



MONTE COOK'S
ARCANA
EVOLVED™



A VARIANT PLAYER'S HANDBOOK



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ARCANA EVOLVED™



A VARIANT PLAYER'S HANDBOOK BY MONTE COOK

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Table of Contents

Introduction: New Possibilities

WHY A NEW BOOK?4
 WHO IS THIS BOOK FOR?4
 WHAT'S INSIDE?5
 THEMES5
 RULES CONCEPTS7
 BEFORE YOU START...7
 CREATING CHARACTERS7

Chapter One: Abilities

DETERMINING ABILITY SCORES ..9
 ABILITY MODIFIERS9
 USING ABILITY SCORES10
 ABILITIES AND SPELLS
 OR COMBAT RITES12
 USING STRENGTH:
 CARRYING CAPACITY12
 USING INTELLIGENCE:
 REMEMBERING13
 USING CHARISMA:
 INFLUENCING OTHERS13
 CHANGING ABILITY SCORES13

Chapter Two: Races

RACIAL LEVELS14
 EVOLVED LEVELS14
 HUMANS15
 DRACHA16
 FAEN19
 GIANTS23
 LITORIANS26
 MOJH28

RUNECCHILDREN30
 SIBECCAI31
 VERRIK33
 AGE, HEIGHT, AND WEIGHT36

Chapter Three: Classes

CLASSES AND LEVELS37
 AKASHIC39
 CHAMPION44
 GREENBOND53
 MAGE BLADE57
 MAGISTER61
 OATHSWORN65
 RITUAL WARRIOR69
 RUNETHANE72
 TOTEM WARRIOR78
 UNFETTERED85
 WARMAIN88
 WITCH91
 MULTICLASS CHARACTERS99
 STARTING WITH THE
 CHARACTER CONCEPT100

Chapter Four: Skills

SKILL POINTS101
 USING SKILLS101
 SKILL DESCRIPTIONS104

Chapter Five: Feats and Talents

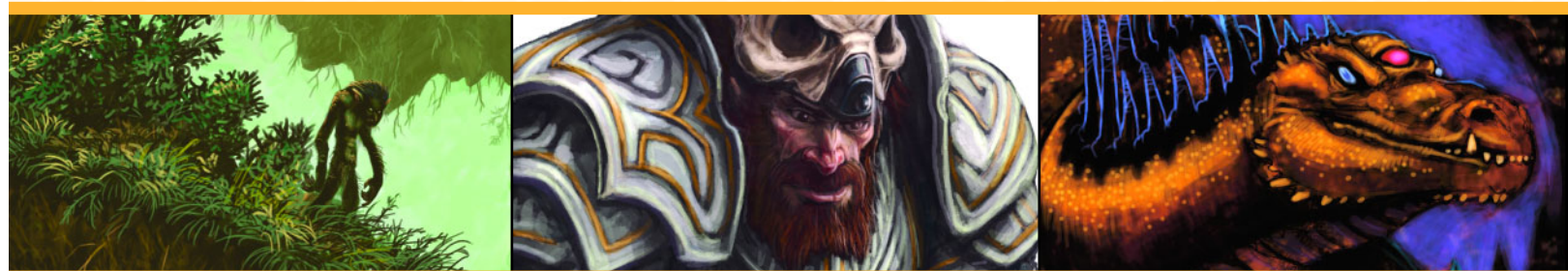
GAINING FEATS123
 FEAT CATEGORIES123
 FEAT DESCRIPTIONS128

Chapter Six: Equipment

MONEY150
 WEAPONS150
 ARMOR AND SHIELDS161
 GOODS AND SERVICES167

Chapter Seven: Playing the Game

MOVEMENT175
 VISION178
 STAGING ENCOUNTERS178
 COMBAT SEQUENCE179
 THE COMBAT ROUND179
 ARMOR CLASS179
 HIT POINTS180
 FACING AND FLANKING180
 MAKING ATTACKS180
 ATTACKS OF OPPORTUNITY182
 ATTACK ROLL MODIFIERS182
 COVER AND CONCEALMENT183
 INFLECTING DAMAGE184
 DEATH, DYING, AND HEALING ..185
 SUBDUAL DAMAGE186
 ACTIONS IN THE ROUND187
 BREAKING ITEMS AND
 ATTACKING OBJECTS194
 GRENADILIKE WEAPON
 ATTACKS197
 MOUNTED COMBAT197
 SAVING THROWS198
 HERO POINTS198



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Chapter Eight: Magic

KNOWING AND READINGY

A SPELL200

SPELL FORMAT201

CASTING A SPELL202

AIMING A SPELL202

SAVING THROW204

SPELL RESISTANCE204

THE SPELL'S RESULT204

COMPONENTS205

CONCENTRATION206

CASTER LEVEL206

SPELL FAILURE207

SPECIAL SPELL EFFECTS207

BRINGING BACK THE DEAD207

TRUENAMES207

ELEMENTS AND ENERGY TYPES208

COMBINING MAGICAL EFFECTS208

SCHOOLS OF MAGIC209

SPELL TEMPLATES210

MAGIC ITEMS215

ARTIFACTS225

**Chapter Nine:
Spells and Combat Rites**

SPELL LIST228

SPELL DESCRIPTIONS236

COMBAT RITES318

**Chapter Ten:
Diamond Throne Gazetteer**

THE WORLD322

THE PEOPLE323

THE GODS AND RELIGIONS330

THE HISTORY332

THE GEOGRAPHY340

THE KINGDOMS346

THE ORGANIZATIONS359

THE COSMOLOGY360

THE THREATS361

THE MYSTERIES364

ADVENTURE IDEAS365

Chapter Eleven: Prestige Classes

BEAST REAVER367

CRYSTAL WARRIOR369

DARKBOND371

DRAGON KITH373

ESOTERIC MAGE374

GIANT PARAGON376

KNIGHT OF THE AXE377

MAGE PRIEST379

NIGHTWALKER381

OLLAMH LOREKEEPER382

RUNE LORD385

SOMNAMANCER387

PRESTIGE CLASSES FROM
OTHER SOURCES389

Chapter Twelve: Creatures

ALABAST391

CHORRIM392

CYCLOPS394

DARK WARDEN395

DRAGON396

DREAM HUNTER401

EVOLVED CREATURE TEMPLATE402

HARRID404

INSHON405

RADONT407

RHODIN408

SHADOW TROLL410

SLASSAN411

UNDEAD CREATURE TEMPLATES412

XAAER (DEATH OOZE)414

CREATURES FROM
OTHER SOURCES415

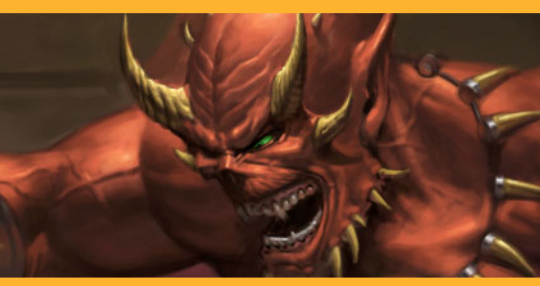
Appendix

CONVERSIONS418

CHARACTER SHEET424

INDEX426

OPEN GAME LICENSE430



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INTRODUCTION:

New Possibilities

Everything changes. It's the key concept of evolution—everything moves forward.



You hold in your hands a book that attempts to express its own reality. It is a setting—not just with places and characters, but with the rules that define how those characters operate within those places. *Monte Cook's Arcana Evolved* is based on the idea that the best way to describe a thing is to define that thing. It is a roleplaying game rules set based on a popular rules set, but different in its own ways. It's fantasy roleplaying taken in a new direction.

The book in your hands was given life by a previous volume called *Arcana Unearthed*. Just as that book unearthed a new, magical world, this one takes that world another step. *Arcana Evolved* is built atop *Arcana Unearthed*. You won't find anything in *Arcana Unearthed* that isn't also in this book—but *Arcana Evolved* offers quite a bit that is new.

Like its predecessor, you can use *Arcana Evolved* in many ways. It can supplement your existing fantasy roleplaying game (these rules mesh well with the core 3rd Edition and 3.5 Revised Edition rules), or it can replace the existing rules you use. It's complete enough to serve as an entire alternate player's handbook. It's got everything you need.

Most likely, you are already familiar with the central core around which the contents of this book revolve. You'll find, however, that the individual elements—the races, the classes, the feats, the spells, even some of the skills and equipment—are new and different.

WHY A NEW BOOK?

If you already own *Monte Cook's Arcana Unearthed*, you're already familiar with much of the material in this book. It's not, strictly speaking, a new edition or even a revision. To borrow a term from the movie industry, it's really more of a director's cut. Inside you'll find the races, classes, and other elements that you remember. You'll also find that this book clarifies a number of the rules and incorporates the errata. Moreover, you'll find all the material from *Arcana Unearthed's* companion volume, *The Diamond Throne*, as well as some from the *Player's Guide* (a component of the *DM's Screen* product) has been added in.

Even more exciting, however, is the new material. Inside you'll find a new race called the *dracha*. You'll see that there is a whole new concept called *evolved levels* that takes the racial levels of *Arcana Unearthed* a step further. This book offers an exciting new class called the *ritual warrior*, and along with it a new concept called *combat rites*. You'll find new causes to champion, a new witchery manifestation, new levels in each class, new feats, new equipment, new spell templates, new spells, new prestige classes, and new creatures. Lastly, now that the book is in full color, it is more beautiful than ever before.

The new material, for the most part, revolves around a concept that fans of *Arcana Unearthed* are sure to find exiting: the return of the dragons to the Lands of the Diamond Throne. The dragons left these shores millennia ago, and their recent return has thrown the other races into turmoil. What's more, the dragons bring with them the ability to help characters evolve into newer and better forms.

In short, this basically is a new, deluxe presentation with some much-needed bonus material and some exciting story elements added in. This material is my most important work since I started Malhavoc Press, and this book is a closer approximation to my ultimate vision for my “variant player's handbook.” In a way, you could say that the material finally has the presentation it deserves. Everything evolves.

WHO IS THIS BOOK FOR?

This book is designed for experienced roleplayers. The intended audience is familiar with the 3rd Edition or 3.5 Revised Edition core rules, although that knowledge isn't crucial.

You do not need to be familiar with or even own *Monte Cook's Arcana Unearthed* to use this book. *Arcana Evolved* has everything from that book, and a lot more besides. You do not need any other player's handbooks. However, you'll find that

other core rules reference books, like the MM and the DMG, will enhance your game play.

The DMG offers a number of useful tips for DMs running *Arcana Evolved* games. NPC classes including the warrior, commoner, expert, and aristocrat (but not the adept) add depth to a campaign. Rules for awarding experience points and treasure are also useful. The book details the basic magic items (magic weapons, armor, *rings of protection*, etc.) you'll want for your campaign, in addition to many special items that you could use with these rules, if you wish. Plus, it offers a wealth of guidelines for creating and running a campaign.

The MM presents far more creatures than this book can (and in Chapter Twelve you'll find a list of creatures from the MM and other books that fit well into the Diamond Throne setting). Even DMs who don't feel the need to use MM creatures in their adventures will find them useful for summoning spells. The MM also includes statistics for animals, which are necessary for character classes with animal companions.

The *Arcana Evolved* website <www.arcanaevolved.com> offers an introductory adventure for this book, but you can also use fantasy adventures meant to go along with the core rules. You can find additional source material on magic in *Mystic Secrets: The Lore of Word and Rune* and 50 new creatures in *Legacy of the Dragons*, both from Malhavoc Press. Monster books such as the *Creature Collection* series and *Tome of Horrors* from Sword & Sorcery can add a nice variety. *Counter Collection: Arcana Evolved* and *BattleBox: Arcana Evolved* from Fiery Dragon Productions enhance the gaming experience with full-color counters and more. Also look for Fiery Dragon's official *Arcana Evolved* adventure series, exclusively in PDF. If miniatures are more your style, check out the *Arcana Evolved* line from Iron Wind Metals, including the *Heroes of the Diamond Throne* assortment and new blister packs.

WHAT'S INSIDE?

Here's what you'll find in each chapter of *Arcana Evolved*:

1. Abilities: All you need to know about Strength, Intelligence, and a character's other abilities.

2. Races: Eight character races, plus humans. These races have special racial or evolved level progressions that you can take like classes to gain unique racial abilities. Most of them start out as viable 1st-level characters, either with traditional classes or racial or evolved levels.

3. Classes: The 12 *Arcana Evolved* core classes are balanced to work together and created to be complete in this book, covering all the traditional "roles" you enjoy in a fantasy game, but in an a very different way. All classes advance to 25th level.

4. Skills: This chapter provides some new takes on skills and clears up some problem areas found in other games.

5. Feats and Talents: In addition to traditional types of feats, this chapter offers two other types: the talent, a special ability you can choose only at the start of the game, and the ceremonial feat, which you can choose only after performing certain rituals.

6. Equipment: This chapter gives you different types of armor—including exotic armor—weapons, and alchemical substances, plus all the basics.

7. Playing the Game: The core structure of the game remains familiar to established roleplayers, with a few variant twists for experienced players or for those who simply want to take advantage of advanced development of the rules. Of special interest is a hero point system that allows players to accomplish amazing tasks.

8. Magic: Anyone who's a little tired of the traditional "prepare, then cast" method of handling spells will love the ability to alter a spell's power and weave together minor spells into larger ones. Also, spell templates let you customize spells to fit your character. Lastly, this chapter offers magic items and artifacts that characters can discover on their adventures and use to enhance their characters.

9. Spells and Combat Rites: This book offers hundreds of spells, each complete with guidelines for heightening and diminishing its effects and for creating a magic item from it. This chapter also presents combat rites: rituals used by the ritual warrior, oathsworn, and warmain classes.

10. Diamond Throne Gazetteer. The setting that serves as a backdrop for the rules in *Arcana Evolved* is called Dor-Erthenos, the Lands of the Diamond Throne. This chapter provides a very brief overview of this default setting, although it is certainly not the only setting possible. The gazetteer includes enough information to get a DM started, but really the idea is for you to take this setting and make it your own.

11. Prestige Classes. Characters that advance to mid and high levels can qualify for these special, world-specific classes. They help define the setting and the people who live there.

12. Creatures. Many creatures are unique to the Lands of the Diamond Throne, and some of them appear here. At the core of the chapter, you will find the unique and dangerous dragons of the setting, newly returned to the realm.

Appendix: The rules in this book are entirely compatible with other fantasy roleplaying supplements you might already own. The Appendix offers conversions to help you translate your existing campaign material.

Bonus source material and ideas to augment the information in *Monte Cook's Arcana Evolved* appear on my website. Find the links to these free web enhancements and much more online at <www.arcanaevolved.com>.

This rulebook is protected content except for items specifically called out as Open Game Content on the title page. For full details, please turn page 430. Open content is not otherwise marked in the text of this book.

THEMES

Those of you familiar with previous Malhavoc Press products know that I like to play around with various ideas and build upon cohesive themes. Here are some of the themes I've explored in this book:

OATHS AND CEREMONIES

Arcana Evolved suggests a world in which people take rituals very seriously, and ceremonies constitute an important part of every aspect of a person's life. One imagines that characters in this

world have short rituals to perform before they eat or sleep. Daily ceremonies cleanse the mind and refresh the soul. In game terms, big important ceremonies provide characters with powerful feats and tie into class and race abilities.

Oaths carry much weight and seriousness as well. The folk of the Lands of the Diamond Throne take things like vows, honor, and duty very seriously, as you can see from such character classes as the oathsworn and the champion.

Through ceremony, people realize the importance of that which lies beyond themselves. By placing value on oaths, duty, and honor, they recognize the importance of that which lies within themselves.

CHARACTER CHOICE VS. DESTINY

Although chance and fate seem to guide one's life at times, *Arcana Evolved* assumes a world where freedom of choice is more important than the unknown whims of fortune or the predestined plans of immortal beings. Characters choose to become mojh, sprytes, or runechildren. They choose to evolve. Oathsworn choose their own oaths and fulfill them because they want to. Champions pick their causes, totem warriors choose their totem spirits, and witches decide their witchery manifestations for themselves. Characters wishing to become great warriors can select the path of the unfettered, ritual warrior, or warmain.

In this world, characters make their own decisions—and they must live with the consequences. They have no game system to dictate their actions (and reactions), so they must take responsibility for their own behavior.

CONTRAST AND OPPOSITION

Characters range from the tiny sprytes to the massive giants. For every champion of life there is a champion of death. There are more contrasting oppositions in a fantasy milieu than just good versus evil.

COMPLEX RACES AND CLASSES

Do the giants have a right to rule just because they freed the other races from slavery? Can a sibeccai ever be free of her self-imposed feelings of indebtedness to the giants? Why does a mojh choose to give up its humanity? Just what is it that makes the verrik such ciphers? Each race you meet in this book comes with a complex set of inherent questions.

Characters' reliance on ritual suggests they are very aware of their place in the world. Many classes assume such a connection with the setting: Champions represent a cause, oathsworn swear an oath about some specific task, an akashic's abilities come from the memories of others, and greenbonds are tied directly to the land. Characters of any class must contend with concerns much larger than themselves.

EVOLUTION

Everything changes—everything moves on. Those who stand still risk being left behind. But even as characters and creatures adapt, there are other changes to be made. Players need to weigh their options and make their choices carefully, because

with evolution comes increased power, in the form of new evolved levels and high levels (20th to 25th) in this book's core classes. Making careful choices includes deciding who to consider a friend and an enemy.

GIVING POWER BACK TO DMs

The core rules of the *Player's Handbook* were written to be as simple as possible, with very little need or room for DM adjudication. *Arcana Evolved* is intended for game masters, or DMs, with a little experience, who are fully capable of making judgment calls and sensible rulings. This isn't to say that a careful eye didn't watch over the balance and playability of these rules. But that same careful eye also made sure not to overdefine concepts or regulate them too heavy-handedly. DMs have room to make the game their own.

TAILOR-MADE CHARACTERS

Players can easily adapt many of the classes in this book to make them more like what they envision for their characters. One can quickly create different types of champions, totem warriors, or witches, for example. Multiclassing has no restrictions. Any race is equally suited to any class.

A world of new possibilities awaits.

RULES CONCEPTS

Although this book obviously offers alternate races, classes, spells, and so on, those of you familiar with the existing core rules will notice that in *Arcana Evolved*, I've presented a lot of different concepts even among rules that are already established.

Racial and Evolved Levels. With the concept of racial levels, a character can focus on advancing within the nature of her race and racial abilities, rather than taking levels in a class. Along with racial levels come evolved levels. These levels work just like racial levels, but they come only after a character makes a special pact with the dragons.

Talents. Talents are feats that one can take only at 1st level. Some things you are simply born with.

Ceremonial Feats. Ceremonial feats grant supernatural abilities bequeathed through the performance of certain rituals. The rituals require expensive components and the help of others.

Spell Flexibility. Spells in *Arcana Evolved* are not just set, unchangeable programs, but flexible, customizable options for players. Each spell can be diminished or heightened to produce a spectrum of effects. It can be laden to hold more power. It can be woven with other spells to cast a more powerful spell. Adding spell templates can change the nature of a spell and its effects. Casters can add in new material components to change the effects. Magic is fluid and subject to the whims of the individual caster, thus it remains always mysterious and fascinating.

Combat Rites. Combat rites are special abilities that members of certain martial character classes access through battle ceremonies. There are four ranks of combat rites, each one more powerful than the ones before it.

Hero Points. This rules subset allows players to take special, desperate actions not normally possible under the rules. Hero

points allow game play to more closely resemble fictional stories in which the main characters perform some amazing feat just at the right moment. They also encourage heroic play.

“Death’s Door” Rules. Although a bit more complicated than the standard rules, the guidelines in *Arcana Evolved* governing how long an injured character can stand before he drops allow the system to simulate tough characters who are “wounded, but still fighting.”

BEFORE YOU START...

Keep these important rules concepts and assumptions in mind as you read through *Monte Cook’s Arcana Evolved*:

DICE NOTATION

The rules in this book use the following die notations:

d4 = four-sided die	d10 = ten-sided die
d6 = six-sided die	d12 = twelve-sided die
d8 = eight-sided die	d20 = twenty-sided die
d% = percentile dice	

Die rolls are expressed in the following format:

[#] die type [+/- modifiers]

Example: 3d6+2 means: “Roll three six-sided dice. Add the result of the three dice together. Then add 2.”

ROUNDING FRACTIONS

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

MULTIPLYING

Sometimes a special rule makes you multiply a number or a die roll. As long as you’re applying a single multiplier, multiply the number normally. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (×2) and a double (×2) applied to the same number results in a triple (×3, because 2+1=3).

BASIC TASK RESOLUTION SYSTEM

These rules assume a standardized system for determining the success or failure of any given task. That system is as follows:

d20 roll + any modifiers = result vs. a target number

The modifiers and target number are determined by the type of task. If the result of the d20 roll plus the modifiers equals or exceeds the target number, the task is successful. Any other result means a failure. For example, on a saving throw or a skill check, the target number is the Difficulty Class (DC). In an attack roll, the target number is the Armor Class (AC) of the opponent.

A “natural 20” on the die roll is not an automatic success. A “natural 1” on the die roll is not an automatic failure. The exceptions to this rule are attack rolls and saving throws.

NO ALIGNMENTS

There are no alignments in Arcana Evolved into which you must shoehorn your character’s outlook. This rulebook does not attempt to define good or evil, nor does it address law or chaos. Characters should decide for themselves what is good and what is evil, the way real people do. There are no spells that reveal whether a character is evil or good—his actions and the perspectives of those around him determine that. Very few characters think of themselves as evil. The truth is, such concepts are relative.

Yet even without alignments, villains still do terrible things to further their own goals. Heroes still make great sacrifices to stop them. The classic conflicts all remain. But now there are even more. Two noble and altruistic characters might oppose each other, for example. Their personal ideologies might even cause each of them to define the other as “evil.”

Characters with a conscience still act responsibly, and those with a code of conduct still adhere to it: Having no alignment is not an excuse for all characters to act wantonly. As in the real world, things are much more interesting if there are not nine alignments but, in fact, an infinite number of them—each character becomes his own alignment.

CREATING CHARACTERS

More than anything, this book is a guide to help you create fantasy characters. It also offers the rules you need to have these characters take on challenges, such as casting spells and engaging in combat.

When creating a player character (PC), use a copy of the character sheets on pages 424–425 and follow these steps:

1. Come up with a concept. This is the most important step. Don’t think in terms of game mechanics or stereotypes. Come up with your own idea for a character. Don’t use easy hooks like “good” and “evil,” but imagine a realistic personality and outlook. Think in terms of the character’s background, his goals, and his likes and dislikes. (See also “Starting With the Character Concept” on page 100.)

2. Roll ability scores. Roll 4d6 six times. Drop the lowest die each time and assign the totals as you wish to your ability scores. (See Chapter One.) While you do this, flip ahead to Chapters Two and Three to be aware of how your ability scores will affect your race and class. For example, a witch with a low Wisdom score won’t be as effective as one with a high Wisdom score. It’s up to you, however. Use a pencil as you write your ability scores on your character sheet, so you can switch them around later if you need to.

3. Choose a race and a class. This step often takes place after you roll the dice in Step 2 but before you assign the scores to abilities. However, do it the way it feels most natural. Don’t forget that many races have classlike racial levels that you can take in lieu of up to three levels of a standard class. Refer to Chapters Two and Three. After you choose, fill in the appropriate spaces on your character sheet with special racial and class abilities, your base attack bonus, initiative modifier, and saving throw modifiers. If you’ve chosen to play a spellcasting character, jot down the spells you’d like to have ready to cast, as well as

THANK YOU TO OUR PLAYTESTERS

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your available number of spell slots and the Difficulty Class of each level of spell.

4. Buy skills. Every class has a number of starting skill points you can use to buy skills for your character. Remember that class skills cost 1 point per rank, and all other skills cost 2 points per rank. Select your skills from those described in Chapter Four and note the ranks on your character sheet.

5. Choose feats and talents. Every character starts out with at least two feats; one of them might be a ceremonial feat, and one or both might be a talent. Humans get an additional starting feat. Only starting characters can choose talents, so consider them carefully. You can't go back and get a talent later. Feats and talents are described in Chapter Five. Add your selections to your character sheet where indicated.

6. Figure hit points. Each class has an associated Hit Die listed in Chapter Three. Assume that you rolled the highest number on the die, then add your Constitution modifier to the total. The result is your hit point total at 1st level. Note it on your character sheet.

7. Buy equipment. Roll 5d4 and multiply the result by 10. That's your starting number of gold pieces to buy equipment. You'll probably want to make sure you get a weapon (or perhaps two—one for melee and one for ranged attacks) and maybe some armor, but that depends on your class. See the equipment listed in Chapter Six. Once you've listed your equipment on your character sheet, you can also determine your Armor Class and carrying capacity.

8. Complete your character sheet. Now that you know your character's basic abilities and skills, and you have an idea of what he owns and what he can do, fill out the rest of your character sheet. Name your character and jot down some notes about background, age, appearance, and personal goals.

GAINING LEVELS

You gain new levels by earning experience points (XP), as described at the beginning of Chapter Three. When your character has earned enough experience points to advance a level, follow these steps:

1. Choose class or racial level. When you gain a level, the most common thing to do is to take the next higher level in your current class. However, you are free to take the first level in another class (or dracha, giants, litorians, mojh, sibeccai, sprytes, and verrik can choose a racial level instead). Choosing an evolved level requires DM approval. Taking levels in two or more classes is called multiclassing (see page 99). You can advance in as many classes as you wish, but you can only gain a level in one class at a time.

2. Apply changes to base attack bonus, base saving throw modifiers, and spells. Refer to the chart associated with the class or racial level for your new base attack bonus, saving throw modifiers, and spell slots and spells readied per day (if any).

3. Record new class abilities (if any). Many classes gain special abilities when they acquire a new level.

4. If the level is 3rd, 6th, 9th, 12th, 15th, 18th, 21st, or 24th, choose a new feat. All characters get a new feat at these levels. Some characters gain additional bonus feats based on their class. This feat can be a general feat, an item creation feat, or a ceremonial feat—but remember that the ceremony requires costly components, time, and often aid from others.

5. If the level is 4th, 8th, 12th, 16th, 20th, or 24th, add a point to one ability score. At these levels, you can add 1 point to any ability score you choose. If the change alters your ability modifier, make sure you update all other relevant scores, such as skill bonuses, saving throw bonuses, attack bonuses, and so on.

6. Buy skills. Use your class' skill points to buy new skills. Remember that class skills cost 1 point per rank and all other skills cost 2 points per rank.

7. Roll for hit points. Each class has an associated Hit Die. Roll the die, add your Constitution modifier to the result, and add that result to your current hit point total.

Abilities

*Strength. Dexterity. Constitution. Intelligence. Wisdom. Charisma.
These are the most essential building blocks of a character.*

Each of the six abilities measures some fundamental and unique aspect of a character. Not everyone can have a high score in each one—ability scores represent weaknesses as well as strengths. Warriors command great Strength and Constitution, while spellcasters possess a high Intelligence or Wisdom. Occasionally, however, a warrior such as an unfettered has a high Dexterity or Intelligence. A magister's high Constitution score represents an uncharacteristically high stamina.

Ability scores both define stereotypes and allow characters to deviate from them to become unique individuals. Every character has six basic abilities, each of which has a score, normally ranging from about 3 to 18. The average score for a human is 10 or 11.

Strength (Str) shows how physically strong your character is. Someone with a Strength of 3 is so feeble he can barely carry his own weight. Someone with a Strength of 18 has strength of great renown. The giants have great Strength.

Dexterity (Dex) shows how quick and deft your character is. Someone with a Dexterity of 3 is known for inept clumsiness, while someone with a Dexterity of 18 is incredibly nimble and fast. The races of litorians and quickling faen are known for their Dexterity.

Constitution (Con) shows how healthy and hearty your character is. A character with a Constitution of 3 is sickly and frail. Someone with a Constitution of 18 is fit, never sick, and can take a lot of physical punishment. Sibeccai and dracha have great Constitution.

Intelligence (Int) shows how smart your character is. Someone with an Intelligence of 3 can barely form a complete sentence, while someone with an Intelligence of 18 is a genius. The races of mojh and loresong faen are very intelligent.

Wisdom (Wis) shows how perceptive, intuitive, and willful your character is. Someone with a Wisdom of 3 is regarded by everyone as a fool, unaware of half the things going on around him. Someone with a Wisdom of 18 is canny and insightful, usually difficult to fool. Verrick are very wise.

Charisma (Cha) shows your character's strength of personality. It also involves both personal magnetism and physical beauty. A character with a Charisma of 3 is horrible and hideous. Someone with a Charisma of 18 is charming, forceful, persuasive, and probably good looking.



DETERMINING ABILITY SCORES

Although the normal human range is 3 to 18, ability scores range from 0 to infinity. Thus, to determine your character's ability scores, roll 4d6, discard the lowest die, and total the remaining three dice. Generate six such scores, then arrange them among the six abilities as you desire.

Different character classes benefit from having high results in certain ability scores, and certain races modify ability scores, so refer to Chapters Two and Three for more information and ideas on how to best arrange your scores.

ABILITY MODIFIERS

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

You can calculate the modifier using this formula:

$$(\text{ability} \div 2) - 5 \text{ [round result down]}$$

This means you could show the range of ability modifiers as a table, like this one:



Ability Score	Modifier
0	0
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
etc.	etc.

USING ABILITY SCORES

Your characters will use their ability scores all the time to overcome obstacles and resist threats.

STRENGTH

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

A character adds his Strength modifier to melee attack and damage rolls, and to damage rolls when using a thrown weapon. Skills requiring physical power, such as Climb or Jump, use Strength modifiers to adjust the skill bonus. Strength is used to determine carrying capacity (see “Using Strength: Carrying Capacity” on page 12).

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

DEXTERITY

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

A character adds her Dexterity modifier to her Armor Class and to attack rolls when using a ranged weapon. Skills requiring agility, such as Open Lock or Balance, use Dexterity modifiers to adjust the skill bonus. A character also adds her Dexterity modifier to her Reflex saving throw bonus.

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

CONSTITUTION

Any living creature has at least 1 point of Constitution.



A character adds his Constitution modifier to his Hit Die when he rolls for hit points at each level. Skills requiring stalwart stamina, such as Concentration, use Constitution modifiers to adjust the skill bonus. A character also adds his Constitution modifier to his Fortitude saving throw bonus.

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

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

INTELLIGENCE

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

A character adds her Intelligence modifier to her skill points when she gains them at each level. Skills requiring acute intellect, such as Knowledge or Appraise, use Intelligence modifiers to adjust the skill bonus. Magisters and runethanes with high Intelligence gain extra spells (see page 12), and they must have good Intelligence scores to cast spells at all.

A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune

to all mind-affecting effects (charms, compulsions, phantasms, and morale effects) and automatically fails Intelligence checks.

WISDOM

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

Skills requiring insight or perception, such as Spot and Sense Motive, use Wisdom modifiers to adjust the skill bonus. Witches and greenbonds with high Wisdom gain extra spells (see page 12) and must have a good Wisdom to cast spells at all. Characters who use combat rites, such as ritual warriors or oathsworn, gain bonus rites to use each day if they have a high Wisdom score. A character also adds his Wisdom modifier to his Will saving throw bonus. Anything with no Wisdom score is an object, not a creature.

Anything without a Wisdom score also has no Charisma score, and vice versa.

CHARISMA

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

Skills requiring force of personality or charm, such as Intimidate and Gather Information, use Charisma modifiers to adjust the skill bonus. Mage blades with high Charisma gain extra spells (see "Abilities and Spells or Combat Rites," on the next page), and they must have good Charisma scores to cast spells at all.

BONUS SPELLS AND COMBAT RITES											
Score	Bonus Spell Slots and Spells Readied (by Spell Level) or Bonus Combat Rites (by Rank)*										
	0	1	2	3	4	5	6	7	8	9	10
1	Can't cast spells tied to this ability or use combat rites										
2–3	Can't cast spells tied to this ability or use combat rites										
4–5	Can't cast spells tied to this ability or use combat rites										
6–7	Can't cast spells tied to this ability or use combat rites										
8–9	Can't cast spells tied to this ability or use combat rites										
10–11	—	—	—	—	—	—	—	—	—	—	—
12–13	1	1	—	—	—	—	—	—	—	—	—
14–15	1	1	1	—	—	—	—	—	—	—	—
16–17	1	1	1	1	—	—	—	—	—	—	—
18–19	1	1	1	1	1	—	—	—	—	—	—
20–21	2	2	1	1	1	1	—	—	—	—	—
22–23	2	2	2	1	1	1	1	—	—	—	—
24–25	2	2	2	2	1	1	1	1	—	—	—
26–27	2	2	2	2	2	1	1	1	1	—	—
28–29	3	3	2	2	2	2	1	1	1	1	—
30–31	3	3	3	2	2	2	2	1	1	1	1
32–33	3	3	3	3	2	2	2	2	1	1	1
34–35	3	3	3	3	3	2	2	2	2	1	1
36–37	4	4	3	3	3	3	2	2	2	2	1
38–39	4	4	4	3	3	3	3	2	2	2	2
40–41	4	4	4	4	3	3	3	3	2	2	2
42–43	4	4	4	4	4	3	3	3	3	2	2
44–45	5	5	4	4	4	4	3	3	3	3	2

* Ignore combat ranks higher than 4.

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

SCORES OF 0 AND NONE

One or more of a character's ability scores might fall to 0 during the course of an adventure. The results are as follows:

- Strength 0 means the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means the character cannot move at all. He stands motionless, rigid, and helpless.
- Constitution 0 means the character is dead.
- Intelligence 0 means the character cannot think and remains unconscious in a comalike stupor, helpless.
- Wisdom 0 means the character has withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means the character has withdrawn into a catatonic, comalike stupor, helpless.

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

It is possible for a creature to have an ability score of "none." A score of "none" is not the same as a score of "0." A score of "none" means that the creature does not possess the ability at all. The modifier for a score of "none" is +0.

ABILITIES AND SPELLS OR COMBAT RITES

The casting capability of each spellcaster class depends on a specific ability, as described for that class. If a character's score in this key ability is 9 or lower, the character can't cast spells tied to that ability. Characters get bonus spell slots and can ready bonus spells based on this key ability. Find the number appropriate to your character's score in the "Bonus Spells and Combat Rites" table on the previous page, and add it to both the spell slots and the number of spells readied for that level. See Chapter Three: Classes and Chapter Eight: Magic for more information.

Characters who use combat rites use Wisdom as the key ability to determine how many bonus combat rites per day they gain.

USING STRENGTH: CARRYING CAPACITY

If you want to determine whether your character's gear is heavy enough to slow her down (more than the armor already does), total the weight of all her armor, weapons, and gear. Compare this total to the character's Strength on the "Carrying Capacity" table. See the "Carrying Loads" table to determine whether the weight is enough to slow your character down.

If your character is wearing armor, use the lower figure—either her speed in armor or her speed from the total load—for each category on the "Carrying Loads" table (maximum Dexterity, check penalty, and speed). Do not stack the penalties.

LIFTING AND DRAGGING

A character can lift up to her maximum load over her head. Maximum load is the upper end of the heavy load range on the "Carrying Loads" table.

