tome and tried to step into a nonexistent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy's sanctum to you wholly inaccurately. When looking into a false destination, roll $1d20+80$ to obtain results on the table, rather than rolling percentile dice, since there is no real location for you to hope to see or even be off target from.

On Target: The doorway opens into the place you want.

Off Target: The doorway opens into a location a random distance away from the desired location in a random direction. Distance off target measures $1d10 \times 1d10$ percent of the distance between you and the original location. If the door goes to another plane, the off-target location is another plane.

Similar Area: The doorway opens into a location that's visually or thematically similar to the target area. Generally, you step into the closest similar place, but since the spell has no range limit, you could conceivably step somewhere else across the globe.

Mishap: The doorway's energy explodes around you, inflicting $3d6$ points of damage to you and all within 10 feet of you.

Material Component: A 5-foot-by-7-foot pane of quality glass with a silver frame, worth at least 5,000 gp.

DRAGON'S FORM

Transmutation

Level: Druid 20, Wizard 20

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: You

Duration: Ten minutes/level

You change yourself into a young adult red dragon. Your type changes to dragon. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of a young adult red dragon but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the young adult red dragon's bite, claw, tail, wing and crush damage plus its Armor Class, speed, flying ability, breath weapon, frightful presence, spell-like abilities, damage reduction, immunity to fire, sleep, and paralysis, spell resistance, improved grab, blindsense, keen senses, darkvision, low-light vision, and vulnerability to cold. You do not gain its spellcasting ability. You retain your own skills and feats and gain the dragon's feats and racial bonuses to skills (but not its skill ranks). You can speak, cast spells, and use disciplines while in dragon form.

The equipment you wear is subsumed into the *dragon's form*, but it is nonfunctional.

Material Component: A red dragon's scale.

DUPLICATE

Necromancy

Level: Wizard 20

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: You

Duration: 1 round/level

You create a temporary duplicate of yourself and your gear. This is not a *clone*—you control the duplicate as surely as you control yourself, for you and it are one person: one mind with two bodies. Both you and the duplicate can do anything that you can do, independently. For example, if you are an 18th-level wizard, so is the duplicate—you can both cast spells, communicate with your familiar, walk across the room, use items, and so on. In any given round of the duration, you can both take independent actions; thus the duplicate can cast a spell while you use a wand. You and the duplicate do not need to stay close to each other. If you create a duplicate, you can have it step through a magic *gate* to explore what lies beyond, while the “real you” stays safe on this side. You share the same thoughts—your thoughts are the duplicate’s. The duplicate is an exact replica of you as you are at the moment you cast the spell. If you are down 11 hit points and 1 point of Constitution, so is the duplicate. If you are diseased, so is the duplicate. The duplicate does not carry lingering spell effects (neither beneficial ones, such as *cat’s grace* or *stoneskin*, nor harmful ones, such as *slow* or *doom*), even if you do when you cast the spell. After the duplicate is created, you can cast spell effects on it (or the duplicate can cast them), but even then, spell effects are not necessarily shared by both of you. The duplicate cannot be commanded to hurt you any more easily than you can be commanded to harm yourself.

Spells cast by either the duplicate or you come from your spell total. For example, if you have one *lightning bolt* spell prepared, when the duplicate casts the spell, it is no longer available to you. Charged items (or items or abilities with a number of available uses per day) that you or the duplicate use count against the total number of daily charges or uses.

If the duplicate dies, the spell duration ends. If you die, the duplicate becomes the permanent version of you,

its gear becomes the “real gear,” and your gear disappears. You suffer an immediate loss of $2d4 \times 1,000$ XP as you transition your soul into the new form. The duplicate is now you (and can cast *duplicate* again).

You cannot have more than one duplicate at a time (and a duplicate cannot have a duplicate). This spell cannot be made permanent, other than by your own death, as mentioned above.

Material Component: Two perfectly matched diamonds, each worth at least 1,000 gp.

EAGLE’S FORM

Transmutation

Level: Druid 3, Wizard 3

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: You

Duration: Ten minutes/level

You change yourself into an eagle. Your type changes to animal. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of an eagle but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the eagle’s bite and talon damage, Armor Class, speed, flying ability, and low-light vision. You retain your own skills and feats and gain the eagle’s feats and racial bonuses to skills (but not its skill ranks). You can speak and cast spells with only verbal components while in eagle form. You can use disciplines that do not require a free hand.

The equipment you wear is subsumed into the *eagle’s form*, but it is nonfunctional.

Material Component: A feather from an eagle.

EAGLE’S SPLENDOR

Transmutation

Level: Cleric 3, Wizard 4

Components: V, S, M

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants an enhancement bonus to Charisma of $1d4+1$ points, adding the usual benefits to Charisma-based skills, etc.

Arcane Material Component: A few feathers, or a pinch of droppings, from an eagle.

ENERGY LASH

Evocation [Force]

Level: Wizard 3

Components: V, S, M

Casting Time: One standard action

Range: Personal

Effect: 10-foot-long whip

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

You create a whip made of energy that comes out of the palm of your hand. You can wield the whip as though you were proficient with it. The weapon has a 10-foot reach and inflicts $1d6$ points of force damage + 1 point for every two levels (maximum +10). You can also make grapple attacks with the weapon without provoking attacks of opportunity.

Material Component: A 3-inch strip of leather.

ESCAPE DEATH

Evocation

Level: Wizard 18

Components: V, S, M

Casting Time: Ten minutes

Range: Personal

Target: You

Duration: Until discharged

When casting this spell, you must specify a locale that you have visited.

Henceforth, should you die, you and your gear are immediately transported to that location and you are alive and conscious for 1d4 rounds (during which time you or others may attempt to undo the cause of your demise) before you actually die.

For example, if you have died from reaching a hit point total lower than your Constitution score expressed as a negative number (see Chapter Four: Playing the Game), healing in the form of hit points can restore you. If you have been decapitated, however, much more drastic measures are needed.

Utter destruction of your physical form, such as with a *disintegrate* spell or the crushing weight of a 100-ton stone block, likely prohibits any meaningful action on your part (subject to DM discretion) once this spell transports you. It does not prohibit the assistance of others, although a *wish* or *miracle* likely is needed to bring you back.

Material Component: A specially made jeweled orb that costs 5,000 gp.

FEY STORAGE

Transmutation

Level: Wizard 1

Components: V, S

Casting Time: One standard action

Range: Personal

Target: You

Duration: Twenty-four hours (D)

Saving Throw: None

Spell Resistance: No

You create an extradimensional space hidden on your person that can store up to 5 lbs. per level of objects able to fit through a 6-inch-square opening. This space resembles a *bag of holding* in most ways. If this spell ends with objects stored, they fall to the ground at your feet.

Although some say the spell gains its name from the fact that you could store a pixie in the space, it actually comes from the fact that it was created by a fey caster.

FIENDISH HORDE

Conjuration (Summoning) [Evil]

Level: Cleric 20

Components: V, S, DF

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Area: 20-foot-radius spread

Duration: Instantaneous and one hour/level

Saving Throw: Reflex half and none

Spell Resistance: No

You call upon fiends, hungry for murder, to come forth and aid your cause. This spell conjures an area of reddish, unholy light that inflicts 10d6 points of damage on all good creatures. Further, in the middle of the area, one vrock or osyluth for every four caster levels appears to serve you, as long as you command them to commit only evil acts. You can choose whether vlocks or osyluths appear, although normally it depends on your own alignment (chaotic vs. lawful).

FINGER OF DEATH

Necromancy [Death]

Level: Druid 16, Wizard 14

Components: V, S

Casting Time: 1 round

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This awful spell instantly delivers 10 points of damage per caster level. A victim who succeeds in a saving throw instead sustains 3d6 points of damage + 1 point per caster level. Of course, the victim might die from damage even after succeeding at the saving throw.

FIRES OF HELL

Evocation [Evil]

Level: Cleric 11

Components: V, S

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Area: 30-foot-radius spread on the ground

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When you cast this spell on an area of ground, the earth cracks and shudders. Fiery, wicked light and the smell of sulfur ooze out of the cracks and flicker upward 30 feet. Good creatures in the light suffer 3d8 points of damage. Good outsiders suffer 5d8 points of damage. Once the spell ends, the ground reseals and returns to its previous state.

FIST OF THE ELEMENTAL LORD

Conjuration (Summoning) [See Text]

Level: Druid 19, Wizard 20

Components: V, S

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Effect: A fist (size Large) made of seething elemental force

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

You conjure a fist made of roaring fire, churning air, solid stone, or seething water. The fist has a diameter of 8 to 9 feet. It flies through the air at a speed of 90, as you direct (a free action in a given round). You can use the fist to attack a single target by making caster level checks as attack rolls. Attacking with the fist—as opposed to just directing it—is a move action. The fist inflicts 1d6 points of impact damage per caster level plus a special effect based on its element:

- *Air:* Creatures struck, regardless of size, must make Fortitude saves or be knocked back 10 feet and prone.
- *Earth:* Creatures struck that are smaller than Gargantuan must make Fortitude saves or be stunned for 1 round.
- *Fire:* Flammable objects (including creatures) within 5 feet of the fist catch fire and suffer 1d6 points of fire damage per round until someone uses a full-round action to put out the flames.

- *Water*: Creatures struck that are smaller than Large must make Reflex saving throws or be absorbed into the fist. Those absorbed move with the fist and begin to drown. A successful Swim check (DC 20) frees a creature. The fist can hold two Medium, four Small, eight Tiny, or sixteen Fine creatures.

The spell takes on the descriptor of the element chosen.

If you wish it, the fist can attempt bull rush, charge, overrun, or sunder actions. It does not make attacks of opportunity.

The fist inflicts full damage against inanimate objects regardless of element.

FOX'S CUNNING

Transmutation

Level: Wizard 4

Components: V, S, M

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes

The transmuted creature becomes more intelligent through this spell. *Fox's cunning* grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual set of benefits to Intelligence-based skills, etc. The subject does not gain additional skill points.

Material Component: A pinch of fox fur.

FREEZING CLAW

Conjuration (Creation) [Cold]

Level: Wizard 12

Components: V, S, M

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: A small claw of ice

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create a 2-foot-diameter ice-blue claw that floats in the air. You direct it

to move anywhere within range and make one ranged touch attack each round with it, using your own attack bonus. Those the claw touches suffer 3d6 points of cold damage and must make Fortitude saves. Failing the save freezes a victim solid. Frozen creatures remain alive but cannot take actions. They stay frozen until they suffer 20 points of fire damage, after which point they are free (but sustain the 20 points of damage). If the claw suffers 10 points of fire damage, the spell ends. (The claw has AC 12.)

Material Component: A chunk of ice.

GIANT'S FORM

Transmutation

Level: Druid 10, Wizard 10

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: You

Duration: Ten minutes/level

You change yourself into a hill giant. Your type changes to giant. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of a hill giant but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the giant's slam damage, Armor Class, speed, rock throwing ability, and low-light vision. You retain your own skills and feats and gain the giant's feats and racial bonuses to skills (but not its skill ranks). You can speak, cast spells, and use disciplines in giant form.

The equipment you wear is subsumed into the *giant's form*, but it is nonfunctional.

Material Component: A strand of a hill giant's hair.

GIRD AGAINST THE ENEMY

Abjuration [Good or Evil]

Level: Cleric 18, Druid 18

Components: V, S, DF

Casting Time: One full round

Range: Touch

Target: One living creature/five levels or one undead creature/five levels

Duration: 1 round/level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

You grant living creatures potency against the undead, or undead creatures potency against the living.

All living subjects receive a *death ward* effect. The subjects also become immune to special attacks and abilities of undead that deal ability damage, ability drain, fear effects, disease, paralysis, or poison. The weapons and armor of living subjects gain the *ghost touch* ability. Cast in this way, this is a good spell.

All undead subjects gain immunity to turning. They also become immune to any attack that specifically targets undead, including but not limited to holy water, the special damage that a *searing light* spell inflicts, or a weapon with the disruption quality. Other attacks that specifically target other aspects of the undead creature, such as a weapon with the holy quality affecting evil creatures, function normally. Cast in this way, this is an evil spell.

Gird against the enemy cannot be cast in such a way as to affect both the living and the undead at the same time.

GLOBE OF INVULNERABILITY, LESSER

Abjuration

Level: Wizard 8

Components: V, S, M

Casting Time: One standard action

Range: 10 feet

Area: A 10-foot-radius spherical emanation, centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds you and excludes all 1st- through 5th-level spell effects. The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*. Such spells fail to affect any target or subject located within the globe. This includes spell-like abilities and spells or spell-like effects from devices or disciplines. However, any type of spell can be cast through or out of the magical globe. Spells of 6th level and higher go unaffected by the globe. The globe can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic*. 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 they are merely suppressed, not dispelled. For example, creatures inside the globe would still see a *mirror image* created by a caster outside the globe. If that caster then entered the globe, the images would wink out, to reappear when the caster exited the globe. Likewise, a caster standing in the area of a *light* spell would still receive sufficient light for vision, even though that part of the *light* spell volume inside the globe would not be luminous.

If a given spell's level varies depending on the character class casting it, use the level appropriate to the caster's class to determine whether *lesser globe of invulnerability* stops it.

Material Component: A bead made of glass or crystal that shatters at the spell's expiration.

GLOBE OF

INVULNERABILITY

Abjuration

Level: Wizard 12

As *lesser globe of invulnerability*, except that it also excludes 6th-, 7th-, and 8th-level spells and spell-like effects.

GLORY OF THE BEAST

Transmutation [Good or Evil]

Level: Cleric 11, Druid 11

Components: V, S, DF

Casting Time: One standard action

Range: Touch

Target: One animal or beast

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes

You fill an animal or magical beast with holy or unholy power, allowing it to take on a glorious aspect or a wicked demeanor. The animal adopts the celestial or the fiendish template, enjoys maximum hit points, and gains a +2 enhancement bonus to all ability scores. For the duration, the creature adopts a good or evil alignment, as appropriate.

GODSPEED

Transmutation

Level: Cleric 6

Components: V, S, DF

Casting Time: One standard action

Range: Personal

Target: You

Duration: One minute/level

You call upon divine energy to grant yourself great speed. Your speed becomes 60, regardless of size or encumbrance. Your movements appear to be almost a blur to onlookers. You also gain a +2 haste bonus to Armor Class thanks to this spell.

GRANT QUARTER

Transmutation

Level: Cleric 4

Components: V, S, M

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Target: One helpless or willing creature/level (see text)

Duration: One day/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You create an extradimensional prison where you store captured foes in stasis. Those affected by the spell must be either helpless or willing (often, when granted the options of this type of imprisonment and death, a subject will submit to the spell and thus get no saving throw). Subjects must also be of 5 HD or less.



Using this spell, you place them in a state of suspended animation. For the creatures, time ceases to flow and their condition becomes fixed. They do not grow older. Their bodily functions virtually cease, and no force or effect can harm them.

This spell is known to some as *bonds of mercy*.

Material Component: Three 1-inch bars of iron.

GUIDE CRAFT

Transmutation

Level: Wizard 1

Components: V, S, M

Casting Time: One standard action

Range: Touch

Target: See text

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

A cart, wagon, boat, or ship moves as you command. The vehicle can be no larger than 10 feet long + 2 feet per level (thus, a 10th-level wizard can steer a 30-foot-long vessel). The craft must have its normal means of locomotion, or you may cast *power craft* (see page 69). You do not need to concentrate to maintain this effect—so you could cast it on a horse-drawn wagon, command it to “go straight,” and take a nap. The horse will pull the wagon straight until you tell it otherwise or the duration ends.

The spell does not imbue a craft (or the animals pulling it) with intelligence. It cannot avoid obstacles that you do not tell it to avoid. Nor can it follow a command that requires intelligence, such as, “Sail to the port city of Andrecon” or even, “Follow the road.” Only simple instructions work, such as “straight,” “left,” “right,” and so on.

Material Component: An arrowhead.

HALO OF PROTECTION

Abjuration

Level: Cleric 8

Components: V, S, DF

Casting Time: One standard action

Range: 50 feet

Area: 50-foot spread, centered on you

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You are surrounded by a visible halo of divine energy. All allies gain a +2 deflection bonus to Armor Class and a +2 resistance bonus to saving throws as long as they remain in the halo.

HALO OF SHELTER

Abjuration

Level: Cleric 10

Components: V, S, M

Casting Time: One standard action

Range: Touch

Target: One creature of a nonevil alignment

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

Around a subject you create a halo that can sustain 5 points of damage per caster level. All incoming damage (normal or nonlethal hit point damage but not ability score damage) is subtracted from the halo before any of it reaches the target. As long as the halo has any hit points left, it absorbs the entire attack. Thus, if a 10th-level cleric casts *halo of shelter* upon a subject, the halo has 50 hp. If the subject is then struck by a sword for 18 points of damage, the halo has 32 hp left. If the target then falls into a pit and suffers 20 points of damage, he sustains no damage himself and the halo has 10 hp left. If the subject then finds himself in the area of a *fireball* that inflicts 24 points of damage, the halo is destroyed, but he remains unscathed.

The halo also blocks effects that accompany a damaging attack, such as a poisonous bite or the effects of an *axe of wounding*.

The subject of the *halo of shelter* glows (particularly around the head) with divine energy that illuminates a 5-foot radius.

Damage from artifacts, spells of 15th level or above, and +5 weapons bypass the halo. The halo does not protect against nondamaging attacks like *cause*

fear, gaze attacks, or *disintegrate* (although it would absorb the damage inflicted by a *disintegrate* spell if the subject's save succeeds).

Material Component: Four vials of holy water.

HARASSING WEAPON

Evocation [Force]

Level: Wizard 2

Components: V, S

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Effect: A magical weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A melee weapon of pure force springs into existence and attacks a designated opponent when he provokes attacks of opportunity, dealing 1d8 points of damage per hit with a critical threat range of 19–20/x2. The weapon is visible and takes the shape of any appropriately-sized simple or martial weapon you desire. It uses your base attack as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures.

The weapon follows the foe you choose as long as he remains within range. Occupying the same area as the foe, it makes attacks of opportunity whenever that particular foe provokes them, but otherwise it takes no actions. Your feats (such as *Weapon Focus*) or combat actions (such as *charge*) do not affect the weapon. If the weapon goes beyond the spell's range, the spell ends. Once you've designated a foe, you cannot choose a new opponent to harass with this spell. The *harassing weapon* cannot be attacked or damaged.

If an attacked creature has spell resistance, check for resistance the first time the *harassing weapon* strikes. Successfully resisting the weapon dispels the spell. Otherwise, the weapon retains its normal full effect for the duration.

HASTE

Transmutation

Level: Wizard 6**Components:** V, S, M**Casting Time:** One standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature**Duration:** 1 round/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

The transmuted creature moves and acts more quickly than normal. This extra speed has several effects.

- *Hasted* creatures gain an additional move action each round.
- *Hasted* creatures gain a +2 haste bonus to Armor Class. They lose this bonus whenever they would lose a dodge bonus.
- A *hasted* creature can jump one and a half times as far as normal. This increase counts as an enhancement bonus.
- *Haste* dispels and counters *slow*.

Material Component: A shaving of licorice root.

HOLY SHOUT

Evocation [Good, Sonic]

Level: Cleric 15**Components:** V**Casting Time:** One standard action**Range:** 30 feet**Target:** Creatures in a 30-foot-radius spread centered on you**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

Letting loose with a *holy shout* has three effects. First, any evil creatures in the target area suffer 1d8 points of sonic damage for every two caster levels (maximum 10d8). Nongood, nonevil creatures suffer only half damage. Good creatures suffer no damage.

Further, if you are on your home plane, the spell instantly banishes nongood extraplanar creatures within the target area back to their home planes. Creatures so banished cannot return for at least one day. This effect takes

place regardless of whether the creatures hear the *holy shout*.

Lastly, creatures native to your plane who hear the *holy shout* and are not good suffer the following cumulative ill effects:

HD	Effect
14 or more	Deafened
Less than 14	Blinded, deafened
Less than 10	Paralyzed, blinded, deafened
Less than 6	Killed, paralyzed, blinded, deafened

Deafened: The creature is deafened (see *blindness/deafness* in the Core Rules) for 1d4 rounds.