CARRYING CAPACITY					
Strength Score	Light Load	Medium Load	Heavy Load		
1	up to 3 lbs.	4–6 lbs.	7–10 lbs.		
2	up to 6 lbs.	7–13 lbs.	14–20 lbs.		
3	up to 10 lbs.	11–20 lbs.	21–30 lbs.		
4	up to 13 lbs.	14–26 lbs.	27–40 lbs.		
5	up to 16 lbs.	17–33 lbs.	34–50 lbs.		
6	up to 20 lbs.	21–40 lbs.	41–60 lbs.		
7	up to 23 lbs.	24–46 lbs.	47–70 lbs.		
8	up to 26 lbs.	27–53 lbs.	54–80 lbs.		
9	up to 30 lbs.	31–60 lbs.	61–90 lbs.		
10	up to 33 lbs.	34–66 lbs.	67–100 lbs.		
11	up to 38 lbs.	39–76 lbs.	77–115 lbs.		
12	up to 43 lbs.	44–86 lbs.	87–130 lbs.		
13	up to 50 lbs.	51–100 lbs.	101–150 lbs.		
14	up to 58 lbs.	59–116 lbs.	117–175 lbs.		
15	up to 66 lbs.	67–133 lbs.	134–200 lbs.		
16	up to 76 lbs.	77–153 lbs.	154–230 lbs.		
17	up to 86 lbs.	87–173 lbs.	174–260 lbs.		
18	up to 100 lbs.	101–200 lbs.	201–300 lbs.		
19	up to 116 lbs.	117–233 lbs.	234–350 lbs.		
20	up to 133 lbs.	134–266 lbs.	267–400 lbs.		
21	up to 153 lbs.	154–306 lbs.	307–460 lbs.		
22	up to 173 lbs.	174–346 lbs.	347–520 lbs.		
23	up to 200 lbs.	201–400 lbs.	401–600 lbs.		
24	up to 233 lbs.	234–466 lbs.	467–700 lbs.		
25	up to 266 lbs.	267–533 lbs.	534–800 lbs.		
26	up to 306 lbs.	307–617 lbs.	618–920 lbs.		
27	up to 346 lbs.	347–693 lbs.	694–1,040 lbs.		
28	up to 400 lbs.	401–800 lbs.	801–1,200 lbs.		
29	up to 466 lbs.	467–933 lbs.	934–1,400 lbs.		
+10	×4	×4	×4		

CARRYING LOADS					
Load	Maximum Dexterity	Check Penalty	Speed (30 feet)	Speed (20 feet)	Speed (Run)
Medium	+3	–3	20 feet	15 feet	× 4
Heavy	+1	–6	20 feet	15 feet	× 3

A character can lift up to double the maximum load off the ground, but can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Armor Class and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times her maximum load at one-quarter her normal speed. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

BIGGER AND SMALLER CREATURES

The figures on the “Carrying Capacity” table are for Medium creatures. Larger creatures can carry more weight depending on size category: Large (× 2), Huge (× 4), Gargantuan (× 8), and Colossal (× 16). Smaller creatures can carry less weight depending on size category: Small (× 3/4), Tiny (× 1/2), Diminutive (× 1/4), and Fine (× 1/8). Quadrupeds (or creatures with more than four legs) have the following modifiers to carrying capacity: Fine (× 1/4), Diminutive (× 1/2), Tiny (× 3/4), Small (× 1), Medium (× 1 1/2), Large (× 3), Huge (× 6), Gargantuan (× 12), and Colossal (× 24).

TREMENDOUS STRENGTH

For Strength scores not listed, determine the carrying capacity this way: Find the Strength score between 20 and 29 that has the same ones digit as the creature’s Strength score; multiply the load figures by four if the creature’s Strength is in the 30s, by 16 if it’s in the 40s, by 64 if it’s in the 50s, and so on.

USING INTELLIGENCE: REMEMBERING

Whenever a character might remember something that happened to him either in actual play, from his own (pre-game) past, or something that happened “off stage,” he should make a check. In the latter case, it may be remembering someone that the PCs saw while eating dinner the previous night; perhaps the DM did not want to point her out then, because doing so would have aroused suspicions unnaturally.

The check for remembering is a simple Intelligence check. Do not allow retries or taking 20. Use the following as a guideline for setting the Difficulty Class:

- DC Condition**
- 5 Something just about anyone would have noticed and remembered. The general appearance of the man who killed your father, assuming you got a good look at him.
- 10 Something many people would remember, such as the location of the tavern across town that they were at the day before.

- 15 Something only those with really good memories might recall, like the kind of earrings a woman was wearing when you spoke to her three days ago.
- 20 Something only someone with a phenomenal memory might remember, such as the name of a man you met once, when you were only six years old.
- 25 Something no normal person could remember, such as the 19th six-digit combination code on a list of 80 possible combination codes for a lock, when you only saw the list for a moment or two.

USING CHARISMA: INFLUENCING OTHERS

It is possible to alter another’s attitude with a Charisma check (1d20 + Charisma modifier).

This check can be further modified by the Diplomacy skill. Roll the check, subtract the Hit Dice of the creature the character is attempting to influence, and consult the appropriate initial attitude line on the “Influencing Attitude” table to determine the result. For example, say a character with a Charisma modifier of +2 attempts to influence a 3 HD unfriendly inshon. The player rolls a 17, getting a total of 16 (17+2–3=16), so the inshon becomes indifferent rather than unfriendly. If the character had at least 9 ranks of the Diplomacy skill, the inshon would become friendly (17+9+2–3=25).

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

CHANGING ABILITY SCORES

For every four levels your character increases, you can raise one ability score by 1 point. Ability scores can increase with no limit.

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

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

As a character ages, some ability scores go up over time and others go down. For details, see the “Age” section at the end of Chapter Two: Races.

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



INFLUENCING ATTITUDE

INITIAL ATTITUDE	NEW ATTITUDE				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20



CHAPTER TWO:

Races

The races in this book use the Lands of the Diamond Throne as a default setting. The realm's turbulent history is filled with great deeds and savage conflicts—the coming of the giants, the defeat of the diabolical dramojh, and the very recent return of the dragons to reclaim their homeland. Epic events and the deeds of singular individuals have shaped the races of the Diamond Throne lands. However, you can transplant these races into any fantasy setting very easily.

EVOLVED LEVELS

Dragons in the Diamond Throne setting possess a unique power granted to them by otherworldly items called the tenebrian seeds. When infused with the essence of dragonkind, these seeds created the dreaded dramojh: demonic creatures that enslaved the realm for centuries (see Chapter Ten). Their power changes creatures, granting them altered physical forms and capabilities, as well as mental and magical abilities. The evolved forms exemplify and exaggerate the essence of each race, so a litorian becomes even more “litorian-ish,” and a verrik becomes more “verriklike.” In some people's eyes, the evolution creates abominations that nature never intended (they often call it de-evolution, in fact). In others' opinions, the changes the tenebrian seeds bring about allow an individual to reach for a higher, truer self.

Whether it is truth or utter falsity, the dragons hold a monopoly on the concept of evolution. Giants and sibeccai almost always find the process abhorrent and frightening on those grounds alone—they see it as a weapon the dragons might use against them and their control of the Lands of the Diamond Throne. In their minds, tenebrian evolution is a temptation to lure away the inhabitants of the realm and place them under draconic control.

Most dragons, however, see evolution as a just reward for their good and faithful servants and trusted allies. A few dragons, remembering the creation of the dramojh, remain leery of tenebrian evolution. Since the dragons have only just recently returned to their ancestral homeland, the concept of evolution is new to all races other than the dracha.

Tenebrian evolution is represented by evolved levels. Like racial levels, characters take them the way they would take levels of a character class. Obviously, characters are restricted to taking evolved levels of only their own race. Although some races are far more likely to gain evolved levels than others, each race has evolved levels available to it. Races with allowable racial levels add their evolved levels directly to the racial levels. So, for simplicity's sake, a litorian with two evolved levels is simply referred to as a 5th-level litorian (three racial levels + two evolved levels). Since the only way to get those two extra litorian levels is through the evolution process, the two evolved levels are simply understood. Except as noted here, evolved levels are treated exactly like racial levels in every way.

If a given race has racial levels, a character must take all three racial levels before acquiring evolved levels (without all three racial

The descriptions of the player character races in this chapter include information on background, personality, and outlook. Remember that these notes are generalities, not necessarily true of every specimen of that race living in the Lands of the Diamond Throne today. Use them as guidelines, but feel free to depart from them as needed to make your characters unique and interesting.

These races are genetically incompatible with each other. Mating between members of different races will not produce any offspring.

RACIAL LEVELS

With the exception of humans and faen (not including srytes), all characters can gain racial levels. These racial levels represent an advancement toward the ideal of the race. They also represent the typical members of a race that would not take levels in an adventuring class, but still develop their innate abilities, talents, and skills. From the point of view of game balance, they represent the idea that the full-blown concept of a litorian, a giant, and so on cannot be fully expressed as a balanced 1st-level character, but more so as a 2nd- or even 3rd-level character.



levels, exposure to the seeds simply forces a character to take the next higher racial level available to him). Regardless of the availability of racial levels, no character below 4th level can take evolved levels. At the time a character gains each new evolved level, he must be exposed to the tenebrian seeds with the help of a dragon.

The process is painful, usually inflicting 2d6 points of temporary ability score damage to the individual's Strength, Dexterity, and Constitution scores (which heals normally). It requires not only the presence of a dragon wielding some of the mysterious seeds, but 500 gp worth of other materials as well—often herbs and drugs to ensure that the subject survives the transformation. The process, which involves a ceremony the dragon conducts, takes about four hours.

Evolved Qualities: Characters who evolve through exposure to the tenebrian seeds are clearly marked as servants of the dragons. This brings about distrust from anyone who is not a dragon ally. Anyone with evolved levels suffers a –2 circumstance penalty to Bluff, Diplomacy, and Gather Information checks made to influence most giants, sibeccai, humans, litorians, verrik, and faen (the DM can rule that some individuals may not know the significance of the evolutionary process or that some will not care).

All characters who take evolved levels can, at some point in their careers, select a spell with the appropriate racial descriptor to use as a spell-like ability (dracha and mojoh use the dragon descriptor, verrik use psionic; humans may use any nonexotic spell). This ability is usable once per day; use the character level as the caster level and Charisma as the key ability, if needed. The chosen spell must be of a level equal to or less than half the character's level. Once chosen, it cannot be changed.

Specific racial evolved qualities appear in the race's entry in this chapter. For how other creatures react to exposure to the tenebrian seeds, see "Evolved Creature Template" in Chapter Twelve.

HUMANS

Humans are natives to the Lands of the Diamond Throne. For centuries a cruel draconic race called the dramojh enslaved them but long ago, the invading giantish army freed them and wiped out the dramojh. Humans then came under the rule of their giantish liberators, who still sit upon the Diamond Throne today.

ROLEPLAYING HUMANS

Humans are probably the easiest race to play, because we all understand what it's like to be a human. Humans are you and I, in real life. Because we all have the most experience with humans, they also constitute the broadest and most well-rounded race. Humans do face some interesting roleplaying challenges, however.

Unlike some fantasy milieus, in *Monte Cook's Arcana Evolved*, humans are not the dominant race (although they might still be the most numerous). All humans must come to grips with the presence of giants in their land. Once, humans were well on their way to being truly dominant, until they were enslaved by the dramojh. Nearly a millennium later, the giants liberated them.

How does this history affect each individual's outlook on the world? It's now been hundreds of years since the days of slavery (no human actually remembers the dramojh). Most humans still

THE TENEBRIAN CURSE

Because the tenebrian seeds used for character evolution also created the fiendish dramojh, DMs may want to give evolved levels a sinister drawback. This approach makes the choice of taking evolved levels a more interesting and difficult one. Such drawbacks might include the gradual loss of Wisdom as the recipient goes slowly mad, or the loss of Charisma as the character moves farther and farther away from other living beings. A recommended method for handling this "curse" involves making a Will saving throw (DC 15 + double the character's number of evolved levels) once every week. Failure results in 1d3 points of temporary ability score damage; the roll of a natural 1 indicates 1d3 points of permanent ability score drain.

appreciate and respect the giants for what they did, and what they continue to do—safeguard the land, build fantastic cities and roads, and generally improve the quality of life. A minority, however, resents the giants and believes that they should either relinquish their position or leave the realm altogether. A few of these dissidents actually want to drive the giants back to their original homeland by force.

Humans are no more or less likely than any other race to fill the ranks of a particular class.

Personality: Humans can be self-interested and short-sighted compared to other races, but highly adaptive and inventive. Many humans possess a need to be in control and sometimes to get involved where they have no business. Industrious, curious, and determined, if left to their own devices humans would explore, conquer, and settle all the lands of the world.

Physical Description: The archetypal humanoid race, humans come in all shapes and sizes. Skin coloration varies considerably. Average males stand just short of 6 feet, and females are usually less muscular and a bit shorter.

Relations: Generally speaking, humans get along with all other races. Most humans have a special affection for both faen and giants, although they can find sprytes unnerving due to their unfamiliar nature. They get along with sibeccai and verrik as well as anyone does, but they find the mojoh more unpleasant than other races do, because the mojoh once *were* human—and the connection between the mojoh and humanity's dramojh captors doesn't help.

Some humans resent the giants' rulership of their land. This minority seeks to stir dissent and eventually drive the giants back to their homeland across the sea. Most of these humans also do not like the sibeccai, due to their relationship with giantkind.

Outlook: Humans are ambitious, practical, and hardworking. They value duty and honesty. Only the aberrant are particularly cruel or hurtful. Curious and adaptive, they make excellent explorers. However, humans can be selfish, more interested in their own lofty goals than in the welfare of the land or the populace.

Human Lands: Humans are ubiquitous throughout the Lands of the Diamond Throne. Well over a thousand years ago, before the dramojh conquered them, the humans were the most numerous and most prevalent race in the region. They built more cities and roads than any other culture. The Common tongue is, in fact, the ancestral language of the area's humans. Even today, humans are everywhere—throughout the plains, the mountains, the forests, and along the coasts.



HUMAN EVOLVED LEVELS

Human Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells/Combat Rites
1	+0	+0	+0	+0	+1 ability score (any), bonus feat (any)	+1 level of existing class
2	+1	+1	+1	+1	+1 ability score (any), bonus feat (any)	+1 level of existing class
3	+2	+1	+1	+1	+1 ability score (any), bonus feat (any)	+1 level of existing class

Religion: For centuries, most humans believed that their gods either deserted them or were dead while they were in captivity. Only now are some people beginning to return to the old ways of worship. Many humans do have faith in animism—the belief that spirits are everywhere and influence mortals’ lives. This belief includes ancestor reverence, picked up from the giants, and a respect for nature spirits, gained mainly from the litorians.

Language: Humans speak Common.

Names: Most humans use surnames to show family relationships, but some do not choose to. Here are some sample names:

Human Male Names: Lofgar, Nathred, Toman.

Human Female Names: Barvara, Nara, Sadune, Vessi.

Adventurers: Humans make excellent adventurers. Often delightfully courageous and self-involved at the same time, human adventurers crave fortune and glory. Many have a cause to champion—although for some, that cause is simply themselves.

Favored Drink: Any; *Favored Food:* Any; *Favored Weapon:* Any.

HUMAN RACIAL TRAITS

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base speed is 30 feet.
- One extra feat at 1st level (cannot be a talent).
- Bonus of 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Humans always gain Knowledge (humans) as a class skill.
- **Automatic Language:** Common.
- **Bonus Languages:** Any.

THE EVOLVED HUMAN

Humans exposed to the tenebrian seeds become more muscular and fit, smarter, faster, and even better looking. However, the transformation differs for each human. The changes in some focus almost entirely on the physical, while in others they are mainly mental. Evolved humans often grow slightly arrogant due to their advantages, proclaiming their superiority over their fellows. See the table above for details.

Hit Die: 1d8

Skill Points at 1st Character Level: (2+ Intelligence bonus) × 4.

Skill Points at Higher Levels: 2 + Intelligence bonus.

“Class” Skills: Choose any six skills to be class skills.

Weapon and Armor Proficiency: Evolved humans gain no additional proficiency with weapons or shields.

DRACHA

Dracha (pronounced DRA-kah, both singular and plural) are draconic warriors. Created via magic by dragons, the dracha are a sort of chimera, the result of the magical mixing of humanoid and dragon traits. They are found in the company of dragons or in small groups performing a service for dragons. Only the rare dracha associates with creatures of other races.

ROLEPLAYING DRACHA

Dracha come from a long line of loyal servants to dragonkind. Some have struck out on their own or operate as free agents among the other races who would never consciously work against the dragons.

Playing a dracha has some simple aspects—the typical dracha is straightforward and approaches situations in a very direct manner. They desire treasure and usually make better followers than leaders. But there are challenges as well. Dracha are new to the Lands of the Diamond Throne, and the other races often do not trust them. This means that a dracha character has to prove himself to any non-dracha potential friends or allies. It also means that the dracha face prejudice, particularly from NPCs. This distrust and prejudice is probably no greater than that which the mojh face (see page 28). The main difference is that the dracha personality (and physiology) makes them far less likely to hide under a hooded cloak while in an unfriendly city. It just wouldn’t occur to them.

Dracha devote a great deal of their attention to their wings. They care for them and keep them in good condition as a point of pride. (Physical appearance in general is important to them, although they do not obsess about it.) Dracha who take racial levels and gain the ability of flight revel in it and take to the sky when possible just for the sheer joy of flying. They use their wings to express themselves.

DRACHA AND MOJH

It’s worth a moment to think about the relationship of dracha and mojh, and the dichotomy they represent. If mojh represent the magical nature of dragons, dracha represent their physical might. One might be tempted to say that mojh have captured the spirit of dragonkind, but dracha have their forms, but that assessment is a little too simple.

The mojh have attempted on their own, perhaps using techniques originally devised by the dramojh, to be more like dragons. The dracha were actually made by the dragons—their “dragon-ness” was granted to them. On the other hand, they had no choice in the matter. Thus, the circumstances shape the personalities in very different manners. In a different world where history took a different turn, one could imagine that the mojh and dracha would be a single race, perhaps sharing traits or existing as a dimorphous race, where the smaller, frailer mojh become mages and the stronger, winged dracha serve as warriors.

Other dracha, and friends of dracha, can tell an individual's mood just by how he holds his wings at a given moment.

Dracha are most often champions, warmains, unfettered, ritual warriors, or oathsworn. Only rarely are they akashics, magisters, greenbonds, witches, mage blades, or totem warriors. They are almost never runethanes.

Personality: Dracha are proud, confident warriors who value strength and loyalty. They long to prove themselves and demonstrate, both as individuals to each other and as a race to dragonkind, that they are worthy of self-determination. Thus, they are eager to serve their draconic masters, and serve well, but this is only because they truly desire to be free.

Dracha are as happy underground as above but seem leery of the sea. They can be long-winded, usually more than happy to go on at length about their accomplishments—including a few embellishments or exaggerations, if needed. They place little value on most creature comforts like expensive food or drink and avoid alcohol or other substances that might take away even a little of their composure or control. Like dragons, they prize wealth and power and harbor an almost unnatural attraction to precious metals, jewels, and other treasures. They are fascinated with both magic and technological devices, although often they are not good at using either.

Physical Description: Dracha stand around 6 feet tall and have wide shoulders and broad chests. Their skin is covered in a scaly hide, and most have a frill or ridge on their backs. Their long reptilian heads rest atop snaky necks. Horns rise from their skull and taper back. Their eyes are usually red, black, or yellow, while their overall coloration ranges from black to blue-green to brownish-red. Most impressively, large, muscular draconic wings rise up on their backs, usually lighter in color than the rest of their bodies. While most dracha do not actually fly, their wings are their most expressive part, always moving, flexing or wavering, depending on their mood. Their wingspan is usually a little more than twice their height. Dracha mature at the same rate as humans and live about as long.

Relations: In the eyes of most other races, dracha are new on the scene, having arrived in these lands with their dragon lords. Generally speaking, dracha do not trust members of the other races, nor are they trusted themselves. Only a few so far have forged bonds with members of other races. Even these individuals are greeted with fear and even anger in most cities and towns.

Dracha do not look upon mojh as different than any other race, but mojh have a special resentment for dracha. In the eyes of the mojh, dracha stole their birthright. Dracha are the favored sons of the dragons that the mojh always wanted to be. Most mojh feel jealousy, envy, hatred, resentment, fear, begrudging respect, or a combination of such feelings toward dracha. Most dracha are utterly oblivious to this. Their connection with dragonkind is so strong that to think any other race might have hoped for such a connection is inconceivable.

Outlook: Dracha confidence can go too far. They may forget their own limitations and put themselves in untenable situations. Sometimes their confidence simply comes across as optimism, which is endearing. Other times, it comes across as foolhardy, which is not. Dracha are not a stupid race, however. Their confidence comes from having the company of powerful allies to back



them up. When they are on their own, it is easy for them to forget that they are, in fact . . . on their own.

Although not always honest in their words, dracha are usually fairly direct in their actions. It's not that they hate duplicity, it's just that they rarely consider it as an option, just as they seldom devise elaborate plans. When something needs doing, they just do it. The straightforward way is the dracha way. However, if someone suggests a different approach, they are usually open to it.

It's easy to compare and contrast the dracha and their relationship with dragons to sibeccai and their relationship with giants. Dracha are the dragons' favored sons, and dragons have no interest in seeing them move on to find their own place in the world. Because dracha owe their existence to the dragons, they generally respect, revere, and obey them. Likewise, sibeccai are eager, helpful allies of the giants and even show them deference in gratitude for their enlightened state. But giants do not necessarily want the sibeccai at their beck and call forevermore. Another difference is that, when dracha sometimes revert to their nonhumanoid ways, it's a nature they share with their patrons. When sibeccai do the same, their instincts diverge from the nature of giants.

Dracha Lands: The dracha have no lands of their own. Over the centuries, at the behest of the dragons, they have had to move around a great deal and thus adapt to environments ranging from mountains to deserts. Some of the lands in which they have lived were as harsh as the world had to offer. Perhaps because of this fact, dracha don't like to tie themselves down for very long to any one place. Any fortress, city, lair, or home they might inhabit is looked upon as transitory. Dracha do not consider the control of an area as a way to power. If a dracha warlord wanted power, he would make his goal the conquest of creatures, not land.



THE DRACHA					
Dracha Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
RACIAL LEVELS					
1	+0	+2	+0	+0	+1 Strength, +1 Constitution
2	+1	+3	+0	+0	+1 Strength, flight (clumsy), +1 natural armor bonus to AC
3	+2	+3	+1	+1	+1 Constitution, flight (average), Bite feat for free
EVOLVED LEVELS					
4	+3	+4	+1	+1	Breath weapon, +1 natural armor bonus to AC
5	+3	+4	+1	+1	+1 Strength, claws, flight (good)
6	+4	+5	+2	+2	+1 Constitution, pounce, flight (perfect), +1 natural armor bonus to AC

Religion: Dracha worship Erixalimar, also known as the Dragonliege and god of the dragons. Erixalimar was once a dragon himself, considered the greatest of all wyrms. He has since ascended to godhood. Although the nature of dragon worship and religious faith is not always clear, the religion of the dracha is very straight-forward. Dracha priests hold services with much ceremony and elaborate ritual to revere the entity they sometimes call the “Lord of the Lords.” Since dracha seldom stay in one place very long, they almost never build temples. Instead, they hold their ceremonies in open, outdoor sites of significance (when possible). Dracha priests bring their religious accoutrement with them wherever they go.

Language: Dracha speak Draconic, the language of their creators, as their native tongue. However, the dracha have a unique take on this complex language. In many ways, they have streamlined and simplified a tongue that was far too baroque and intricate. To the educated ear, dracha Draconic differs notably from dragon (and mojh) Draconic. The two dialects are similar enough that there are no translation issues; the differences are in syntax and grammar, not in vocabulary, although where dragons might have six words for one thing, the dracha have just one. Dracha learn Common as a secondary language.

Names: Dracha are always named for their ancestors. Dracha originally had names like dragon names—which is to say, long and complex. Over the generations, however, the names became contracted. Thus, a dracha whose ancestor’s name was Vestoramir would today be called Vest’ram’r or even V’ram’r. This makes dracha names very consonant-heavy with apostrophes scattered thickly through them. Dracha names are not gender specific.

Dracha Male and Female Names: K’don’v, M’narl’s, T’gon’l, Unam’rn, V’ram’r.

Adventurers: In a way, all dracha are adventurers. They are task oriented, always seeking to accomplish something of significance. They can find themselves strongly motivated by the lust for wealth and power, sometimes even treasure for treasure’s sake. They are not overly curious by nature, though, nor are they good self-starters.

Favored Drink: Strong, spiced coffee; *Favored Food:* Cooked meats of all kinds; *Favored Weapon:* Axes of any kind.

DRACHA RACIAL TRAITS

- Dracha are strong and tough, enjoying a +2 racial bonus to Constitution but a –2 racial penalty to Charisma.

- Dracha base speed is 30 feet.
- **Medium:** As Medium creatures, dracha have no special bonuses or penalties due to their size.
- **Natural Armor:** Their scaly hides grant dracha a +2 natural armor bonus.
- **Darkvision:** Dracha can see in the dark up to 60 feet. Darkvision is black and white only, but otherwise it resembles normal sight. Dracha can function just fine with no light at all.
- **Gliding:** Their wings allow dracha to glide up to 100 feet if they launch themselves from a height of at least 20 feet. When gliding, they move at a speed of 30 feet. Dracha wearing medium or heavy armor cannot glide.
- **Automatic Languages:** Common and Draconic.
- **Bonus Languages:** Any.
- **Racial Levels:** Dracha can take a few levels in “dracha” as a class to develop their racial qualities more fully.
- Dracha always gain Knowledge (dracha) as a class skill.

DRACHA LEVELS

Dracha can take up to three levels in “dracha” at any time. Not all dracha, however, take racial levels (or all three of them). Dracha who are exposed to the magic of the tenebrian seeds can evolve and gain three more racial levels (see below).

Hit Die: 1d8

Skill Points at 1st Character Level: (2 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 2+ Intelligence bonus.

“Class” Skills: Climb (Str), Craft (Int), Jump (Str), Knowledge (dracha) (Int), Knowledge (dragons) (Int), Spot (Wis), and Survival (Wis). For more information on these skills, see Chapter Four.

Weapon and Armor Proficiency: Dracha with levels only in dracha (no actual class levels) are proficient in the use of all simple weapons and light armors and shields.

Flight (Ex): Dracha with two racial levels can use their wings to fly, taking their ground speed as their flight speed. The dracha can even wear medium or heavy armor while flying. They have clumsy maneuverability, which improves to average at 3rd level. (See page 177 for more on flying maneuverability.)

Natural Armor Bonus (Ex): This +1 bonus stacks with the dracha’s existing natural armor bonus.

THE EVOLVED DRACHA

Once they evolve, dracha become more massive, growing as much as a foot, while their wingspans increase four times that and their shoulders broaden. Their teeth and claws lengthen and their scaly hides thicken, the scales growing larger.

Evolved Dracha Breath Weapon: This is a cone of fire, cold, acid, or electricity (character choice, but once made it cannot be changed) 30 feet long that inflicts 1d6 points of damage per character level (maximum 2d6 per dracha racial or evolved level). Reflex save (DC 10 + dracha levels + Constitution modifier) halves damage. Usable once per day for every two dracha racial or evolved levels. This standard action does not provoke an attack of opportunity.

Evolved Dracha Natural Armor Bonus (Ex): These bonuses stack with the dracha's existing natural armor bonus.

Evolved Dracha Claws (Ex): Dracha claws on both hands become usable natural weapons at 5th level, inflicting 1d8 points of damage. The dracha can make off-hand attacks if he wishes (using the normal penalties). As with any melee weapon, the dracha adds his Strength bonus to attack and damage rolls made with the claws (use half Strength bonus for damage bonuses to off-hand attacks).

Evolved Dracha Flight (Ex): Dracha flight maneuverability increases to good at 5th level and perfect at 6th level.

Evolved Dracha Pounce (Ex): The 6th-level evolved dracha can attempt a charge attack if flying and still make a special full attack with his bite and claws, or his bite, one claw, and one weapon (making only one attack with the weapon even though he normally would have iterative attacks due to his high base attack bonus).

FAEN

Faen (pronounced FAY-in, singular and plural) is a catch-all term for three different kinds of diminutive people. In many ways, it's useful to discuss the three of them together, for they have a great many similarities—and some marked differences. The three types of faen are the spellcasting *loresongs*, the nimble *quicklings*, and the winged *sprytes*. Characters cannot start the campaign as 1st-level sprytes, only as loresongs or quicklings. See the “Metamorphosis” sections in this entry for more information.

ROLEPLAYING FAEN

Fleet of foot and quick witted, faen are exactly what you're looking for if you like the idea of the legendary fey, of characters who favor quickness over brute force, or of characters who can't be measured by their stature.

Loresong and quickling faen make up an intertwined society. They refer to each other as “cousin,” and biologically they are 100 percent compatible. There are no faen half-breeds; no matter what the parentage, a child is either fully loresong or fully quickling. Genetic throwbacks may occur, though—it is not uncommon for two quicklings to sire a loresong or vice versa.

Loresong and quickling characters can choose to undergo a metamorphosis into a spryte. This is something no faen does lightly, because it is a permanent change. About one in six faen metamorphose at some point in their lives. Becoming a spryte doesn't really change one's outlook: Sprytes still display the personality traits of the faen type and individuals they once were. Only their form dif-

fers. Of course, the change itself—and adapting to the new form, its abilities, and its limitations—can bring about change in some individuals. More than other faen, sprytes often leave their society to discover the world, explore nature, or just to be on their own.

Faen value security and safety. The typical faen wants nothing more than to settle somewhere safe and live a pleasant, peaceful life with friends and family. Aspects of faen psychology, however, work counter to such a life. For one, many faen are extremely curious explorers who pursue new discoveries. Loresong faen often seek new mystical wonders or magical spells, while quicklings commonly seek wealth or riches. Sprytes might aim for either.

Faen are also somewhat frivolous. While they enjoy security, they rarely plan too far ahead. They live more for the moment than for the long term, and they value things like laughter, song, and strong positive emotions more than humans do. This attitude sometimes leads them into “trouble” (by human standards) down the road, forcing them to leave the safety of their homes to take care of a problem that they failed to foresee. It should be noted that, while faen love laughter, they are not practical jokers or tricksters. They would rather tell a joke than play a joke on someone. Faen would find a practical joker disruptive and annoying, not funny.

When you play a faen, your actions shouldn't be considered reckless, but they might be seen as less than well thought-out by non-faen. This doesn't make you unwise or foolish, however. Faen curiosity has led to amazing discoveries, and the success of their civilization over the millennia is testimony to their bravery and ingenuity.

Loresong faen usually become mages of some kind: magisters, runethanes, greenbonds, mage blades, or witches (they prefer wind, winter, and wood witch.) In the eyes of many loresongs, a mage blade is a warrior. Still, some loresong faen become akashics





FAEN GODS

The idea that faen are having continual revelations about new gods (see "Religion," below) provides players with opportunities for fun—they can create gods as they need them on the fly. The more specific the god and his portfolio, the better. The players probably will want to make note of gods they create, in case they need to call upon Yeochir, god of dancing without shoes, again. It is important to remember, though, that faen really believe in these gods. And who's to say they're not real?

(frequently, multiclass akashic/magisters or akashic/mage blades), and even champions, ritual warriors, oathsworn, or unfettered. They are rarely warmains or totem warriors.

Quickling faen take advantage of their agility and speed to become unfettered, totem warriors (usually hawk or wolverine totems), champions, ritual warriors, or mage blades. Although occasionally members of other classes, they almost never become warmains. Faen champions usually fight for freedom, life, the faen race, or the Harrowdeep forest.

Most sprytes one encounters are spellcasters of some kind. Their stature impedes their effectiveness as warriors but proves an advantage when it comes to spellcasting. The fact that they can fly above their foes helps keep them safe.

Personality: All faen demonstrate a love for physical pleasure and frivolous fun. They enjoy food, games, puzzles, song, dance, and drink. They don't pay a lot of attention to social standing or popularity, but they do enjoy praise.

Security is of great concern to faen. They want to know that they have someplace to run to if endangered—it's not uncommon for faen to note the exits of a building as soon as they enter.

Physical Description: Quicklings stand about 3 feet tall, while loresongs are usually about 6 inches taller. Loresong faen appear more massive than the quicklings, who are always very thin and lean. Male loresongs often sport beards or thick sideburns, but quicklings grow no facial hair. Both types of faen tend to wear their thick hair long. Their large eyes sparkle with life and a hint of magic. Their ears are pointed.

Sprytes are only between 16 and 18 inches tall. Their gossamer wings resemble those of an insect and beat extremely fast to keep them aloft. Their wingspan is about 20 inches. Their bodies are thin and lithe (all the better for flying). Their faces are long and comely, and they have large but slenderly pointed ears.

Relations: Faen are not quick to judge a creature based on race, so it is safe to say that they get along with all races equally. Despite the staggering difference in size, faen particularly enjoy the company of giants. This most likely stems from the giants' warm and relaxed demeanor.

The three different kinds of faen get along very well, intermix freely, and live in the same communities. Loresong and quicklings frequently intermarry, though their offspring are always either pure quickling or pure loresong. Sprytes cannot reproduce.

Outlook: While few faen are outright sadistic or cruel, an equally small number of them are truly benevolent or altruistic. Most remain fairly self-interested or focused solely on the well-being of a small chosen group of family members and friends. Faen believe that people should be able to do what they want, as

long as it does not unduly harm or endanger others—or impinge on their desires. They're not interested in law or government and resent someone attempting to give them orders.

Loresong faen possess an innate attunement for magic. They prize magic above all else—it is not just a fascination, but an actual compulsion.

Quicklings feel best when unencumbered. They seem prone to rash and foolhardy actions. The most frivolous of all faen, they are the bravest and noblest as well.

Sprytes are usually quite cautious, due to their tiny size. Still, they like to have fun and value kindness and generosity very highly.

Faen Lands: Faen live mainly in mountainous, rugged woodlands. They congregate in secluded villages that often sprout up near natural shelter where they can hide for safety (a cave, a valley or ravine, and so on). Many have taken up residence in the cosmopolitan giantish cities, living alongside humans and others.

Religion: Faen worship all sorts of gods—hundreds, if not thousands of them. In fact, other races accuse faen of just making up new gods whenever they feel like it. That's not entirely true, however—at least not from the faen's point of view. What is true is that faen are continually "becoming aware" of the presence of new gods. They believe that each faen remains in touch with the spiritual and celestial realms and from time to time experiences revelations about the existence of a new divine being. Thus, one commonly sees faen suddenly whisper a prayer, an oath, or an invocation to a god no one else has ever heard of. A faen experiencing such an epiphany usually does so at a moment appropriate to the nature of the god. A faen forced to swing on a rope across a chasm might suddenly discover knowledge of Derrah, goddess of rope, or Nevick, god of chasms, or even Juasthon, god of moving through the air without wings.

Since all faen have these divine revelations—or at least in theory they could—the faen have no priesthood. They are all equally close to the divine. Most also feel duty bound to record the name and nature of the new god they have discovered and share it quietly with other faen.

Language: All three races speak Faen and Common.

Names: Faen normally have short first names with longer, descriptive surnames (translated into Common because they are proud of the meanings). Their own language uses very long, complex vowel sounds, so faen names transliterated into Common make heavy use of diphthongs. Here are some sample names:

Faen Male Names: Phain, Soern, Vaeth.

Faen Female Names: Nauva, Raechi.

Faen Surnames: Goldenhammer, Lorewriter, Kingmade, Morrowsong, Newtongue.

Adventurers: Faen adventurers hunt for great treasure or new types of magic. They also enjoy uncovering secrets and, in general, just learning new things and exploring new places.

Favored Drink: Sweet wine, spiced cider; *Favored Food:* Wild game, fruits, and sweets; *Favored Weapon:* Bows.

LORESONG FAEN RACIAL TRAITS

- Loresong faen receive a +2 racial bonus to Intelligence and a –2 racial penalty to Strength.

LORESONG FAEN EVOLVED LEVELS

Loresong Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells/Combat Rites
1	+0	+0	+0	+2	Spell-like abilities, free access to the Faen spell template	+1 level of existing class
2	+1	+0	+1	+3	+1 Dexterity, +1 Intelligence	+1 level of existing class
3	+1	+1	+1	+3	+1 Dexterity, +1 Intelligence	+1 level of existing class

- **Small:** Because they are Small creatures, all faen gain a +1 size bonus to Armor Class and attack rolls and a +4 size bonus to all Sneak checks. They must use smaller-sized weapons and equipment and can lift and carry only three-quarters as much as Medium characters.
- Faen are light-footed and quiet when they wish to be, earning them a +2 racial bonus on Sneak checks.
- Faen base speed is 20 feet.
- Loresong faen have an affinity for magic, which grants them a +2 racial bonus to Spellcraft.
- **Innate Spell-Like Abilities:** 1/day—*detect magic*, *ghost sound*, and *lesser glowglobe*. Use the loresong faen's character level as the caster level.
- **Low-Light Vision:** Faen can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Metamorphosis:** A faen of at least 3rd character level (in any class[es]) may choose to undergo a metamorphosis. This can occur only at a time when the character normally would gain a new or bonus feat—the metamorphosis is in lieu of the feat. The faen secretes a sticky substance that she wraps around herself. The secretion hardens, forming a chrysalis. The faen then spends 1d4+3 days in the chrysalis, after which she emerges in a completely different form. Even smaller than before, the faen now has gossamer wings that can carry her aloft. She has become a spryte. A faen's gear taken into the magical chrysalis emerges sized appropriately for the character's new stature.
- **Automatic Languages:** Common and Faen.
- **Bonus Languages:** Any.
- Loresong faen always gain Knowledge (faen) as a class skill.

THE EVOLVED LORESONG FAEN

Evolved loresongs experience almost no change physically. There is, however, a palpable aura of magical power about them. Their eyes take on a unique sparkle, and there is a spring in their step

that some might describe as surprising—and others might even term unnatural. They gain innate abilities.

Hit Die: 1d6

Skill Points at 1st Character Level: (4 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 4 + Intelligence bonus.

“Class” Skills: Alchemy (Int), Decipher Script (Int), Knowledge (any) (Int), Search (Int), Speak Language (none), Spellcraft (Int), Use Magic Device (Cha).

Weapon and Armor Proficiency: Evolved loresong faen gain no additional proficiency with weapons or shields.

Evolved Loresong Spell-Like Abilities: At will—*detect magic*; 1/day—*acrobatics*, *canny effort*, *charm*, *glamour*, *magic weapon*, *open lock*. All are in addition to any other spell-like abilities the character already has, cast using the loresong's character level with Intelligence as the key ability.

QUICKLING FAEN RACIAL TRAITS

- Quickling faen receive a +2 racial bonus to Dexterity and a –2 racial penalty to Strength.
- Faen base speed is 20 feet.
- **Small:** Because they are Small creatures, all faen gain a +1 size bonus to Armor Class and attack rolls and a +4 size bonus to all Sneak checks. They must use smaller-sized weapons and equipment and can lift and carry only three-quarters as much as a Medium character.
- **Run:** When a quickling runs, he moves five times his normal speed rather than four times. Quicklings cannot use this racial ability when wearing heavy armor.
- Faen are light-footed and quiet when they wish to be, earning them a +2 racial bonus on Sneak checks.
- As quicklings are extremely nimble and react fast, they enjoy a +1 racial bonus to initiative checks.
- **Low-Light Vision:** Faen can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

QUICKLING FAEN EVOLVED LEVELS

Quickling Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells/Combat Rites
1	+0	+0	+2	+0	+1 Dexterity, +10 feet in ground speed	—
2	+1	+0	+3	+0	+1 Dexterity, +1 dodge bonus to AC	+1 level of existing class
3	+2	+1	+3	+1	+2 Dexterity, +10 feet in ground speed	—



- **Metamorphosis:** A faen of at least 3rd character level (in any class[es]) may choose to undergo a metamorphosis. This can occur only at a time when the character normally would gain a new or bonus feat—the metamorphosis is in lieu of the feat. The faen secretes a sticky substance that he wraps around himself. The secretion hardens, forming a chrysalis. The faen then spends 1d4+3 days in the chrysalis, after which he emerges in a completely different form. Even smaller than before, the faen now has gossamer wings that can carry him aloft. He has become a spryte. A faen’s gear taken into the magical chrysalis emerges sized appropriately for the character’s new stature.
- **Automatic Languages:** Common and Faen.
- **Bonus Languages:** Any.
- Quickling faen always gain Knowledge (faen) as a class skill.

THE EVOLVED QUICKLING FAEN

Quicklings who have undergone the evolution process granted by the dragons become even more nimble. They grow 3 to 4 inches taller, but their bodies only become thinner, their fingers and limbs longer—even their ears grow longer and more pointed. Their flesh usually becomes paler, and their eyes grow larger. Their movements, when they are alert, seem slightly blurred, as if when they move, they vibrate ever so slightly.

Hit Die: 1d6

Skill Points at 1st Character Level: (4 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 4 + Intelligence bonus.

“Class” Skills: Climb (Str), Disable Device (Int), Escape Artist (Dex), Jump (Str), Knowledge (faen) (Int), Listen (Wis), Open Lock (Dex), Perform (Dex), Search (Int), Sleight of Hand (Dex), Sneak (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Weapon and Armor Proficiency: Evolved quickling faen gain no additional proficiency with weapons or shields.

SPRYTE RACIAL TRAITS

Sprytes, being the result of a transformation from one of the other kinds of faen, lose all quickling and loresong racial abilities not

mentioned below, such as the quickling’s run ability and the loresong’s spell-like abilities.

- Sprytes receive a +2 racial bonus to Dexterity and a –2 racial penalty to Strength (these modifications stack with either loresong or quickling modifiers).
- **Fey:** Sprytes are no longer humanoid in type, but Fey.
- **Tiny:** Because they are Tiny creatures, sprytes gain a +2 size bonus to Armor Class and attack rolls (instead of the +1 bonus they had while Small), and a +8 size bonus to all Sneak checks (instead of the +4 bonus they had while Small). They must use Tiny-sized weapons and equipment and can lift and carry only half as much as Medium characters. Despite being Tiny, sprytes still occupy a 5-foot by 5-foot area, threaten the areas around them, and do not need to enter another’s area to make a melee attack.
- Spryte base speed is 10 feet.
- **Flight:** Sprytes have thin, transparent wings that allow them to fly at a speed of 30 with average maneuverability. See page 177 for more information on flying maneuverability.
- **Low-Light Vision:** All faen can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Sprytes always gain Knowledge (faen) as a class skill.
- **Racial Levels:** Unlike quicklings and loresongs, sprytes can take a few levels in “spryte” as a class to further master the aspects of their new form.

SPRYTE LEVELS

Sprytes can take up to three levels in “spryte” at any time. Each level represents the spryte mastering more facets of his new form. Not all sprytes take racial levels (or all three of them). Spryte levels stack with a spellcasting class level for purposes of determining caster level for spells. If the character has two spellcasting classes, the spryte levels add to the higher of the two class levels. Innate spell-like abilities gained through spryte levels use the character level as the caster level. The spryte can use the normal

THE SPRYTE						
Spryte Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells/Combat Rites
RACIAL LEVELS						
1	+0	+0	+2	+0	+1 Dexterity, spell-like abilities	—
2	+1	+0	+3	+1	+1 Dexterity, spell-like ability	+1 level of existing class
3	+2	+1	+3	+1	Spell-like abilities, flight maneuverability becomes perfect, free access to the faen spell template	—
EVOLVED LEVELS						
4	+2	+1	+4	+2	+1 Dexterity, glowing aura (as a torch, can be turned off or on at will), spell-like abilities	—
5	+2	+1	+4	+2	Spell-like abilities	+1 level of existing class
6	+3	+2	+5	+3	+1 Dexterity, spell-like abilities	+1 level of existing class

and diminished versions of these spells, but not the heightened versions, except for *charm*.

Hit Die: 1d6

Skill Points at Each Level: 2 + Intelligence bonus.

“Class” Skills: Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Escape Artist (Dex), Knowledge (faen) (Int), Knowledge (magic) (Int), and Sneak (Dex). For more information on these skills, see Chapter Four.

1st-Level Spryte Spell-Like Abilities: At will—*detect magic*; 1/day—*charm* (heightened), *ghost sound*, *lesser glowglobe*. All are in addition to any other spell-like abilities the character already has. Use the spryte’s character level as his caster level and his Charisma as the key ability.

2nd-Level Spryte Spell-Like Ability: 1/day—*invisibility* (self only). This is in addition to any other spell-like abilities the character already has. Use the spryte’s character level as his caster level.

3rd-Level Spryte Spell-Like Abilities: Innate magical abilities, 1/day—*dispel magic*, *unknown* (self only), *suggestion*. All are in addition to any other spell-like abilities the character already has. Use the spryte’s character level as his caster level and his Charisma as the key ability.

THE EVOLVED SPRYTE

Evolved sprytes grow about an inch taller. Their wings take on a transparent reddish hue, and their features become even more angular and elongated. They glow with their own inner magical radiance and gain greater agility and more innate magical powers.

It is possible for an evolved quickling or loresong to become a spryte, who then could take spryte levels followed by evolved spryte levels, thus being evolved in both forms.

4th-Level Evolved Spryte Spell-Like Abilities: 3/day—*lesser glowglobe*, *seeker*, *suggestion*; 1/day—*dimension door*. All are in addition to any other spell-like abilities the character already has.

5th-Level Evolved Spryte Spell-Like Abilities: 3/day—*wind churn* (heightened); 1/day—*drain away speed*. All are in addition to any other spell-like abilities the character already has.

6th-Level Evolved Spryte Spell-Like Abilities: 3/day—*invisibility* (self-only), 1/day—*dispel magic*, *peer through matter*. All are in addition to any other spell-like abilities the character already has.

GIANTS

Giants call themselves Hu-Charad, which means “the stewards,” but everyone else just calls them giants—and for good reason. Giants are massive creatures, standing up to 12 feet tall. Except for their size, they look like normally proportioned humans; to them, humans appear like children. In fact, young giants are indeed the size of adult humans.

Three hundred years ago, tales say, a dying giant—a prince—crawled into a fabulous giant city in a land far across the sea. Only one word passed his lips before he expired: “West.” No one knew what killed him or what he meant for sure, but the only thing that lay west was the boundless sea. Following this omen, however, many giants climbed aboard ships of great size and sailed across the sea to discover the land of the humans—and the dramojh who had enslaved them. As is the nature of giants, the

discovery of a new land invoked in them a powerful sense of responsibility. These giants, in the mindset of what they call Chi-Julud, conquered the land and its people so they could oversee and protect it. They built wondrous cities and the Diamond Throne, from which they would rule. Again, as is their way, the giants used rituals to change their own nature from warlike to the just wardens of their new territory. Some people grew to love the giants and the boons that they brought the otherwise dangerous and unruly land, but others did not.

Today, however, the giants face a new challenge. The dragons who once ruled the land they now call home have returned. While the dragons are grateful for the giants’ efforts in ridding the land of the dramojh (which were draconic creations originally—see Chapter Ten), they say that, according to ancient pacts made with giantkind, the Hu-Charad should return to their home across the sea. How will the stewards of the land react to this new turn of events? Some are affronted, and ready the Wardance once again. Some are confused or afraid. Others look at it as a fine excuse to go back across the Great Eastern Sea to their race’s ancestral home.

The life of a giant revolves around ritual and ceremony. Even giants’ growth to their massive size depends on rituals called the Shu-Rin (“attaining the essence”). There are three stages of Shu-Rin, and at the third, giants achieve their growth potential. Since not every giant goes through all three stages of the ritual, giant heights can vary considerably.

Giants are incredible builders. They construct fantastic structures of stone, glass, and metal. Their cities are wonders, with everything sized to seem grand—even on their own large scale.





GIANTS IN THE CAMPAIGN

The races of the Diamond Throne are full of roleplaying opportunities and the giants are at the very heart of all of it. DMs should allow players to decide for themselves whether they will appreciate the giants' self-imposed role or resent it. Despite the fact that giants rule the lands, an average giant has no special "authority" over a non-giant. This is almost certainly true of giant and nongiant PCs.

With the return of the dragons, however, things get much more complex. Now potentially legitimate challengers to giant rule are on the scene, with the potential power to back up their claims. Players may choose to side with the dragons against the giants. Others, however, will not relish the idea of the land being lorded over by huge draconic masters and realize that the giants are certainly better than that. Still others will see the dragons as usurpers—where were they when the dramojh—their own creations, no less—held the lands in their tyrannical grip? It was the giants, after all, that freed the lands, not the dragons. It's a complex issue with no obviously right and wrong answers, and no easy solutions. Exactly the kind of thing roleplaying and great tales are all about.

It's fine, by the way, to use standard-scale floorplans for giant-built castles and other structures in your campaigns. The standard scale used in most roleplaying castle floorplans is actually much larger than the real human scale found in historical castles. So, giantish construction actually justifies the wide corridors and huge rooms we've been playing with for so long.

ROLEPLAYING GIANTS

There's just something about playing a character who towers over the rest of the group and most nonplayer characters you encounter. That great stature, coupled with the giants' mastery of the land, makes them an attractive race to almost any player. An ancient race, the giants' history in the current realm goes back only a few hundred years. Still, their influence extends over all aspects of society. The fact that standard doorways wherever you go are 10 to 15 feet high and hallways are 10 feet wide is just one proof of their predominance.

Giants are warm hearted and genuinely friendly unless given a reason not to be. When angered, though, they become terrible to behold. They are not frivolous, but they value humor, song, and rituals as much as they value food and air. Don't play these characters as the bestial giants found in other games. Even a not-so-smart giant is no crude beast-man. And of course, the giants are in charge. Resist the temptation to play all giants as authoritarian heavies. Rather than focus on the fact that they are in charge, focus instead on why they want to be in charge. They are caretakers and stewards—they want to see the land and its people preserved. They want only what's best for everyone. In an adventuring group, it's natural for a giant to assume a position of leadership (although it's not always natural for everyone to accept that). However, a giant normally does what's best for the group—whatever that may be. Giants are often more willing than members of other races to put themselves at personal risk to help someone else, but they don't take foolish chances. In fact, giants are usually quite wise and consider their actions carefully.

Frequently warmains, giants are well represented in every class (except perhaps unfettered, for few giants appreciate their wild,

abandoned look upon life; totem warriors are also a less common choice). They are more likely magisters than witches or runethanes, more likely greenbonds than mage blades, more likely champions or ritual warriors than oathsworn. But all are certainly viable choices for a giant.

Personality: As a race, giants possess two distinct natures. One, when they are under the sway of the ritual known as Chi-Julud (Wardance), makes them warlike, territorial, and deadly. The other nature emerges when they act under the effects of Si-Karan (Caretaker); then they are calm, cautious, and gentle unless driven to anger. The giants of the Diamond Throne all live under the mantle of the Si-Karan. They are wise, warm, good-natured administrators and protectors of all their lands and the people who live there. Although they would never use such terms, giants see themselves as parents and all other races as children.

While generous and kind, giants are also stewards and guardians—they do not allow themselves or their allies to be taken advantage of or harmed in any way. They are slow to anger, but once incensed can become temporarily engulfed in Chi-Julud. In such a case, they attack without mercy and become difficult to calm. Giants do not like to be taken advantage of, nor do they take it lightly if someone physically threatens or endangers them. This sentiment extends to those close to them as well: To wrong the friend of a giant is to wrong the giant. Giants are long-suffering and tolerant regarding insults and harsh words. They rarely use them themselves, however.

Giants love jokes (but not practical jokes), stories, songs, food, and drink. In this way, they get along with faen nicely. They do not dance.

Physical Description: A giant character starting at 1st level stands about 7 feet tall, at the very end of the initial stage of maturity. Only through ritual can a giant achieve his full height, which can reach 10 to 12 feet. Males often wear beards. Both males and females usually keep their hair short.

Giants are long-lived but slow to reach maturity, by human standards.

Relations: Giants look upon themselves as the stewards of all the land. They rule, to be sure, but in their view they protect rather than exploit. They give more than they take. They see themselves as patrons and guardians, guiding others to do the right thing and protecting them from danger. Of course, not all members of the other races appreciate this sentiment—it garners resentment from some humans, verrik, and quite a few mojh.

Outlook: Giants value order, safety, and peace. They are not power hungry, but they do have a deeply ingrained feeling of responsibility. So deep does this sense run that they take it upon themselves to protect everyone and everything.

Giant Lands: Quite literally, giants rule over all the lands of the Diamond Throne. In many places in this realm, however, giants are found only in small numbers. They dwell in greater numbers along bodies of water—rivers and seas—and in the mountains.

Religion: The giants worship no gods. They do believe, however, that the dead go to the Houses of the Eternal and watch over the living, influencing their actions. Those who were evil in

life continue to work woe after death, and those who were noble and true attempt to aid and protect those still living. Thus, giants pay homage to the dead, particularly those worth honoring.

Mostly, however, giants believe in the literal power of ritual and ceremony. They believe that through rituals, one can attain a higher level, gain great blessings, and accomplish great deeds. Their entire culture, even their physical maturation process, revolves around ritual. In the past, the giants have changed their entire racial outlook (from Chi-Julud to Si-Karan) through ritual.

Giant rituals are solemn, quiet, and introspective. They do not involve chanting or dancing like sibeccai rituals, but they do occasionally incorporate beautiful, meaningful songs.

Languages: Giants speak Giant and Common, although they also often know many other languages.

Names: Unlike in some cultures, giants are not given names—they choose them when they are old enough (giantish children have only nicknames until then). Giantish names are always compound structures. The first part of the name shows a special link to an ancestor or chosen hero who has passed on. The second part involves a personal identifier. Normally, female giants take linking names to their female forebears (these contain only vowels), and males link to male forebears. Here are some sample names:

Giant Male Names: Li-Coraon, Na-Filaris, Ro-Paterik.

Giant Female Names: Aoe-Derrel, Iu-Medora.

Adventurers: Giants usually go on adventures out of a need to protect others from some menace or to prove themselves as good giants (often as a part of Shu-Rin). Proving oneself as a giant means not only strength of back and bravery in battle, but strength of will as well. It also means collecting and relating great tales and forging bonds of friendship.

Favored Drink: Strong spirits, ale; *Favored Food:* Fruits and vegetables (meat in small amounts); *Favored Weapon:* Heavy swords and axes.

GIANT RACIAL TRAITS

- The giants' massive physique grants them prodigious strength, but makes them less nimble than other creatures. They enjoy a +2 racial bonus to Strength but suffer a –2 racial penalty to Dexterity.

- **Giants.** Unlike most other races, giants are not humanoid in type, but Giant.
- **Medium:** As Medium creatures, giants have no special bonuses or penalties due to their size. Giants can grow to be very large, however.
- Giant base speed is 30 feet.
- Wise in the ways of dealing with others, giants earn themselves a +2 racial bonus to Diplomacy and Sense Motive skill checks.
- Giants enjoy a +2 racial bonus to all Craft skill checks.
- **Automatic Languages:** Common and Giant.
- **Bonus Languages:** Any.
- Giants always gain Knowledge (giants) as a class skill.
- **Racial Levels:** Giants can take a few levels in “giant” as a class to become more giantish.

GIANT LEVELS

Giants can take up to three levels in “giant” at any time. Each level represents the character showing his worth and undertaking one of the Shu-Rin ceremonies that triggers giant growth and maturation. Not all giants, by any means, take racial levels (or all three of them).

As giants gain racial levels, they grow a few inches and become stronger, tougher, and wiser. At the third level of giant, they attain size Large and grow to around 10 feet tall. When a giant becomes Large, he gains a 10-foot reach but suffers a –1 size penalty to Armor Class and attack rolls (do not make other modifications based on the change in size, such as those suggested in the MM). When giants grow to this greater size, because the change is magical, their gear also changes to an appropriate size.

Hit Die: 1d10

Skill Points at 1st Character Level: (2 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 2 + Intelligence bonus.

“Class” Skills: Climb (Str), Craft (any) (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (ceremony) (Int), Knowledge (giants) (Int), Perform (ballad) (Cha), Perform (storytelling) (Cha), and Sense Motive (Wis). For more information on these skills, see Chapter Four.

THE GIANT						
Giant Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells/Combat Rites
RACIAL LEVELS						
1	+0	+2	+0	+0	+1 Strength, +1 Wisdom	—
2	+1	+3	+0	+1	+1 Wisdom, +1 Constitution	—
3	+2	+3	+1	+1	+1 Strength, +1 Constitution, increase to Large size, free access to the giant spell template	—
EVOLVED LEVELS						
4	+3	+4	+1	+1	+1 Strength, +1 Constitution	—
5	+3	+4	+1	+2	+10 feet in ground speed, +1 natural armor bonus to AC	+1 level of existing class
6	+4	+5	+2	+2	+1 Strength, +1 Constitution	—



Weapon and Armor Proficiency: Giants with levels only in giant (no actual class levels) are proficient in the use of all simple weapons and light armors and shields.

THE EVOLVED GIANT

Evolved giants are very, very rare and exist only when a giant evolves against his will at the claws of a rogue dragon. As giants change themselves through the introspective Shu-Rin ceremonies, they find the idea of changing their form through a dragon magic effect abhorrent. (See also “Giant Paragon” in Chapter Eleven.)

Evolved giants do not get taller, but they do grow broader. Their skin becomes leathery and their legs bend outward (they effectively become slightly bowlegged), reducing their comfortable stance to a bit of a crouch. Evolved giants become even stronger and hardier, and they learn to use their long stride to move faster.

LITORIANS

Litorians are bestial, honorbound hunters. Usually found roaming open grasslands far from civilization, litorians only rarely separate from their tribes. Unlike members of other races, only the unique individual litorian interacts with other species.

ROLEPLAYING LITORIANS

Litorians are impressive in stature and in their honorable nature. Anyone who calls them cat-people doesn't understand them at all. With due respect to cats, these are not aloof, self-interested felines, but proud warriors and hunters who are principled and thoughtful in their actions. They ascribe high importance to the well-being of their allies, their families, and their people.

Also, do not dismiss them simply as primitive hunters. Litorians have been around as long as humans or faen and know much about those races and the cities they build. The litorians, however, have rejected the ways of other races to embrace their own.

Litorians are noble and value personal honor very highly. They also closely guard their image in society. Litorians teach their children that to be caught in a lie, to be seen as a failure, or to be called a coward are all fates as bad as death. Some litorians take this ideal to mean almost never speak, attempt only what one is good at, and never turn from a fight, no matter what the odds.

These points of view, however, border on the extreme. Most litorians realize that intent holds more importance than action. Abandoning a fight is not cowardly when one has no chance of winning. There is no shame in failing at an impossible task. And a statement is never really a lie if you believe it when you say it.

Other things, however, can shame a litorian as well: associating with honorless people, betraying a friend, dishonoring your parents, failing to repay a debt—or worse, failing to recognize when you are in someone's debt. One who saves the life of a litorian usually finds that litorian swearing to aid him in a great task. Litorians have a strong sense of lifedebt and will go to great lengths to repay their saviors. When you play a litorian, carefully consider your actions. When you make a friend, stick by that friend no matter what. When you make an enemy, strive against that enemy with all your might.

Litorians are most often unfettered, totem warriors, oathsworn, or greenbonds. They are less frequently champions, akashics, witches, ritual warriors, and mage blades. Litorians rarely become warmains, magisters, or runethanes. Of course, it's certainly possible—even likely—that there exist exceptional litorians who gird themselves in heavy armor, spend months studying massive tomes on magic, and live their lives in the crowded cities of the land. Exceptions simply prove the rule.

Personality: Litorians are thoughtful and quiet until provoked past their limit. Once angered, they become savage and brutal, almost incapable of showing mercy.

Litorians love the outdoors, good food, and well-considered stories (not boastful or exaggerated ones). They have a deep sense of personal honor—personal in that it's not about “saving face” but being true to oneself. A litorian will not compromise his morals for fear of losing his own self-value, even if this makes him appear strange or foolish to others, and even if it means making a choice others might not consider the best one. All litorians develop their own set of morals and ethics, although some principles remain true across most members of the race. Because they highly value both honor and life, for example, their need to repay a lifedebt is very strong.

Physical Description: Litorians are taller and more muscular than humans. Litorian bodies are covered in light brown hair, and

THE LITORIAN						
Litorian Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells/Combat Rites
RACIAL LEVELS						
1	+1	+2	+2	+0	+1 Strength, +1 Dexterity	—
2	+2	+3	+3	+0	Scent, +10 feet in ground speed	—
3	+3	+3	+3	+1	+1 Constitution, +1 Dexterity, Bite feat for free, free access to the litorian spell template	—
EVOLVED LEVELS						
4	+4	+4	+4	+1	+1 Strength, +1 Constitution	—
5	+5	+4	+4	+1	+1 attack and damage bonus with bite, +1 natural armor bonus to AC	+1 level of existing class
6	+6	+5	+5	+2	+2 Dexterity, claws, pounce	—

their faces are clearly feline in appearance with a pronounced snout, a flat, catlike nose, and sharp teeth. They have dark eyes with narrow pupils. Manes of brown hair surround the heads of males. Most people notice a thick, almost musky scent around litorians, but few think it unpleasant.

Litorians mature much faster than humans, but they have a life span of similar length.

Relations: Litorians have little history with most other races, except giants, whom they respect but do not understand. Though they have shared the same lands with humans for centuries, the two races usually keep their distance. Litorians and faen only rarely meet, but litorians are often affectionately entertained by faen ways.

Litorians often find themselves at odds with sibeccai and—of all the other races—are probably the least likely to distrust the dracha outright.

Outlook: Litorians hold concepts of personal freedom quite dear. They believe in only a very loose organizational structure from their tribal upbringing. Strength and respect govern their tribes, not law. Litorians find the concept of preconceived, delineated parameters of right and wrong difficult to understand; they are much more likely to judge situations on a case-by-case basis. Their choices stem from their sense of honor and respect for others. They are very rarely selfish or cruel.

Litorian Lands: Litorians are nomads, but to call their wandering random shows a profound misunderstanding of their culture. They subtly control the open grasslands upon which they wander. Their power and cunning makes them clear masters of the region they inhabit. No one passes through the plains or savannah where they live without their knowledge—and, therefore, their leave.

Religion: Litorians have no concept of worship and see little need for ritual. They simply do not understand or crave the need to trust in a higher power. When confronted with proof of a powerful being's might, a litorian grants respect, but not reverence.

Language: The complex Litorian language proves difficult for humans and many others to speak, although giants find it easier. It is a tongue full of deceptive subtlety, and few nonlitorians attempt to master it. Litorian has an alphabet of its own, but by the standards of other races, its written form is fairly crude and basic. Some litorian tribes have taken up Giant script to write their own language, but few consider it worth the effort.

Names: The tribe gives all litorians names that carry a special meaning in their own tongue. These names are then transliterated into Common for use by others who have difficulty with Litorian speech. Here are some sample names:

Litorian Male Names: Charnaset, Chron, Malethar, Rastor.

Litorian Female Names: Marel, Rann, Sorret, Yintra.

Adventurers: Litorians away from their tribe are usually hunters, mercenaries, or members of another profession that allows them to use both their outdoor instincts and their natural strength and agility. Sometimes intimidating to members of other races, litorians often find acceptance and friendship among adventurers—many of whom are loners or wanderers themselves.

Favored Drink: Water or whiskey; *Favored Food:* Meats; *Favored Weapon:* Clubs (especially litorian warclubs) and maces (or bolas).



LITORIAN RACIAL TRAITS

- Litorians are strong, fast, and tough, enjoying a +2 racial bonus to Dexterity but a –2 racial penalty to Wisdom.
- Litorian base speed is 30 feet.
- **Medium:** As Medium creatures, litorians have no special bonuses or penalties due to their size.
- **Low-Light Vision:** Litorians can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They also retain the ability to distinguish color and detail under these conditions.
- **Automatic Languages:** Common and Litorian.
- **Bonus Languages:** Any.
- Litorians gain a +2 racial bonus on Intimidate, Listen, Search, Spot, and Survival checks.
- Litorians always gain Knowledge (litorians) as a class skill.
- **Racial Levels:** Litorians can take a few levels in “litorian” as a class to develop their racial qualities more fully.

LITORIAN LEVELS

Litorians can take up to three levels in “litorian” at any time. Not all litorians, however, take racial levels (or all three of them).

Hit Die: 1d8

Skill Points at 1st Character Level: (2 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 2 + Intelligence bonus.

“Class” Skills: Balance (Dex), Climb (Str), Craft (any) (Int), Jump (Str), Knowledge (litorians) (Int), Search (Int), Sneak (Dex), and Survival (Wis). For more information on these skills, see Chapter Four.



Weapon and Armor Proficiency: Litorians with levels only in litorian (no actual class levels) are proficient in the use of all simple weapons and light armors and shields.

Scent (Ex): See the description in the *scent tracker* spell (Chapter Nine: Spells and Combat Rites).

THE EVOLVED LITORIAN

Tenebrian evolution causes a litorian to grow 3 to 4 inches taller on average. The individual's shoulder's broaden, as does the chest. The litorian's fur lightens and lengthens, and the mane recedes so that it is only slightly longer than the hair on the rest of the body. The litorian's teeth elongate, particularly the incisors, so that they protrude out of the mouth slightly when it is closed.

Evolved litorians get stronger, faster, and tougher, and their bite becomes more dangerous. Eventually, their claws lengthen to give them more natural weapons, and they learn to spring into combat with great ferocity.

Evolved Litorian Claws (Ex): Litorian claws on both hands become usable natural weapons at 6th level. They inflict 1d8 points of damage. The litorian can make off-hand attacks if he wishes (using the normal penalties). As with any melee weapon, the litorian adds his Strength bonus to any attack and damage rolls made with the claws (use half Strength bonus for damage bonuses to off-hand attacks).

Evolved Litorian Pounce (Ex): The 6th-level evolved litorian can attempt a charge attack and still make a special full attack with his bite and claws, or with his bite, one claw, and one weapon (making only one attack with the weapon even though normally he would have iterative attacks due to his high base attack bonus).

MOJH

The results of magical modifications, *mojh* (pronounced MOEZH, both singular and plural) appear to be as much dragons as the humans they once were. They pattern themselves after the creatures known as the dramojh, or "dragon scions," which held mastery over the realm long ago.

In the lands now ruled by the Diamond Throne, the dramojh once enslaved humanity and the faen, having conquered them with magical might and brute force. These ancient, winged fiends, whom some say were equal parts demon and dragon, fielded vast armies of powerful spellcasting warriors. Only the power of the giantish armies of old, in full Chi-Julud mode, could overcome them—and they did. The giants hunted the despicable dramojh to extinction.

Thus, centuries later, the giants were none too happy at the appearance of the mojh.

By some definitions, it is a mistake to call the mojh a race. All mojh were once humans who chose to transform themselves using a magical process that alters a fully developed human into a draconic mojh. Magical transformation is the only way to create a mojh: The process makes the creatures genderless. They gain a tough, scaly hide and a predilection for magic and other intellectual pursuits. As a result of the transformation, the mojh also become extraordinarily long lived. Only humans can become mojh.

While mojh cannot reproduce in any conventional way, any single mojh, two or three times during its long life, can "give birth" in an asexual budding process to a small reptilian creature called a kobold, or "mojhborn." The mojhborn normally become the slaves and servants of their progenitors. Mojhborn cannot reproduce at all.

ROLEPLAYING MOJH

The word "mojh" is meant to make one think of the dramojh. It's meant to convey power and engender respect—and a little fear.

Mojh don't really look much like the dramojh did. They are vaguely draconic humanoids (dramojh were not humanoid at all) and seem nothing like the humans they once were. They dwell apart from humans and other races most of the time. Their communities are isolated and often secret.

Two qualities intrinsic to the mojh race shape their outlook. First, each individual mojh chose to be a mojh. The process by which a human transforms into a mojh is not easy, and few go into it lightly. One needs to have a real disdain for one's current identity to undergo such a change, and one must have a real need to live separate from others who were once of his or her kind.

Second, mojh are genderless. Biological urges to mate or such emotions as love do not drive them. In fact, they are fairly emotionless compared to humans. They devote that mental energy and that time to other pursuits—usually in developing their minds, their bodies, or their magical abilities. Each mojh thinks of itself as a work in progress, steadily improving all the time.

Monte Cook's Arcana Evolved has no system of alignment; thus, to say that the mojh lean toward "evil" is too simplistic. The game offers no actual definition of good or evil. As in the real world, each individual must define those terms. That said, any beings who willingly pattern themselves after the dramojh are easy to label as evil. To be sure, many members of the other races do just that. They see the mojh's fascination with the dramojh and even with dragons as abominable. Mojh do not trust others easily—even other mojh. They often assume that others will dislike them, and their naturally devious minds take for granted that most other people are just as devious as they. Even a mojh who would not betray another sees betrayal in others quite easily.

Mojh characters challenge their players, as they are not the most likable creatures by most standards. Those mojh who do

MOJH TRANSFORMATION

The process of transformation from human to mojh requires a month-long set of rituals and applications of magical and alchemical mixtures worth about 500 gp. If a character begins play as a mojh, this cost does not affect its starting gold. The transformation is irreversible.

It is possible for a human character to become a mojh even after a campaign has begun. The character chooses the transformation in lieu of a feat; it can only occur when the human would normally gain a new or bonus feat. Humans who make this choice must be at least 3rd level and take a level in mojh immediately following the transformation. The transformation is not complete until the character gains that level. The character gains all mojh racial abilities and keeps existing human racial abilities (the bonus feat and the skills bought with the bonus skill points), although the mojh no longer gains the extra skill point each level.

associate with others, however, learn to adapt and fit into standard society. (They also often use hooded cloaks or other simple disguises to avoid drawing attention.) In most communities, you're not likely to see a mojh in a social position—a shopkeeper, an entertainer, or a leader.

Mojh are very often mages—runethanes, magisters, mage blades, and witches (usually iron or mind witches). Less frequently, they take up the ritual warrior mantle. They seldom appear as akashics or greenbonds, and even more rarely as unfettered, oathsworn, or totem warriors (usually serpent or shark totem warriors). They almost never become champions or warmains; the rare mojh champion usually champions its own race.

Personality: Mojh intentionally give up being human to transform themselves, physically and mentally, into all-new creatures. Clearly, they are fanatic, driven individuals. However, they do not all wish to see a return to the ways of the evil dramojh and do not necessarily want to see the other races enslaved again.

Mojh adore magic, craving and hoarding its power. They have a particular affinity for writing, including runes, symbols, and similar pictographs. Mojh can always automatically identify familiar handwriting, and they pride themselves on developing their own distinctive and artistic script. They would rather communicate through writing than speech if given the choice.

Physical Description: Most mojh are tall and thin, with a long and narrow head like that of a reptile. Small greenish-brown scales cover mojh flesh. Their fingers grow long, and their limbs tend toward the spindly. They have snakelike tails that serve only as aids to balance.

Relations: Separatists to the core, mojh wish to live alone or in small mojh groups. Many races, particularly humans, have a natural aversion to the mojh. However, those able to see beyond that can find treasured companions. Mojh look upon other races fairly equally, referring to all of them simply as “nonmojh.”

Outlook: Despite their sinister reputation, not all mojh are selfish, cruel, or inherently dangerous. In their own view, they have ascended to a new form and a new level of being. Their concerns deal mostly with finding their place in this new state. (Also, see “Dracha and Mojh” on page 16.)

Mojh Lands: The mojh normally separate themselves from normal society to undergo their transformation, and they remain separate afterward. They gather in small, isolated clutches and keep to themselves.

Religion: Mojh revere dragons as sacred beings worthy of admiration and veneration, but only a very few worship any gods.

Language: Mojh speak Draconic and Common.

Names: Humans adopt a new name when they become mojh. Here are some sample names:

Mojh Names: Daragoth, Scinathar, Yetheran.

Adventurers: Mojh adventurers search for wealth and power. Many also seek to better understand their place in the scheme of things, now that they have a new form. Mojh may go on adventures simply because they want to take and retain control of their own lives, go where they please, and do as they like.

Favored Drink: Tea; *Favored Food:* Meat (cooked well done); *Favored Weapon:* Rapier or short sword.



MOJH RACIAL TRAITS

- Mojh are very intelligent—their intellect is, in fact, magically enhanced during their transformation, giving them a +2 racial bonus to Intelligence. However, they are thinner and less sturdy than the humans they once were, imposing a –2 racial penalty to Constitution.
- **Medium:** As Medium creatures, mojh have no special bonuses or penalties due to their size.
- Mojh base speed is 30 feet.
- Because they use their tails to help them keep their balance, mojh enjoy a +2 racial bonus to Balance checks.
- The mojh affinity for runes and symbols grants them a +2 bonus to Decipher Script, Forgery, and Knowledge (runes).
- **Darkvision:** Mojh can see in the dark up to 60 feet. This darkvision is black and white only, but otherwise it resembles normal sight. Mojh can function just fine with no light at all.
- **Natural Armor:** Their scaly hides provide mojh with a +1 natural armor bonus to Armor Class.
- **Automatic Languages:** Common and Draconic.
- **Bonus Languages:** Any.
- Mojh always gain Knowledge (mojh) as a class skill.
- **Racial Levels:** Mojh can take a few levels in “mojh” as a class to develop their racial qualities more fully.

MOJH LEVELS

Mojh can take up to three levels in “mojh” at any time. Not all mojh, by any means, take racial levels (or all three of them). Mojh



THE MOJH						
Mojh Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells/Combat Rites
RACIAL LEVELS						
1	+0	+0	+0	+2	Spell-like ability, Sense the Unseen feat for free	—
2	+1	+0	+1	+3	Spell-like abilities	+1 level of existing class
3	+2	+1	+1	+3	Spell-like abilities, +1 natural armor bonus to AC, free use of the dragon spell template	+1 level of existing class
EVOLVED LEVELS						
4	+3	+1	+1	+4	+1 Intelligence	+1 level of existing class
5	+3	+1	+2	+4	+1 Intelligence, +1 natural armor bonus to AC	+1 level of existing class
6	+4	+2	+2	+5	+2 natural armor bonus to AC	+1 level of existing class

levels stack with a spellcasting class level for purposes of determining caster level for spells. If the mojh has two spellcasting classes, add the racial levels to the higher of the two. Innate magical abilities gained through mojh levels use the character's total level as the caster level. The mojh can use the diminished versions of its spell-like abilities, but not the heightened versions.