Blinded: The creature is blinded (see *blindness/deafness* in the Core Rules) for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living and unliving creatures suffer 15d6 points of damage.

IMMORTALITY

Abjuration

Level: Cleric 19, Druid 20, Wizard 19**Components:** V, S, M**Casting Time:** Twenty-four hours**Range:** Touch**Target:** One living creature**Duration:** Instantaneous**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes

The target stops aging. He continues to experience age effects but has no maximum age. When casting this spell, first make a check, adding your caster level plus your key ability modifier (Intelligence for wizards, Wisdom for clerics and druids); the Difficulty Class is 45. If you succeed, the target looks youthful and remains that way. If you do not succeed, he continues to look older and older as time passes, becoming a dreadful, shriveled husk.

Material Component: A jewel worth at least 5,000 gp.

IMPLOSION

Evocation

Level: Cleric 19**Components:** V, S**Casting Time:** Up to 5 rounds (see text)**Range:** Close (25 feet + 5 feet/two levels)**Target:** One corporeal creature/round**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

By use of this spectacular spell, you create a destructive resonance in a corporeal creature's body. Each round you spend casting this spell, you can cause one creature to collapse in on itself, inflicting 10 points of damage per caster level. (The first *implosion* happens 1 round after you begin casting the spell.)

If you break your concentration during the casting, you lose the spell. However, any *implosions* that have already happened remain in effect.

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

INCORPOREAL DEFENSE

Transmutation

Level: Cleric 4**Components:** V, S, M**Casting Time:** One standard action**Range:** Touch**Target:** One creature**Duration:** One minute/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

A nimbus of spectral light surrounds the subject. She gains a +4 bonus to Armor Class versus attacks from incorporeal foes.

Material Component: A silver-colored thread.

INSPIRED INITIATIVE

Divination

Level: Cleric 1**Components:** V, S**Casting Time:** One standard action**Range:** Close (25 feet + 5 feet/two levels)

Target: One creature/level

Duration: Ten minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: No

Creatures affected by this spell gain momentary impressions of the future that grant them a +2 bonus on their next initiative check.

INVISIBILITY

Illusion (Glamour)

Level: Wizard 4

Components: V, S, M

Casting Time: One standard action

Range: Personal or touch

Target: You or a creature or object

weighing up to 100 lbs./level

Duration: Ten minutes/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The creature or object touched vanishes from sight, even from darkvision. If the recipient is a creature, she becomes visible again if she attacks any other creature. If the subject is carrying gear, the gear vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or employ magic to do so.

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 never becomes invisible, although a source of light can (the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from her becomes visible, such as a trailing rope.

Of course, the subject is not magically silenced, and certain other conditions can render her detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an “attack” includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the

invisible character’s perceptions.)

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 for her, 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 on. If she attacks directly, however, she immediately becomes visible along with all her gear. Note that spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Material Components: An eyelash and a bit of gum arabic, the former encased in the latter.

JEVICCA’S FOURFOLD

OSTRACISM

Transmutation

Level: Wizard 13

Components: V, S, F

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One to four creatures or objects

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You send one to four creatures or objects into the Ethereal Plane for a very short time. At the end of the duration, the subjects return to the exact location from which they left, unless that spot is no longer safe (it has been filled with stone, a fire has been set there, and so on); in that case, they appear in the nearest safe spot.

During their time on the Ethereal, creatures can take whatever actions are available to them—if they have the power on their own, they can even return to the Material Plane. They cannot, however, move outside the range of the spell, nor can they see into the real world. Unless the creatures ostracized to the Ethereal take actions against each other, assume they stay

safe on that plane for the duration. The point of the spell is simply to get rid of them for a short while, so that actions can take place in their absence.

Unattended objects gain no saving throw unless they are magical. An object must be smaller than a 10-foot cube to be affected. Creatures, however, can be of any size. Due to the “fourfold” nature of this spell, if you choose to affect fewer than four targets, you can force one or more of them to make multiple saving throws. If any of the saves fail, the spell affects the subject.

For example, if you affect three targets, one (your choice) must make two saving throws while the others each make one, as normal. If the spell targets two subjects, both must make two saves, or one must make three and the other just one. If this spell is cast upon one target, that creature or object must make four saving throws and succeed at all of them or suffer the spell’s effect. A creature with spell resistance must attempt an SR check for each save required of it. This spell has no effect if cast on the Ethereal Plane.

Focus: A bit of copper wire bent four times into a square.

KNOCK

Transmutation

Level: Wizard 3

Components: V

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Target: One door, box, or chest with an area of up to 10 square feet/level

Duration: Instantaneous (see text)

Saving Throw: None

Spell Resistance: No

The *knock* spell opens stuck, barred, locked, held, or *arcane locked* doors if you succeed at a caster level check to overcome the Open Lock DC of the lock or the Strength check DC of a stuck door. The spell 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 an *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for ten 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.

LIGHT OF THE EARTH

Evocation [Good]

Level: Cleric 11

Components: V, S

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Area: 30-foot-radius spread on the ground

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When you cast this spell on an area of the ground, the earth cracks and shudders. Holy light blazes out of the cracks and shines upward 30 feet. Evil creatures in the light suffer 3d8 points of damage. Undead suffer 5d8 points of damage. Once the spell ends, the ground reseals and returns to its previous state.

LION'S FORM

Transmutation

Level: Druid 6, Wizard 6

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: You

Duration: Ten minutes/level

You change yourself into a dire lion. Your type changes to animal. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of a dire lion but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the dire lion's bite and claw damage, Armor Class, speed, improved grab, pounce, rake, low-light vision, and scent. You retain your own skills and feats and gain the dire lion's feats and racial bonuses to skills (but not its skill ranks). You can speak and cast spells with only verbal components. You can use disciplines that do not require a free hand.

The equipment you wear is subsumed into the *lion's form*, but it is nonfunctional.

Material Component: Hair from a lion's mane.

MAGMA BURST

Conjuration (Creation) [Fire]

Level: Wizard 19

Components: V, S

Casting Time: One full round

Range: Medium (100 feet + 10 feet/level)

Area: 50-foot radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You cause the earth to explode like a volcano vent, spraying rock and magma and inflicting 20d6 points of damage to everything in the area (half of this is fire damage, the other half is impact damage). From that point on, the entire area remains a pool of lava that inflicts 20d6 points of fire damage per round.

MASTER HAMMER

Transmutation

Level: Cleric 17

Components: V, S, DF

Casting Time: One standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Your weapon, enhanced with the Godhammer discipline (see Chapter One: Classes), inflicts an additional 6d6 points of damage.

MIGHTY HAMMER

Transmutation

Level: Cleric 7

Components: V, S, DF

Casting Time: One standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Your weapon, enhanced with the Godhammer discipline (see Chapter One: Classes), inflicts an additional 1d6 points of damage.



MULTIDIMENSIONAL

TOUCH

Transmutation

Level: Cleric 5, Wizard 5

Components: V, S

Casting Time: One free action

Range: Personal

Target: You

Duration: One minute/level

You alter your Debilitating Touch discipline (see Chapter One: Classes) so that it affects ethereal and incorporeal creatures.

This spell is cast at the same time as you use your Debilitating Touch. It is a free action that can be used only on your turn, and never more than once per round. It cannot be used on the same round as a quickened spell or a quickened discipline.

NONESUCH SPELL

Transmutation

Level: Wizard 12

Components: V, S

Casting Time: One full round

Range: Personal

Area: 50-foot radius

Duration: Ten minutes/level

Saving Throw: None

Spell Resistance: Yes

You specify a spell that you can cast of 8th level or lower; for the duration, no one may successfully cast that spell in the area. Casters outside the area can still cast the spell normally, but all within the area remain immune to its effects. The effect is suppressed if it comes within the *nonetheless spell's* area. For example, if a wizard casts *nonetheless spell* and specifies *charm monster*, no one may cast *charm monster* within 50 feet of her, no creature within 50 feet of the wizard can be affected by *charm monster*, and any creature already under the compulsion of *charm monster* coming within 50 feet of the wizard can ignore the effects of the *charm* while remaining in the area.

You may have only one *nonetheless spell* cast at any time.

OGRE'S FORM

Transmutation

Level: Druid 7, Wizard 7

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: You

Duration: Ten minutes/level

You change yourself into an ogre.

Your type changes to giant. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of an ogre but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the ogre's Armor Class, speed, darkvision, and low-light vision. You retain your own skills and feats and gain the ogre's feats and racial bonuses to skills (but not its skill ranks). You can speak, cast spells, and use disciplines.

The equipment you wear is subsumed into the *ogre's form*, but it is nonfunctional.

Material Component: A tuft of ogre hair.

ONE STEP BEYOND

Abjuration

Level: Cleric 19, Wizard 18

Components: V, S, M

Casting Time: Ten minutes

Range: Touch

Target: One creature per level

Duration: One day/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Targets protected by this abjuration remain completely immune to divination spells of any level, including *discern location* and even a *wish* or *miracle* spell used as a divination. Similar to *mind blank*, this spell provides fool-proof protection against scrying and

mind-reading attempts of any kind.

The subjects cannot be seen with a spell like *arcane eye*.

Material Component: Any gem worth at least 1,000 gp for each target.

OROSTER'S REVENGE

Abjuration [Force]

Level: Wizard 11

Components: V, S

Casting Time: One standard action

Range: Personal

Target: You

Duration: One minute/level (D)

Any creature that attacks you suffers magical feedback that inflicts 2d6 points of force energy damage + 1 additional point per caster level. For the purposes of this spell, an attack is any action that requires an attack roll, whether or not the attack succeeds. If you willingly allow someone to touch you (such as a cleric casting a beneficial spell), no attack roll is needed, and thus the action does not trigger this spell's effect.

OVERCOME FORCE

Abjuration

Level: Wizard 10

Components: V, S

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: Ten minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes

This spell protects a creature from damage by force effects, such as Eldritch Bolts (see the discipline in Chapter One: Classes), in a manner similar to *protection from energy*.

When the spell absorbs 12 points per caster level of force damage, *overcome force* ends.