Hit Die: 1d8

Skill Points at 1st Character Level: (2 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 2 + Intelligence bonus.

“Class” Skills: Balance (Dex), Climb (Str), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Knowledge (magic) (Int), Knowledge (mojh) (Int), Knowledge (runes) (Int), Search (Int), Spellcraft (Int). For more information on these skills, see Chapter Four.

Weapon and Armor Proficiency: Mojh with levels only in mojh (no actual class levels) are proficient in the use of simple weapons but not armors or shields.

1st-Level Mojh Spell-Like Ability: At will—*detect magic*. Use the mojh's character level as the caster level.

2nd-Level Mojh Spell-Like Abilities: 1/day—*lesser beastskin*, *levitate*, *touch of fear*. Use the mojh's character level as the caster level. These are in addition to any other spell-like abilities the character may have.

3rd-Level Mojh Spell-Like Abilities: 1/day—*destructive grip*, *levitate*, *share armor*. Use the mojh's character level as the caster level. These are in addition to any other spell-like abilities the character may have.

Mojh Natural Armor Bonus (Ex): This +1 bonus stacks with the mojh's existing natural armor bonus.

THE EVOLVED MOJH

Evolved mojh grow a spiny ridge down their backs and small, dragonlike horns on their heads. Their eyes flash with deep intelligence and mysterious thoughts. Their flesh grows thicker, like iron, and takes on an almost metallic sheen.

Evolved Mojh Natural Armor Bonus (Ex): These bonuses stack with their existing natural armor bonus.

RUNECHILDREN

If anyone ever needed proof that some sort of intelligent force created the world with deliberate purpose, one need look no further than the *runechildren*. A runechild is a creature granted supernatural powers in order to act in the best interests of the world. No one knows exactly where these powers come from. Some say from the Green, others say the gods. The dragons claim they are the source of the runechildren's powers.

Someone who looks beyond herself and sacrifices some aspect of herself for others, for the world, or for the general cause of altruism might become a runechild. (The name has nothing to do with age, but instead refers to being a “child” of the world, powered by the inherent magic within all things.)

Like mojh, runechildren are not so much a race as the result of a magical transformation. Unlike mojh, runechildren may come from any race. One can usually spot runechildren by the magical rune on their hand or face. Normally, greatness (in this case) is not thrust upon an unwilling character. Characters who qualify choose to become runechildren. And once the choice is made, nothing save death can revoke the power (although DMs can do so if they feel the character no longer deserves it).

“Runechild,” then, is a template that you can add to any living creature with a minimum Intelligence of 11 and a total of at least 5 HD. Although some people are convinced to the contrary, you are not born a runechild—it is a position you earn. Thus, no character ever begins as a runechild. One adds the template only in lieu of a level: Effectively, a character chooses to take a “level” in runechild. It also means that qualifying to be a runechild is entirely at the discretion of the DM. DMs should determine whether the character truly looks beyond herself and acts for the good of the world more than for her own good. The DM also should determine when the ability to become a runechild is available, based on the power it grants the character versus what she must give up—the price for becoming a runechild is small at low levels and much greater at high levels.

The “level” the character gains to become a runechild is lost. Thus, an 11th-level unfettered who chooses to become a runechild as she gains 12th level becomes an 11th-level unfettered

runchild. She does not gain a new feat, she does not gain an ability score bonus, and she does not gain any level-based abilities. She has effectively “spent” the level to get runchild status. The next level she gains can be 12th in unfettered or 1st in another class; players must adjust the experience advancement chart at the beginning of Chapter Three accordingly. The number of experience points needed to gain the next level matches the requirement for progressing from 11th to 12th level.

ROLEPLAYING RUNCHILDREN

Runchildren are chosen, almost messiahlike figures. Only some see themselves that way, however. Others view the gift of the rune as a responsibility or even a burden.

Because runchildren can be members of any race, it is difficult to pin down too many defining characteristics. They normally feel obligated to help those in need when they come upon them, championing the oppressed and the downtrodden. They never exploit their powers for their own gain. They do not take advantage of others, nor treat others with cruelty or dispassion, and never inflict pain or death unless required to do so. They preserve rather than destroy. They save life rather than take it.

Passion and duty fuel runchildren’s existence. They feel emotions, from rage to love to regret, more strongly than the unmarked. They are tireless in their pursuit of justice, peace, and altruism. Some enjoy the praise and adulation they get because of their works, while others slip away before anyone can notice them.

RUNCHILD POWERS

A runchild gains a +1 inherent bonus to her highest ability score (if two scores are tied for highest, the player may choose) and a permanent +1 luck bonus to all checks and saves. Runchildren with an Intelligence or Wisdom of 11 or higher possess spell-like abilities, using their character level as the caster level, chosen from the table below. Powers are cumulative, so a 9th-level runchild picks a power from the Level 5–6 list, the Level 7–8 list, and the Level 9–12 list; when she gains 13th level, she selects a new power. Once chosen, powers cannot be changed. Unless otherwise indicated, a runchild can use each ability once per day.

The following abilities are just a possible sampling. Feel free to customize new abilities of the same level equivalent.

Level	Choose One of These Abilities
5–6	<i>Darkvision</i> (always active), <i>levitate</i> , or <i>object loresight</i> (usable 3/day)
7–8	<i>Dimensional door</i> , <i>energy bolt</i> (choose energy type on gaining the power), or <i>heal wounds</i> *
9–12	Enchantment resistance**, elemental resistance†, or <i>energy sheath</i> (choose energy type on gaining the power)
13–16	<i>Finger of destruction</i> , <i>incorporeal form</i> , or <i>teleport</i>
17–18	<i>Psychic blast</i> , <i>phase door</i> , or <i>wave of life</i>
19–20	Damage reduction‡, <i>immortality</i> (self), or <i>shapechange</i>
21–23	Spell resistance (10 + character level), <i>perfect health</i> , or multiple uses‡‡
24–25	<i>Fist of the elemental lord</i> , <i>true telekinesis</i> , or multiple uses‡‡



* *Heal Wounds*: The runchild can heal as a champion of life; see “Champion” in Chapter Three.

** *Enchantment Resistance*: The runchild makes two saving throws against all enchantments. If either succeeds, the runchild succeeds in the save.

† *Elemental Resistance*: 20 points of continual resistance. The runchild must choose the element upon gaining the power.

‡ *Damage Reduction*: 15/+1 (or 10/magic), operates continually.

‡‡ Choose any ability gained at a lower level, usable 3/day.

SIBECCAI

Strong and hardy, *sibeccai* (pronounced SIB-ba-kai, singular and plural) are excellent warriors and fierce opponents. The sibeccai were once simple beasts, native to a hot, dry desert realm far across the sea. The giants used magic to uplift these beasts, granting them the intellect and body shape to make and use tools and eventually develop a society and culture of their own. The sibeccai felt indebted to their patrons and served them as soldiers and helpers for centuries. Although the giants no longer require their help, the sibeccai remain an indebted client people.

ROLEPLAYING SIBECCAI

Former beasts who try to deny that nature (and sometimes fail), sibeccai are as interesting as they are dangerous.

Sibeccai fall into two informal groups: those who still try to define themselves by what the giants tell them to do, and those who have shed those bonds to define themselves. Both prefer the company of fellow sibeccai to any other race. If forced to work alongside others, sibeccai are normally snide and arrogant, except



to giants and other sibeccai. Though they can demonstrate kindness and generosity toward those of other races with whom they become familiar and friendly, sibeccai do not make friends easily.

Their inability to develop close relationships with non-sibeccai and non-giants stems not from mojhlike distrust, but rather an inherent inferiority complex. They used to be beasts—they haven't been an intelligent race for long (compared to other races). This insecurity manifests as overcompensation: They try very hard to demonstrate their superiority just to prove they are not inferior. When trying to get a handle on the sibeccai outlook, keep in mind this underlying insecurity.

Sibeccai value health and appearance. It is almost unheard of to see an overweight or sickly sibeccai. They also value their reputation and status. An insulted sibeccai who gets into a fight is more likely defending his reputation than his honor—a subtle difference, but one that divides sibeccai from litorians.

Some sibeccai are submissive—even fawning—toward giants, even when the Hu-Charad discourage such behavior. Rarely, an unscrupulous giant takes advantage of this sycophancy; others find it so embarrassing that they avoid contact with any sibeccai. Most giants, however, understand sibeccai enough to smile and nod with tolerance and appreciation of the gesture.

Sibeccai like professions and devotions that appear sophisticated and prestigious. Even those who are not warriors by trade exaggerate their combat prowess. Warmains, oathsworn, champions, ritual warriors, and mage blades are all common in sibeccai society. Magisters, runethanes, akashics, unfettered, and witches are less common; greenbonds and totem warriors are very rare.

Personality: Sibeccai can be haughty and arrogant at times, believing themselves a “chosen” race—chosen by the giants. They do not act superior toward giants, however; they consider themselves inferior to their patrons. Once in a while, a sibeccai reverts to his natural, more bestial nature. This occurs mainly in two situations: when he is very hurt or angry, or when he is among only those of his own kind.

The short-lived sibeccai mature quickly. They have little sense of fun or frivolity, nor do they value lore and knowledge much,

unless it can directly benefit them at the time. They are more interested in rumor and current events than in history or ancient truths.

Physical Description: Sibeccai are humanoids covered in short hair, ranging in color from red to brown and grey to black. Their bodies are muscular and lean, and they have long, narrow snouts like those of hounds. Their ears grow large and pointed, and the shock of hair on their heads appears a shade darker than the rest of their hide. Some have compared their appearance to that of jackals.

Relations: Sibeccai feel a genuine respect and admiration for giants, an emotion most giants are too magnanimous to exploit. They dislike litorians, whom they look upon as savages, and feel marginally superior to humans, verrik, faen, and most others. Many humans look upon sibeccai with an ancient distrust for their predatory past. Sibeccai, for their part, greatly distrust dracha as the servants of their patrons' enemies.

Among their own, sibeccai put little value in familial life, focusing instead on the race as a whole. Thus, to a sibeccai, the identity of one's father or mother does not matter, and relationships are often short and fairly casual. Young are reared by wet nurses and young males (professional caregivers), then left to fend for themselves as soon as they seem fit.

Outlook: By some standards, sibeccai are still “new to the world,” and thus look at their position with optimism. This fresh view of what one can accomplish in life, however, can skew more toward thoughts of what one can *get* for oneself in life. Thus sibeccai sometimes develop a selfish outlook. Coupled with their feelings of superiority, such sibeccai can become cruel and vicious.

Sibeccai respect a strong leader and recognize a need for rules to keep order. Most sibeccai groups have a clear set of laws that all must follow. They always have a clearly defined leader as well as a pecking order, with individuals of different stations enjoying different rights. All sibeccai believe in doing their best to rise in this order and ultimately attain a higher station.

Sibeccai are devoted and fanatic about things they really believe in.

THE SIBECCAI

Sibeccai Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells/Combat Rites
RACIAL LEVELS						
1	+1	+2	+2	+0	+1 Constitution, Bite feat for free	—
2	+2	+3	+3	+0	+1 Dexterity, scent	—
3	+3	+3	+3	+1	+1 Strength, +1 Dexterity, Weapon Focus and Weapon Specialization (bite) for free, free access to the sibeccai spell template	—
EVOLVED LEVELS						
4	+4	+4	+4	+1	+1 Strength, +1 Constitution	—
5	+5	+4	+4	+1	+2 attack and damage bonus with bite, +1 natural armor bonus to AC	+1 level of existing class
6	+6	+5	+5	+2	+2 Constitution, Weapon Specialization for free, improved grab	—

Sibeccai Lands: Sibeccai meld into cosmopolitan society far better than litorians, perhaps because they do not have their own lands. Rather, they dwell wherever giants do, often making a living serving them in various capacities. For the most part they are urban creatures, preferring to live in communities rather than in the wild. Thus, they are adept at gathering rumors and picking up on the subtleties of interaction among intelligent creatures.

Religion: The extremely spiritual society of the sibeccai (not unlike that of the giants) involves a great many rituals and ceremonies. However, where the giants' rituals are calm, quiet, and introspective, those of the sibeccai seem more savage and less sophisticated—they are overt, loud, and showy. Sibeccai also place a great deal of stock in dreams and their interpretation.

Language: Sibeccai have no language of their own, but most of them speak simple Giant as well as Common.

Names: Sibeccai names, though long and formal, are always just a single word (no surnames). The names themselves carry no special meaning, but sibeccai frequently give themselves or each other descriptive titles like “Virdon the Dreamer” or “Palathan the Speaker.” Here are some more sample names:

Sibeccai Male Names: Kaganis the Hunter, Tigarithon the Wanderer.

Sibeccai Female Names: Mirapolay the Skywatcher, Sissathas the Keeper.

Adventurers: Sibeccai adventurers are fairly common. They see gaining new wealth, new skills, and new victories as a way of advancing their station in life.

Favored Drink: Beer; *Favored Food:* Meat (cooked very rare); *Favored Weapon:* Swords (especially kopeshes).

SIBECCAI RACIAL TRAITS

- Sibeccai gain a +2 racial bonus to Constitution and a –2 racial penalty to Intelligence.
- **Medium:** As Medium creatures, sibeccai have no special bonuses or penalties due to their size.
- Sibeccai base speed is 30 feet.
- **Low-Light Vision.** Sibeccai can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Sibeccai enjoy a +2 racial bonus on Gather Information, Handle Animal, Innuendo, and Sneak skill checks.
- **Automatic Languages:** Common and Giant.
- **Bonus Languages:** Any.
- Sibeccai always gain Knowledge (sibeccai) as a class skill.
- **Racial Levels:** Sibeccai can take a few levels in “sibeccai” as a class to develop their racial qualities more fully.

SIBECCAI LEVELS

Sibeccai can take up to three levels in “sibeccai” at any time. Not all sibeccai, however, take racial levels (or all three of them).

Hit Die: 1d8

Skill Points at 1st Character Level: (2 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 2 + Intelligence bonus.



“Class” Skills: Climb (Str), Craft (any) (Int), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Knowledge (sibeccai) (Int), Listen (Wis), Sneak (Dex), Spot (Wis), Survival (Wis), and Swim (Str). For more information on these skills, see Chapter Four.

Weapon and Armor Proficiency: Sibeccai with levels only in sibeccai (no actual class levels) are proficient in the use of all simple weapons and light armors and shields.

Scent (Ex): See the description in the *scent tracker* spell (Chapter Nine: Spells and Combat Rites).

THE EVOLVED SIBECCAI

Sibeccai affected by the tenebrian seeds grow considerably hardier and somewhat stronger. They maintain their sleek physique, for even as their shoulders broaden, their limbs lengthen and become more sinewy. Overall they grow about 4 to 6 inches in height. Their jaws develop a viselike grip, but they get better at using weapons as well.

Evolved Sibeccai Improved Grab (Ex): To use this ability, a sibeccai must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold.

VERRIK

Verrick (singular and plural) are incredibly wise and intelligent beings with special innate mental abilities.

At first blush, *verrik* appear human. The only physical difference is that *verrik* have wine-red skin and either white or blue-



black hair. Verrik are not human, however. They neither think nor feel as humans do. In fact, members of the two races often have difficulty relating to one another.

Verrik pride themselves on “contextual thinking.” They believe they see the world from a larger perspective, which leads them to make decisions based on ramifications that others may not see. They value intelligence and wisdom and despise rash actions.

All verrik possess innate mental abilities that allow them rudimentary telepathy and telekinesis. Some verrik can learn more powerful psionic abilities.

Verrik invented witchcraft and discovered the akashic memory. (See “Akashic” and “Witch” in Chapter Three: Classes.)

ROLEPLAYING VERRIK

Verrik offer the perfect choice for players who like enigmatic characters. Each and every verrik possesses some level of psychic talent, as witnessed by the interesting powers innate to every member of the race.

Just because they look like humans, do not assume you should play verrik like humans. In fact, in many ways, verrik are the most unlike humans of all the races. A verrik considers not only how a given course of action will affect her, but also how it will affect others (and thus, how that effect will affect her later). She looks ahead not just to tomorrow, but to next year, to 10 years beyond that, and to her children’s time as well. Thus, verrik often see others as short-sighted and frivolous.

Verrik are inventive. They build, they innovate, and they explore. They think beyond the bounds of what others believe. In comparison to members of other races, they are never quick to dismiss and are very open-minded. Verrik do not make assumptions and do not rely solely on empirical evidence or the assurances of others. They try things for themselves, each time hoping to learn something new. But they are not reckless or foolhardy.

Verrik do not compose poetry or delight in song. Their ceremonies are the simplest of any race. They eschew showy displays and put little stock in appearance, because they know that appearances can be deceiving. Still, their unusual emphasis on function can lead to the creation of interesting forms. For example, a verrik castle might appear very strange, with free-standing, winding staircases up to spiraled towers and glass minarets. Others might see the structure as showy or even artistic, when in fact its builder had practical motives—perhaps the sun’s heat comes through the glass minarets and is channeled down the spiral tower to heat the rest of the castle.

The akashic and witch classes often appeal to verrik. Warriors are evenly split among oathsworn, unfettered and warmains—verrik almost never become totem warriors. Verrik magisters, mage blades, champions, ritual warriors, and runethanes are not uncommon. Despite their affinity for magic and wisdom, verrik find the nature of the greenbond class to be against their own basic character. They simply do not believe that the land, or life, or the Green, needs shepherds or protectors.

Personality: Verrik can seem arrogant and aloof. Some of them are. Those with great mental powers may feel quite superior to others. Most members of the race, however, are simply intro-

spective or contemplative. That smug expression on the verrik’s face really stems from her thoughts about the implications years from now of an event that just happened. They have little need for such frivolous pursuits as music or humor, and partake in rituals and ceremonies only when it seems practical to do so.

Physical Description: Verrik have a similar height and build to humans, which means their size can vary considerably. All verrik have vinaceous skin and dark eyes. Their straight hair is either white or dark black (almost dark blue). They often wear their hair long, but they never have facial hair.

Relations: Something about verrik makes them difficult to like—humans, faen, and even giants have described a certain quality about them that is unnerving or “not quite right.” Verrik consider all other races more or less the same, although the loresong faen and mojh affinity with magic garners them a bit more respect. Deep down, most verrik enjoy their enigmatic reputation among other races.

Outlook: Pragmatic even in their approach to the esoteric, verrik see themselves as sensible and practical, even when those of other races cannot understand their motivations. They appreciate innovation and respect genius and talent. They have little patience for stupidity or foolishness.

Verrik Lands: The verrik dwell in hot, dry areas that were never entirely conquered by the dramojh so long ago. They build large cities, favoring long, flat buildings. Verrik spellcasters isolate themselves in monasterylike communes for study in the fields of witchery, akashic memory, and magic in general. Verrik warriors gain satisfaction from training and sparring, and they also build secluded compounds of their own.



THE VERRIK

Verrick Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells/Combat Rites
RACIAL LEVELS						
1	+0	+0	+0	+2	Spell-like abilities	+1 level of existing class
2	+1	+0	+0	+3	Spell-like abilities	
3	+2	+1	+1	+3	+1 Intelligence, +1 Wisdom	+1 level of existing class
EVOLVED LEVELS						
4	+3	+1	+1	+4	Spell-like abilities	+1 level of existing class
5	+3	+1	+1	+4	+1 Wisdom, +1 Intelligence	+1 level of existing class
6	+4	+2	+2	+5	Spell-like abilities, +1 Wisdom, +1 Intelligence	+1 level of existing class

Religion: Verrick do not worship gods, although they recognize that they exist. When introduced to the giantish concept of ancestor worship, the verrik could relate, for they saw their own immortal souls going on to continue achieving greater knowledge and power even after death. Recognizing these ancestor spirit-gods and the possibility that they may still influence events in the world of the living is the closest thing the verrik have to religion.

Language: Verrick speak Common. Verrick also have their own language, but they keep it secret from other races as best they can and almost never use it around nonverrik.

Names: Verrick names often sound strange to human ears. There are no linguistic rules for determining whether a name is male or female. Here are some sample names:

Verrick Male Names: Dajsan, Qiddedr, Xerzed.

Verrick Female Names: Ayanc, Nlaada, Sfiri.

Adventurers: Verrick adventurers seek power and treasure because it makes sense. They appreciate discovering new things and, thus, like to explore. They do not believe in “forbidden knowledge” and would not hesitate to explore even the dreaded ruins of a dramojh citadel.

Favored Drink: Dry wine; *Favored Food:* Strictly vegetarian fare; *Favored Weapon:* Crossbows.

VERRIK RACIAL TRAITS

- Verrick gain a +2 racial bonus to Wisdom and a –2 racial penalty to Charisma.
- **Medium:** As Medium creatures, verrik have no special bonuses or penalties due to their size.
- Verrick base speed is 30 feet.
- **Sensory Control:** Verrick can selectively shut off their senses. This means they can willingly blind themselves (taking the appropriate penalties) to become immune to gaze attacks and similar visual dangers. They can willingly go deaf and make themselves impervious to language-based or similar effects. They can shut off their sense of touch and become immune to pain effects but suffer a –2 circumstance penalty to attack rolls, Open Lock or Disable Device attempts, or any other action the DM rules to be touch-dependent. Shutting off or reactivating a sense is a standard action.
- **Innate Spell-Like Abilities:** 1/day—*contact*, *lesser telekinesis*, *sense thoughts*. Use the verrik’s character level as

the caster level. The verrik cannot use the heightened versions of these spells.

- **Spell Access:** Verrick spellcasters always have access to complex psionic spells, even when they normally would have access only to simple spells.
- **Automatic Languages:** Common and Verrick.
- **Bonus Languages:** Any.
- Verrick always gain Knowledge (verrik) as a class skill.
- **Racial Levels:** Verrick can take a few levels in “verrik” as a class to develop their racial qualities more fully.

VERRIK LEVELS

Verrick can take up to three levels in “verrik” at any time. Not all verrik, by any means, take racial levels (or all three of them). These levels represent the verrik focusing on mental disciplines and introspection. Verrick levels stack with a spellcasting class level for purposes of determining caster level for spells. If the verrik has two spellcasting classes, he adds the racial levels to the higher of the two. Innate spell-like abilities gained through verrik levels use the character’s total level as the caster level. The verrik can use the diminished versions of these spell-like abilities, but not the heightened versions.

Hit Die: 1d8

Skill Points at 1st Character Level: (2 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 2 + Intelligence bonus.

“Class” Skills: Concentration (Con), Craft (Int), Knowledge (magic) (Int), Knowledge (verrik) (Int), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha). For more information on these skills, see Chapter Four.

Weapon and Armor Proficiency: Verrick with levels only in verrik (no actual class levels) are proficient in the use of all simple weapons and no armors or shields.

1st-Level Spell-Like Abilities: 1/day—*detect magic*, *disorient*; 3/day—*object loresight*. All are in addition to any other spell-like abilities the character already has. Use the verrik’s character level as her caster level and her Intelligence as the key ability.

2nd-Level Spell-Like Abilities: 1/day—*levitate*, *mind stab*, *read mind*. All are in addition to any other spell-like abilities the character already has. Use the verrik’s character level as her caster level and her Intelligence as the key ability.



EVOLVED VERRIK

Evolved verrik become gaunt, and their eyes recede slightly into their heads, giving them a look of death. Their bony fingers elongate a bit, and their skin darkens to a deep maroon. They gain even more innate mental abilities.

4th-Level Evolved Verrik Spell-Like Abilities: 3/day—*mind stab, read mind*; 1/day—*suggestion*. All are in addition to any other spell-like abilities the character already has. Use the verrik's character level as her caster level and her Intelligence as the key ability.

6th-Level Evolved Verrik Spell-Like Abilities: 3/day—*suggestion*; 1/day—*enfeebled mind, scrying*. Use the verrik's character level as her caster level and her Intelligence as the key ability.

AGE, HEIGHT, AND WEIGHT

Characters age, and with age comes change. Characters become feebler and yet grow wise from their experiences. Refer to the

“Aging Effects” table below to get an idea of average ages for the various races. A player can choose any starting age she wishes for her character but, when in doubt, assume a character starts adventuring at 1st level about halfway to middle age.

When a character becomes venerable, the DM secretly determines her maximum age. When the character reaches her personal maximum age, she dies of old age at some time during the following year, as determined by the DM. Aging effects are cumulative.

Each player should choose an appropriate height and weight for his character and record it. To determine height and weight randomly, use the “Random Height and Weight” table below.

Roll the height modifier and add that many inches to the base height to get the character's height. Take that same height modifier result and multiply it by the weight modifier result. Add that many pounds to the base weight to get the character's weight.

AGING EFFECTS				
Race	Middle Age*	Old**	Venerable†	Maximum Age
Dracha	35 years	55 years	75 years	+2d20 years
Faen	100 years	140 years	180 years	+2d% years
Giant	125 years	205 years	260 years	+1d% years
Human	35 years	53 years	70 years	+2d20 years
Litorian	50 years	75 years	100 years	+4d20 years
Mojh	175 years	257 years	340 years	+3d% years
Sibeccai	30 years	47 years	70 years	+2d10 years
Verrik	40 years	70 years	100 years	+2d20 years

* -1 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma
 ** -2 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma
 † -3 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma

RANDOM HEIGHT AND WEIGHT				
Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Dracha, man or woman	5' 8"	+2d4	160 lbs.	× (2d6) lbs.
Faen, loresong, man	3' 2"	+2d4	40 lbs.	× (1d3) lbs.
Faen, loresong, woman	3' 4"	+2d4	45 lbs.	× (1d3) lbs.
Faen, quickling, man	2' 10"	+2d4	35 lbs.	× 1 lb.
Faen, quickling, woman	3'	+2d4	40 lbs.	× 1 lb.
Faen, spryte, man	12"	+1d3	10 lbs.	× 1 lb.
Faen, spryte, woman	12"	+1d3	10 lbs.	× 1 lb.
Giant, man	6' 3"	+2d6	200 lbs.	× (2d6) lbs.
Giant, woman	6' 3"	+2d6	200 lbs.	× (2d6) lbs.
Giant, man (size Large)	8'	+2d8	500 lbs.	× (2d12) lbs.
Giant, woman (size Large)	8'	+2d8	500 lbs.	× (2d12) lbs.
Human, man	4' 10"	+2d10	120 lbs.	× (2d4) lbs.
Human, woman	4' 5"	+2d10	85 lbs.	× (2d4) lbs.
Litorian, man	6'	+2d4	180 lbs.	× (2d6) lbs.
Litorian, woman	5' 11"	+2d4	155 lbs.	× (2d6) lbs.
Mojh	5' 8"	+2d8	100 lbs.	× (2d4) lbs.
Sibeccai, man	4' 10"	+2d10	130 lbs.	× (2d4) lbs.
Sibeccai, woman	4' 4"	+2d10	90 lbs.	× (2d4) lbs.
Verrik, man	4' 10"	+2d10	120 lbs.	× (2d4) lbs.
Verrik, woman	4' 5"	+2d10	85 lbs.	× (2d4) lbs.

Classes

Character class represents a character's main focus in life. It is a general description of what a character can do. One's class can help define one's vocation, talents, training, and predilections.

However, character class is only a framework. Not all magisters, for example, are the same. Race, skills, feats, spells, and equipment, not to mention background, outlook, personality, allies, and enemies all serve to distinguish two different magisters from each other. And some characters have more than one class. Those characters are generally more flexible and self-sufficient, but less focused.

CLASSES AND LEVELS

Monte Cook's Arcana Evolved offers 12 different character classes:

Akashic: Masters of memory, these expert, skill-focused characters can draw upon the collective knowledge of all beings to gain information, improve their skills, and perform tasks for which they were never actually trained.

Champion: Seizing upon a cause they feel called to defend, champions are driven warriors who do whatever they must to further or defend their cause.

Greenbond: Masters of animism, greenbonds are spellcasters who can call upon the power of life itself. As such, they have an affinity for nature and nature spirits.

Mage Blade: While some follow the path of the sword and others the way of the staff and spell, the mage blade walks the thin line in between. Mage blades not only dabble in spellcasting, but use rituals to enhance their weapons, which they wield with skill.

Magister: Consummate spellcasters, magisters focus their power through their magical staves. No one has mastery over more spells than the magister.

Oathsworn: These warriors are fidelity and devotion given life. When an oathsworn commits to a goal, this dedication grants the character unbelievable power to accomplish it.

Ritual Warrior: Viewing combat as an art or almost religious ceremony, ritual warriors access unusual abilities through their supreme concentration and clarity of mind. As they fight, move, and take part in any activity, their every action is a carefully honed ritual.

Runethane: Although runethanes cast spells, their real focus lies in the study and creation of magical runes. Their runes store magical effects, create potent wards, and grant powerful abilities to items and people.

Totem Warrior: Often more at home in the wilderness than in a city, totem warriors bond with an animal spirit that grants them amazing abilities, physical qualities and even companions.



Unfettered: Wild yet skillful, unfettered characters are masters of derring-do and a blur of precision in combat. Their trusted allies are speed and prowess rather than heavy armor and brute force.

Warmain: The unfettered's equal but opposite force, warmains gird themselves in the heaviest armor and wield massive weapons with a combination of strength and skill. Their might knows no bounds.

Witch: As casters who focus on the magical nature within themselves as well as in spells, witches possess power that manifests itself in varied ways, making every individual unique and mysterious.

GAINING LEVELS

The measure of every character comes in the form of *levels*. A character who has gained more experience with danger and challenge is at a higher level than other characters. Higher-level characters have more skills, abilities, and spells, and are better prepared for dealing with and avoiding wounds, enchantments, poisons, and other hazards.

Progress through levels is measured by *experience points* (XP). DMs award these points for overcoming challenges (defeating a foe in combat, solving a puzzle, negotiating past a guard), for good roleplaying, or for anything else DMs wish to reward their players



or the characters for doing. The experience points needed to reach each new level appear in the following chart:

Level	XP Needed
1	0
2	1,100
3	3,300
4	6,600
5	11,000
6	16,500
7	23,100
8	30,800
9	39,600
10	49,500
11	60,500
12	72,600
13	85,800
14	100,100
15	115,500
16	132,000
17	149,600
18	168,300
19	188,100
20	209,000
21	231,000
22	254,100
23	278,300
24	303,600
25	330,000

LEVEL BENEFITS

Characters gain a new feat every three levels and a +1 bonus to a single ability score every four levels. They also gain additional hit points, skill points, and abilities, depending on their class.

CHARACTER LEVEL VS. CLASS LEVEL

“Class level” refers to the number of levels a character has in a single class. For single-classed characters, class level is the same as character level. For multiclassed characters, character level is the total of all the levels the character has in various classes. For example, a 7th-level greenbond has seven class levels of greenbond and a character level of 7th. A 5th-level akashic/3rd-level oathsworn has five class levels in akashic and three in oathsworn, but has a character level of 8th. A litorian with three levels in warmain, one level in champion, and two racial levels has a character level of 6th.

In the class descriptions in this chapter, “level” refers to class level (that is, the number of levels a character has in that specific class) unless it specifically says character level, in which case it means total levels in all classes.

CHARACTERS ABOVE 20TH LEVEL

The core rules assume characters do not go above 20th level. In *Monte Cook's Arcana Evolved*, however, characters can reach 25th level. While the DMG provides necessary information such as average treasure per encounter, and NPC and PC gear value by level up to 20th level, *Arcana Evolved* needs values higher than those. For levels 21 to 25, use the gold piece values on the table at the bottom of the page.

CLASS DESCRIPTIONS

As you review the classes that follow, you may have to consult other chapters for details concerning each one’s special abilities—a quick glance through Chapter Four: Skills, Chapter Five: Feats and Talents, Chapter Seven: Playing the Game, and Chapter Nine: Spells and Combat Rites might be called for.

The descriptions of the classes include the following sections:

Adventurers: Why do members of this class seek out quests?

Background: How does one become a member of this class?

Races: Which races are most appropriate for the class?

View of Magic: If the class confers spellcasting powers, this section describes how characters would explain their magical abilities to others.

Other Classes: How do members of a class relate to others?

NPCs: What examples of this class might you see as nonplayer characters (NPCs) in the campaign?

Hit Die: The type of Hit Die used by characters of the class determines the number of hit points gained per level. Upon gaining each new level, roll this die and add the number (along with any Constitution modifier) to the character’s hit point total.

Class Archetypes: Some examples of different ways one could play this character class.

Class Table: Each class has a table that details how a character improves while gaining experience levels. Class tables typically include the following:

- *Class Level:* The character’s level in that class.
- *Base Attack Bonus:* The character’s base attack bonus and number of attacks.
- *Fortitude Save:* The base save bonus on Fortitude saving throws. The character’s Constitution modifier also applies.
- *Reflex Save:* The base save bonus on Reflex saving throws. The character’s Dexterity modifier also applies.

HIGH-LEVEL TREASURE AND GEAR			
Level	Average Treasure Per Encounter	NPC Gear Value by Level	PC Gear Value by Level
21	87,000 gp	240,000 gp	975,000 gp
22	96,000 gp	265,000 gp	1,200,000 gp
23	106,000 gp	290,000 gp	1,500,000 gp
24	116,000 gp	320,000 gp	1,800,000 gp
25	128,000 gp	350,000 gp	2,100,000 gp

- *Will Save*: The base save bonus on Will saving throws. The character's Wisdom modifier also applies.
- *Special*: Level-dependent class abilities, each explained in the "Class Features" sections that follow the table.
- *Spell Slots Per Day*: How many spells of each spell level can the character cast each day? If the entry is "—" for a given level, the character may not have any spells of that level. If the entry is "0," the character may cast spells of that level only if he has bonus spells due to high ability scores. If the entry is a number, the character may cast that many spells plus any bonus spells. This bonus applies to both readied spells and spell slots. Bonus spells for magisters and runethanes are based on Intelligence. Bonus spells for greenbonds and witches are based on Wisdom. Bonus spells for mage blades are based on Charisma.
- *Combat Rites Per Day*: How many combat rites of each rank can the character use each day? If the entry is "—" for a given rank, the character may not have any combat rites of that rank. If the entry is "0," the character may use combat rites of that rank only if she has bonus rites due to high Wisdom. If the entry is a number, the character may use that many combat rites plus any bonus rites. For more on combat rites, see Chapter Nine.

Skill Points at 1st Level: The number of skill points the character starts with to buy skills if this class is the character's first level.

Skill Points at Higher Levels: The number of skill points gained each level after the first.

Class Skills: The list of skills considered class skills for the class (see Chapter Four for more on skills).

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

- *Weapon and Armor Proficiency*: Which weapons and armor types is the character proficient with?
- *Other Features*: What unique capabilities does the class enjoy?

AKASHIC

"The memory of all our forebears flows through me."

The akashic memory is a collective mental storehouse of all thoughts, feelings, and experiences ever held by a living being. Akashics can tap into this collective memory to gain knowledge, skills, or information. They are not spellcasters, nor are they warriors. Nevertheless, they prove themselves very capable, with unique gifts and abilities. Their powers are mystical—more mental than magical—and come from intense training and discipline. Despite their regimen, however, akashics can seem quite free spirited and even roguish.

Adventurers: Akashics explore and adventure to practice their abilities and to discover new aspects to the akashic memory. They seek akashic nodes (see page 42) and bits of lost knowledge or lore to enhance their abilities and skills. Akashics also

gain insight into both collective and personal memories by spending time with people in stressful and dangerous situations (adventurers). As important as the akashic memory is, akashics know that their own personal memories are just as important. They don't want to sit back and learn about things passively—they want to be there when important things happen.

Background: While some people claim to be natural akashics, even they require special training. Akashics usually learn their special skills as apprentices to more accomplished akashics or in institutions developed for the unique training they require.

Akashics often belong to guilds, usually tied to the organizations that trained them. These guilds hire out their members as experts in any needed area. Need a master smith? An expert on ancient geography? A thief able to infiltrate an enemy stronghold and memorize battle plans? A messenger who can carry the words of a 10-page missive memorized in his brain? An expert impersonator to work as a spy or as a stand-in for an endangered noble? The guild can provide you what you need.