The spell also provides the creature touched with a special ability. The creature can move through a *wall of force* once, ignoring it as if it were not there. If the creature uses this ability, the spell ends immediately afterward. *Overcome force* does not grant the

creature the ability to make attacks through a *wall of force*, only to move through it.

OWL'S WISDOM

Transmutation

Level: Cleric 3, Wizard 4

Components: V, S, M

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes

The transmuted creature becomes wiser thanks to your spell. *Owl's wisdom* grants an enhancement bonus to Wisdom of 1d4+1 points, adding the usual benefits to Will saves, Wisdom-based skills, etc.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

PEACEFUL WEAPON

Evocation

Level: Cleric 5, Druid 5

Components: V, S, DF

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One weapon

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You surround an item with a field of magical energy that makes it impossible for the weapon to inflict damage in any direct way. No matter who uses the weapon, or how it is used, it cannot hurt anyone or anything. Even dropping it from a great height or causing someone to fall upon it inflicts no damage. The weapon cannot hurt objects; thus a blade cannot sever a rope or fell a tree. It can't even dig into the ground or be used to push an object.

PERFECT WARD

Abjuration

Level: Cleric 20, Wizard 20

Components: V, S

Casting Time: One full round

Range: Touch

Target: One creature or object, or one 10-foot cube/caster level

Duration: Twenty-four hours, or one day/level (see text) (D)

Saving Throw: See text

Spell Resistance: See text

Any subject creature or object touched is protected with a magical ward for twenty-four hours. The ward transports any creature touching the subject 1d100 × 10 miles away instantaneously in a random direction unless the creature succeeds at a Fortitude saving throw (spell resistance also applies). Even creatures who make their saves are transported away 1d20 + 10 feet in a random direction. The creatures arrive safely in the new destination and are never transported into a solid object or into mid-air (if these are the only options, the spell does not function). Even if a subject with this ward cast upon it wants to be touched, the spell's effects remain the same. Creatures that touch the warded subject multiple times must attempt a saving throw each time.

If cast on an area, the duration becomes one day per level instead of twenty-four hours, and the ward affects anyone entering the area.

PHANTOM FOIL

Illusion (Phantasm)

Level: Wizard 9

Components: S

Casting Time: One standard action

Range: Personal

Effect: One programmed illusion/level

Duration: Ten minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell stores within you special programmed phantasms geared to protect you when you find yourself caught unprepared. When a foe attempts to make a sneak attack against you, or when anyone makes an attack against you while you are flat footed (even casts a spell with you as the target), a phantasm appears to distract the foe. The phantasm is a dis-

turbing image designed to momentarily surprise, confuse, or otherwise distract the attacker. It could be an image of a wounded friend, a terrible monster, a blast of fire, or anything else (the specifics are determined by the attacker's subconscious, not by you).

The phantasm appears instantly in front of the attacker. As it interacts with the attacker directly, the attacker makes an immediate Will saving throw. If successful, the attack proceeds normally. If not successful, the attack is prevented.

PLUNGE DEEP TO

THE CORE

Transmutation

Level: Wizard 6

Components: V, S

Casting Time: One standard action

Range: Touch

Target: One weapon

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell allows a weapon to ignore damage reduction of a specific type (magic, good, etc.), which you choose at the time of casting.

POWER CRAFT

Transmutation

Level: Wizard 4

Components: V, S, M

Casting Time: One standard action

Range: Touch

Target: See text

Duration: Ten minutes/level

Saving Throw: None

Spell Resistance: No

You provide a source of locomotion for a cart, wagon, boat, or ship. The vehicle can be no larger than 10 feet long + 2 feet per level (so a 5th-level wizard can power a 20-foot-long vessel). The vehicle can move at any speed up to its normal maximum speed as if it had a natural source of locomotion. Thus, a carriage could be made to move without a horse pulling it, up to the speed it could normally attain with a

horse to pull it. Likewise, a sailing ship moves as if powered by a favorable wind. Prevailing conditions—wind, inclines, and so on—affect movement normally. Thus, this spell cannot move a sailing ship against a gale-force wind.

Material Component: A white feather.

PRECISE VISION

Transmutation

Level: Wizard 2

Components: V, S, M

Casting Time: One standard action

Range: Personal

Target: You

Duration: Ten minutes/level

Saving Throw: None

Spell Resistance: No

You can see details, either small or distant, much more clearly than normal. In addition, you gain a +5 competence bonus to Search and Spot checks.

Material Component: An eagle feather.

PRIMAL RELEASE

Transmutation

Level: Druid 15

Casting Time: One standard action

Components: V, S, M

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature (not you)

Duration: Ten minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You release the primal savage within a single creature. The target grows more bestial and gains a +10 inherent bonus to Strength and Constitution, a +2 inherent bonus to Dexterity, and a –6 penalty to Intelligence and Charisma, as well as a –2 penalty to Wisdom. The target cannot cast spells or use spell-like abilities for the duration, but its base attack bonus increases to +1 per Hit Die (if its current base attack bonus is less than that). The creature can fight as though it had the Cleave feat (its normal and improved versions), the Power Attack feat, and the Improved Sunder feat.

Material Component: The tooth of any wild beast.

PRIVATE CONVERSATION

Transmutation

Level: Wizard 1

Components: V, S

Casting Time: One standard action

Range: Touch

Target: Two creatures + one creature/three levels

Duration: Ten minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

The targets can converse without anyone overhearing what they are saying. Characters who can read lips might still be able to determine what is said, but no Listen check can possibly allow one to overhear the conversation. While under the effect of this spell, a character can speak to someone not affected by this spell, but all can hear that conversation normally. Only when an affected character speaks to another affected character does the conversation remain private.

PROHIBIT KIND

Transmutation

Level: Wizard 15

Components: V, S, M

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 30-foot-radius spread

Duration: 1 round/two levels

Saving Throw: None

Spell Resistance: Yes

Developed by particularly haughty elves long ago (but usable by all races), this strange spell allows you to select a specific race or humanoid subtype, such as human, dwarf, halfling, or goblinoid (or in the case of nonhumanoids, a type, such as dragon, giant, or fey). Within the bounds of the spell, only creatures of the specified race or type can take actions. All other creatures remain frozen within an energy field—held in a stasis that does not allow them to be harmed or affected in any way.

Material Component: A piece of amber worth at least 50 gp.

PROTECTION FROM

CHAOS

Abjuration

Level: Cleric 2, Wizard 2

As *protection from evil*, below, except that the deflection and resistance bonuses apply to attacks from chaotic creatures (not evil ones) and that lawful outsiders and elementals (rather than good ones) can touch the target.

PROTECTION FROM EVIL

Abjuration

Level: Cleric 2, Wizard 2

Components: V, S, M/DF

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: One minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell wards a creature from attacks by evil creatures, from mental control, and from outsiders and elementals. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects:

First, the barrier blocks any attempt to possess the warded creature (as by a *magic jar* attack); however, it does not block attempts to exercise mental control over the creature, as by a vampire's supernatural charm ability or a *domination* spell. This effect works regardless of alignment.

Second, the spell prevents bodily contact by elementals and outsiders (see the MM). The barrier causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded target. Creatures that have been summoned or conjured are likewise hedged from the target. Good elementals and outsiders are immune to this effect. The protection against contact from elementals and outsiders ends if the warded target makes an attack against a blocked creature or tries to force the barrier against a blocked creature. Spell resistance can

allow a creature to overcome this protection and touch the warded target.

Arcane Material Component: A little powdered silver with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

PROTECTION FROM GOOD

Abjuration

Level: Cleric 2, Wizard 2

As *protection from evil*, except that the deflection and resistance bonuses apply to attacks from good creatures (not evil ones) and that evil outsiders and elementals (rather than good ones) can touch the target.

PROTECTION FROM LAW

Abjuration

Level: Cleric 2, Wizard 2

As *protection from evil*, except that the deflection and resistance bonuses apply to attacks from lawful creatures (not evil ones) and that chaotic outsiders and elementals (rather than good ones) can touch the target.

PROTECTIVE SHELL

Abjuration

Level: Cleric 19, Druid 19

Components: V, S, DF

Casting Time: One standard action

Range: 0 feet

Area: A hemisphere with a radius of up to 10 feet/level centered on you

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

You create a translucent blue protective shell around yourself and your surroundings. The hemispherical shell moves with you, and you can resize it as a free action every round, up to its maximum size. Those within the shell remain impervious to all ranged attacks, whether physical (arrows, javelins, falling boulders) or magical (Eldritch Bolts, *searing light*, dragon breath, gaze attacks). Likewise, such attacks cannot be launched from within

the confines of the shell at targets outside its area. No creature can pass through the barrier, either way, without your conscious consent (although it is a free action for you to allow it), so melee attacks through the shell are impossible as well. (Creatures with your mental permission can move through the shell and make melee attacks, but then they are outside its confines.) Creatures cannot pass through the shell more than once per casting of the spell, even with your permission. You can never make attacks through the shell or move outside it without ending the spell. Environmental threats, from poison gas to horrible cold or a raging fire, do not affect those within the area of the shell—the interior always stays safe and comfortable.

Should you move, you do not “drag” creatures or objects with you. If your movement or reshaping of the shell would cause something to no longer be within its confines, the shell passes through it harmlessly. Thus, the shell can pass through walls or stationary objects without problem, and its size is not subject to the limits of the surrounding area. Even magical movement—such as teleportation or creatures moving incorporeally—does not allow passage through the shell if you do not wish it. Likewise, conjured creatures, objects, or energies cannot appear within the area of the shell without your consent if the conjurer is outside it.

PUNITIVE TELEPATHY

Transmutation

Level: Wizard 8

Components: V, S

Casting Time: One standard action

Range: Varies

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

When you communicate using the Telepathy discipline, you transmit a mental shock that inflicts 1d6 points of damage per caster level (maximum 10d6) to the creature you are commu-

nicating with. The telepathic link with the target must already be established, and the saving throw involved with this spell is in addition to any save required to resist the initial link.

RAISE THE DEAD

Necromancy

Level: Cleric 19

Components: V, S, M

Casting Time: Eight hours

Range: Touch

Target: One dead creature

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

If you cast this spell seven times on seven consecutive days, you restore life to a deceased creature. You can raise only creatures who have been dead up to one day per caster level (measured from the first day’s casting of this spell). In addition, the subject’s soul must be free and willing to return. If the subject’s soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw.

Raise the dead cures hit point damage up to a total of 1 hit point per Hit Die. Any ability scores damaged to 0 rise to 1. All of the subject’s spell slots (if any) are considered used. Any spells active on the subject (other than harmful curses and so forth) are now gone—even permanent spells. Normal poison and normal disease are cured in the process of raising the subject, but the spell does not undo magical diseases and curses. While the spell closes mortal wounds and repairs lethal damage of most kinds, the subject’s body must be whole. Otherwise, missing parts remain missing when the subject returns to life. If so much of the body is missing that the subject could not survive (a missing head, heart, etc.), the subject dies again in 1d4 rounds.

This spell does not affect the subject’s equipment or possessions in any way. *Raise the dead* cannot restore a subject that has been turned into an undead creature. Constructs, elementals,

outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age.

Coming back from the dead is an ordeal. The subject of the spell loses one level when raised, just as if he or she had lost a level to an undead's energy drain. This level loss cannot be repaired by any spell. Subjects who are only 1st level lose 1 point of Constitution instead.

Material Component: Each casting of this spell consumes as a material component a pearl worth at least 500 gp. (So restoring someone to life requires seven pearls.)

REDEMPTION FROM EVIL POWER

Transmutation [Good]

Level: Cleric 14

Components: V, S, DF

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One evil spell

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You undo the effects of a spell with the evil descriptor cast within 1 round. Thus, if someone casts a *summon monster V* spell as an evil spell to summon a fiendish creature, you can make it so that the creature never appeared. Wounds inflicted by the summoned creature vanish. Likewise, you can undo the damage wrought by a *blasphemy* spell or the protection offered by an *unholy aura*.

This spell does not actually turn back time. The evil caster has still lost the spell slot or the prepared spell. Everyone involved remembers the spell being cast and its effects.

RESIST TOUCH

Abjuration

Level: Cleric 2, Wizard 3

Components: V, S

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Design Decisions: No Raise Dead

Using these rules, it's really hard to bring back the dead, and in particular the long dead. This was an intentional choice on my part, simply because I saw how the raise dead spell cheapens the threat of death. More than that, though, it changes the campaign world. A setting where kings and the very wealthy simply won't die except from extreme old age is really a very strange place. That's going to completely shape the culture—not a bad thing, but something that I don't want to deal with in most of my campaigns.

Target: One creature

Duration: Ten minutes/level

Saving Throw: None

Spell Resistance: No

A subject that you designate gains a +2 luck bonus +1 per three caster levels (maximum +8) to his touch AC; note that this bonus cannot make the subject's touch AC higher than his normal Armor Class. *Resist touch* simply bends fate to make the subject harder to touch.

It is said that dragons favor this spell.

RETURN AND AVENGE

Conjuration (Summoning)

Level: Cleric 12

Components: V, S, DF

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One summoned outsider/five levels

Duration: 1 round/level or until triggered

Saving Throw: None

Spell Resistance: No

You cast this spell on summoned outsiders. If such an outsider is slain (and thus returns from whence it came), it instantly returns to the spot where it died. It is fully healed, as if freshly summoned, and it acts immediately. The outsider remains for as long as it would stay if the original summoning spell were just cast upon it. It immediately attacks the creature that slew it and continues until one of them is dead. If it was not slain directly by a creature (for example, if it died as the

result of a trap), or if its slayer is not within its perception, it acts normally upon its return.

This spell does not work on called creatures or those that are physically present—only on summoned targets.

REVIVIFICATION

Conjuration (Healing)

Level: Cleric 10

Components: V, S, M

Casting Time: One standard action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous (see text)

Saving Throw: None

Spell Resistance: Yes (harmless)

Your hands glow with bright green energy, which you transfer to a corpse that you touch. The energy brings one dead creature immediately back to life. If the target has been dead less than 1 round, then it never truly died; it retains 1 hp per Hit Die. Any ability scores damaged to 0 increase to 1. Any spell slots available at the time of death are still available to the target now. Spells active on the target whose durations have not ended remain active. The process of revivifying the subject does not cure normal poison and normal disease, nor does it undo magical diseases and curses. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the revived creature must be whole. Otherwise, missing parts are still missing when the creature comes back to life. This spell does not affect any of the dead creature's equipment or possessions in any way.

If the target has been dead for more than a round but less than one minute per caster level, the target stays alive for one minute per level, after which time it dies again (regardless of any healing gained) unless someone casts the *stabilize soul* spell on the target (see page 76). *Revivification* does not work on targets who die a second time in this way. (If a creature returns from the dead thanks to *raise the dead* or is stabilized with *stabilize soul*, then dies again in different circumstances, *revivification* will work again.)

Material Component: Diamonds worth at least 1,000 gp.

ROC'S FORM

Transmutation

Level: Druid 17, Wizard 16

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: You

Duration: Ten minutes/level

You change yourself into a roc. Your type changes to animal. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of a roc but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the roc's bite and talon damage, Armor Class, speed, flying ability, and low-light vision. You retain your own skills and feats and gain the roc's feats and racial bonuses to skills (but not its skill ranks). You can speak and cast spells with only verbal components while in roc form. You can use disciplines that do not require a free hand.

The equipment you wear is subsumed into the *roc's form*, but it is non-functional.

Material Component: A feather from a roc.

ROGUE'S STAB

Transmutation

Level: Wizard 3

Components: V, S

Casting Time: One standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The target gains the ability to make sneak attacks as a rogue against opponents denied their Dexterity bonus or against those that are flanked. The target inflicts +1d6 points of damage when making such an attack. If the tar-

get can already make sneak attacks, the damage she inflicts with her sneak attacks increases by +1d6.

SECOND CHANCE

Abjuration

Level: Cleric 2

Components: V, S, DF

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can attempt a new saving throw to shrug off one unwanted ongoing condition or effect. *Second chance* does not heal damage already suffered from an effect or condition, however.

If an effect doesn't allow a save, or if it has a duration of Instantaneous, then *second chance* has no effect. The Difficulty Class for the saving throw is the same as for the first saving throw. Effects with a Permanent duration add +2 to the DC of the second save.

This spell can be cast only once per unwanted condition—if the second save fails, this spell cannot help.

SHARED BLESSING

Abjuration

Level: Cleric 2

Components: V, S, DF

Casting Time: One standard action

Range: Touch

Target: Creature touched (not you)

Duration: One minute/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Calling upon divine forces, you grant the subject of the spell a +1 morale bonus to Armor Class and a +2 morale bonus to saving throws. However, if you and the subject move more than 10 feet apart at any time, the spell ends.

You cannot cast this spell on yourself.

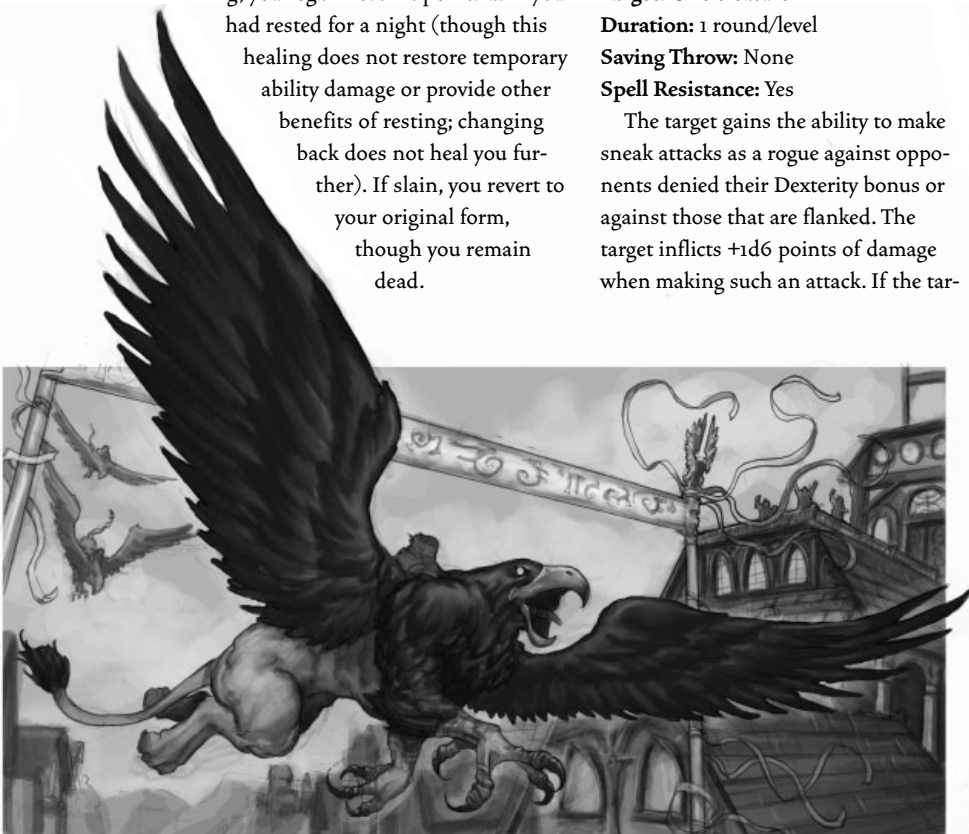
SHARK'S FORM

Transmutation

Level: Druid 4, Wizard 4

Components: V, S, M

Casting Time: One full round



Range: Personal

Target: You

Duration: Ten minutes/level

You change yourself into a Medium shark. Your type changes to animal. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of a shark but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the shark's bite damage, Armor Class, swim speed, ability to breathe underwater, blindsense, and keen scent. You lose the ability to breathe air. You retain your own skills and feats and gain the shark's feats and racial bonuses to skills (but not its skill ranks). You cannot speak or cast spells unless they have no components (that is, modified with the proper metamagic feats). You can use disciplines that do not require a free hand or a spoken word.

The equipment you wear is subsumed into the *shark's form*, but it is nonfunctional.

Material Component: A shark's tooth.