Those who do not belong to guilds often wander about, seeking new experiences and earning their fortunes by practicing their skills. They often have interestingly contradictory personalities, being both focused on their mental disciplines and yet free-wheeling and highly adaptive. Because of their powers and ability to master so many skills, an akashic can work as a shipwright in one city, move on and get work as a physician in the next, and an animal trainer in the next.

Races: Akashics are so flexible that they fill many roles. In human societies they work as rogues, agents, and spies or as advisors and sages. Verrick akashics consider themselves artists who work in the medium of memory. Giant akashics are often called singers of songs, for they access their abilities through softly singing simple ancient giantish tunes. Faen believe akashics have the ability to speak with the gods on some level and thus usually give them great respect. Mojh akashics strive to learn more about dragons and the ancient mysteries of the world. Litorian akashics are rare, and those who do exist consider their abilities and knowledge gifts from their ancestors. Sibecai akashics, also rare, usually use their abilities to work as artisans.

Other Classes: Akashics work well with anyone. Their powers make them extremely adaptable and always useful. Likewise, they usually respect the skills of others, and feel as at home telling war stories and discussing swordfighting techniques with a warmain as they do debating esoterica with a magister.

NPCs: The jewel thief skilled at impersonation and infiltration might be an akashic. The duchess' mysterious advisor, who looks at you knowingly, could be an akashic. The prodigy with the wisdom and knowledge of a wizened sage is an akashic.

Hit Die: d6

AKASHIC ARCHETYPES

Jack of All Trades: You know a bit about everything, and your mystic connection to the akashic memory allows you to fill in the gaps when necessity arises. In any situation, you've got something to contribute. You may not excel at any one thing, but you're also not terrible at anything, either.



Loremaster: You've lived long with the local akashic guild, not only honing your akashic abilities, but also studying all the lore you could—history, magic, science, cosmology, geography, and more. Loremasters and sages can earn a respectable wage as sources of information and teachers for the young. However, you might want to actually use what you've learned and go out into the world to make your own fortune, so that someday, loremasters will be reading about you.

Spy: You use your memory-based abilities to tap into the knowledge of others. This allows you to not only gather information on them, but also impersonate them. You are slick and savvy—you think quickly on your feet and excel at getting yourself out of tight situations.

SKILLS

Skill Points at 1st Level: (8 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 8 + Intelligence bonus.

Class Skills: All skills are class skills for the akashic. For a list of skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: The akashic is proficient in the use of all simple and martial weapons and heavy, medium, and light armors and shields.

Skill Memory (Su): Akashics can reach into the collective memory and gain insight into a needed skill—even one in which the character has no ranks and cannot use untrained (but not a language). After a full round of concentration, the akashic gains a +2 bonus to a single skill check attempt made the next round. The akashic can use skill memory once per day per two akashic levels (once per day at 1st through 3rd level, twice per day at 4th and 5th levels, three times per day at 6th and 7th levels, and so on).

At 9th level, this bonus becomes +4. At 17th level, it is +6. At 25th level it is +8.

Perfect Recall (Ex): By 2nd level, akashics have honed their own memories. To any Knowledge skill check that they make without using skill memory (thus relying on their own memory), they add their Intelligence bonus, if any, to the skill bonus again. Thus, an akashic with 5 ranks of Knowledge (history) and a +2 Intelligence bonus has a skill bonus of +9 (5 + 2 + 2) using perfect recall. Akashics without an Intelligence bonus gain nothing from this ability. The akashic also can add double his Intelligence bonus if the DM calls for an Intelligence check to remember something. Intelligent akashics can use this ability to memorize vast amounts of information, which they can recall at a moment's notice.

AKASHIC MEMORY STONES

By tapping into the memories of others and using special materials and training, akashics of 6th level and higher can create magic items called akashic memory stones. These devices—usually crystals or gems, but sometimes plain stones—store specific memories that anyone can access simply by concentrating on them. These stones do not convey any bonuses, spells, or abilities, but they can store valuable, interesting, or emotional information. Commonly, these stones sell for 500 gp. They are magical and typically have a caster level of 10th.

Delve Into Collective Memory (Su): An akashic may make a special check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about notable people, legendary items, or noteworthy places. This takes 10 minutes and can be attempted once per day per class level. (For some reason, akashics have trouble obtaining information about runechildren. No one knows why.) This check will not reveal the powers of a magic item but may give a hint as to its general function. The akashic may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM determines the Difficulty Class of the check by referring to the table below.

DC Type of Knowledge/Other Modifiers

- 10 Common information, known by a substantial minority of people.
- 20 Uncommon information but available, known by a few local people.
- 25 Obscure information, known by few and quite hard to come by.
- 30 Extremely obscure information, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.
- +1 Information based on knowledge possessed more than 100 years ago.
- +5 Information based on knowledge possessed more than 500 years ago.
- +10 Information based on knowledge possessed more than 1,000 years ago.
- +10 Knowledge directly involved with a runechild or the actions of a runechild.

Minor Akashic Ability: At 4th, 5th, 6th, and 7th level, the akashic can choose one of the following abilities. No minor ability may be selected more than once.

Bonus Feat (Ex): The akashic gains an additional general, ceremonial, or item creation feat of his choosing. If he selects a ceremonial feat, he need not go through the ceremony (or pay for it); even Unbound characters can gain ceremonial feats this way. However, he must still meet all bonus feat prerequisites, including ability score and base attack bonus minimums and prerequisite feats (but not truenames).

Creature Loresight (Sp): An akashic can use the spell *creature loresight* a number of times per day equal to his Intelligence bonus as a spell-like ability. If he does not have an Intelligence bonus, he can use this ability once per week.

Kinesthetic Memory (Su): An akashic's sensory memory is so precise that he can easily get around with no penalty when he has a single damaged or deprived sense and is in familiar surroundings. For example, a blind akashic can move about in his home, a clothing shop he frequents, or inside a castle he has viewed extensively with magic, operating with no penalties.

Lesser Learn Secret (Sp): An akashic can use the spell *lesser learn secret* once per day.



Minor Battle Memory (Su): Calling upon the knowledge of the greatest warriors who have ever lived, the akashic can concentrate for 1 round. Afterward, for 1 round per class level, he gains a +3 competence bonus to attack and damage rolls, as well as a +3 dodge bonus to Armor Class. An akashic can use minor battle memory once per day.

Object Loresight (Sp): An akashic can use the *object loresight* spell a number of times per day equal to his Intelligence bonus as a spell-like ability. If he has no Intelligence bonus, he can use this ability once per week.

Skill Focus (Ex): The akashic focuses on one particular skill and gains a permanent, inherent +4 bonus in that skill.

Sneak Attack (Ex): Using the akashic memory to remember the vital spots of other creatures, an akashic can make devastating attacks. Any time the akashic's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the akashic flanks the target, the akashic's attack deals +1d6 extra points of damage. Should the character score a critical hit with a sneak attack, do not multiply this extra damage.

The akashic can make sneak attacks with ranged weapons, but only up to a range of 30 feet.

Tongues (Sp): Akashics can use the *tongues* spell once per day.

Lesser Akashic Ability: At 8th, 10th, 11th, 13th, and 14th level, the akashic can choose one of the following abilities. No lesser ability may be selected more than once.

Bonus Feat (Ex): The akashic gains an additional general, ceremonial, or item creation feat of his choosing. If he selects a ceremonial feat, he need not go through the ceremony (or pay for it);

even Unbound characters can gain ceremonial feats this way. However, he must still meet all bonus feat prerequisites, including ability score and base attack bonus minimums and prerequisite feats (but not truenames).

Defensive Focus (Ex): The akashic trains, using his knowledge of famous battles and the memories of expert fighters, to defend himself well. He gains a permanent +1 dodge bonus to Armor Class and +1 competence bonus to all saving throws.

Lesser Delve Into Personal Memory (Su): An akashic can mentally probe the memory of one other creature within 25 feet. The akashic mentally forms a question the creature can answer with a single word. No shared language is needed, nor does it matter whether the creature is conscious or aware. The creature can make a Will save (DC 10 + half akashic's class level + the akashic's Charisma modifier). If the creature fails its save, the akashic gains the answer as if the creature mentally answered the question as truthfully as possible. In any event, the creature does not know the akashic made the attempt. A character can use this ability once per day as a standard action.

Impersonate (Su): Using his ability to delve into the memories of others, the akashic can impersonate other living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, adding a +5 bonus to Disguise checks. The akashic can use this ability at will, although he must have been within 25 feet of the creature to be impersonated at some point before he can use the ability. The creature gains no sense that the akashic is impersonating him.

Greater Learn Secret (Sp): An akashic can use the *greater learn secret* spell once per day.



Lesser Battle Memory (Su): Calling upon the knowledge of the greatest warriors who have ever lived, the akashic can concentrate for 1 round. Afterward, for 1 round per class level, he gains a +4 competence bonus to attack and damage rolls, as well as a +4 dodge bonus to Armor Class. An akashic can use lesser battle memory twice per day.

Location Loresight (Sp): The akashic can use the *location loresight* spell a number of times per day equal to his Intelligence bonus as a spell-like ability. If he has no Intelligence bonus, he can use this ability once per week.

Modify Memory (Sp): An akashic can use the *modify memory* spell once per day.

Skill Focus (Ex): The akashic focuses on one particular skill and gains a permanent, inherent +4 bonus in that skill.

Sneak Attack (Ex): Using the akashic memory to remember the vital spots of other creatures, an akashic can make devastating attacks. Any time the akashic's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the akashic flanks the target, the akashic's attack deals +1d6 extra points of damage. Should the character score a critical hit with a sneak attack, do not multiply this extra damage.

The akashic can make sneak attacks with ranged weapons, but only up to a range of 30 feet.

If the akashic took sneak attack as a minor akashic ability or gained the ability to make sneak attacks elsewhere (such as through unfettered class levels), the extra damage stacks.

Feat Memory (Su): At 12th level and beyond, an akashic can reach into the collective memory and produce an ability normally gained as a general feat. The akashic must meet the prerequisites of the feat. After a full round of concentration, the akashic can use the feat ability as though he possessed it for 1 round per class level. The akashic can use this ability once per day.

Greater Akashic Ability: At 15th, 16th, 18th, and 19th level, the akashic can choose one of the following abilities. No greater ability may be chosen more than once.

Bonus Feat (Ex): The akashic gains an additional general, ceremonial, or item creation feat of his choosing. If he selects a ceremonial feat, he need not go through the ceremony (or pay for it);

even Unbound characters can gain ceremonial feats in this way. However, he must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums and prerequisite feats (but not truenames).

Greater Battle Memory (Su): Calling upon the knowledge of the greatest warriors who have ever lived, the akashic can concentrate for 1 round. Afterward, for 1 round per class level, he gains a +5 competence bonus to attack and damage rolls, as well as a +5 dodge bonus to Armor Class. An akashic can use greater battle memory three times per day.

Greater Delve Into Personal Memory (Su): An akashic can mentally probe the memory of one other creature within 25 feet. The akashic mentally forms a question the creature can answer with up to one word per akashic level in length. No shared language is needed, nor does it matter whether the creature is conscious or aware. The creature can make a Will save (DC 10 + half akashic's class level + the akashic's Charisma modifier). If the creature fails its save, the akashic gains the answer as if the creature mentally answered the question as truthfully as possible. In any event, the creature does not know the akashic made the attempt. A character can use this ability once per day as a standard action.

Memory Possession (Su): The akashic can absorb the memories of any intelligent creature who is alive or who has ever lived for 1 round per level. During this time, the creature's personality takes control of the akashic's body. Akashics use this ability to allow their allies to speak with and ask questions of the possessing memory (often that of an ancestor, absent friend, or other well-known figure). If the possessing memory seeks to say or do something against the akashic's will, the akashic may attempt a Will saving throw (DC 20) to prevent it. This ability can be used once per day.

Skill Focus (Ex): The akashic focuses on one particular skill and gains a permanent, inherent +4 bonus in it.

Sneak Attack (Ex): Using the akashic memory to remember the vital spots of other creatures, an akashic can make devastating attacks. Any time the akashic's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the akashic flanks the target, the akashic's attack deals +1d6 extra points of damage. Should the character score a critical hit with a sneak attack, do not multiply this extra damage.

The akashic can make sneak attacks with ranged weapons, but only up to a range of 30 feet.

If the akashic took sneak attack as a minor and/or lesser akashic ability, or gained the ability to make sneak attacks elsewhere (such as through unfettered class levels), the extra damage stacks.

Steal Identity (Su): The akashic can impersonate any intelligent creature who is alive or has ever lived without ever having been near that creature. Steal identity functions like the impersonate ability, except with a +10 bonus to Disguise checks. This ability functions for one hour for every four class levels the akashic has. He can use it once per day.

Spell Memory (Su): Starting at 20th level, an akashic can delve into the collective memory once per day to learn how to

AKASHIC NODES

Imbued with the psychic resonance of days long past, some sites become focal points of the akashic memory. Akashics call these places "nodes." A node is where a large number of intelligent beings lived over a long period of time—and usually where no one currently lives (the hustle and bustle of a living city often counteracts the power of the node). These former residents, both individually and as a group, left a sort of "psychic imprint" on the area that an akashic can tap into. Thus, nodes usually occur where a city, a citadel, or some other type of community or large structure once stood, or in the ruins of the community or structure.

Akashics within a node gain an additional +1 bonus when they use their skill memory and battle memory abilities and a +2 bonus on checks to use their delve into collective memory ability.

Sometimes, a group of akashics builds a monastic guildhall at the site of a node.

THE AKASHIC

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	Skill memory (+2)
2	+1	+0	+0	+3	Perfect recall
3	+2	+1	+1	+3	Delve into collective memory
4	+3	+1	+1	+4	Minor akashic ability
5	+3	+1	+1	+4	Minor akashic ability
6	+4	+2	+2	+5	Minor akashic ability
7	+5	+2	+2	+5	Minor akashic ability
8	+6/+1	+2	+2	+6	Lesser akashic ability
9	+6/+1	+3	+3	+6	Skill memory (+4)
10	+7/+2	+3	+3	+7	Lesser akashic ability
11	+8/+3	+3	+3	+7	Lesser akashic ability
12	+9/+4	+4	+4	+8	Feat memory
13	+9/+4	+4	+4	+8	Lesser akashic ability
14	+10/+5	+4	+4	+9	Lesser akashic ability
15	+11/+6/+1	+5	+5	+9	Greater akashic ability
16	+12/+7/+2	+5	+5	+10	Greater akashic ability
17	+12/+7/+2	+5	+5	+10	Skill memory (+6)
18	+13/+8/+3	+6	+6	+11	Greater akashic ability
19	+14/+9/+4	+6	+6	+11	Greater akashic ability
20	+15/+10/+5	+6	+6	+12	Spell memory
21	+15/+10/+5	+7	+7	+12	Spell memory 2/day, momentary memory ability
22	+16/+11/+6/+1	+7	+7	+13	Greater spell memory, momentary memory ability
23	+17/+12/+7/+2	+7	+7	+13	Greater spell memory 2/day, momentary memory ability
24	+18/+13/+8/+3	+8	+8	+14	Momentary memory ability
25	+18/+13/+8/+3	+8	+8	+14	Class ability, skill memory (+8)

cast one simple spell of 7th level or lower once. He must have an Intelligence score equal to 10 + the spell's level in order to cast it. The akashic uses his class level as the caster level and Intelligence as the key ability. This ability can be used once per day at any time during the day. At 21st level, the akashic can use this ability twice per day.

Momentary Memory Ability: At 21st, 22nd, 23rd, and 24th level, the akashic can choose one of the following abilities. These abilities all stem from the high-level akashic character's ability to look into very recent memories on a moment's notice. An akashic may not select any momentary memory ability more than once.

Memory of One's Own Thoughts (Su): The akashic can look into the moments-old memories of a creature's thoughts, effectively reading the creature's thoughts only a fraction of a second after the creature has them. The akashic can use the spell *read mind* at will on any creature within 25 feet as a free action. The ability can be used once per round and only on one creature's mind at once.

Memory of One's Own Intentions (Su): The akashic can know the moments-old memories of a creature's intentions in combat, whether he swings low or high or stabs with a quick thrust. The akashic gains a +5 insight bonus to Armor Class against all attacks he is aware of made by one foe within 100 feet. Using this ability is a free action.

Memory of One's Own Spells (Su): The akashic can know the moments-old memories of a creature's spellcasting. This grants him a +5 insight bonus to saving throws against all spells cast upon him by one foe he is aware of within 100 feet. Further, a number of times each day equal to his Intelligence bonus, he can ready an action to automatically counter any spell cast within 100 feet. Akashics with no bonus to Intelligence can use this ability once per week. Using this ability is a free action.

Memory of One's Own Presence (Su): By reading the moments-old memories of all near him, the akashic has perfect knowledge of the exact location of any thinking being within 30 feet. Within that range, invisible and hidden foes are revealed to the akashic. The akashic cannot be flanked and never loses his Dexterity bonus to attacks from foes within 30 feet. Using this ability is a free action.

Memory of One's Own Weakness (Su): The akashic can know the moments-old memories of a creature's thoughts in combat, granting him a +2 insight bonus to all attack and damage rolls if the foe is within 30 feet. Further, the akashic always treats foes within 30 feet as if they have no Dexterity bonus. Akashics with the sneak attack ability and this ability in conjunction prove deadly indeed. Using this ability is a free action.

Greater Spell Memory (Su): At 22nd level, the akashic can delve into the collective memory once per day to learn how to



cast one simple spell of 9th level or lower once (in addition to uses of his spell memory ability). He must have an Intelligence score equal to 10 + the spell's level in order to cast it. The akashic uses his class level as the caster level and Intelligence as the key ability. This ability can be used once per day. At 23rd level, the akashic can use this ability twice per day.

Class Ability (Su): At 25th level, the akashic can delve into the collective memory once per day to gain any ability of any other class, gained at 20th level or lower. This ability cannot be used to gain spells, a different base attack bonus, or different saving throws—only level-based class abilities like a magister's mind over matter or the greenbond's infuse with life. No ability gained lingers longer than 24 hours.

CHAMPION

"The cause is bigger than I am. Its needs are bigger than my needs. I would gladly lay down my life to defend it."

Champions both embody and defend a chosen cause. They normally wear heavy armor and wield weapons with skill and power, but their might is enhanced by the supernatural abilities gained through their fanatic devotion. The abilities they gain depend on their cause. The number of causes that a champion can choose from is infinite, but some of the most basic include:

- *Light:* These champions uphold altruism, righteousness, and justice. The light is both their foundation and their weapon. They struggle against the forces of darkness.
- *Darkness:* A champion of darkness somehow attains the position of being the chosen representative of evil. While normally free-willed people never think of themselves as evil, the champion of darkness embraces the malevolent, destructive, cruel, and compassionless nature of darkness.
- *Life:* This champion holds life above all else, and those who destroy it are her foes. While a champion of life is not beyond killing, she does so with only careful consideration and with the greatest good (for life) in mind.
- *Death:* Feared and reviled, a champion of death represents the cold end of life and the proper cycle of things. She knows that all things must come to an end and acts to make sure that such is the case.
- *Magic:* The touch of magic is everywhere in the world, and this champion seeks to promote and maintain it. While magic is powerful, the champion of magic knows it is also fragile. The loss of magic is the worst thing that could happen, in her estimation.
- *Freedom:* These champions fight against oppression, tyranny, and unjust imprisonment of free-willed creatures.
- *Justice:* Righting wrongs and punishing the guilty are the primary goals of these champions.
- *Knowledge:* The power of information is without bounds. These champions know it and defend learning and lore for its own sake.

A champion can change her cause, but doing so requires a weeklong reflective ritual that involves ingredients costing 100 gp per class level.

High-level champions can focus their devotion on a race, a location, or even a single individual. Thus, one might find the champion of the mojh, the champion of the city of Thayn, or the queen's champion.

Adventurers: Champions have their adventuring career laid out before them. Their chosen cause provides obvious tasks that need doing, people and places that need protecting, secrets that need discovery, and foes that need to be stopped. Ultimately, champions are more interested in furthering their cause than in gaining power or wealth, although power and wealth enables them to better promote the cause. Many characters appreciate the fame and glory that comes from being a champion, while others focus on converting people to their cause.

Background: Some champions are chosen, while others take up the mantle on their own. If a cause needs a champion, certain forces can find one and grant her gifts to persuade her to join them. This can be a literal process—a guild of magisters recruiting a champion of magic from a number of talented and capable young people—or a figurative one—events transpire to reward a character for making choices for evil, thus tempting her to champion the darkness. Perhaps the recruitment comes as a repayment or simply out of gratitude: A champion could take up the banner of light in return for the recovery of her dying brother.

Other times, a champion may just feel compelled to support a cause. With no outside intervention, a champion might deeply recognize the importance of freedom, or—conversely—might realize that no greater evil exists than an enslaving tyrant. Such a character becomes a champion to fight against the menace. Some champions might even be born into the position, as a matter of destiny.

Champions usually work apart from other champions, but occasionally a group of champions of the same cause might band together. Even then, the association most likely remains tenuous and temporary.

Races: Humans frequently embrace abstract causes, thus human champions are common. Faen champions choose causes like magic and freedom, both important concepts to them, while litorians choose freedom and life. Sibecai champions are rare and take up the mantles of light or darkness, often becoming a racial champion as soon as possible. Mojh champions also seem uncommon, except as champions of magic. Verrick champions of magic and death, who focus themselves toward specific individuals and locations, are common.

Other Classes: Champions appreciate whatever help they can get. Being defensively minded, they may feel leery of spellcasters—their varied spells make them unpredictable and hard to measure as foes or allies. Champions and oathsworn are either close companions or hated enemies, depending on how their oaths and causes align.

NPCs: The dark warrior known as the "Chosen of the Wicked" is a champion. The driven knight on a quest to prevent the evil mage from unleashing the *invoked apocalypse* is a champion. The bitter freedom fighter leading careful strikes against the tyrant is a champion.

Hit Die: d10



CHAMPION ARCHETYPES

Holy Warrior: You champion your cause because you saw the need in a holy vision. Your god wants you to defend and uphold the cause. It's the right thing to do, and with a god behind you, how can you fail? Others might call you arrogant, but you tolerate them with great understanding and a little pity. After all, not everyone is chosen by the gods.

The King's Man (or Woman): Your loyalty to a local noble knows no bounds. When he or she needs someone trustworthy beyond doubt, you are summoned. You get jobs done quickly, efficiently, and discreetly.

Rebel: The establishment wants nothing more than to keep the people down. But the people have a champion—you! You defend the weak and befriend the friendless. You would not hesitate to stand against the Lady Protector herself to uphold the cause.

SKILLS

Skill Points at 1st Level: $(2 + \text{Intelligence bonus}) \times 4$.

Skill Points at Higher Levels: $2 + \text{Intelligence bonus}$.

Class Skills: The champion's class skills (and the key ability for each skill) are Climb (Str), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Ride (Dex), Spot (Wis), and Swim (Str). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: The champion is proficient in the use of all simple and martial weapons and heavy, medium, and light armors and shields.

Champion Ability: All champions choose a cause to defend and uphold. The champion's adopted cause dictates the abilities granted her in defending that cause at 1st level and every five levels thereafter. See the "Causes to Champion" section on page 47.

Call or Imbue Shield (Sp): A 2nd-level or higher champion can summon a shield appropriate to her size and emblazoned with a symbol related to her cause. No one can take this shield from her against her will, although it can be dispelled. The shield has a +1 enhancement bonus, with an additional +1 enhancement bonus per five champion levels. It lasts for one minute per champion level and can be called once per day.

If the champion already holds a shield in her hand when she uses this ability, she increases the enhancement bonus of the shield by +1 (if no enhancement bonus, the bonus becomes +1) as she imbues it with power. The imbued shield takes on a symbol related to her cause. Unlike a summoned shield, there is no increase of this additional enhancement bonus based on level.

Starting at 11th level, the shield (summoned or imbued) negates 50 percent of the criticals the champion might suffer. From 18th level on, this critical negation power extends to all the champion's allies within 10 feet.



Call Upon the Power (Su): The 4th-level and higher champion calls to her chosen cause or devotion, drawing power from its name: “I call upon the power of light!” “By the might of Fortress Erdolon!” or “In the name of the Diamond Throne!” The champion gains a +2 enhancement bonus to Strength and Constitution for up to 1 round per class level. The champion can do this a number of times per day equal to her (newly modified) Constitution bonus. Calling on this power is a free action.

Call or Imbue Weapon (Sp): A 7th-level and higher champion can summon a melee weapon she is proficient with, filled with the power of her chosen cause. No one can take the weapon from her against her will, although it can be dispelled. The weapon has a +1 enhancement bonus, with an additional +1 enhancement bonus per five champion levels. It lasts for one minute per champion level and can be called once per day.

If the champion already holds a melee weapon in her hand when using this ability, she increases the weapon’s enhancement bonus of by +1 (if it has no enhancement bonus, it becomes +1) as she imbues it with power. Unlike a summoned weapon, there is no level-based increase of this additional enhancement bonus.

Starting at 13th level, the weapon (summoned or imbued) has the *defending* weapon special ability. A *defending* weapon allows the wielder to transfer some or all of the weapon’s enhancement bonus to her Armor Class as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon’s enhancement bonus at the start of her turn before using the weapon. The effect to AC lasts until her next turn. A weapon imbued with the *defending* ability that already has that ability gains an additional +1 enhancement bonus instead.

Heartening Cry (Su): As a free action, a champion of at least 9th level gives a battle cry that rallies and inspires her allies. All allies within 30 feet of her gain a +1 morale bonus to attack rolls, saving throws, and checks for 1 round per champion level. Further, all allies within the area under the effects of an unwanted enchantment can make another saving throw against the effect (at the original DC) to throw it off. Effects without saving throws cannot be thrown off in this way. The champion can use this ability once per day.

Focused Devotion: At 10th level, if the champion desires, she can take on a focused devotion—in other words, become the champion of something far more specific than the general concept embodied by her cause. The player should choose either a race, a place, or a person to champion, and this new devotion must not contradict or oppose the principles of her previous cause. A champion can choose to focus her devotion at any time after this level as well.

At this point, the champion takes on the abilities gained through her focused devotion rather than from her normal cause. Thus, a champion of life who becomes a champion of giants gains blessing of the race rather than sign of life. Their avatar’s allies, true shield, and true weapon abilities are based on their original cause.

It is worth noting that in the context of the campaign, a champion rarely chooses her focused devotion—rather, she is usually chosen by someone else. For example, a sibeccai mystic might

choose a champion to become a champion of the sibeccai “in their hour of need,” or a noble lord might choose an individual to become his personal champion, acting as both a guard in times of danger and a representative when he is not present.

Sometimes, though, a champion merely receives a vision or an inspired idea to become a champion with a focused devotion. A champion might choose a noble comrade with what appears to be an important destiny and become her champion—through no choice of the comrade (in fact, she might not even know).

See “Focused Devotions” on page 52 for special abilities.

Take on the Mantle (Su): Similar to when the champion uses her ability to call upon the power of her cause, but far greater in might, the 12th-level and higher champion can infuse herself with the power of her cause and take on a whole new form. This new form resembles her normal physical form, but everyone around her intuitively knows she has become transformed. The champion speaks with a new voice of great resonance and authority and stands with greater stature and power. The new form adds a +4 enhancement bonus to Strength, Constitution, and Charisma, and the champion gains DR 10/+1 (or 10/magic) and SR 11 plus her champion level. These powers last for 2 rounds per champion level, and she can use this ability once per day (in addition to her uses of the call upon the power ability). Taking on the mantle is a free action. Most champions give a name to the new form (or their reputation earns them one), such as “The Lion of Righteousness” or “The Hound of Darkness.” Others then speak of the new form as a different being: “He has become the Lion of Righteousness.”

Avatar’s Ally (Sp): The 16th-level champion can call upon the power of her cause to manifest as a magical ally to defend her in battle. It is a full-round action to call the ally, which lasts for 1 round per class level, obeying the champion’s mental commands or attacking her enemies (if given no commands). The ally takes on a ghostly, flickering, quasi-amorphous form appropriate to the champion’s cause. It uses Large fire elemental statistics, except that it has no vulnerability to cold. It also has special modifications and abilities unique to the champion’s cause (see each cause for details). This ability can be used once each day.

At 21st level, the champion summons 1d4+1 allies.

Unassailable Soul (Su): Beginning at 17th level, the champion becomes so focused toward her cause or devotion that even magic cannot stand in her way. She gains spell resistance equal to 11 + her champion level all the time.

Avatar (Su): At 19th level and higher, when the champion takes on the mantle of her cause or devotion, the ability score enhancement bonus becomes +8, and the DR is 20/+3 (or 15/magic).

Unassailable Body (Su): The 22nd-level champion imbues her own flesh and bones with great resiliency. She gains DR 10/+1 (or 10/magic).

True Shield (Sp): A 23rd-level and higher champion can summon a shield filled with the power of her cause. No one can take the shield from her against her will, although it can be dispelled. The true shield has a +7 enhancement bonus and has abilities based on the champion’s cause (see each cause for details). It lasts one minute per champion level and can be called once per day.

THE CHAMPION

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+2	Champion ability
2	+2	+3	+1	+3	Call or imbue shield
3	+3	+3	+1	+3	—
4	+4	+4	+2	+4	Call upon power
5	+5	+4	+2	+4	Champion ability
6	+6/+1	+5	+3	+5	—
7	+7/+2	+5	+3	+5	Call or imbue weapon
8	+8/+3	+6	+3	+6	—
9	+9/+4	+6	+4	+6	Heartening cry
10	+10/+5	+7	+4	+7	Focused devotion, champion ability
11	+11/+6/+1	+7	+5	+7	Call or imbue shield (negates criticals)
12	+12/+7/+2	+8	+5	+8	Take on the mantle
13	+13/+8/+3	+8	+6	+8	Call or imbue weapon (defender)
14	+14/+9/+4	+9	+6	+9	—
15	+15/+10/+5	+9	+6	+9	Champion ability
16	+16/+11/+6/+1	+10	+7	+10	Avatar's ally
17	+17/+12/+7/+2	+10	+7	+10	Unassailable soul
18	+18/+13/+8/+3	+11	+8	+11	Call or imbue shield (negates criticals for allies)
19	+19/+14/+9/+4	+11	+8	+11	Avatar
20	+20/+15/+10/+5	+12	+9	+12	Champion ability
21	+21/+16/+11/+6/+1	+12	+9	+12	Avatar's allies (1d4+1)
22	+22/+17/+12/+7/+2	+13	+10	+13	Unassailable body
23	+23/+18/+13/+8/+3	+13	+10	+13	True shield
24	+24/+19/+14/+9/+4	+14	+11	+14	True weapon
25	+25/+20/+15/+10/+5	+14	+11	+14	Champion ability

The champion cannot imbue an existing shield with power using the true shield ability.

True Weapon (Sp): A 24th-level and higher champion can summon a melee weapon she is proficient with, one that is filled with the power of her chosen cause. No one can take the weapon from her against her will, although it can be dispelled. The weapon has a +7 enhancement bonus and has abilities based on the champion's cause (see each cause for details). It lasts for one minute per champion level and can be called once per day.

The champion cannot imbue an existing weapon with power using the true weapon ability.

CAUSES TO CHAMPION

Each section below briefly describes a cause and offers suggested champion abilities for each appropriate level.

CHAMPION OF LIGHT

The champion has bound herself to forces of peace, compassion, and truth. Light banishes secrets, it gives life and promotes harmony. Champions of light are representatives of righteousness. They strive to uphold goodness and keep to its principles—they are generous, kind, forgiving, and honorable. When faced with real evil, though, they do whatever they can to quench it and protect the innocent.

The champion of light often wears a sunburst symbol and is rarely without some sort of light source.

- **Special:** The champion of light has Gather Information, Search, and Sense Motive as class skills
- **1st Level—Shining Light (Sp):** The champion can cast *lesser glowglobe* once per day per class level as a caster of her class level.
- **5th Level—Aura of Light (Sp):** The champion can cast *blinding light* once per day per two class levels as a caster of her class level using Charisma as her key ability score. The 5th-level champion's aura of truth and benevolence has become a palpable thing, so from this point on she adds a +2 competence bonus to Diplomacy and Gather Information checks among those who would respect such a thing (DM's discretion).
- **10th Level—Embrace the Light (Su):** While in an area of bright light (outside during the day, inside within the radius of a magical light), the champion of light gains a +1 circumstance bonus to attack and damage rolls, saving throws, and checks.
- **15th Level—Enter the Light (Su):** The champion of light gains a +4 competence bonus to all Search, Sense Motive, and Spot checks. Nothing hides from the light.
- **20th Level—Servant of Light (Sp):** The champion of light can cast *call outsider* once per day as a caster of her class



level. Celestials and angels are predisposed to help her in a single task and have a friendly attitude.

- **25th Level—Speed of Light (Su):** The champion's speed increases by +10 feet. Once per day, for 1 round per class level, the champion of light shimmers as though she herself is made of light and gains a bonus to speed of +90 feet (in addition to the constant bonus of +10).
- **Avatar's Allies:** The champion of light's allies glow with a golden luminescence. They affect foes with a *blinding light* spell with each touch or strike (save DC is 17).
- **True Shield:** The champion of light's shield glows like a piece of the sun itself. All foes within 25 feet must make a Fortitude save each round (DC 10 + half the champion's class levels + champion's Charisma modifier) or be blinded.
- **True Weapon:** The champion of light's weapon appears to be made of solid light. It is a brilliant energy weapon. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor bonuses to Armor Class (including any enhancement bonuses to that armor) do not count against it, because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects.

CHAMPION OF DARKNESS

The champion serves a diabolical, sinister power. She harbors dark secrets and willingly serves malevolence for her own ends. The champion of darkness does not hesitate to use words like "evil" to describe herself. She revels in the vile baseness of it all. Often a loner, the champion of darkness commits atrocities for their own sake and foul acts for sheer enjoyment. She is usually snide, corrupt, and perverse.

The champion of darkness is rarely subtle. She wears a black cloak over baroque armor covered in leering demon faces and symbols of evil.

- **Special:** The champion of darkness can use any spell-completion or spell-trigger magic item (see item creation feats in Chapter Five) involving a spell with the negative energy descriptor. She also has Intimidate as a class skill.
- **1st Level—Deep Darkness (Sp):** The champion of darkness can cast *cloak of darkness* once per day as a caster of her class level.
- **5th Level—Aura of Darkness (Su):** The champion of darkness gains darkvision with a 60-foot range and can see even in magical darkness. The 5th-level champion exudes an aura of evil so menacing that she gains a +2 competence bonus to Intimidate checks.
- **10th Level—Embrace the Darkness (Su):** While in an area of dim light (outside at night, inside at the edge of a torch's radius, and so on) or complete darkness, the champion of darkness gains a +1 circumstance bonus to attack and damage rolls, saving throws, and checks.
- **15th Level—Enter the Darkness (Su):** As they deal in lies and duplicity, champions of darkness gain a +4 competence bonus to all Bluff, Disguise, and Forgery checks.

- **20th Level—Servant of Darkness (Sp):** The champion of darkness can cast *call outsider* once per day as a caster of her class level. Fiends are predisposed to help her in a single task and have a friendly attitude—if she offers them something in return, like a soul.
- **25th Level—Seeping Darkness (Su):** Once per day, the champion of darkness can transform herself into an intangible shade that moves at a speed of 100 feet. For the duration, the champion is incorporeal. This ability lasts for up to 10 minutes per level.
- **Avatar's Allies:** The champion of darkness' allies appear as shadowy beings of blackness. They inflict cold damage rather than fire and can create a heightened *veil of darkness* three times per day as 8th-level casters.
- **True Shield:** The champion of darkness' shield appears to be a plane of utter blackness. Once per summoning, the shield can be used to make a touch attack that swallows (and destroys) any weapon used by a foe, unless the wielder makes a Fortitude saving throw (DC 10 + half the champion's class levels + champion's Charisma modifier). Artifacts are immune to this ability.
- **True Weapon:** The champion of darkness' weapon appears to be made of wispy darkness. Despite its appearance, it functions as a brilliant energy weapon that ignores nonliving matter. Armor bonuses to Armor Class (including any enhancement bonuses to that armor) do not count against it, because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects.