SHIELD OF LIGHT

Abjuration

Level: Cleric 10

Components: V, S, DF

Casting Time: One standard action

Range: 0 feet

Effect: One magical shield of light

Duration: 1 round/level (D)

Saving Throw: None and see below

Spell Resistance: No and Yes

You create a glowing shield of brilliant daylight that you wield as you would a normal large shield. You cannot have this spell active while using a normal shield. The *shield of light* provides illumination in a 30-foot radius.

If the shield comes into an area of magical darkness, it temporarily negates the darkness so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

The shield offers a +2 armor bonus and a +1 enhancement bonus to Armor Class for every three caster levels (maximum +5 enhancement bonus, for a total AC bonus of up to +7).

Creatures that would be adversely affected by a *daylight* spell are likewise affected when within 5 feet of you and the shield. Whether affected by *daylight* or not, all undead who attempt a melee attack against you must first succeed at a Will saving throw or cower for the duration of the spell. Even those undead that succeed at the save suffer a -4 circumstance penalty to attack rolls when attacking you in melee. Undead attacking at range need not make saving throws but they do suffer the -4 penalty. This penalty is cumulative with any modifiers from the *daylight* effect.

SHIFTING SANCTUM

Transmutation (Teleport)

Level: Wizard 17

Components: V, S

Casting Time: Twelve hours

Range: 0 feet

Area: Up to one 10-foot cube/level (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You transport yourself and an area you choose (along with everything in that area) to another location that you have physically visited. The destination must somehow benefit the shifted locale. Thus, if a dragon's lair is a system of caves built into a cliff side, you can shift the lair to another set of cliffs nearby, on another continent, or on another plane. The spell then creates the space needed for the shift, magically and instantly digging out new caves in the new cliff wall that conform to the original caves. It also fills in the space left behind—the old caves at the original location are filled in with nat-

ural stone. The lair conforms as well as possible to the new site. Conforming may include shifting the layout, size, and entrance of a location slightly (subject to DM adjudication).

Using this spell, you could transport a whole building to a new location, if the building fit within the spell's area. You could also move only a few rooms, making them into their own separate structure at the destination or attaching them onto an existing structure. They could even replace rooms in an extant structure.

Within reason, the existing contents and environment of the moved location travel with it. However, some environmental conditions must conform to the new locality. For example, moving a small keep underwater causes the keep to fill with water unless some other magic is at work to make the place watertight. Moving an area of the Elemental Plane of Fire to an icy plain will cause the heat of the fiery area to melt the ice and snow in the new locale, but fairly quickly the temperature of the transplanted area will lower and become consistent with the environment around it.

SHRAPNEL GLOBE

Conjuration (Creation)

Level: Wizard 3

Components: V, S, M

Casting Time: One standard action

Range: Touch

Affect: One metal sphere

Duration: 2 rounds/level

Saving Throw: Reflex half

Spell Resistance: Yes

You create a small metal sphere that exists for no longer than the duration. At any point during the duration, if you hurl or drop the globe, it detonates, spraying metal shards in all directions within 20 feet. The shrapnel inflicts 1d6 points of damage for every two caster levels, to a maximum of 5d6. Throwing or dropping the sphere where you want to requires a standard action, resolved as a grenadelike missile. You can give the globe to another

creature to use, but it requires a standard action to do so.

Material Component: 1 ounce of steel.

SLAY ILLUSION

Illusion [Figment]

Level: Wizard 8

Components: V, S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: One illusory creature

Duration: 1 round/level (D)

Saving Throw: Will negates (if interacted with)

Spell Resistance: No

You create an illusion of a horrible creature of Large size that you choose (or design). The illusion has both visual and audible components. This illusion moves at a speed of 40 to the nearest illusion within range, detecting it without possibility of error. Your illusion can charge and double move, but not run, and its movement requires no action on your part.

As soon as it reaches the other illusion, it destroys it in a visual display of illusory obliteration. The remnants of the destroyed illusion fade. The next round, your illusion moves again to the nearest illusion within range and does the same thing, continuing the attacks until the spell ends. If there are no illusions within range, the illusory creature disappears in a blast of phantom fire.

For example, say you cast this spell near an illusion of a dragon. You make your illusionary creature a troll. The “troll” moves to the illusion of the dragon and tears it apart, the bloody dragon bits fading after a moment. The next round, the “troll” moves across the room to an *illusory wall* (which you did not even know was an illusion) and destroys it, ripping the rocks and mortar apart. The rocks and mortar fade and, with no other illusions within range, the “troll” disappears.

As with all illusions, interaction with the illusory creature allows other characters a saving throw, although their belief or disbelief in the illusion

has no effect on its ability to seek out and destroy other illusions.

SLAY LIVING

Necromancy [Death]

Level: Cleric 10

Components: V, S

Casting Time: One standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can attempt to slay any one living creature. You must succeed at a melee touch attack to touch the victim. The victim suffers 12d6 points of damage + 1 point per caster level. If she succeeds at the Fortitude save, she instead suffers 3d6 points of damage + 1 point per caster level. (Of course, the victim might die from damage even if she succeeds at her save.)

SLIP BETWEEN SIGHT

Illusion (Figment)

Level: Wizard 2

Components: V, S

Casting Time: One standard action

Range: Personal

Target: You

Duration: One minute/level

This illusion obscures accurate vision. You gain a +5 bonus to Sneak and do not necessarily need something to hide behind (but you must be unobserved while initially hiding). This spell negates any size penalties as they apply to Sneak checks.

SPELL IMMUNITY

Abjuration

Level: Cleric 8

Components: V, S, DF

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: Ten minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells

must be of 8th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell(s). Naturally, that immunity doesn't protect a creature from spells for which spell resistance offers no protection.

Spell immunity protects against spells, the spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. A target gains immunity only to a particular spell, not a certain domain or school of spells or a group of spells with similar effects. Thus, a creature given immunity to *lightning bolt* remains vulnerable to *shocking grasp* and *chain lightning*.

A creature can have only one *spell immunity* spell in effect on it at a time.

SPELL IMMUNITY, GREATER

Abjuration

Level: Cleric 15

As *spell immunity*, except that it affects up to 15th-level spells.

SPELLMASTER

Transmutation

Level: Wizard 14

Components: V, S

Casting Time: One full round

Range: Personal

Target: You

Duration: 1 round/level

You control your spells with delicacy and precision. With this spell active, the range and duration of the spells you cast can increase up to 50 percent (spells with range of Touch or Personal, or durations of Instantaneous, go unaffected). Your spell effects can be delayed up to 3 rounds. You can shape spell areas (without changing their sizes) to the point of excluding single targets from bursts if you desire—in other words, creatures within spell areas are affected only if you want them to be.

For example, a 15th-level wizard casts *spellmaster*, then *fireball*. He can increase the range up to an extra 500 feet, but he cannot affect the instantaneous duration. He can delay the explosion of the *fireball* for up to 3 rounds (at which time, different creatures might be in the area) and can choose who in the area must make a saving throw, and who suffers no damage at all.

SPIDER'S FORM

Transmutation

Level: Druid 9, Wizard 9

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: You

Duration: Ten minutes/level

You change yourself into a Large monstrous spider. Your type changes to vermin. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of a Large monstrous spider but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the spider's bite damage, Armor Class, speed, climb ability, poison, webs, darkvision, and tremorsense. You retain your own skills and feats and gain the spider's racial bonuses to skills (but not its skill ranks). You can speak and cast spells with only verbal components. You can use disciplines that do not require a free hand.

The equipment you wear is subsumed into the *spider's form*, but it is nonfunctional.

Material Component: A bit of spider web.

Design Decisions: Animal and Monster Form Spells

Polymorph spells are problematic simply because they grow more unbalanced as more creatures are introduced into the game. To solve this, you can either make the spells really hard to use and less satisfying in the abilities they provide, or you can standardize the forms a caster can change into.

I went with the latter solution, creating wolf's form, spider's form, troll's form, and so on. Each is placed at a level appropriate to the benefits of the form. You could create many more such spells, but if you do, look at the creature's ability scores and special abilities. Challenge Rating is a measure of how tough a creature is to fight, not a measure of how powerful it is to be. Plus, since these new spells don't give you the creature's Hit Dice, that's not a factor, either. Thus, the way these spells work, it's more beneficial to be a troll than a hill giant, even though hill giants are (rightly) rated with a higher Challenge Rating.

SPIRIT OF TRIUMPH

Transmutation

Level: Cleric 20, Druid 20, Wizard 20

Components: V, S

Casting Time: One standard action

Range: Personal

Target: You

Duration: 1 round/level

With this spell, you call upon powerful spirits to inhabit your physical form and enhance it. You gain a +10 luck bonus to attack rolls, damage rolls, saving throws, checks, and Armor Class.

Material Component: Silver dust worth at least 500 gp.

STALWART SOUL

Abjuration

Level: Cleric 7

Components: V, S, DF

Casting Time: One standard action

Range: Touch

Target: Living creature touched

Duration: Ten minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes immune to ability damage or drain from poisons, spells, spell-like or supernatural abilities, or any other source. This protection includes temporary ability score penalties such as from a *ray of enfeeblement* or the exhausted condition.

STABILIZE SOUL

Transmutation

Level: Cleric 14

Components: V, S, M

Casting Time: One minute

Range: Touch

Target: One creature or one corpse

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

If you cast this spell upon a revived creature (see page 72), the creature remains alive even after the *revivification* spell ends, and suffers 1 point of Constitution drain rather than the loss of a level.

If you cast this spell upon the corpse of a creature whose spirit is an incorporeal undead, the target must make a successful save or be returned to the afterlife.

STAND AGAINST THE TIDE

Transmutation [Earth]

Level: Cleric 1, Druid 2

Components: V, S, DF

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature/level, no two of which can be more than 30 feet apart

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Creatures affected by this spell gain a +2 bonus to Armor Class and a +4

bonus on Strength checks made to resist being bull rushed or tripped as long as they remain in place, keep to their feet, and stand upon solid ground. If they move, they lose the bonus until they once again remain in place for a full round.

STONE BODY

Transmutation

Level: Cleric 12

Components: V, S, M

Casting Time: One standard action

Range: Personal

Target: You

Duration: One minute/level (D)

Your flesh stiffens and turns grey, gaining the rough texture and consistency of stone. This spell transforms your body into living stone, which grants you several powerful resistances and abilities.

First you gain damage reduction 10/adamantine. You become immune to blindness, critical hits, ability score damage, deafness, disease, drowning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell remains in effect. You gain a +4 enhancement bonus to Strength, but you suffer a –4 penalty to Dexterity (minimum Dexterity 1). Your speed falls to one-half normal, and your weight increases by a factor of three.

If you are targeted with *transmute rock to mud*, you are *slowed* for 2d6 rounds with no saving throw. A *transmute mud to rock* heals you of all your lost hit points. A *stone to flesh* spell automatically ends this spell.

Material Component: A small piece of stone that was once part of a stone golem, a greater earth elemental, or a castle's outer wall.

STRENGTH TO STRIKE

Transmutation

Level: Wizard 8

Components: V, S, M

Casting Time: One standard action

Range: Touch

Target: One weapon

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You devote 2 points of your own Strength (which you suffer as ability damage) to a weapon you touch. That weapon inflicts +2d6 points of damage for the duration of the spell.

Note to DMs: This spell should not become the basis for a magic item, nor should it be made permanent with a *permanency* spell.

Material Component: A needle.

SUNFIRE TOMB

Transmutation [Good]

Level: Cleric 19, Druid 19

Components: V, S, DF

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You transfer a target, body and soul, into the sun, where he is held entombed in stasis forever. For the subject, time ceases to flow and he does not grow older. His bodily functions virtually cease, and no force or effect can harm him. He is, however, aware of the heat and light around him—those sensations are all he experiences while entombed in the sun. The subject remains there unless a *freedom* spell is cast at the locale where this spell was originally cast. Magical search by *scrying* or similar divination does not reveal the fact that the creature is entombed, but *discern location* does. A *wish* or *miracle* spell does not free the subject but will reveal where he is entombed. The *sunfire tomb* spell functions only if you know the target's name and some facts about his life.

This spell is often used against creatures such as dark elves, vampires, or other beings that hate the light of day, as a fitting punishment for their misdeeds.

SUPPRESS LESSER

Enchantment (Compulsion)

[Mind-Affecting]

Level: Wizard 8

Components: V, S

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Target: One arcane spellcaster of a level lower than you

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cast this spell on another, lesser, arcane spellcaster (not just a creature with spell-like abilities) to keep her from casting spells. The affected target cannot cast spells or use spell completion or spell-trigger magic items. She can use other magic items or spell-like abilities, however.

TELEPORT TRACER

Divination

Level: Wizard 11

Components: S

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Target: One teleportation spell

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You immediately know the destination of the most recent spell with the teleportation subtype cast within the range. You know the location well enough to teleport to it immediately with no chance of error, although the spell confers no ability to teleport.

TOUCH OF THE GODS

Conjuration (Summoning)

Level: Cleric 13

Components: V, S

Casting Time: One standard action

Range: Personal

Target: You

Duration: Ten minutes/level

For the duration, you can choose to include prepared healing and restorative spells with uses of your Healing Touch or Divine Presence disciplines.

For example, if you touch a creature and use Healing Touch, you can give that creature a *lesser restoration* spell at the same time, requiring no additional action on your part.

Adding a spell to the Healing Touch or Divine Presence disciplines is your choice, despite the fact that it may not occur on your action. A spell added to one of these disciplines is expended as if you had cast it.

The spells that can be laced in with the disciplines are as follows:

- *Break enchantment*
- *Remove blindness/deafness*
- *Remove curse*
- *Remove disease*
- *Remove paralysis*
- *Restoration, lesser restoration, and greater restoration*
- *Second chance*
- *Undo*

TROLL'S FORM

Transmutation

Level: Druid 12, Wizard 12

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: You

Duration: Ten minutes/level

You change yourself into a troll. Your type changes to giant. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of a troll but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the troll's bite and claw damage, Armor Class, speed, rend ability, regeneration, darkvision, low-light vision, and scent. You retain your own skills and feats and gain the troll's feats and racial bonuses to skills (but not its skill ranks). You can speak, cast spells, and use disciplines.

The equipment you wear is subsumed into the *troll's form*, but it is nonfunctional.

Material Component: A bit of dried trollflesh.

TRUE TELEKINESIS

Transmutation

Level: Wizard 20

Components: S

Casting Time: One standard action

Range: Long (400 feet + 40 feet/level)

Target: One creature or object weighing up to 1,000 lbs./caster level

Duration: Concentration (up to 1 round/level)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You move objects or creatures by concentrating on them. The *true telekinesis* spell provides a gentle, sustained force, moving a creature or object weighing up to 1,000 lbs. per caster level up to 100 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with spell resistance.

Using *true telekinesis*, you can move the weight vertically, horizontally, or both. An object cannot be moved beyond the spell's range. The spell ends if the target is forced beyond the range. If you cease concentration for any reason, the target falls or stops.

You can telekinetically manipulate an object as if with one hand: You can pull levers or telekinetically manipulate a bucket to fill itself with water from a well. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a Difficulty Class set by the DM. The spell can be used to wield a weapon using a caster level check as the attack roll (ranged or melee), with a +15 bonus to the damage roll.

Lastly, the spell can be used to exert a force, such as that needed to break open a barred door or keep it closed. In such cases, the telekinetic force has a Strength modifier equal to a quarter of your level + your Intelligence modifier.

UNDO

Transmutation

Level: Cleric 20, Druid 20, Wizard 20

Components: V, S, DF

Casting Time: One full round

Range: Touch

Target: One attack or effect

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You specify a single effect that has occurred within the previous round and reverse it entirely. The effect can be a spell, a spell-like ability, a discipline effect, a supernatural ability, a physical attack, a poison, a disease, a trap, a rune, or anything similar. Damage inflicted by the effect is repaired or healed, slain victims are restored to life (to the condition they were in before the effect), a curse is lifted, and so on—whatever the effect did, this spell undoes it.

Note that this spell does not make it so that the effect was never instigated; it only undoes its consequences. So if you cast this spell to undo the effects of a *shocking grasp* spell, the caster of the *shocking grasp* really did cast it (and used the spell slot), but the damage is all repaired.

Effects from 15th-level or higher spells (or the equivalent) require that you make a caster level check to undo them. The Difficulty Class for the caster level check is 10 + spell level (or equivalent) + one-half of the caster level of the effect's creator.

UNHAND

Evocation [Force]

Level: Wizard 2

Components: S

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell allows you to attempt to disarm a creature with a blast of force. You and the defender make opposed



rolls. You make a caster level check adding both your Dexterity modifier and your Intelligence modifier (d20 + caster level + Dexterity modifier + Intelligence modifier). The defender uses his attack bonus with the weapon in question (if the object is not a weapon, use the defender's base attack bonus plus Strength modifier). The size of the weapon or object is irrelevant. If the defender uses his weapon in two hands, he gets an additional +4 bonus.

If you beat the defender's check, the defender is disarmed. The object falls to the ground at the defender's feet.

VENGEFUL SPELL

RESISTANCE

Abjuration

Level: Cleric 14

Components: V, S, DF

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains spell resistance equal to 12 + your level. If a caster cannot overcome the target's spell resistance, that caster suffers 2d6 points plus your level in damage as magical feedback.

As always, in order to affect a creature with SR with a spell, a spellcaster must roll the creature's spell resistance or higher on 1d20 + caster level. A creature with spell resistance may voluntarily lower it in order to accept a spell.

WAIL OF THE BANSHEE

Necromancy [Death, Sonic]

Level: Wizard 19

Components: V

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Area: One living creature/level within a 30-foot-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You emit a terrible scream that possibly kills creatures who hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of damage per caster level. Creatures closest to the point of origin are affected first.

WALL OF FORCE, LESSER

Evocation [Force]

Level: Wizard 6

Components: V, S, M

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: A wall whose area measures up to one 10-foot square/level

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

You create an invisible wall of force. The *lesser wall of force* cannot move. It has no hardness but can absorb up to 10 points of damage per caster level before being destroyed. Unlike greater versions of this spell, it does not prove immune to *dispel magic*. *Disintegrate*

immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or *Mord's disjunction*. Spells and breath weapons cannot pass through the wall in either direction, but they may inflict damage normally upon the wall and can potentially destroy it as easily as physical attacks. *Dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material creatures (though ethereal creatures usually can get around the wall by floating under or over it through material floors and ceilings).

The *lesser wall of force* must be continuous and unbroken when formed. If any object or creature breaks its surface, the spell fails.

Material Component: A pinch of powdered glass

WATER'S BLESSING

Transmutation

Level: Cleric 2

Components: S, M

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature/level

Duration: One minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell adds a +5 bonus to creatures' Swim checks. Clerics of 10th level and higher can choose that benefit or instead may add +10 feet to the affected creatures' speed while swimming.

Material Component: A fish scale.

WAVES OF DARKNESS

Evocation [Darkness, Evil]

Level: Cleric 14

This spell functions like *waves of light*, below, except that it sends waves of darkness that affect only creatures of good alignment.

WAVES OF LIGHT

Evocation [Good, Light]

Level: Cleric 14

Components: V, S, DF

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Area: Burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half and partial

Spell Resistance: Yes

Waves of holy energy emanate from you. The energy affects only creatures of evil alignment, inflicting 1d6 points of damage for every two levels (max. 10d6) and carries other effects based on the creatures' level or Hit Dice as follows:

Level/HD	Secondary Effect
Less than 4	Knocks creatures unconscious for 1d6 minutes
4–8	Stuns for 1d6+1 rounds
8–12	Stuns for 1d4 rounds
More than 12	Stuns for 1 round

The secondary effects are negated by a successful saving throw, but creatures that succeed at their save still suffer a –1 morale penalty on attack rolls, saving throws and checks for 1 round per level.

WELLSPRING OF SOUL'S

LIGHT

Conjuration (Summoning) [Good]

Level: Cleric 20

Components: V, S, DF

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Area: 20-foot-radius spread

Duration: Instantaneous and one hour/level

Saving Throw: Reflex half and none

Spell Resistance: No

You call upon the honored dead who have fallen in the service of good to come forth and aid the cause of good once again. This spell conjures an area of holy light that inflicts 10d6 points



of damage on all evil creatures or those particularly sensitive to light.