CHAMPION OF LIFE

The champion of life serves the power of positive energy and the forces that bind together all living things. She is the champion of nature and all things natural: plants, animals, and other living things. She is the champion of growth, healing, and health. She opposes death and destruction in all its forms, except as a necessary evil—just as a forest fire burns away the undergrowth to encourage the longevity of the forest as a whole, so too must the champion of life slay those who spread death.

The champion of life often adopts a symbol of life, such as a growing vine, a flower, or the life-giving sun.

- **Special:** The champion can use any spell-completion or spell-trigger magic item (see item creation feats in Chapter Five) involving a spell with the positive energy descriptor.
- **1st Level—Life's Healing (Sp):** With a touch, the champion of life can heal someone who is wounded. Each day she can cure a total number of hit points equal to her Constitution bonus (if any) times her level. The champion can cure herself. She may choose to divide this curing among multiple recipients and doesn't have to use it all at once. Using this ability is a standard action. Since it involves positive energy, the champion can use this ability to damage undead for as many points as she normally would heal a living creature.

- **5th Level—Life's Wrath (Su):** The champion gains a +2 luck bonus to attack and damage rolls against undead or when in a fight against creatures intending destruction against nature, the spread of disease, or mass slaughter. The DM should be very strict in determining when a combat situation directly relates to those attempting to destroy nature or spread a blight. For example, the champion gains the bonus in all fights against ratmen in the sewer seeking to spread a plague on the city above or against the warlike chorrin intending to burn down a forest to root out the faen within, but not against the chorrin in general or ratmen far out in the wilderness with no interest in plague bearing.
- **10th Level—Sign of Life (Sp):** The champion of life can sense living creatures at will, as the spell *detect creature* (but the champion detects all living things) as a caster of her class level using Charisma as her spellcasting key ability.
- **15th Level—Back to Life (Sp):** The champion of life can cast *revivification* once per week as a caster of her class level.
- **20th Level—Lifeshield (Su):** The champion cannot be affected by a spell with the negative energy descriptor.
- **25th Level—Touch of Life (Sp):** Once per week, the champion of life can instantly and automatically return a dead being to life. The being cannot have been dead for more than 24 hours. The now living creature has full hit points, and all unwanted conditions (except those bestowed by 6th-level or higher spells) are removed. Further, the champion can use *restoration* and *remove malady* each once per day as a caster of her level, using Charisma to modify her caster power check.
- **Avatar's Allies:** The champion of life's allies appear as golden beings of positive energy. Their attacks inflict an additional +3d6 points of damage against undead creatures. Each can, once per day, use their touch to heal rather than harm, healing their normal damage amount rather than inflicting it.
- **True Shield:** The champion of life's shield appears to be a swirling oval of golden light. It offers the champion SR 30 against spells cast by nonliving foes (undead and constructs) and DR 10/+1 (or 10/magic) against physical attacks made by nonliving foes.
- **True Weapon:** The champion of life's weapon appears to be made of golden energy. It inflicts +2d6 points of additional damage on undead foes and allows the champion to detect all living beings within 30 feet automatically as a free action.

CHAMPION OF DEATH

The champion of death serves the forces of the final end—the hereafter, the long night. While most are sinister or cruel in their administration of death, a few look upon death as a natural process. Such benevolent champions of death are not quick to deal death, but instead help those whose time has come natural-

CREATING NEW CAUSES TO CHAMPION

If you wish to create a new cause to champion, such as an element, the moon, an order, a religion, or virtually anything else, develop the specific champion abilities with appropriate, related benefits using the following broad guidelines:

When an ability score modifier is needed, use Constitution. Use Charisma as a spellcasting key ability.

Special: *Either two additional class skills or a specific type of magic item that they can use.*

1st Level: *A minor spell-like ability (usually a 0- or 1st-level spell) usable once per day, or a small ongoing bonus (such as to saves or a limited attack bonus).*

5th Level: *An ongoing ability and perhaps a once-per-day minor spell-like ability (usually no higher than 2nd level).*

10th Level: *A more powerful spell-like ability (usually no higher than 4th level) or a useful immunity.*

15th Level: *A spell-like ability (usually around 5th or 6th level) usable one per day, or a lower-level ability usable more often.*

20th Level: *A powerful immunity or a spell-like ability (usually no higher than 7th level). If one power is exceptionally potent, decrease another. Use the existing champion causes as examples.*

25th Level: *A spell-like ability of very high level (8th or 9th) usable once per day or a lower-level one (6th or 7th) usable more often.*

ly. Some champions of death consort with undead as allies (and representatives of that which they serve), while others despise the undead as abominations, neither living nor dead.

The champion of death revels in the signs and symbols of death—she wears black clothing and adorns herself with skulls and bones.

- **Special:** The champion of death can use any spell-completion or spell-trigger magic item (see item creation feats in Chapter Five) involving the necromancy school.
- **1st Level—Death's Blessing (Ex):** The champion of death gains a +1 luck bonus to damage rolls against living creatures.
- **5th Level—Death's Wrath (Sp):** Once per day, the champion of death can summon forth a blast of dark grey negative energy that inflicts 1d8 points of damage per class level (maximum 10d8) to a single living creature within 100 feet. The champion must make a successful ranged touch attack to inflict damage.
- **10th Level—Deathshield (Su):** The champion of death is immune to spells with the negative energy descriptor.
- **15th Level—Finger of Destruction (Sp):** The champion of death can cast *finger of destruction* once per day as a caster of her class level using Charisma as her spellcasting key ability.
- **20th Level—Wave of Death (Sp):** The champion of death can cast *wave of death* once per day as a caster of her class level using Charisma as her spellcasting key ability.



- **25th Level—Master of Death (Su):** The champion of death is automatically aware of all deaths within 50 feet. Anyone slain within 50 feet of the champion of death cannot rise from the dead as an undead, nor can such a character be restored to life in any fashion, unless the champion wills it. Each time a creature no smaller than Tiny with at least 5 hit points dies within 50 feet of the champion, the champion is healed 1d8 points of damage (if hurt—the champion does not rise above her maximum due to this ability). These functions require no action on the part of the champion.
- **Avatar's Allies:** The champion of death's allies appear as skull-visaged ghosts. They inflict cold damage rather than fire and inflict +2d6 points of damage against living foes.
- **True Shield:** The champion of death's shield appears to be a large skull face. Living foes viewing the shield within 30 feet must make Will saving throws (DC 10 + half the champion's class level + champion's Charisma modifier) or become panicked for 1 round per champion level. A foe need only make the save once per use of the ability.
- **True Weapon:** The champion of death's weapon is a ghostly skull-and-bone adorned object. It inflicts +2d6 additional damage against living foes.

CHAMPION OF MAGIC

A champion of magic serves the supernatural powers that guide the world with an unseen hand. A friend to spellcasters, a guardian (and sometimes leader) of mage guilds, and a defender of magical places and creatures, a champion of magic walks in two worlds. These characters are as interested in lore and knowledge as combat techniques and strategy, as at home in a library as on a battlefield.

The champion of magic sometimes looks more like an armored mage than a simple warrior. They always wear or carry some kind of signifier of their devotion—some even use a staff as a weapon.

- **Special:** The champion of magic has Spellcraft and Use Magic Device as class skills.
- **1st Level—Lesser Magic Touch (Sp):** Once per day the champion of magic can cast any 0-level or 1st-level simple or complex spell, using her champion level as the caster level and Charisma as her spellcasting key ability. The spell has verbal components only.
- **5th Level—Familiarity With Magic (Su):** The champion of magic enjoys a special familiarity with magic. She gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, she gains a special +2 competence bonus to Armor Class against spells with attack rolls.
- **10th Level—Greater Magic Touch (Sp):** Once per day the champion of magic can cast any 2nd- or 3rd-level simple or complex spell, using her champion level as the caster level and Charisma as her spellcasting key ability. The spell has verbal components only.
- **15th Level—Dispel Magic (Sp):** The champion can automatically dispel one non-instantaneous magical effect by

touch as if she had cast *dispel magic* and succeeded at the caster power check. This ability is usable once per day per point of Constitution bonus (if positive). Champions without a Constitution bonus can use this ability only once per week.

- **20th Level—True Magic Touch (Sp):** Once per day the champion of magic can cast any 4th- or 5th-level simple or complex spell, using her champion level as the caster level and Charisma as her spellcasting key ability. The spell has verbal components only.
- **25th Level—Magic Resistance (Su):** The champion of magic has SR 35.
- **Avatar's Allies:** The champion of magic's allies appear as glowing beings of prismatic energy. Each has SR 25.
- **True Shield:** The champion of magic's shield appears to be a swirling circle of multicolored energy. It allows the champion to use *spell turning* three times per summoning as a caster of her level.
- **True Weapon:** The champion of magic's weapon is a scintillating weapon of multicolored energy. It affects any creature struck as if a targeted *dispel magic* had been cast upon the foe by a caster of the champion's level, using Charisma as the key ability modifying the caster power check. The weapon inflicts normal damage in addition to the dispel effect.

CHAMPION OF FREEDOM

A champion of freedom despises tyranny, oppression, and injustice. Normally found in places where they are needed most, champions of freedom seek to overthrow or defeat some kind of despot or a group that subjugates another group. They use hit-and-run tactics and try never to endanger innocents. A champion of freedom must sometimes content herself with minor victories—a slogan of freedom scrawled on the wall of the tyrant's palace, a single prisoner freed from the dungeons, and so on.

Sometimes a champion of freedom chooses to wear lighter armor to keep mobile.

- **Special:** The champion of freedom has Open Lock and Disable Device as class skills.
- **1st Level—Freedom's Will (Su):** The champion of freedom receives a +2 resistance bonus to saves against enchantment spells.
- **5th Level—Freedom's Strength (Ex):** The champion enjoys a +1 luck bonus to attack and damage rolls when in a fight to free someone or something from captivity, or against an oppressive force or figure (The DM should be very strict in determining when a combat situation directly relates to freeing a captive or fighting an oppressor. For example, the champion gains the bonus in all fights against an oppressive overlord's troops or against the dragon guarding the kidnapped townsfolk, but not against the overlord's brother who has nothing to do with the regime or during random encounters on the way to the cave where the townsfolk are imprisoned.)

- **10th Level—Freedom’s Movement (Su):** The champion is immune to any spell that would bind, constrict, or immobilize her, such as *bind with plants*, *chains of vengeance*, and even *drain away speed*.
- **15th Level—Freedom’s Passage (Sp):** The champion of freedom can cast *open lock* up to once per class level per day and *bypass ward* once per day, using her champion level as the caster level and Charisma as her spellcasting key ability.
- **20th Level—Freedom’s Shield (Su):** The champion of freedom is immune to unwanted enchantment spells of 5th level or lower.
- **25th Level—Touch of Freedom (Su):** As a standard action, the champion of freedom can automatically remove any magical condition that would bind, constrict, or otherwise immobilize a creature, such as *bind with plants*, *chains of vengeance*, or *drain away speed*. This requires a touch. Further, nonmagical bonds such as manacles, ropes, chains, or locked doors open or come undone automatically if the champion touches them (again requiring a standard action).
- **Avatar’s Allies:** The champion of freedom’s allies look like glowing warriors in fiery plate armor. Each has SR 25.
- **True Shield:** The champion of freedom’s shield appears to be a glistening silver oval. It extends its enhancement bonus to Armor Class to all allies within 30 feet as a deflection bonus.
- **True Weapon:** The champion of magic’s weapon is a brilliantly shining weapon of silvered steel. It gains an additional +1 enhancement bonus for each ally the champion has within 10 feet.

CHAMPION OF JUSTICE

The champion is interested in wrongs being made right and seeing the guilty punished. Champions of justice are not representatives of some higher good—justice and benevolence share the same goals only sometimes. Nor are champions of justice interested in upholding laws, for the letter of the law often confounds justice rather than supports it. Rather, they strive to find those who have acted unjustly or wronged another in a fundamental way and punish them. Better yet, if they see an injustice being performed, they try to stop it before it actually transpires.

Punishment at the hands of this champion is swift and without mercy or favoritism. Champions of justice do not listen to excuses and are not interested in rationalizations. The ends do not justify the means, if the means involve harming an innocent. In their eyes, injustices include: killing or harming an innocent, stealing from another, cheating another, being wasteful while others do without, and discriminating against others because of their race, to name just a few. However, murdering someone who deserves it, stealing something from a thief, and so on, are just actions—not unjust ones.

Some champions of justice are far less interested in punishing the guilty as they are in dealing with injustices like hungry children, disease, catastrophe, and so on.

The champion of justice often wears a symbol of scales or of a woman with her eyes blindfolded, for justice is blind.

- **Special:** The champion of light has Sense Motive and Search as class skills.
- **1st Level—Touch of Justice (Sp):** The champion of justice can, once per day per class level, touch another intelligent, living creature and learn of the most unjust thing that creature has done (and whether he ever paid the price for doing so). The creature can make a Will saving throw (DC 10 + champion’s class level + her Charisma modifier) to resist. This requires a touch attack and is a standard action to perform. If the creature is shown to owe a debt of justice (DM’s discretion), the champion of justice gains a +1 bonus to damage rolls against that creature henceforth.
- **5th Level—Blast of Castigation (Sp):** The champion of justice can cast *blast of castigation* once per day per three class levels as a caster of her class level, using Charisma as her spellcasting key ability.
- **10th Level—Reap the Whirlwind (Su):** While fighting against someone shown to owe a debt of justice (using the touch of justice), the champion of justice gains a +4 circumstance bonus to attack and damage rolls.
- **15th Level—The Keen Eye (Su):** The champion of justice gains a +4 competence bonus to all Spot, Search, and Sense Motive checks. Further, her touch of justice ability becomes a ranged touch attack with a range of 50 feet; there is no saving throw.
- **20th Level—Finger of Destruction (Sp):** The champion of justice can cast *finger of destruction* three times per day as a caster of her class level using Charisma as her spellcasting key ability. The target must be someone shown to owe a debt of justice (using the touch of justice).
- **25th Level—Sight of Justice (Su):** As touch of justice, but the champion can sense a debt of justice from all within 50 feet of her, within sight. There is no saving throw allowed. The champion of justice can use this ability a number of times per day equal to her Charisma modifier (if the Charisma modifier is less than 1, she can use it once per week). The reap the whirlwind and finger of destruction abilities can now be activated by this ability as well as by touch of justice.
- **Avatar’s Allies:** The champion of justice’s allies appear to be female, golden-armored human warriors. They can affect foes with a touch of justice just like a 1st-level champion of justice. The information gained transfers to the champion ally (Will save, DC 17).
- **True Shield:** The champion of justice’s shield appears to be made of gold. All foes within 25 feet must make a Fortitude save each round (DC 10 + half the champion’s class levels + her Charisma modifier) or be stunned for 1 round.
- **True Weapon:** The champion of justice’s weapon appears to be made of solid gold. It is a keen weapon. Against anyone shown to owe a debt of justice (using the touch of justice or sight of justice abilities), the blade inflicts an additional +3d6 points of force damage.



CHAMPION OF KNOWLEDGE

The champion of knowledge defends learning and information for its own sake. Losing lore, wisdom, developments, or secrets is the greatest crime and finding new discoveries and ideas is the greatest accomplishment in the eyes of this champion.

Champions of knowledge are close companions to akashics, as champions of magic are to magisters.

Champions of knowledge use information as a weapon and a shield. The power of knowledge is without bounds. These champions are thoughtful, careful, and intelligent. They don't go into battle without a plan, and they try to keep some winning stratagem in reserve, just in case.

Champions of knowledge often carry a book as a symbol, strapped to their side next to their scabbard or prominently on their back.

- *Special*: The champion of knowledge can use any spell-completion or spell-trigger magic item (see item creation feats in Chapter Five) involving the divination school.
- *Special*: The champion of knowledge gains an additional 2 skill points per level.
- *1st Level—Loresight (Sp)*: The champion of knowledge can use either *creature loresight* or *object loresight* a number of times per day equal to her Intelligence bonus as a spell-like ability. If she does not have an Intelligence bonus, she can use this ability once per week. If her Intelligence bonus is +2 or greater, she can use the abilities in conjunction with each other. For example, a champion with a +3 bonus can use *creature loresight* three times in one day, or *object loresight* three times in one day, or *creature loresight* once and *object loresight* twice, and so on.
- *5th Level—Combat Insight (Sp)*: The champion of knowledge gains an insight bonus to damage equal to her Intelligence modifier, which stacks with any adjustment gained from her Strength modifier.
- *10th Level—The Gift of Knowledge (Su)*: The champion gains a +4 competence bonus to all Knowledge checks.
- *15th Level—Defensive Insight (Sp)*: The champion of knowledge gains an insight bonus to Armor Class equal to her Intelligence modifier, which stacks with any adjustment gained from her Dexterity modifier.
- *20th Level—Knowledge From Beyond (Sp)*: The champion of knowledge can use either of the following spells at will: *locate creature*, *locate object*. She also can use the following spells each once per day: *foretell future* and *learn truename*.
- *25th Level—Blindsight (Su)*: The champion of knowledge uses her link with true knowledge to gain *blindsight* (as the spell) as a permanent, nondispellable effect on herself.
- *Avatar's Allies*: The champion of knowledge's allies appear to be shimmering, multicolored forms in vaguely humanoid shapes. They can use *true strike* every other round.
- *True Shield*: The champion of knowledge's shield appears to be a glistening unfurled scroll. It protects her with elemental resistance 20 and energy resistance 20 against all elements and energy types.

- *True Weapon*: The champion of knowledge's weapon appears to be a brilliantly polished weapon of silver. It adds +2d6 points of damage to any foe it strikes. The type of damage is the elemental or energy type the foe is most vulnerable to (if any).

FOCUSED DEVOTIONS

Here are some examples of potential focused devotions for high-level champions (minimum 10th level), including their champion abilities.

CHAMPION OF A RACE

The champion of a race defends that people's interests and rights in all situations. The champion is usually—but not always—a member of the race in question. She dresses in traditional garb for that race and enjoys the company of members of that race over all others. (Usually, "race" means a race found in Chapter Two. However, any type of creature, such as dragons or shadow trolls, could have a champion.)

The champion gains a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks made against creatures who know of and either respect or fear the race she champions.

- *10th Level—Blessing of the Race (Ex)*: The champion of a given race enjoys the racial ability score bonuses unique to that race—only the bonuses, not the penalties and not bonuses gained through racial levels, evolved levels, or faen metamorphosis. For example, a giant champion gains a +2 bonus to Strength, while a loresong faen champion gains a +2 bonus to Intelligence. If you are already a member of this race, you receive the bonus again; this bonus stacks with previous racial bonuses. Races without ability score modifiers grant a bonus feat (any general, item creation, or ceremonial feat that the character qualifies for).
- *15th Level—Smite Racial Foes (Su)*: If a recognized leader of the champion's chosen race declares an individual or group to be an enemy of the race, the champion gains the ability to smite racial foes. On a single attack per day she inflicts additional damage equal to her level + her Charisma bonus.
- *20th Level—Battle Cry (Ex)*: The champion of a race can rally members of that race through a battle cry or stirring speech. All allied members of the race within 100 feet of the champion gain a +2 morale bonus to attack rolls, saving throws, and checks for 1 round per level. The champion can use this ability once per day, in addition to the heartening cry class ability (although they do not stack).
- *25th Level—Racial Restoration (Su)*: With a touch, the champion of a race can grant perfect health to a member of her race (including herself, if applicable) once per day, as a caster of her level.

CHAMPION OF A PLACE

The champion sometimes chooses a place of great significance, either real or symbolic in its importance: an ancient castle with

its own magical legacy, the throne of a line of emperors, or a great and noble city. One can even choose an entire nation or region, but often this breadth lessens the intensity of the resulting powers.

The champion gains a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks made against creatures who know of and either respect or fear the place she champions.

- **10th Level—Strength of Place (Su):** The champion gains a +4 circumstance bonus to attack and damage rolls while in the place she champions. (The bonus becomes only +2 if the area is larger than a single city.)
- **15th Level—Blessing of Place (Su):** The champion gains a +4 circumstance bonus to saving throws and skill checks while in the place she champions. (The bonus becomes only +2 if the area is larger than a single city.)
- **20th Level—Born of Place (Sp):** While within the place she champions, once per day, the champion can cause others within 100 feet who are not native to the place to be affected as by a *slow* spell cast at her level. All targets must be within the place she champions. Treat this as if the champion cast *slow* as a spell-like ability, using her champion level as the caster level and Charisma as her spellcasting key ability.
- **25th Level—Defender True (Su):** While within the place she champions, the champion has SR 35 and DR 10/+2 (or 10/magic).

CHAMPION OF A PERSON

The champion chooses a single person to champion, called her charge. This individual usually—but not always—holds a position of power or respect, such as a king, priestess, or other person of note. Other times, a champion might choose as her charge a friend or companion she respects or trusts, one she sees as needing her support for a worthy end.

The champion gains a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks made against creatures who know of and either respect or fear the person she champions.

- **10th Level—Guard the Body (Ex):** If the champion is within 5 feet of her charge, she can choose to take any damage (magical or otherwise) intended for the person. This results in the champion “acting” not on her turn. The champion makes this decision after attack rolls, but not damage rolls, are made. If the champion chooses to take the damage, you must apply the damage—even if a hit seems unlikely or even impossible. For example, if archers fire arrows at the champion’s charge and the champion decides to take the damage, the arrows all hit her, even if her Armor Class is so high that actual strikes are unlikely (no further attack rolls are made).
- **15th Level—Invoke the Name (Su):** The champion can invoke her charge’s name (not truename) to draw on the power of their bond. A character must first name the charge and then—very specifically—a task she will

accomplish in no more than one year’s time in that person’s name. If the task is not completed in that time, the invoked charge suffers great shame and a –1 morale penalty to attacks, saves, and checks for one month.

During this year, the champion gains an additional attack at her highest bonus every time she makes certain attacks. For example, if she makes three attacks in a full-attack action, she makes four after having invoked the name of her charge. If she takes only a standard attack action (making one attack), she makes two attacks. The extra attacks are available only in combats pertaining to the task specified while invoking the name. (The DM should be very strict in determining when a combat situation directly pertains to performing the task. For example, after invoking the name of her charge to destroy an oppressive overlord, the champion gains the bonus attack in all fights against the overlord’s guards or the overlord himself, but not during random encounters on the way to the overlord’s fortress.)

The task must be appropriate to the principles embodied by the champion’s charge, or the benefits do not apply. The champion cannot invoke the name of her charge more than once at a time, and never more than once a month.

- **20th Level—Share the Bond (Su):** The champion becomes so linked to her charge that she knows the person’s status (doing well, wounded, dead) and general location (direction and distance away) at all times, unless some divination magic, such as *unknown*, impedes her. Lastly, by touching her charge, she can transfer hit points freely to the person. The transfer works only one way, and charges cannot be raised above their maximum hit points.
- **25th Level—Soul Guardian (Su):** While within 50 feet of her charge, the champion and her charge both enjoy SR 35 and DR 10/+2 (or 10/magic)

GREENBOND

“I sing through the land, and the land sings through me.”

The greenbond is a mage who deals with nature. He speaks the language of the leaves, of a babbling brook, or the stony heartrock of a mountain. He remains in tune with the health of the land around him. The greenbond is an animist who deals with the spirits animate within all things—trees, rocks, rivers, ponds, and even the air around him.

To understand the greenbond, one first must understand the Green. The Green is the source of life, fertility, and health. Those learned in the ways of magic often refer to its power as “positive energy,” but greenbonds know it as much more. The Green infuses the world, connecting all living things. It ebbs and flows with the coming and going of life. Terrible plagues, fires, or sorcery can destroy a place’s link with the Green. No plants can grow in such a barren wasteland, and most living things know not to linger there.

Although greenbonds rarely speak of it, the Green has an opposite called the Dark. The Dark is not death, for death is a



part of the natural cycle of things. Creatures and plants die so that others can live. No, the Dark is the force of anti-life that some call negative energy. This force does not pervade the world the way the Green does. It lingers in shadow, growing in places of pain and slaughter, or where the harbingers of the Dark—the undead—are known to roam.

Adventurers: Greenbonds go on adventures to help friends, to learn more about nature and the spirits that inhabit it, and to gain power to defend and promote the Green. If possible, they attempt to teach others the truth and importance of the Green and to demonstrate its power.

Background: Greenbonds normally apprentice with other greenbonds to acquire their training. Sometimes, however, nature spirits guide and train an individual to take the path of the greenbond.

Races: Human greenbonds find the ability to interact with the spirit world empowering and enlightening. Faen as a race embrace the importance of the Green and refer to “the calling of the Green” as something that beckons an individual to become a greenbond. Giant greenbonds likewise are common, using their power to protect the land and its inhabitants. Litorians, conversely, see the path of the greenbond as one to personal power,

not necessarily a mantle of responsibility. Sibeccai and verrik greenbonds are rare, as they usually do not like the idea of working with a power so far outside of—and so much larger than—themselves.

View of Magic: Greenbonds see all the magic they have access to, whether it be spells or special abilities, as extensions of the living Green into this world. They see these extensions hanging about them like tangible leaves and vines. Their gestures make the leaves and vines swirl about them and form the effect they wish. The verbal components of their spells are invocations to spirits to aid them: “Spirits of fire, I call upon your dangerous breath to smite my foe.”

Other Classes: Greenbonds call totem warriors their brothers, for both see the truth in animism. Despite their spellcasting ability, greenbonds are more comfortable around nonspellcasters. Magisters, runethanes, and other spellcasters tend to look upon magic as a more scientific pursuit. Such mages often find the greenbond’s relationship with spirits difficult to understand and feel uncertain about the actual nature of the Green.

NPCs: The terrifying and vengeful defender of the forest is a greenbond. The spiritual advisor to the lord mayor may be a greenbond. The village healer who protects the local crops from

THE GREENBOND

Class	Base	Fortitude	Reflex	Will		Spell Slots Per Day										
Level	Attack Bonus	Save	Save	Save	Special	0	1	2	3	4	5	6	7	8	9	10
1	0	+0	+0	+2	Nature sense, infuse with life (1d8+level)	2	1	—	—	—	—	—	—	—	—	—
2	+1	+1	+0	+3	Nature’s gift (lesser)	3	2	—	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Trackless step	3	2	1	—	—	—	—	—	—	—	—
4	+2	+2	+1	+4	Infuse with life (2d8+level)	3	3	2	—	—	—	—	—	—	—	—
5	+2	+2	+1	+4	Bond with the Green	4	3	2	1	—	—	—	—	—	—	—
6	+3	+3	+2	+5	Percipience	4	3	3	2	—	—	—	—	—	—	—
7	+3	+3	+2	+5	Infuse with life (3d8+level)	4	4	3	2	1	—	—	—	—	—	—
8	+4	+3	+2	+6	Speak with spirits (lesser)	4	4	3	3	2	—	—	—	—	—	—
9	+4	+4	+3	+6	—	5	4	4	3	2	1	—	—	—	—	—
10	+5	+4	+3	+7	Infuse with life (4d8+level)	5	4	4	3	3	2	—	—	—	—	—
11	+5	+5	+3	+7	—	5	5	4	4	3	2	1	—	—	—	—
12	+6/+1	+5	+4	+8	Nature’s gift (greater)	5	5	4	4	3	3	2	—	—	—	—
13	+6/+1	+6	+4	+8	Infuse with life (6d8+level)	5	5	5	4	4	3	2	1	—	—	—
14	+7/+2	+6	+4	+9	Speak with spirits (greater)	6	5	5	4	4	3	3	2	—	—	—
15	+7/+2	+6	+5	+9	Bond with the Green	6	5	5	5	4	4	3	2	1	—	—
16	+8/+3	+7	+5	+10	Infuse with life (8d8+level)	6	6	5	5	4	4	3	3	2	—	—
17	+8/+3	+7	+5	+10	Spiritform	6	6	5	5	5	4	4	3	2	1	—
18	+9/+4	+8	+6	+11	—	6	6	6	5	5	4	4	3	3	2	—
19	+9/+4	+8	+6	+11	Infuse with life (10d8+level)	6	6	6	5	5	5	4	4	3	2	—
20	+10/+5	+9	+6	+12	Bond with the Green	7	6	6	6	5	5	4	4	3	3	—
21	+10/+5	+9	+7	+12	Bond with the Green	7	6	6	6	5	5	5	4	4	3	1
22	+11/+6/+1	+10	+7	+13	Infuse with life (12d8+level)	7	7	6	6	6	5	5	4	4	3	2
23	+11/+6/+1	+10	+7	+13	Bond with the Green	*	7	6	6	6	5	5	5	4	4	3
24	+12/+7/+2	+11	+8	+14	Bond with the Green	*	7	7	6	6	6	5	5	4	4	4
25	+12/+7/+2	+11	+8	+14	Infuse with life (14d8+level or perfect health)	*	*	7	6	6	6	5	5	5	4	4

* The number of slots is unlimited except for purposes of weaving spells, in which case, treat as a maximum of 9.



blight and the people from illness is a greenbond. The wild and dangerous shaman of the tribe is a greenbond.

Hit Die: d6

GREENBOND ARCHETYPES

The Land's Redeemer: The land is life, and nothing holds more importance. Those who abuse the land are your enemies, and you show them no mercy. Those who are a part of the land—who care for it and gain sustenance from it in a wonderful, natural symbiosis—are your friends, and you protect them as though they are a part of the land. Yours is a heavy burden, but your duty is vital.

Mysterious Wise One: You know much more about the world than do most people. You comprehend that spirits dwell in each and every object and force in nature. The world is alive with spirits, but most people don't realize that. Others, even your own comrades, sometimes don't understand you and the things you say. They claim you speak in cryptic riddles. That is not your problem. They will understand when they need to understand.

Preserver of Life: Life is more important than anything else. The Green gives life, and it nurtures all living things. You represent the Green in the world. In you resides the power to preserve life, and therefore you must do so. Plants, animals, people—the Green blesses all of these things. But life is absolute. Once it is gone, who has the right to restore it? Raising the dead is a ques-

tionable practice at best. The undead? No question—they are abomination that must be destroyed at all costs.

SKILLS

Skill Points at 1st level: (4 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 4 + Intelligence bonus.

Class Skills: The greenbond's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (ceremony) (Int), Knowledge (geography) (Int), Knowledge (magic) (Int), Knowledge (nature) (Int), Listen (Wis), Speak Language (none), Spellcraft (Int), Survival (Wis), and Swim (Str). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: Greenbonds are proficient with all simple weapons and light armor.

Spells: Greenbonds have access to simple spells and all spells with the plant or positive energy descriptors. A greenbond may choose to ready any spell he has access to, provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast up to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a greenbond must have a Wisdom score of at least 10 + the spell's level. The



Difficulty Class for a saving throw against a greenbond's spell is 10 + the spell's level + the greenbond's Wisdom modifier. A greenbond's spells have only verbal and mental components, which imposes no spell failure chance due to armor. Bonus spells for greenbonds are based on Wisdom.

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

Infuse With Life (Sp): A greenbond can call upon the positive energy of life and bestow that energy upon himself or another creature. With a touch, he can heal 1d8 hit points + his level a number of times per day equal to his Wisdom bonus; greenbonds with no Wisdom bonus can use this ability once per week.

At 4th level, the amount of healing increases to 2d8 points + the greenbond's level and continues to increase every three levels thereafter: 7th level 3d8 + level, 10th level 4d8 + level, 13th level 6d8 + level, 16th level 8d8 + level, 19th level 10d8 + level, 22nd level 12d8 + level, and 25th level 14d8 + level. These changes increase the amount of healing, not the number of times used. For example, if a greenbond has a Wisdom bonus of +3, when he is 1st level, he can infuse someone with life three times per day, each time healing 1d8+1 points. At 4th level, he can still heal only three times per day, but each time now heals 2d8+4 points of damage.

SPELLS RE-ADIED AT ONE TIME

Level	0	1	2	3	4	5	6	7	8	9	10
1	5	3	—	—	—	—	—	—	—	—	—
2	6	3	—	—	—	—	—	—	—	—	—
3	6	4	2	—	—	—	—	—	—	—	—
4	7	4	3	—	—	—	—	—	—	—	—
5	7	5	3	2	—	—	—	—	—	—	—
6	8	5	4	3	—	—	—	—	—	—	—
7	8	6	4	3	2	—	—	—	—	—	—
8	9	6	5	4	3	—	—	—	—	—	—
9	9	7	5	4	3	2	—	—	—	—	—
10	9	7	6	5	4	3	—	—	—	—	—
11	9	8	6	5	4	3	2	—	—	—	—
12	9	8	7	6	5	4	3	—	—	—	—
13	9	9	7	6	5	4	3	2	—	—	—
14	9	9	8	7	6	5	4	3	—	—	—
15	9	9	8	7	6	5	4	3	2	—	—
16	9	9	9	8	7	6	5	4	3	—	—
17	9	9	9	8	7	6	5	4	3	2	—
18	9	9	9	9	8	7	6	5	4	3	—
19	9	9	9	9	8	7	6	5	4	3	—
20	9	9	9	9	9	8	7	6	5	4	—
21	*	9	9	9	9	8	7	6	5	4	1
22	*	*	9	9	9	9	8	7	6	5	2
23	*	*	*	9	9	9	8	7	6	5	3
24	*	*	*	*	9	9	9	8	7	6	4
25	*	*	*	*	*	9	9	8	7	6	4

* All spells of that level available to the character are readied.

At 25th level, the greenbond can apply one of his infuse with life uses to affect a creature as if he had cast *perfect health*. He cannot do this more than once per day.

Nature's Gift (Su): Once per day, a 2nd-level or higher greenbond can use his connection with the Green to draw on the power of nature and infuse it within himself. He must be touching something solid and natural (the ground, a bit of unworked stone, a plant, an animal, or a beast) to activate this ability. He gains a divine bonus equal to half his level. The greenbond can add this bonus to any d20 roll he makes in the following round. He can impart this gift to an ally he touches during the following round (the ally must use the bonus in that round). He can even divide the bonus among up to five allies that he can reach during the round, giving each a portion of the bonus as he decides. Thus, a 10th-level greenbond could grant a +2 bonus to two allies and a +1 bonus to another.

Starting at 12th level, the gift's divine bonus lasts 1 round per four greenbond levels (maximum 5 rounds). Thus, an 18th-level greenbond could grant a 4-round divine bonus of +9 to one ally (or himself), or +3 to three allies, or +5 to one ally and +1 to four others. Each round, those granted the gift can use the bonus on any one d20 roll of their choosing.

Trackless Step (Ex): Starting at 3rd level, a greenbond leaves no trail in natural surroundings and cannot be tracked.

Bond With the Green (Su): At 5th level the greenbond gains the ability that gives his class its name. In a four-hour ritual that he conducts in a private setting, the greenbond gains an intuitive sense of the condition of the land—a literal bond with the Green. This means that if the land is harmed in any way (for instance, a forest fire, a famine, or a disease) within one mile per greenbond level, he becomes aware of it and gains a general understanding of what is happening. If he makes a caster power check (DC 25), he gains more details, such as distance and direction.

For example, say a bestial cyclops band is hacking down trees to burn in a huge pyre. A 7th-level greenbond four miles away becomes alerted once they chop down about 25 trees. All the greenbond knows is that numerous trees are dying rapidly. If he makes his caster power check, he knows that it occurs four miles away and the direction. He still does not know specifically that the cyclops band is the culprit.

In order for an event to trigger the bond, it must affect an area at least 100 yards across or involving at least 25 creatures or large plants (such as trees). Natural, daily events, such as predators hunting, do not alert the greenbond.

At 15th level, the greenbond undergoes a three-day solitary trek into the wilderness, eating and drinking nothing other than special herbs and water. This experience increases his bond with the Green so that plants surrounding him infuse into his body. From that point on, he is no longer considered a humanoid (or whatever type he is), but a plant. Anything that specifically does not harm plants will not harm the greenbond. However, he remains a living, thinking creature, so mind-affecting spells work on him, and he still has a discernable anatomy, so sneak attacks and critical hits affect him.

At 20th level, the greenbond undertakes a spiritwalk, communing with nature spirits for nine days, during which he is simply absent from the world. After this period of communion, he no longer need make Diplomacy checks when speaking with nature spirits—they will always speak with him willingly (see below).

At 21st level, spirits actively seek out the greenbond to tell him news that is of interest or importance to him.