Further, in the middle of the area, one 10th-level paladin for every four caster levels appears to serve you, as long as you command them to commit only good acts. Each has typical gear and a warhorse. These spiritual paladins have corporeal form. They can be dispelled or banished. Treat them as typical 10th-level paladins (as described in the DMG), except that they are outsiders. When they are slain or the duration ends, their gear disappears with them.

WINGED ARROWS

Divination

Level: Cleric 1, Druid 1

Components: V, S

Casting Time: One standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature/level

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

Those affected by this spell ignore range penalties for their first two range increments on all ranged weapon attacks as barely perceptible wings carry aloft their loosed arrows, bolts, spears, and so forth. Attacks made

within the first range increment gain a +2 insight bonus.

WOLF'S FORM

Transmutation

Level: Druid 3, Wizard 3

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: You

Duration: Ten minutes/level

You change yourself into a wolf. Your type changes to animal. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of a wolf but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the wolf's bite and claw damage, Armor Class, speed, trip attack, low-light vision, and scent. You retain your own skills and feats and gain the wolf's feats and racial bonuses to skills (but not its skill ranks). You can speak and cast spells with only verbal components. You can use disciplines that do not require a free hand.

The equipment you wear is subsumed into the *wolf's form*, but it is nonfunctional.

Material Component: A wolf's tooth.

WOVEN BOLT

Conjuration (Summoning)

Level: Wizard 4

Components: V, S

Casting Time: One free action

Range: Personal

Target: You

Duration: Instantaneous

You summon an amount of elemental energy and weave it into the blast from your Eldritch Bolt discipline. This attack inflicts +1d6 points of either fire damage (if fire) or impact damage (if

air, earth, or water) plus an additional 1d6 points of damage for every four caster levels.

This spell is cast at the same time as you launch an Eldritch Bolt. It is a free action that can be used only on your turn, and never more than once per round. It cannot be used on the same round as a quickened spell or a quickened discipline.

WYVERN'S FORM

Transmutation

Level: Druid 16, Wizard 15

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: You

Duration: Ten minutes/level

You change yourself into a wyvern. Your type changes to dragon. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of a wyvern but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the wyvern's sting, bite and talon damage, Armor Class, speed, flying ability, improved grab, poison, darkvision, immunity to sleep and paralysis, low-light vision, and scent. You retain your

own skills and feats and gain the wyvern's feats and racial bonuses to skills (but not its skill ranks). You can speak, cast spells, and use disciplines.

The equipment you wear is subsumed into the *wyvern's form*, but it is nonfunctional.

Material Component: A wyvern's scale.

X-RAY VISION

Divination

Level: Wizard 9

Components: V, S, M

Casting Time: One standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You can see into and through solid matter. At a range of 20 feet, you can see as if you were looking at something in normal light—even if there is none. For example, if you look into a locked chest, you can see inside even if there's no light within. *X-ray vision* can penetrate matter based on the type of material and your caster level; see the table below.

It's possible to scan an area of up to 100 square feet in 1 round. For example, during 1 round you could scan a stone wall 10 feet wide and 10 feet high. Alternatively, you could scan an area 5 feet wide and 20 feet high. You are 90 percent likely to locate secret compartments, drawers, recesses, and doors when scanning with *X-ray vision*.

Note to DMs: This spell replaces *true seeing* as the prerequisite for the *ring of X-ray vision*.

Material Component: A small piece of glass.

Substance	Thickness* Scanned Per Round	Maximum Thickness
Organic matter (animal)	2 feet/five levels	2 feet/level
Organic matter (vegetable)	1 foot/five levels	2 feet/level
Stone	6 inches/five levels	1 foot/level
Iron, steel, and so on	Half-inch/five levels	1 inch/level
Lead, gold, platinum	Cannot penetrate	N/A

* Thickness penetrated per round of X-raying

MAGIC ITEMS

This section provides additional rules for magic items as well as a small sampling of new items. Remember that with twenty levels of spells, calculations for magic item prices should use half spell level, rather than full spell level.

HEALING POTIONS

Clerics with the Brew Potion feat can create healing potions as if the spells *cure light wounds*, *cure moderate wounds*, and *cure serious wounds* were on their spell list. In other words, *cure light wounds* potions still exist and are priced as in the Core Rules. Nothing changes. (You cannot make potions from disciplines.)

POTION AND WAND LEVELS

Potions can hold any spell up to 6th level. Wands can cast any spell up to 8th level.

NEW ITEMS

The following are new items, most of which supplement the new rules found elsewhere in this book.

Beads of Turning: This small string of beads looks fairly innocuous. Wearing them around one's neck (using the necklace slot) or around one's wrist (using the bracer slot) raises the saving throw Difficulty Class of the wearer's turn undead attempts by +2.

Faint necromancy; CL 5th; Craft Wondrous Item, *consecrate*; Price 8,000 gp.

Belt of Animal Forms: This belt is made of patches of animal skin; tufts of various beasts' fur and feathers from a number of birds dangle from it. The buckle is made of bone. Once each day, the wearer of this belt can use each of the following spells: *eagle's form*, *lion's form*, *shark's form*, and *wolf's form*.

Unlike other magical items, this one is not incorporated into the new form the wearer takes. Instead, it shrinks or grows to fit the wearer's new form.

Moderate transmutation; CL 6th; Craft Wondrous Item, *eagle's form*, *lion's form*, *shark's form*, *wolf's form*; Price 12,000 gp.

Bracelet of the Seraphim: This silver bracelet is studded with blue star sapphires. Its wearer gains a +1 bonus to the Armor Class provided by the Shield of the Seraphim discipline, a Holy Aura discipline effect, or the shimmering shield runeblade ability.

Faint abjuration; CL 4th; Craft Wondrous Item, *shield of faith*; Price 8,000 gp.

Design Decisions: Healing Potions

Healing potions are not nearly as important to character survival if you use the discipline system. A cleric with either of the healing disciplines (Healing Touch and Divine Presence) likely provides much more healing than a cleric using healing spells. Even when that's not the case, the limitation is on the character being healed, not on the healer. A character who can't get further healing from a cleric can't get more from a potion, either. Under these rules, potions don't supplement what the cleric can give. They serve only as a means for a character to heal himself without waiting for the cleric to get to him. Which is to say, they're still of some considerable use in a pitched battle. Of course, if there is no cleric at hand, healing potions are as important as ever.

Cloak of Grand Presence: This voluminous and billowy velvet cloak allows the wearer's Divine Presence discipline to function at a range of 10 feet rather than touch. Characters wishing to be healed by the wearer need only come within 10 feet.

Moderate transmutation; CL 10th; Craft Wondrous Item, *mass cure light wounds*; Price 22,000 gp.

Headband of Telepathy: This thin silver headband grants the wearer the Telepathy discipline, even if the wearer is not a spellcaster. If the wearer already has the Telepathy discipline, he can choose one enhancement to that discipline that is of his level or lower.

Faint divination; CL 5th; Craft Wondrous Item, *detect thoughts*; Price 10,000 gp.

Ring of Blasting: A *ring of blasting* is a simple gold band without adornment. The wearer gains a bonus to attack rolls made using the Eldritch Bolt discipline. The bonus ranges from +1 to +5, depending on the ring's potency.

Faint enchantment; CL 4th; Forge Ring, *cat's grace*; Price 1,000 gp (+1), 2,000 gp (+2), 4,000 gp (+3), 8,000 gp (+4), 16,000 gp (+5).

Runestone: This small brown stone has been cut into a diamond shape. It fits easily into the palm of one's hand. A character who creates runes (i.e., a runeblade) can apply to this stone one of the runes that normally could be placed only on his runic weapon or his armor or shield. Runes on the stone do not count toward the character's total rune value. The creator or another character can attach the runestone magically to armor, a shield, or the hilt of a weapon, and the rune will function normally.



Moderate evocation; CL 7th; Craft Wondrous Item, *glyph of warding*; Price 12,000 gp.

Staff of the Disciplines: This item looks like a normal wooden staff that a wizard might carry, covered in arcane runes and capped with bands of iron on both ends. However, this device does not function like a standard staff at all. The powers it grants depend on the level of the wielder, as follows.

Level	Benefit
1st	+1 bonus to all Eldritch Bolt attack rolls
3rd	+1 to Armor Class provided by Shield of the Seraphim
5th	+1 to the saving throw DC of the wielder's Bolts of Bedevilment
7th	+100 lbs. to the wielder's Telekinesis weight limit
10th	Doubles the range of the wielder's Telepathy

Moderate transmutation; CL 10th; Craft Wondrous Item, *permanency*; Price 27,000 gp.

Twinblast Rod: This short, thin rod of black iron looks almost like a wand. Three times each day it allows the wielder to fire two Eldritch Bolts at once, if she has that discipline already. The bolts can cover two different targets or the same target; each is resolved normally.

Moderate enchantment; CL 6th; Craft Rod, *haste*; Price 19,000 gp.

Underdark's Blade: This *+1 greatsword* magically and instantaneously shrinks or grows to fit the environment around it as needed to allow it to be used in even the smallest passages. Further, when in a natural cavern or passage, the wielder gains a +10 bonus to Balance checks and can make one change of direction while running or charging (allowing him to run around corners, for example).

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *expeditious retreat*, *cat's grace*; Price 8,350 gp; Cost to Create 4,350 gp + 320 XP.

Winter's Eye: This *+1 frost short sword* has what appears to be a small whitish blue crystal ball on the pommel. Each morning, the wielder can look into the sphere and get an insight into the fortunes of the day ahead, and the sword grants bonuses based on what he likely needs.

Roll 1d6: On a 1–2, the sword adds a +2 bonus to Initiative checks, on 3–4 it adds a +2 bonus to Armor Class, and on 5–6 it adds a +2 bonus to Reflex saves. The bonus lasts until the next morning, when a new benefit is determined.

Strong evocation and divination; CL 15th; Craft Magic Arms and Armor, *chill metal*, *divination*; Price 20,310 gp; Cost to Create 10,310 gp + 800 XP.

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PDF Version 1
February 2008

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