At 23rd level, the greenbond can take the shape of a tree as a standard action, if standing on solid ground where a tree could potentially grow. There is no way to determine that the tree is actually a greenbond—even magic does not reveal him to be anything but the tree he appears to be. While a tree, the greenbond cannot move or take actions other than to cast spells or use abilities that affect only him. For example, he could cast *plant armor* on himself while he was a tree or use *infuse with life* upon himself. None of this requires movement of any kind on the part of the tree-greenbond. What's more, the greenbond must root himself in natural earth and take on the form of a tree for eight hours each day rather than sleeping. During this time, he remains completely aware of his surroundings and can change back. The eight hours need not be consecutive. Due to this transformation, the greenbond needs only sunlight, water, and the touch of the earth to sustain him. He no longer requires sleep, air, or food.

At 24th level, the fusion with plants that occurred at 15th level becomes so complete that the greenbond's anatomy changes to resemble a plant. His skin takes on a greenish sheen. He no longer has a discernable anatomy and thus becomes immune to sneak attacks and critical hits.

Percipience (Su): Starting at 6th level, greenbonds can see and hear nature spirits otherwise imperceptible to mortals (unless a spirit wishes to show itself). The character finds this ability disconcerting at first, because it makes him realize how pervasive spirits are: They are everywhere, all the time—although only rarely do they pay attention to the actions of mortals. Greenbonds sometimes become alerted to danger when the nature spirits of an area are upset or absent.

Speak With Spirits (Su): The 8th-level and higher greenbond can speak with the spirit of a tree, a brook, the air, or any other part of nature that he touches. Once per day he can ask a spirit a question with a one-word answer. Generally, only natural things have spirits—wood made into a door or water in a fountain usually has lost its spirit. The spirit is not omniscient. It knows all observable facts about its surroundings, and can answer any such question with 100 percent accuracy. For example, if a greenbond asked the spirit of a river if any people on horseback had crossed it in the last three days, it would be able to answer the question. A spirit's surroundings are never more than a 100-yard radius, however—a river miles long has many spirits. A spirit has a 75 percent chance, plus 1 percent per level of the greenbond, to know the answer to a question about things farther afield, such as, "Is the dragon still over the next hill?" It never knows the answer to a question pertaining to the future or to the thoughts of another: "Can I defeat the dragon in battle?" or "Does the dragon know I'm here?"

SPIRITS

When a greenbond uses his speak with spirits ability, it generally takes him at least a minute to coax a spirit to appear. These spirits usually take on a translucent humanoid form, although sometimes they simply make a face appear in the water, wood, or other substance they inhabit. Spirits do not like to speak with mortals, but a greenbond is special and thus more tolerable.

The nature of a spirit sometimes dictates its answer, particularly when a longer answer is requested. Water spirits are quick witted but easily distracted. Wood spirits are quiet and demure. Air spirits are impatient and easily flustered. Creature spirits vary considerably—these are the totem spirits that totem warriors bond with. Stone spirits are the least friendly, the slowest to respond, and the hardest to fathom. Yet, as some of the oldest and most stable, they may have the best and most reliable information.

Spirits have no standard stats—hit points, Armor Class, etc. They are beyond mortal interactions. However, diverting a river spirit's flow (or a severe drought) can destroy that spirit, as can cutting apart or breaking the stone of a stone spirit. A wood spirit chopped down is destroyed, and, while air spirits are difficult to destroy, they rarely spend much time in one place—wind and weather may send them far away at a moment's notice.

To convince the spirit to give an answer, the greenbond must make a Diplomacy check. A failed check might result in no answer, or it might result in a lie (DM's discretion). The check's Difficulty Class depends on the type of spirit:

Spirit	DC
Water spirit	10
Wood spirit	15
Air spirit	18
Animal spirit	20
Stone spirit	30

At 14th level, a greenbond can ask a question that requires an answer of up to one word per greenbond level or a series of yes/no questions—one per greenbond level.

Spiritform (Sp): At 17th level, the greenbond can make his body into a spiritform for up to one minute per level. Spiritform allows the greenbond to become incorporeal for the ability's duration. This ability is usable once per day.

MAGE BLADE

"The power flows through me and into this blade. Watch yourself, or the blade will flow into you."

Born with the will of a warrior but the talents of a spellcaster, the mage blade combines these divergent pursuits into a very specialized set of abilities. The mage blade's focus is her key weapon, or "athame." She uses it not only in combat, but as a focus for casting spells, as a magister uses his staff. She imbues this weapon with mystical powers and uses spells to augment it further, as well as to enhance and protect herself in battle.

A mage blade prides herself on being self-reliant. This character's abilities are broad, and few challenges arise that catch her unprepared.



Adventurers: Mage blades seek fame and fortune just like anyone else. They usually have a distinct sense of panache—their combat style has a flair as they use spells to complement their skills. Mage blades love the company of other adventurers, knowing that they can learn from both spellcasters and martial types, and offer something unique to either group.

Background: Mage blades can study while apprenticed to a single devoted master, or in an academy where they spend half the day in martial training and the other half studying eldritch lore. Some mage blades originally trained to be nonspellcasting warriors but could not resist the pull of their inherent magical talents. Others could not quite cut it as magisters (through lack of talent or interest) but more than made up for this shortcoming with their physical abilities.

Races: Humans embrace the mage blade's versatility. Faen find the way of the mage blade to be a pursuit that loresongs and quicklings can both enjoy. Giantish mage blades like to sing battle ballads while they fight and call themselves bladesongs. Litorian mage blades use both magic and skill to act as expert stalkers, while verrik like the focus of mystical energies through a single source—the key weapon. Sibeccai mage blades operate as units, wielding both spells and weapons in organized formations. Mojh mage blades employ weapons that look like dragon

claws and like to call themselves names such as “the fist of the dragon.”

View of Magic: Magic is a tool. It can be used toward an end. Mage blades see their spells as motions and positions, in the same way a swordfighter sees a thrust, a parry, a feint, or a riposte. Every motion has its countermotion. Raise your blade just so when you form the magic in your mind (and speak it with your mouth), and you create an illusion. Twirl the blade clockwise and hold it perpendicular to your chest with the appropriate thought and word, and you call forth a burst of flame. Each motion, thought, and word combination constitutes a well-practiced spellstroke.

Other Classes: Mage blades excel at “switching gears” to allow them to spend time among magisters, witches, runethanes, and others interested solely in magic, as well as with warmains, unfettered, and other warriors with little interest in such things. Some mage blades see ritual warriors as somewhat kindred spirits.

NPCs: The capable warrior who knows a spell or two to get herself out of danger is a mage blade. The dreaded slayer that cannot be stopped by man or magic is a mage blade. The ancient undead warrior priest out to avenge his fallen civilization is a mage blade.

Hit Die: d8

THE MAGE BLADE														
Class	Base	Fortitude	Reflex	Will		Spell Slots per Day								
Level	Attack Bonus	Save	Save	Save	Special	0	1	2	3	4	5	6	7	8
1	+0	+0	+0	+0	Athame	2	0	—	—	—	—	—	—	—
2	+1	+1	+1	+1	—	2	1	—	—	—	—	—	—	—
3	+2	+1	+1	+1	—	2	2	—	—	—	—	—	—	—
4	+3	+2	+2	+2	Shimmering shield	3	2	0	—	—	—	—	—	—
5	+3	+2	+2	+2	Bonus feat	3	2	1	—	—	—	—	—	—
6	+4	+3	+3	+3	Athame defense	3	2	2	—	—	—	—	—	—
7	+5	+3	+3	+3	Sprightly step	3	3	2	0	—	—	—	—	—
8	+6/+1	+3	+3	+3	—	4	3	2	1	—	—	—	—	—
9	+6/+1	+4	+4	+4	Summon athame (standard action)	4	3	2	2	—	—	—	—	—
10	+7/+2	+4	+4	+4	Bonus feat	4	3	3	2	0	—	—	—	—
11	+8/+3	+5	+5	+5	Slice through wardings	4	4	3	2	1	—	—	—	—
12	+9/+4	+5	+5	+5	Familiarity with magic	4	4	3	2	2	—	—	—	—
13	+9/+4	+6	+6	+6	—	4	4	3	3	2	0	—	—	—
14	+10/+5	+6	+6	+6	Summon athame (free action)	4	4	4	3	2	1	—	—	—
15	+11/+6/+1	+6	+6	+6	Bonus feat	4	4	4	3	2	2	—	—	—
16	+12/+7/+2	+7	+7	+7	Spell parry	4	4	4	3	3	2	0	—	—
17	+12/+7/+2	+7	+7	+7	—	4	4	4	4	3	2	1	—	—
18	+13/+8/+3	+8	+8	+8	Slice through spells	4	4	4	4	3	2	2	—	—
19	+14/+9/+4	+8	+8	+8	—	4	4	4	4	3	3	2	0	—
20	+15/+10/+5	+9	+9	+9	Bonus feat	4	4	4	4	4	3	2	1	—
21	+15/+10/+5	+9	+9	+9	Bonus feat	4	4	4	4	4	3	2	2	—
22	+16/+11/+6/+1	+10	+10	+10	Athame critical	4	4	4	4	4	3	3	2	0
23	+17/+12/+7/+2	+10	+10	+10	Bonus feat	4	4	4	4	4	4	3	2	1
24	+18/+13/+8/+3	+11	+11	+11	Bonus feat	4	4	4	4	4	4	3	2	2
25	+18/+13/+8/+3	+11	+11	+11	Athame burst	4	4	4	4	4	4	3	3	2



MAGE BLADE ARCHETYPES

Dilettante: You've never been happy pinning yourself down. You never wanted to focus on any one thing. Can you help it if you're good at virtually anything? Magic, swordfighting—it's all part of your repertoire. There's nothing you can't handle.

Spellcasting Warrior: Your parents wanted you to become a honorable warrior, and you trained with the best in the local war-guild to learn the skills you would need. In secret, however, you studied the art of spellcraft and learned to use magic. What's more, you discovered you had a real knack for it. Today, you're on your own and although you appear to be a warrior, you've got your mystical skills and knowledge to fall back on when you need them.

War-Mage: Brought up and trained to be a mage, you possess skill with weapons and prowess with battle-related magic that cannot be ignored. You took the age-old path of the war-mage and specialized in martial magic. The rich and powerful seek war-mages as military commanders, bodyguards, and agents, but many war-mages become self-made characters with epic destinies.

SKILLS

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

Skill Points at Higher Levels: 2 + Intelligence bonus.

Class Skills: The mage blade's class skills (and the key ability for each skill) are Alchemy (Int), Climb (Str), Concentration (Con), Craft (any) (Int), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Search (Int), Speak Language (none), Spellcraft (Int), and Swim (Str). For more information on these skills, see Chapter Four.

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

Spells: Mage blades have access to simple spells. A mage blade may choose to ready any simple spell provided she can cast spells of that level. She readies spells ahead of time, any of which she can cast up to the maximum number of spell slots available to her for each given level. To ready or cast a spell, a mage blade must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a mage blade's spell is 10 + the spell's level + the mage blade's Charisma modifier. Bonus spells for mage blades rely on Charisma.

Mage blades never gain access to 9th- or 10th-level spells.

Mage blade spells always have both somatic and verbal components. Thus, these characters face spell failure chances when wearing armor. An exception to this requirement applies if the mage blade holds her key weapon in her hand(s). In such a case, her spells have only verbal components, so she suffers no spell



Level	SPELLS READIED AT ONE TIME								
	0	1	2	3	4	5	6	7	8
1	2	0	—	—	—	—	—	—	—
2	3	1	—	—	—	—	—	—	—
3	3	2	—	—	—	—	—	—	—
4	3	3	0	—	—	—	—	—	—
5	4	3	1	—	—	—	—	—	—
6	4	3	2	—	—	—	—	—	—
7	4	4	3	0	—	—	—	—	—
8	5	4	3	1	—	—	—	—	—
9	5	4	3	2	—	—	—	—	—
10	5	5	4	3	0	—	—	—	—
11	6	5	4	3	1	—	—	—	—
12	6	5	4	3	2	—	—	—	—
13	6	6	5	4	3	0	—	—	—
14	6	6	5	4	3	1	—	—	—
15	6	6	5	4	3	2	—	—	—
16	6	6	6	5	4	3	0	—	—
17	6	6	6	5	4	3	1	—	—
18	6	6	6	5	4	3	2	—	—
19	6	6	6	6	5	4	3	0	—
20	6	6	6	6	5	4	3	1	—
21	6	6	6	6	5	4	3	2	—
22	6	6	6	6	6	5	4	3	0
23	6	6	6	6	6	5	4	3	1
24	6	6	6	6	6	5	4	3	2
25	6	6	6	6	6	6	5	4	3

failure chances when wearing armor. (Technically, the mage blade usually motions with the sword when casting spells, but this is not considered actual somatic components for purposes of spell failure in armor, casting spells while grappled, and so on.)

Athame (Su): The mage blade selects a bladed weapon that she is proficient with and performs a daylong ceremony to make it her key weapon, also called an “athame.” A mage blade can have only one athame, and the athame must be a physical weapon (not the creation of a spell), although it can be enhanced with magic. The athame gains a +1 enhancement bonus, which functions only in the mage blade’s hands. At 4th level, and every four mage blade levels afterward, this bonus increases by +1 (maximum +5). The weapon does not have to be masterwork to use it as an athame, but if the mage blade ever wants to enhance it with weapon special abilities, such as keen or dancing, it must be masterwork. This 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 athame gains a small modicum of sentience in the ceremony. It has a very basic empathic link with the mage blade, so the character always knows where the weapon is (distance and direction). The athame serves as a special focus for all the mage blade’s spells. As long as it remains in her hands, her spells have no somatic components.

A mage blade can create a new athame by performing the ceremony again, but this results in the destruction of the previous athame, if it still exists.

Starting at 6th level, the athame strikes at anyone other than the mage blade who picks it up or attempts to use it, unless the mage blade specifically commands it not to. The weapon strikes once per round until dropped, using the mage blade’s attack bonuses. Resolve the attack as if the mage blade were wielding the weapon.

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

A mage blade with a double weapon as her athame only enjoys the benefits granted by this ability on one end of the weapon.

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

Bonus Feats: At 5th level, the mage blade gets a bonus feat. The mage blade gains an additional bonus feat at 10th level, and another at 15th, 20th, 21st, 23rd, and 24th level. These are in addition to the feats a character gets every third level. Draw these bonus feats from the following list: Armor Proficiency (Heavy), Armor Proficiency (Medium), Bloody Strike, Bonded Item, Combat Reflexes, Complex Spell*, Defensive Move (Mobility), Defensive Stance, Defensive Unarmed Strike, Expertise (Improved Disarm, Improved Trip), Exotic Armor Proficiency, Exotic Weapon Proficiency*, Exotic Spell*, Hunter Mage, Improved Critical*, Improved Initiative, Modify Spell, Point Blank Shot (Far Shot, Precise Shot, Shot on the Run), Psion, Quick Draw, Rapid Strike, Stunning Blow, Two-Weapon Fighting, Weapon Finesse, Weapon Focus*.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even an Unbound character can choose a ceremonial bonus feat in this way. A mage blade cannot acquire some of these bonus feats until she has gained one or more prerequisite feats; these feats appear parenthetically after the prerequisite feat. A mage blade can select feats marked with an asterisk (*) more than once, but it must be for a different weapon, spell, or spell level (depending on the feat) each time. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums (but not truenames).

Sprightly Step (Ex): The 7th-level and higher mage blade gains proficiency with medium armor but retains her normal movement rate while wearing it.

Slice Through Wardings (Su): Once per day per class level, starting at 11th level, the mage blade can ignore all

magic-based protections (Armor Class bonuses, *defensive field*, and so on) on a foe in a single attack made with her athame. The mage blade cannot use this ability to ignore spells or effects that take effect when a foe is attacked, such as *feedback strike*. The character must declare her use of this ability before making the attack.

Familiarity With Magic (Ex): The 12th-level and higher mage blade gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, she gains a +2 competence bonus to Armor Class against spells requiring attack rolls.

Spell Parry (Su): A 16th-level and higher mage blade gains the ability to parry spells. The mage blade must have her athame in hand to parry a spell. Only spells targeting the mage blade alone can be parried—not area spells or spells targeted elsewhere. The mage blade makes an attack roll opposed by the caster's caster power check. If the mage blade's roll is higher, the spell fails to affect her at all. The mage blade can parry only spells she is aware of; spells from invisible casters or those casting mental-action only spells cannot be parried. No more than one spell can be parried in a round.

Slice Through Spells (Su): Once per day, beginning at 18th level, the mage blade can strike a non-instantaneous spell effect or creation (a summoned monster, an *eldritch wall*, an illusion, an area of *obscuring mist*, and so on) with her athame and dispel

it as if she had cast *dispel magic* using her class level as the caster level. A mage blade cannot dispel effects on a creature (like *dominate* or *sorcerous guise*), only “stand-alone” effects. Even spells not normally subject to *dispel magic* can be affected.

Athame Critical (Su): At 22nd level and above, when the mage blade makes an attack roll that falls into the natural threat range of the athame (not modified by magic or feats such as Improved Critical), the critical hit is automatically confirmed.

Athame Burst (Su): The 25th-level mage blade can, using a full attack action, spin around with her athame and send replicas of the blade, composed of magical energy, toward all foes within 30 feet. The mage blade makes a separate melee attack roll against each foe, using her highest attack bonus. Each successful attack inflicts damage as if the mage blade struck the foe with the athame. The mage blade can use this ability a number of times per day equal to her Charisma bonus. If she has no Charisma bonus, she can use this ability once per week.

MAGISTER

“Magic is my meat and drink. I travel through higher, more esoteric realms than you can imagine.”

The magister is a spellcaster who devotes all his time and attention to the study of magic and spells. Magisters have greater access to spells than any other type of mage. Their powers are diverse, and there is little that a high-level magister cannot





accomplish. All magisters begin the game with a staff, through which they focus their impressive might.

Magisters approach magic from a logical and technical standpoint. Magic is a part of the way the world works, and they are its self-styled masters. To maintain their understanding—through which comes their power—they not only study ancient lore but also continually experiment with new techniques of spellcasting and unique applications of spells.

Adventurers: Magisters seek lore and power. Magic can be addictive, and most magisters crave more and more. They undertake adventures to find magical treasure, monetary treasure (funds to put toward magic items or their studies), or magical knowledge. Many seek to show that magic is a tool capable of anything.

Background: Magisters train almost exclusively in schools, where students all learn rote methods of mastering the basics of magic. Only later does each individual break off to pursue his own specialization or unique talents and methods. Magisters come from all walks of life, from the wealthiest noble to the lowliest of the poor (schoolmasters admit worthy underprivileged students on scholarships). Once one masters the art of magic, social class becomes meaningless—for one joins an all-new class.

Races: Human magisters are often elemental mages, while faen (particularly loresong faen and sprytes) enjoy all types of magic. Litorian magisters are less common, and verrik magisters employ either psionic or energy-related spells. Giant magisters like to use magic to create things, while mojh enjoy summoning and enchantments. Sibeccai magisters enjoy the power of their role and use it to improve their station.

View of Magic: Magisters mentally store their readied spells in their staves, relying on those key items as a focus and a tool for shaping magic. Magisters see magic as a seething tide of unformed energy and indistinct shapes. Their spells give this energy definition and purpose. Magic is not an art to them, but a science. It is measurable and quantifiable. Just because others have no concept of its parameters does not deny its logic.

Other Classes: Magisters follow the “way of the staff” rather than the “way of the sword,” and thus often keep warmains, totem warriors, unfettered, champions, and even mage blades at arm’s length—although they are well aware of the value a warrior ally provides. They get along with runethanes well, and marvel at the abilities of the akashic, the witch, and the greenbond. Many magisters would sacrifice much to acquire their own oathsworn bodyguard/companion.

NPCs: The foul necromancer raising a legion of undead is a magister, as are the crazed cultists wielding strange powers and planning to sacrifice the duke’s kidnapped son. The wise council of elderly sages leaning heavily on their staves are magisters. The trickster performing feats of illusion and wonder in the city theatre also just might be a magister.

Hit Die: d6

MAGISTER ARCHETYPES

Doomspeaker: You specialize in curses and divinations, gaining a reputation as a mysterious and dangerous figure. Your com-

mand of magic, particularly magic that grants you knowledge or allows you to strike down enemies, earns you respect—and fear. You do not have a lot of friends, but many know of you. You are a bit of a loner, although if you could find some worthy allies, you’d certainly be loyal to them.

Priest: A faithful adherent of your chosen deity or religion, you are recognized by others as one ordained in ceremony to represent that god. Your love of lore has enabled you to learn much of the world, of history, and of philosophy. Others see your spells as an extension of your faith—your magic is a gift from your god.

Teacher: Magic is the way the world works. Magic is science. It is lore. There could be no better teacher than you, whether a teacher of the young or the master of a single apprentice. People can learn much from you; in turn, you recognize that you must not only gather more knowledge, but also communicate well so that others can understand. A teacher is nothing if not a diplomat of wisdom to the ignorant.

SKILLS

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

Skill Points at Higher Levels: 2 + Intelligence bonus.

Class Skills: The magister’s class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Search (Int), Speak Language (none), and Spellcraft (Int). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: Magisters are skilled with no weapons except staves; at 5th level, magisters acquire proficiency in sword staves as well. Magisters are not proficient with any type of armor, nor with shields.

Spells: A magister’s primary focus is casting spells. These characters have access to simple and complex spells. A magister is limited to a certain number of spells of each spell level per day, according to his class level. A magister may choose to ready any simple or complex spell, provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast according to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a magister must have a Intelligence score of at least 10 + the spell’s level. The Difficulty Class for a saving throw against a magister’s spell is 10 + the spell’s level + the magister’s Intelligence modifier. Bonus spells for magisters rely on Intelligence.

Magister spells always have both somatic and verbal components. Thus, magisters face spell failure chances when wearing armor.

A magister needs his staff (see below) as a focus to cast spells. Without it, treat his caster level as one level lower and double casting times for all spells (standard-action spells become full-round spells, full-round spells take 2 rounds to cast, and so on).

The Magister’s Staff: The magister crafts a staff specifically attuned to him. Regardless of its construction or composition, it has a hardness of 12, 50 hit points, and a break DC of 30. The

THE MAGISTER																
Class	Base	Fortitude	Reflex	Will		Spell Slots Per Day										
Level	Attack Bonus	Save	Save	Save	Special	0	1	2	3	4	5	6	7	8	9	10
1	+0	+0	+0	+2	The magister's staff	2	1	—	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	—	3	2	—	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	—	3	2	1	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4	—	3	3	2	—	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Bonus feat	4	3	2	1	—	—	—	—	—	—	—
6	+3	+2	+2	+5	Familiarity with magic	4	3	3	2	—	—	—	—	—	—	—
7	+3	+2	+2	+5	—	4	4	3	2	1	—	—	—	—	—	—
8	+4	+2	+2	+6	—	4	4	3	3	2	—	—	—	—	—	—
9	+4	+3	+3	+6	—	5	4	4	3	2	1	—	—	—	—	—
10	+5	+3	+3	+7	Bonus feat	5	4	4	3	3	2	—	—	—	—	—
11	+5	+3	+3	+7	—	5	5	4	4	3	2	1	—	—	—	—
12	+6/+1	+4	+4	+8	Lesser aspect of power	5	5	4	4	3	3	2	—	—	—	—
13	+6/+1	+4	+4	+8	—	5	5	5	4	4	3	2	1	—	—	—
14	+7/+2	+4	+4	+9	Lesser mind over matter	6	5	5	4	4	3	3	2	—	—	—
15	+7/+2	+5	+5	+9	Bonus feat	6	5	5	5	4	4	3	2	1	—	—
16	+8/+3	+5	+5	+10	—	6	6	5	5	4	4	3	3	2	—	—
17	+8/+3	+5	+5	+10	—	6	6	5	5	5	4	4	3	2	1	—
18	+9/+4	+6	+6	+11	Greater aspect of power	6	6	6	5	5	4	4	3	3	2	—
19	+9/+4	+6	+6	+11	—	6	6	6	5	5	5	4	4	3	2	—
20	+10/+5	+6	+6	+12	Bonus feat	7	6	6	6	5	5	4	4	3	3	—
21	+10/+5	+7	+7	+12	—	*	6	6	6	5	5	5	4	4	3	1
22	+11/+6/+1	+7	+7	+13	Greater mind over matter	*	7	6	6	6	5	5	4	4	3	2
23	+11/+6/+1	+7	+7	+13	—	*	*	6	6	6	5	5	5	4	4	3
24	+12/+7/+2	+8	+8	+14	Master's aspect of power	*	*	7	6	6	6	5	5	4	4	4
25	+12/+7/+2	+8	+8	+14	Bonus feat	*	*	*	6	6	6	5	5	5	4	4

* The number of slots is unlimited, except for purposes of weaving spells, in which case, treat as a maximum of 9.

staff's hit points increase at a rate of 2 per magister level, and the hardness and break Difficulty Class increase at a rate of 1 point per three magister levels.

If a magister's staff breaks, he is stunned for 1d4 rounds. It takes a month and 1,000 gp in materials to create a new one. A magister can have only one staff attuned to him at a time. If the character finds a new staff he would rather become attuned to, switching staves requires no money. However, it does take a week of meditation.

Should the magister die or take on a new staff, the old staff becomes normal (unless it had been given other magical properties, in which case they remain). A slain magister who comes back from the dead can immediately and automatically re-attune to his old staff as a free action.

Bonus Feats: Every five levels, a magister gains a bonus feat. These are in addition to the feats a character gets every third level. Draw these bonus feats from the following list: Aid Spellcasting, Attune to Magic Item, Battle Mage, Blessed Mage, Blood as Power, Brandish Magical Might, Conjure Mastery, Corrupt Mage, Craft Charged Item, Craft Constant Item, Craft Magic Arms and Armor, Craft Single-Use Item, Craft Spell-Completion Item, Creator Mage, Dragon Mage, Eldritch Training, Elemental Mage*, Energy Mage*, Exotic Spell*, Fey Mage, Giantish Mage, Hunter Mage, Infuse Weapon, Iron Will, Litorian Mage, Modify Spell, Peaceful Mage, Psion, Quicken

Spell, Resistant Spell, Runecaster, Sanctum, Sibeccai Mage, Tattooed Spell, Unraveling Mage, and Wild Mage.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even an Unbound character can choose a ceremonial bonus feat in this way. A magister can select feats marked with an asterisk (*) more than once, but it must be for a different spell descriptor or spell level (depending on the feat) each time. The character must still meet all prerequisites for a bonus feat, including ability scores and prerequisite feats (but not truenames).

Familiarity With Magic (Ex): The 6th-level and higher magister gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, he gains a +2 competence bonus to Armor Class against spells requiring attack rolls.

Lesser Aspect of Power (Su): Beginning at 12th level, the magister becomes so steeped in magic that it comes through as an everpresent side effect. The magister can choose one of the following abilities to call upon at will, as a free action (once he makes his selection, he cannot choose another):

Distinct Voice (Su): If he wishes, anyone within 100 feet can hear the magister, regardless of noise around him, even when whispering.

Glowing Footsteps (Su): Whenever he wishes, a magister can make his footsteps glow with a magical aura for 1 round.



SPELLS READIED AT ONE TIME

Level	0	1	2	3	4	5	6	7	8	9	10
1	5	3	—	—	—	—	—	—	—	—	—
2	6	3	—	—	—	—	—	—	—	—	—
3	6	4	2	—	—	—	—	—	—	—	—
4	7	4	3	—	—	—	—	—	—	—	—
5	7	5	3	2	—	—	—	—	—	—	—
6	8	5	4	3	—	—	—	—	—	—	—
7	8	6	4	3	2	—	—	—	—	—	—
8	9	6	5	4	3	—	—	—	—	—	—
9	9	7	5	4	3	2	—	—	—	—	—
10	9	7	6	5	4	3	—	—	—	—	—
11	9	8	6	5	4	3	2	—	—	—	—
12	9	8	7	6	5	4	3	—	—	—	—
13	9	9	7	6	5	4	3	2	—	—	—
14	9	9	8	7	6	5	4	3	—	—	—
15	9	9	8	7	6	5	4	3	2	—	—
16	9	9	9	8	7	6	5	4	3	—	—
17	9	9	9	8	7	6	5	4	3	2	—
18	9	9	9	9	8	7	6	5	4	3	—
19	9	9	9	9	8	7	6	5	4	3	—
20	9	9	9	9	9	8	7	6	5	4	—
21	*	9	9	9	9	8	7	6	5	4	1
22	*	*	9	9	9	9	8	7	6	5	2
23	*	*	*	9	9	9	8	7	6	5	3
24	*	*	*	*	9	9	9	8	7	6	4
25	*	*	*	*	*	9	9	8	7	6	4

* All spells of that level available to the character are readied.

Innate Spell (Su): The magister chooses a 0-level spell to cast once per day as a spell-like ability with no components or focus as a free action.

Skeletal Visage (Su): Whenever the magister casts a spell, for a brief second his skull and bones glow with a ghostly light, showing through his flesh.

Sparkles (Su): The magister creates a flash of sparkles at any time.

Special Eyes (Su): The magister can make his eyes glow a chosen color whenever he wishes. Alternatively, his eyes might have tiny symbols (skulls, crosses, etc.) in the pupils all the time. Or they might permanently be an unnatural color.

Lesser Mind Over Matter (Ex): At 14th level and beyond, a magister can use his uncanny intellect, coupled with secrets learned while studying magic, to gain an advantage in situations that usually demand brute force. In situations requiring a Strength check, he can make an Intelligence check instead. For example, when he must force open a stuck door, the magister can make an Intelligence check to best position himself for leverage and recall some secret knowledge about the magic stored within the wood of the door to get it open. This ability never affects attack or damage rolls, except that, when making an opposed grapple check to avoid being grappled, the magister can use his Intelligence modifier rather than his Strength modifier.

Greater Aspect of Power (Su): At 18th level, the magister becomes further steeped in magic that comes through as an

ever-present side effect. The magister can choose another ability defined under lesser aspect of power, or one of the following abilities that he can call upon at will, as a free action:

Discard Staff (Su): The magister no longer needs his staff as a focus to cast spells.

Disdain Need (Su): The magister no longer needs to eat or drink. He gets all his nourishment from magic.

Display Power (Su): The magister can cause himself to grow more powerful and impressive at will, gaining a +4 circumstance bonus to Intimidate checks.

Innate Spell (Su): The magister can choose one 0- or 1st-level spell to cast once per day as a spell-like ability with no components or focus as a free action.

Magic Touch (Su): The magister can sense if an object touched has a magical aura (but he gains no further information).

Name of Power (Su): The magister becomes aware when anyone speaks his name (referring specifically to him). He knows when it happens and learns the name of the speaker.

Touch Not the Earth (Su): The magister's feet no longer touch the ground. Instead, when he walks he floats 2 inches above any surface. While he cannot use this ability to float higher, and it does not save him from falls, it does allow him to leave no tracks and avoid traps triggered by weight placed upon a floor. This spell does not affect the magister's weight.

Greater Mind Over Matter (Su): Similar to mind over matter, at 22nd level and above the magister can use his Intelligence bonus rather than Dexterity and Constitution to modify Reflex and Fortitude saving throws. Likewise, all skills modified by Strength, Constitution, or Dexterity are modified by Intelligence instead. This process still does not affect attack or damage rolls, nor does it affect Armor Class.

Master's Aspect of Power: At 24th level, the magister becomes completely steeped in magic, which displays itself as an everpresent side-effect. The magister can choose another ability defined under either lesser or greater aspect of power, or one of the following abilities to call upon at will, as a free action:

Defender Staff (Su): If the magister is aware of an incoming ranged or melee attack and his staff is in hand, he can move to block the attack with his staff. This grants him a +3 deflection bonus to Armor Class.

Fiery Touch (Sp): At will, as a free action, the magister can make his hand or hands glow like a torch with flames that do not hurt him. The magister's touch inflicts 1d6 points of fire damage.

Frosty Breath (Sp): The magister's breath is extraordinarily cold. With a free action he can instantly extinguish nonmagical flames smaller than a campfire within 5 feet. With a standard action, he can breathe on an adjacent foe and inflict 2d6 points of cold damage (Reflex save for half damage, DC 10 + half magister's level + his Intelligence modifier).

Innate Spell (Su): The magister can choose one 0-, 1st-, or 2nd-level spell to cast once per day as a spell-like ability with no components or focus as a free action.

Inorganic Flesh (Ex): The skin of the magister takes on a metallic or stony appearance at all times. He gains a +3 natural armor bonus to Armor Class, and his weight doubles. Speed is

not affected, and there is no armor check penalty or spell failure chance involved.

Magical Blood (Su): The magister's blood is replaced by pure magical energy. When wounded, he bleeds energy rather than fluid. He is immune to poison and disease as well as effects that prey upon his blood (such as a vampire's blood drain ability or the wounding ability of certain magic weapons).

Magical Helper (Su): The magister gains the aid of a nearly invisible minor magical creature called a vortex. The creature takes the form of a Medium air elemental, except that it deals only force damage, not air damage. If it is slain, a new vortex appears at midnight the next day. Most magisters use their vortex helpers to carry equipment, open doors, deliver messages, and so on.

OATHSWORN

"I will do whatever is needed to fulfill my oath—even that which you believe impossible."

Perhaps the most dedicated and steadfast individuals in all the land, oathsworn (singular and plural) pick a task and then set out to accomplish it—no matter what stands in their way. Oathsworn are skilled martial artists and unarmed combatants, and their supernatural devotion to their oath allows them to forgo food, sleep, and even air.

Oathsworn place a number of harsh restrictions on themselves. They do not, however, judge non-oathsworn for not abiding by their restrictions—their morality and sense of honor extend only to themselves.

To begin with, oathsworn do not use weapons or armor. Only in the case of being unable to fulfill their oath will they ignore this restriction. For example, if an oathsworn encounters a creature with damage reduction standing in her way, she may deign to pick up a magical weapon (if somehow available) and use it to fight. Likewise, if presented with a flying foe, the oathsworn may find need of a ranged weapon. Because of this need, oathsworn eventually learn to make any handy object into a ranged weapon they can throw.

In any event, oathsworn will never carry a weapon or wear armor. They only use tools when absolutely necessary—they see it as a sign of weakness to need things beyond their own bodies. They would never, for example, use a tool to attempt to batter

down a wall when they could do the same with their fists or feet. They would never use a rope to climb a slope they could ascend with their own hands.

Oathsworn do not ride animals or allow themselves to be borne by another (such as in a cart pulled by horses or on a sedan chair carried by slaves). The only exception is if a comrade carries a wounded oathsworn out of harm's way—and even then the oathsworn feels ashamed.

Adventurers: Oathsworn do not go on "adventures." They do what needs to be done to fulfill their oaths. If that means exploring ancient ruins or rooting out a tribe of goblins from their lair, so be it. In all that oathsworn do, they show their devotion to their oaths.

Background: Oathsworn trace their legacy back to a time more than 1,000 years ago, when a group of humans swore allegiance to a semi-divine being worthy of their supreme devotion. They learned to channel all their personal needs and desires into their work defending him and doing as he asked—or as he needed without even having to ask. This legacy has continued ever since.

Oathsworn begin their careers alone. They gain their training and insight not through interaction with others but through meditation. They feel a psychic call to the role and, if they prove themselves worthy, they accept the sacred call and seek enlightenment to find oaths worthy of taking.

Races: Human oathsworn act as bodyguards, while giantish oathsworn are usually guardians of places. Faen oathsworn are rare, usually lone wanderers. Mojh oathsworn swear complex and mysterious oaths, usually having to do with discovering ancient secrets. Litorian oathsworn, sometimes called avengers, often deal with righting perceived wrongs. Sibeccai oathsworn are some of the harshest and most severe of this class, forsaking all else to do as they must. Verrick oathsworn act in groups as elite warriors.

Other Classes: Oathsworn do not judge, nor are they choosy about their companions, except as to how each ally might help or hinder them in fulfilling their oaths.

NPCs: Oathsworn swear to guard the life of a noble. Other oathsworn might seek to end the life of that same noble, for motivations of their own. The vengeful villain who will stop at nothing to achieve his terrible and bloody goal is an oathsworn.

Hit Die: d10

OATHSWORN AND TOOLS

Oathsworn prefer not to use tools, but they're not crazy. They're just extremely self-sufficient. If wanton destruction factors into the choice of whether to use a tool—i.e., using a key to open a locked door versus battering it down with their fists—the oathsworn would take the more reasonable approach and simply use the key. If circumstances require them to use a tool, they always use the most reasonable and expedient one available (a tindertwig rather than flint and steel to start a fire, for example). Official rulings as to what constitutes a "tool" are up to the DM, although clothing (including magical rings, cloaks, boots, and so on), backpacks, pens and paper, potions or medicines, magical tattoos, spell effects (like eldritch armor), and other things that allow the oathsworn (no matter how skilled) to do things she could not otherwise do are not forbidden.

However, oathsworn do prefer to live spartan lives. They sleep on the ground rather than in a bed, they tell time by the sun, they run rather than ride, and they prefer simple food like fruit to elaborate cooked meals. An oathsworn with a broken arm might insist on simply holding her arm very still rather than wearing a cast (and would have the wherewithal to do so).

And in some cases, it just depends on the situation. An oathsworn would prefer not to use a rope to climb if she doesn't have to, but to tie up a captured foe, rope is obviously needed. She wouldn't fight with a knife, but if she had to skin a deer, she would use one. An oathsworn would never allow her disdain for tools to anger her comrades—the oath is not about hindering others and does not apply to non-oathsworn.



THE OATHSWORN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage*	AC Bonus	Unarmored Speed**	Combat Rites Per Day			
									1	2	3	4
1	0	+2	+2	+2	Unarmed strike, swear an oath	1d6	+1	30 feet	—	—	—	—
2	+1	+3	+3	+3	Eschew food, shattering blow	1d6	+1	30 feet	—	—	—	—
3	+2	+3	+3	+3	Evasion	1d6	+2	30 feet	—	—	—	—
4	+3	+4	+4	+4	Fast movement†, throw object, lesser adaptation	1d6	+2	40 feet	1	—	—	—
5	+3	+4	+4	+4	Refuse fatigue, refuse fear	1d8	+3	40 feet	1	—	—	—
6	+4+1	+5	+5	+5	Objects as weapons	1d8	+3	40 feet	2	—	—	—
7	+5+2	+5	+5	+5	Lesser shattering strike	1d8	+3	50 feet	2	—	—	—
8	+6+3	+6	+6	+6	Eschew water	1d8	+4	50 feet	2	1	—	—
9	+6+3	+6	+6	+6	Refuse wounds	1d10	+4	50 feet	3	1	—	—
10	+7/+4/+1	+7	+7	+7	Oathpower	1d10	+5	60 feet	3	2	—	—
11	+8/+5/+2	+7	+7	+7	Refuse poison or disease	1d10	+5	60 feet	3	2	—	—
12	+9/+6/+3	+8	+8	+8	Eschew air	1d10	+6	60 feet	3	2	—	—
13	+9/+6/+3	+8	+8	+8	Greater adaptation	1d12	+6	70 feet	4	3	—	—
14	+10/+7/+4/+1	+9	+9	+9	Eschew sleep, refuse hindrances	1d12	+6	70 feet	4	3	1	—
15	+11/+8/+5/+2	+9	+9	+9	Refuse spells	1d12	+7	70 feet	4	3	1	—
16	+12/+9/+6/+3	+10	+10	+10	Greater shattering strike	1d12	+7	80 feet	4	3	2	—
17	+12/+9/+6/+3	+10	+10	+10	Eschew aging, refuse debilitation	1d20	+8	80 feet	4	4	2	—
18	+13/+10/+7/+4/+1	+11	+11	+11	Oathstrike (1/week)	1d20	+8	80 feet	5	4	2	—
19	+14/+11/+8/+5/+2	+11	+11	+11	True adaptation	1d20	+9	90 feet	5	4	3	—
20	+15/+12/+9/+6/+3	+12	+12	+12	Refuse harm (5/+1 or 5/magic)	1d20	+9	90 feet	5	4	3	—
21	+16/+13/+10/+7/+4/+1	+12	+12	+12	Refuse elements	4d6	+9	90 feet	5	4	3	—
22	+17/+14/+11/+8/+5/+2	+13	+13	+13	Refuse energy	4d6	+10	100 feet	5	5	3	1
23	+18/+15/+12/+9/+6/+3	+13	+13	+13	Oathstrike (1/day)	4d6	+10	100 feet	5	5	4	2
24	+18/+15/+12/+9/+6/+3	+14	+14	+14	Refuse harm (10/+2 or 10/magic)	3d10	+11	100 feet	6	5	4	3
25	+19/+16/+13/+10/+7/+4/+1	+14	+14	+14	Refuse mortality	3d10	+11	110 feet	6	5	4	4

* Small and Tiny oathsworn deal less damage; Large oathsworn deal more damage. See size-based table on page 68.
 ** Small and Tiny oathsworn are slower; Large oathsworn move the same amount (despite their greater stride, their bulk slows them down). See size-based table.
 † Small and Tiny oathsworn gain fast movement at 3rd level.

OATHSWORN ARCHETYPES

Avenger: You have sworn an oath to right a wrong. Someone you know—a family member, friend, mentor—was murdered, kidnapped, or mistreated. Now, you seek to avenge that crime and will stop at nothing to see justice done. If others happen to think as you do, or are headed in a similar direction, you will not refuse their company, but you'll not tolerate events that might delay you in fulfilling your oath.

The Chosen One: You've sworn an oath to fulfill an ancient prophecy. You are the chosen one, and thus nothing can stop you. People have waited generations for your appearance, and all signs and portents point to your being the one to fulfill the prophecy. Inwardly, you harbor some doubt, and conquering that doubt is as important a step to fulfilling your oath as defeating any foe or overcoming any obstacle.

Guardian: Questing holds less appeal for you than staying back to defend a place you hold dear. Of course, often the greatest defense is a strong offense. You know that to fulfill your oath,

sometimes you must travel to those who mean it harm—and defeat them.

Questing Knight: Although not a knight in the traditional sense (you wear no armor, wield no sword, and would never ride a galloping charger), you are a knight on a quest. The mission you've undertaken is a difficult one, however, and you realize that until you gain power and experience, you'll never manage to complete it. Thus, if you become sidetracked now and again on the way, taking and fulfilling smaller oaths, that's acceptable—it all leads up to the completion of your real quest.

SKILLS

Skill Points at 1st Level: (4 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 4 + Intelligence bonus.

Class Skills: The oathsworn's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (any) (Int), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis),



Sneak (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: Oathsworn are proficient with no weapons and no armor. They disdain both, for they see *themselves* as weapons. If need be, they can make use of objects as weapons with surprising skill (see the throw object and objects as weapon abilities)

As she gains levels, an oathsworn's Armor Class improves with an insight bonus. This Armor Class bonus represents a preternatural awareness of danger, and an oathsworn does not lose it even in situations when she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Oathsworn do lose this Armor Class bonus when immobilized.)

When wearing armor, an oathsworn loses her insight Armor Class bonus for class and level, her favorable multiple unarmed attacks per round, and her heightened movement. Furthermore, her special abilities all face the spell failure chance that the armor type normally imposes.

Unarmed Strike: An oathsworn fighting unarmed does not provoke attacks of opportunity from armed opponents that she attacks.

When an oathsworn is using unarmed strike, she doesn't have the option of making an off-hand attack, as she uses her whole

body in every attack. On the rare occasion that the character might be fighting with a one-handed weapon, she can make an unarmed strike as an off-hand attack but suffers the standard penalties for two-weapon fighting.

Usually, an oathsworn's unarmed strikes deal normal damage rather than subdual damage. However, she can choose to deal her damage as subdual without penalty.

An oathsworn with natural weapons uses her unarmed strike attack bonus and damage with those natural weapons, or the normal natural weapon attack bonus and damage, whichever is greater.

Swear an Oath (Ex): An oathsworn must always work toward fulfilling an oath. To swear an oath, she names—very specifically—a task she will accomplish in no more than one year's time. If the task is not completed in that time, or if conditions arise that indicate the failure of the oath, the oathsworn loses all class abilities for one month. After that month, the oathsworn must swear an oath again (it can be the same oath). An oathsworn who loses her class abilities three times loses them forever.

An oathsworn cannot be tricked into thinking an oath is fulfilled when it is not, and no magical compulsion can force her to stop attempting to fulfill it. An oathsworn gains a +4 luck bonus to Spot or Sense Motive checks against any attempt to fool her about part of an oath (giving her an imposter to protect when she has sworn to guard a person, for example).



SIZE-BASED OATHSWORN CHANGES					
Class Level	Tiny Damage	Tiny Speed	Small Damage	Small Speed	Large Damage
1–3	1d3	10 feet	1d4	20 feet	1d8
4	1d3	15 feet	1d4	25 feet	1d8
5–6	1d4	15 feet	1d6	25 feet	1d10
7–8	1d4	20 feet	1d6	35 feet	1d10
9	1d6	20 feet	1d8	35 feet	1d12
10–12	1d6	25 feet	1d8	40 feet	1d12
13–15	1d8	30 feet	1d10	45 feet	1d20
16	1d8	35 feet	1d10	55 feet	1d20
17–18	1d10	35 feet	2d6	55 feet	4d6
19–20	1d10	45 feet	2d6	60 feet	4d6
21	2d6	45 feet	1d20	60 feet	6d6
22–23	2d6	50 feet	1d20	65 feet	6d6
24	1d20	50 feet	4d6	65 feet	8d6
25	1d20	55 feet	4d6	70 feet	8d6

An oathsworn who successfully fulfills her oath must immediately swear a new one. If she does not, she loses all class abilities until she does—which means an oathsworn could “retire” after fulfilling an oath, then suddenly regain her powers, years later, when she swears a new oath.

Oaths can be singular tasks (destroy Tower Nestran) or ongoing (keep Daerial Daymaker alive). Ongoing oaths can be renewed at the end of each year. An oath must be something measurable, so the character knows whether it has been fulfilled. If Tower Nestran still stands after one year, or if Daerial Daymaker dies, the oathsworn who made those oaths clearly failed. If the tower lies in ruins or if Daerial remains alive at the end of the year (never having died at any point during the year), the oaths were fulfilled and the oathsworn successful.

It is crucial that the player of an oathsworn character work out the details of her oath with the DM. The DM should make sure that the oath does not run counter to the direction of the campaign or prevent the character from taking part in planned adventures.

Eschew Food (Ex): At 2nd level and higher, an oathsworn no longer needs to eat to survive. She simply refuses to let her body be bound to such requirements. To survive she needs only water (and air to breathe, of course).

Shattering Blow (Su): At 2nd level and higher, the oathsworn can take a full-round action to make a single powerful strike with the full force of her oath behind it. The unarmed strike ignores 1 point of a creature’s damage reduction for each oathsworn class level. So a 3rd-level oathsworn ignores 3 points of damage reduction. This ability also applies to object hardness and extends to makeshift weapons that the oathsworn forms from handy objects.

Evasion (Ex): If a 3rd-level or higher oathsworn makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion applies only if the oathsworn wears light armor or no armor.

Combat Rites: Starting at 4th level, the oathsworn gains access to combat rites, special abilities that stem from the ritualization of combat (see Chapter Nine). Similar to the way in which a spellcaster casts spells, an oathsworn can activate a certain number of combat rites of a given rank per day, based on her level. The oathsworn can use any combat rite, as long as she can use rites of that rank. To use a combat rite, the oathsworn must have a Wisdom score of at least 10 + the rite’s rank. Combat rites do not require components, do not have a failure chance based on armor worn, and cannot be dispelled or suppressed. They are not magical.

The oathsworn gains bonus combat rites based on her Wisdom score (see “Bonus Spells and Combat Rites” in Chapter One).

Fast Movement (Ex/Su): At 4th level and higher (3rd level for Tiny and Small characters), an oathsworn moves faster than normal. An oathsworn in armor (even light armor) or carrying a medium or heavy load loses this extra speed. A Small or Tiny oathsworn moves more slowly than a Medium oathsworn. (See the size-based table on this page.)

From 10th level on, the oathsworn’s fast movement ability actually becomes a supernatural ability.

Throw Object (Ex): Starting at 4th level, an oathsworn can use any object she can lift above her head as a ranged (thrown) weapon she is proficient with. The object must weigh at least 1 lb. to use it as a ranged weapon. She uses her normal attack bonus and unarmed damage, and the weapon has a range increment of 10 feet. She uses this only against foes she cannot reach or otherwise harm with her unarmed strikes. Assume that, unless the object is particularly sturdy, it breaks when thrown.

Lesser Adaptation (Ex): At 4th level and above, the oathsworn can ignore ongoing damaging environmental effects of up to 1 point of damage per round. This includes damage from exposure in the hot desert, but not damage from directed attacks, like a *fireburst* spell.

Refuse Fatigue (Ex): At 5th level and beyond, the oathsworn does not tire. As long as she gets a good night’s rest (eight hours), she never feels the effects of fatigue. She could run at her top speed all day and not tire.

Refuse Fear (Ex): Starting at 5th level, the oathsworn is immune to fear and fear effects.

Objects as Weapons (Ex): Rarely, an oathsworn faces a foe her fists cannot overcome or one that would be foolish to touch (a caustic ooze or a fire elemental). In such cases, a 6th-level and higher oathsworn can use any object she can lift over her head as a weapon she is proficient with. The object must weigh at least 1 lb. to use it as a weapon. She uses her normal attack bonus and unarmed damage. The DM should pay close attention to the sturdiness of the object. Although the oathsworn can inflict surprising damage with harmless-looking objects, this ability does not grant the object any special strength. Many objects will break when used as weapons. Some objects, at the DM’s discretion, might grant special abilities. For example, a character might wield a rope as a whip and use it to make trip attacks.

Lesser Shattering Strike (Su): Beginning at 7th level, an oathsworn empowers every unarmed attack she makes with the full strength of her oath. The unarmed strike ignores 1 point of a

creature's damage reduction for every two oathsworn class levels. So a 7th-level oathsworn ignores 3 points of damage reduction. This ability also applies to object hardness and extends to makeshift weapons that the oathsworn forms from handy objects.

Refuse Wounds (Su): Starting at 9th level, an oathsworn can cure her own wounds. She can cure up to twice her current level in hit points each day and can spread this healing out among several uses.

Eschew Water (Ex): At 8th level and beyond, an oathsworn no longer needs even water to survive. Other than air to breathe, the oathsworn requires nothing—such things only distract from the oath.

Oathpower (Su): Starting at 10th level, the oathsworn gains further ability to fulfill her oath through incredible dedication. She gains a +2 competence bonus on all Balance, Climb, Concentration, Escape Artist, Jump, Sneak, Swim, and Tumble checks.

Refuse Poison or Disease (Su): Beginning at 11th level, an oathsworn gains immunity to poison and diseases of all kinds.

Eschew Air (Ex): A 12th-level or higher oathsworn no longer even needs to breathe.

Greater Adaptation (Ex): At 13th level and beyond, after studying a given situation, environment, or area for 1 round, the oathsworn can ignore any circumstance penalties placed on attack and damage rolls, checks, and saves due to the conditions of that area for the next 10 rounds. For example, after contemplating for a round, an oathsworn can make attacks underwater at no penalty. She can walk across a slick, slippery ledge with no circumstance penalties placed upon her Balance checks.

Further, for that time, the oathsworn can ignore ongoing damaging effects of up to 10 points of damage per round. This includes damage from running through a burning building, but not damage from directed attacks, like a dragon's breath weapon.

Eschew Sleep (Ex): At 14th level and higher, an oathsworn does not need sleep. She can stay awake at all times and suffers no fatigue from doing so.

Refuse Hindrances (Su): At 14th level and higher, an oathsworn is immune to blinding attacks, deafening attacks, paralysis, stunning, nausea, and daze effects.

Refuse Spells (Su): At 15th level and higher, an oathsworn gains spell resistance equal to her level + 10.

Greater Shattering Strike (Su): At 16th level and beyond, an oathsworn's ability to empower her unarmed attacks increases. Each unarmed strike she makes ignores 1 point of a creature's damage reduction for every class level. So a 16th-level oathsworn ignores 16 points of damage reduction. This ability also applies to object hardness and extends to makeshift weapons that the oathsworn forms from handy objects.

Eschew Aging (Ex): After achieving 17th level, an oathsworn no longer suffers ability penalties for aging and cannot be magically aged. (Any penalties she may have already suffered remain in place.) Bonuses for aging still accrue.

Refuse Debilitation (Ex): At 17th level and beyond, the oathsworn is not subject to ability score damage or energy drain.

Oathstrike (Su): Once per week, in a fight that directly pertains to the fulfillment of the oath (DM's discretion), the 18th-

SAMPLE OATHS

Put Duke Farrow back in power over the lands his family traditionally ruled.

Kill the necromancer or necromancers responsible for creating the undead that destroyed the Shrine of Loron.

Rejoin the pieces of the shattered Staff of Ulsafane.

Find the Seventh Scroll of the Muses.

Learn the truenam of the dragon Thistlelounge.

Bring the murderer of Vi-Reddin to justice.

Drive the goblins from the Forest of Naar.

Keep the flame burning in the Northern Fane of Torrel.

Allow no mojh to enter Castle Winterhome.

level or higher oathsworn can make a mighty unarmed blow that acts as a *coup de grace* against an opponent, even one who is not helpless. This is a full-round action. Creatures with no discernable anatomy (those normally immune to critical strikes or sneak attacks) are immune to oathstrike.

Starting at 23rd level, she can make an oathstrike once per day.

True Adaptation (Ex): A 19th-level or higher oathsworn reduces all circumstance penalties to attack and damage rolls, checks, and saves by 4 points.

Further, the oathsworn can ignore ongoing damaging effects of up to 10 points of damage per round. This includes damage from crossing a frozen tundra without winter gear, but not damage from directed attacks, like a dragon's breath weapon.

Refuse Harm (Su): The 20th-level and higher oathsworn's devotion is so strong that her flesh turns away blades and barbs. The oathsworn gains DR 5/+1 (or 5/magic). At 24th level, the damage reduction becomes 10/+2 (or 10/magic).

Refuse Elements (Su): At 21st level and beyond, the oathsworn can even ignore attacks of an elemental nature. She enjoys air, earth, fire, and water resistance 10.

Refuse Energy (Su): At 22nd level and beyond, the oathsworn can also ignore the attacks of pure energy. She enjoys acid, cold, electricity, and sonic resistance 10.

Refuse Mortality (Su): From 25th level on, an oathsworn is forevermore treated as an outsider rather than as a humanoid. Additionally, the oathsworn gains damage reduction 20/+3 (or 15/magic).

RITUAL WARRIOR

"Everything can be controlled. Even a person's own spirit."

Ceremony and ritual provide order in a chaotic world. They make sense of randomness and haphazard circumstance. They provide choice and power where otherwise powerlessness would reign. Ceremony and ritual tame the world. Using focused rites to accompany their combat training, ritual warriors function as deadly warriors capable of performing near-supernatural actions. They use concentration and inner strength to manifest physical results.

To a ritual warrior, every sword stroke is an act of reverence, every parry or flourish a carefully planned sacrament. Combat is



ritual—it is sacred. Combat is not something for the untrained or unpracticed. They do not understand the art of it. While fighting, ritual warriors attain an altered state of consciousness. Their precise moves are as practiced as the motions of a celebrant conducting a hallowed ceremony.

Some ritual warriors wear heavy armor and carry large weapons, making them appear to be warmains—until they get into battle. Others favor the maneuverability of light armors and quick weapons. The ritual warrior's combat rites complement either style, or anything in between.

Ritual warriors appreciate quiet contemplation and concentration as they practice their combat styles (which resemble careful, ritualistic arts) and their ceremonies (which resemble martial exercises). They spend much of their day in meditation and even more time practicing each combat move and countermove with the reverence it deserves.

Adventurers: Ritual warriors strive toward physical and spiritual perfection. The challenges faced while exploring dangerous wilderlands or monster-filled ruins put their training to the test and allow them to hone their skills continually.

Background: Ritual warriors undergo vigorous training, both in body and in spirit. It is a difficult path, with many tests and trials.

Though they come from any walk of life, they tend either to be upper class (and thus possess the free time to devote to the study and practice required), or they are commoners who have devoted their lives full time to studying in a monastery or other school under a high-level ritual warrior. Sometimes, to pay a debt, a commoner will trade his young son or daughter to such a school so the child can be raised in the art of combat ritual and eventually be hired out as a skilled bodyguard, mercenary, or military advisor.

Races: Giants developed the ritual warrior class and were the first ritual warriors. Though they brought the secrets of the ritual warriors with them when they arrived hundreds of years ago, only very recently has the teaching and training involved in its secrets spread to other races. All races seem to have taken to the idea well.

Other Classes: Ritual warriors get along well with warriors of any stripe: unfettered, warmains, and totem warriors. In particular, they can appreciate the dedication of champions and oathsworn. They see eye to eye with mage blades as well, for members of both classes appreciate the blending of physical training and skill with something more—whether spiritual or magical. In the view of a ritual warrior, magisters, greenbonds, runethanes, and witches can grow tiresome at times, for few of them appreciate the need for exercise, physical training, or even

THE RITUAL WARRIOR

Class Level	Base	Fortitude	Reflex	Will	Special	Combat Rites per Day			
	Attack Bonus	Save	Save	Save		1	2	3	4
1	+0	+0	+0	+2	Bonus feat	3	—	—	—
2	+1	+1	+1	+3	Ability score bonus +1	4	1	—	—
3	+2	+1	+1	+3	—	4	2	—	—
4	+3	+2	+2	+4	Bonus feat	5	2	—	—
5	+3	+2	+2	+4	Concentration save	5	3	—	—
6	+4	+3	+3	+5	—	6	3	1	—
7	+5	+3	+3	+5	—	6	4	2	—
8	+6/+1	+3	+3	+6	Bonus feat	7	4	2	—
9	+6/+1	+4	+4	+6	Ability score bonus +1	7	5	3	—
10	+7/+2	+4	+4	+7	—	8	5	3	—
11	+8/+3	+5	+5	+7	—	8	6	4	—
12	+9/+4	+5	+5	+8	Bonus feat	9	6	4	—
13	+9/+4	+6	+6	+8	—	9	7	5	1
14	+10/+5	+6	+6	+9	—	10	7	5	2
15	+11/+6/+1	+6	+6	+9	—	10	8	6	2
16	+12/+7/+2	+7	+7	+10	Bonus feat	*	8	6	3
17	+12/+7/+2	+7	+7	+10	Ability score bonus +1	*	9	7	3
18	+13/+8/+3	+8	+8	+11	—	*	9	7	4
19	+14/+9/+4	+8	+8	+11	—	*	10	8	4
20	+15/+10/+5	+9	+9	+12	Bonus feat, dodge bonus to AC	*	10	8	5
21	+15/+10/+5	+9	+9	+12	Bonus feat, dodge bonus to AC	*	*	9	5
22	+16/+11/+6/+1	+10	+10	+13	Bonus feat, dodge bonus to AC	*	*	9	6
23	+17/+12/+7/+2	+10	+10	+13	Bonus feat, dodge bonus to AC	*	*	10	6
24	+18/+13/+8/+3	+11	+11	+14	Bonus feat, dodge bonus to AC	*	*	10	7
25	+18/+13/+8/+3	+11	+11	+14	Ability score bonus +1, bonus feat, dodge bonus to AC	*	*	*	7

* The number of rites of that level is unlimited.



meditation (some nonspellcasters don't understand the latter, either, which can be irritating). Mostly, though, the ritual warrior finds all other people fascinating and worthy of greater understanding.

NPCs: The learned master teaching young disciples in a monastery is a ritual warrior. The quiet mercenary captain who is far more sophisticated than he first seems might be a ritual warrior. The priest of the war god Mowren is a ritual warrior. The evil noble who thinks of nothing but combat and spends all of his spare time training in the martial arts may be a ritual warrior.

Hit Die: d10

RITUAL WARRIOR ARCHETYPES

Combat Devotee: The art of combat is holy—it is the ultimate culmination of the fusion of mind and body. You seek to glorify combat itself in your actions, your attitude, and your highly focused training. To revere that which is sacred is to crush your enemies utterly. Only by becoming the greatest fighter in the world can you rest, knowing that you have attained the highest glory possible.

Contemplative Knight: Clad in shining armor, a gleaming sword at your side, you are no boorish crusader. You understand that there are greater meanings to your actions, and you always think before you strike. There is a right and wrong to all things, and only through meditation and contemplation can one ascertain the right path.

Enlightenment Seeker: In seeking the ultimate truths, you have found that one can reach them only by attaining the physical, spiritual, and mental purity gained by facing the greatest challenges. You strive for an inner peace even as you train for war. People look up to you for your prowess as well as your wisdom. Rather than finding irony in that, you marry the two concepts together in perfect harmony.

SKILLS

Skill Points at 1st Level: (4+ Intelligence bonus) × 4.

Skill Points at Higher Levels: 4 + Intelligence bonus.

Class Skills: The ritual warrior's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Heal (Wis), Jump (Str), Knowledge (ceremony) (Int), Listen (Wis), Ride (Dex), Spot (Wis), and Swim (Str). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: The ritual warrior is proficient with all simple and martial weapons; light, medium, and heavy armors; and shields.

Combat Rites: Starting at 1st level, the ritual warrior gains access to combat rites, special abilities that stem from the ritualization of combat (see Chapter Nine). Similar to the way in which a spellcaster casts spells, a ritual warrior can activate a certain number of combat rites of a given rank per day, based on his level. The ritual warrior can use any combat rite, as long as



he can use rites of that rank. To use a combat rite, the ritual warrior must have a Wisdom score of at least 10 + the rite's rank. Combat rites do not require components, do not have a failure chance based on armor worn, and cannot be dispelled or suppressed. They are not magical.

The ritual warrior gains bonus combat rites based on his Wisdom score (see "Bonus Spells and Combat Rites" in Chapter One: Abilities).

Bonus Feats: At 1st level, the ritual warrior gets a bonus feat. The ritual warrior gains an additional bonus feat at 4th level, 8th, 12th, 16th, 20th, 21st, 22nd, 23rd, 24th, and 25th as well. These are in addition to the feats a character gets every third level. Draw these bonus feats from the following list: Bloody Strike, Combat Reflexes, Defensive Move (Mobility), Exotic Armor Proficiency, Exotic Weapon Proficiency*, Expertise (Defensive Move, Defensive Stance, Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Point Blank Shot (Far Shot, Precise Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder), Quick Draw, Stunning Blow, Sturdy, Tough Hide, Two-Weapon Fighting, Weapon Finesse, Weapon Focus*, Weapon Specialization*.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even an Unbound character can choose a ceremonial feat in this way. The ritual warrior cannot acquire some of these bonus feats until he has gained one or more prerequisite feats; these feats appear parenthetically after the prerequisite feat. A ritual warrior can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. The character still must meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums (but not truenames).

Ability Score Bonus: At 2nd level, and at 9th, 17th, and 25th level thereafter, the ritual warrior can perform a special ceremony that increases one ability score by +1. This increase is identical to—but in addition to—the ability score increase that all characters gain every four levels.

Concentration Save: At 5th level and above, when the ritual warrior must make a saving throw, he can choose to call upon his inner energies and make a Concentration check instead. He must choose to make a check rather than a standard save before any dice are rolled. Standard bonuses that normally apply to saves (such as a *resistance* spell) do not apply, although magic that affects checks (like *canny effort*) can apply. He can use this option once per day for every five levels.

Dodge Bonus to AC (Ex): At 20th level and at every level beyond, the ritual warrior gains a +1 dodge bonus to Armor Class. Thus, at 20th level, his dodge bonus is +1, at 21st level it is +2, at 22nd it is +3, and so on until 25th level, when the bonus is +6.

RUNETHANE

"All the secrets of the world begin and end as intelligent words—words that can be stored as symbols I create."

Runethanes are masters of magic, but unlike magisters they do not focus solely on spells. While they do cast spells, they also

learn to create runes, which are visual symbols that represent—and thus hold—magical might. Runethanes inscribe runes on their equipment, on themselves and their allies, or in the air. Each one has a different effect. They spend their private time researching new runes and studying their applications.

Runethanes frequently put nonmagical runes on their gear and on themselves (as tattoos) because even without direct magical power, the runes carry meaning important to them. The runes, in their minds, also make them appear more powerful.

As they train to create physical manifestations of magic, runethanes gain an affinity for mechanical devices of all sorts—traps, locks, wheels, clocks, and so on.

Adventurers: Runethanes often travel about, brandishing their usually very visual power to impress others. They always seek new runes and ways to better themselves. They are not afraid of risks, knowing their knowledge and magic can protect them, but they are still cautious and quick to create a protective or warding rune to keep themselves safe. Runethanes like to be prepared.

Background: Unlike with magisters, there are few academies for runethanes. Instead, each student is taught by a single individual. The runethane's art is very personalized, with each character learning and mastering different runes. Runethanes are typically bookish and extremely intelligent. When recognized as such, a young child might be brought in to work with a tutor to learn runes and their applications. The close bond between the runethane and his tutor often remains throughout their lives—usually, a given runethane only ever tutors one child.

Races: Human runethanes normally come from rural backgrounds. Faen runethanes are usually loresongs and sprytes. Sibeccai and litorian runethanes enjoy covering themselves with tattoos and body art, and are often artists themselves. Giant runethanes are rare, as giants seem more prone to verbal rather than written language. Mojh, with their talents for writing and symbology, are perfectly suited to be runethanes. Verrick runethanes, less showy than those of other races, also exist.

View of Magic: A runethane sees his readied spells as magical symbols that float intangibly around him, visible only to his trained sight. With a thought, he concentrates to see the rune in his mind's eye, mentally tracing each line. Then, he reaches out to quickly trace the floating rune around him that matches what he sees in his mind. To a runethane, all magic breaks down into symbols (both pictures and words), the way a grammarian might diagram a sentence or a poet might craft a sonnet. The fact that a symbol simultaneously encodes a verbal sound, a visual image, and a mental concept is how runethanes attempt to explain their power to others.

Other Classes: Runethanes prefer the company of magisters, witches, akashics, and greenbonds, as they enjoy long conversations regarding magical theory and lore. They recognize that more physical characters—warmains, unfettered, oathsworn, mage blades, ritual warriors, and totem warriors—have abilities that make up for their own shortcomings, however. And warrior types do appreciate having useful runes placed on their weapons and armor by a generous runethane.



NPCs: The wandering mage with strange tattoos and a mysterious agenda might be a runethane. The young prodigy taught by the old woman in his village who only knew a few simple runes is a runethane. The sinister master of magic seeking the formula for creating an evil artifact is a runethane.

Hit Die: d6

RUNETHANE ARCHETYPES

Castle Defender: You work as a defense specialist, building traps and locks, and placing runes to destroy and bedevil intruders. You also use your spells and runes to make yourself a potent defender in your own right—no one wants to fight you on your home ground. You tend toward cockiness in the castle, but when your duties take you elsewhere, you become nervous and edgy.

Spellsword: You use your magical spells and runes to enhance your fighting ability. Combat is your real love; while you have a talent with magic, it's not your preferred focus. You see yourself clad in enruned armor and wielding a rune-covered weapon, your spells all cast beforehand to prepare yourself for battle. It's the look as much as the power that entices you.

Trap Master: You are extremely knowledgeable in the field of traps, locks, and devices of all kinds. You can create your own

traps using magical or mundane means, and especially enjoy doing this “in the field”—creating traps and then luring your foes into them, rather than attacking them head-on. With this as your modus operandi, it's hard not to have a healthy sense of humor.

SKILLS

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

Skill Points at Higher Levels: 4 + Intelligence bonus

Class Skills: The runethane's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Open Lock (Dex), Speak Language (none), Spellcraft (Int), and Spot (Wis). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: Runethanes are proficient with all simple weapons but no armor.

Runes (Sp): Runes resemble arcane symbols. They are usually meaningless to anyone without the Knowledge (runes) skill. Runethanes apply a rune by magically drawing a symbol on an



object, surface, or creature. It is a full-round action to create a rune, and no rune can be used more than once per hour.

A runethane can have a total value of runes in existence at any given time equal to his level. 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.

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

A *touch-trigger rune* is placed upon an object or a surface, but not a creature. Basically, the 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 or surface bearing the rune triggers the effect immediately. Touch-trigger runes last until triggered, dispelled, or erased by the runethane. 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 runethane can choose to create a touch-trigger rune as a visible rune or as invisible.

If a character (including the runethane) wishes to trigger a touch-triggered rune intentionally, it requires a standard action to do so.

An *applied rune* requires the runethane to apply it to activate its effects immediately—usually effects related to the object, surface, or creature it is placed upon. Applied runes last only as long as their effects. They are always visible.

Enchanted object runes require the runethane 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 runethane level. They are visible except where stated otherwise.

Anyone looking upon a visible rune can determine what it does by making a Knowledge (runes) check. The DC 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.

No more than one rune of a specific type can affect an area, person, or object. Thus, a door cannot receive two *runes of blasting*.

If a spell level requirement is ever needed, treat lesser runes as 2nd-level spells, advanced as 4th-level, greater as 6th, runes of power as 8th, and the ultimate rune as 9th level. Use the runethane's class level as his caster level.

A runethane always knows his current rune total, so even if one of his runes is triggered out of his normal perception, he is aware that his potential rune maximum has increased (but he gains no information beyond that).

Spells: Runethanes have access to simple spells. A runethane may choose to ready any simple spell, provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast according to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a runethane must have an Intelligence score of at least 10 plus the spell's level. The Difficulty Class for a saving throw against a runethane's spell is 10 plus the spell's level, plus the runethane's

Intelligence modifier. Bonus spells for runethanes rely on Intelligence.

Runethanes never gain access to 9th- or 10th-level spells.

Runethane spells always have both somatic and verbal components. Thus, they face spell failure chances when wearing armor.

Runic Template (Ex): Runethanes can add the runic template to spells they cast if they wish. (See Chapter Eight: Magic.)

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

- *Rune of Affliction:* This touch-trigger rune blasts the target for 1d6 points + 1 point per runethane level of elemental damage (type chosen by the runethane at creation). A Reflex saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) reduces the damage by half.
- *Rune of Armor:* This is an applied rune. Anyone affected by it gains a +4 armor bonus to Armor Class. This effect lasts for one hour per runethane level.
- *Rune of Conjuring:* When touched, this touch-trigger rune summons a monster from the *conjure energy creature II* list (see Chapter Nine: Spells and Combat Rites), chosen by the runethane. The monster (the actual monster, not an energy construct) attacks the creature that triggered the rune for 1 round per runethane level (or until destroyed). If the runethane triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the runethane's language. Using the invested rune ability (see page 75), the runethane can choose the monster from the *conjure energy creature III* list instead of doubling the duration. If inscribed using the inscribe rune ability, this rune can be activated once per round, but the runethane can only command one summoned creature at a time. If activated while a previously summoned creature is still present, the new monster always attacks the creature who touched the rune, no matter who it is.
- *Rune of Knowledge:* This is an applied rune. The runethane places this rune on an object or creature and learns something about it. This rune works exactly like the *object loresight* spell. It can be used a number of times per day equal to the runethane's level.
- *Rune of Rest:* This is an applied rune. Anyone affected by it heals at double the rates she normally would. This effect lasts for 24 hours while the subject rests.
- *Rune of Sleep:* This touch-trigger rune causes a target that touches it to make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) or fall asleep for 1d4 rounds. The victim must have equal or fewer Hit Dice than the runethane, otherwise the victim 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

THE RUNETHANE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spell Slots per Day								
						0	1	2	3	4	5	6	7	8
1	+0	+0	+0	+2	Two lesser runes, erase rune, runic template	2	0	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Lesser rune	2	1	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Lesser rune, sense rune	2	2	—	—	—	—	—	—	—
4	+2	+1	+1	+4	Lesser rune	3	2	0	—	—	—	—	—	—
5	+2	+1	+1	+4	Lesser rune, invested rune	3	2	1	—	—	—	—	—	—
6	+3	+2	+2	+5	Advanced rune	3	2	2	—	—	—	—	—	—
7	+3	+2	+2	+5	Advanced rune	3	3	2	0	—	—	—	—	—
8	+4	+2	+2	+6	Advanced rune	4	3	2	1	—	—	—	—	—
9	+4	+3	+3	+6	Advanced rune	4	3	2	2	—	—	—	—	—
10	+5	+3	+3	+7	Advanced rune, password	4	3	3	2	0	—	—	—	—
11	+5	+3	+3	+7	Greater rune	4	4	3	2	1	—	—	—	—
12	+6/+1	+4	+4	+8	Greater rune, familiarity with magic	4	4	3	2	2	—	—	—	—
13	+6/+1	+4	+4	+8	Greater rune	4	4	3	3	2	0	—	—	—
14	+7/+2	+4	+4	+9	Greater rune	4	4	4	3	2	1	—	—	—
15	+7/+2	+5	+5	+9	Greater rune, inscribe rune	4	4	4	3	2	2	—	—	—
16	+8/+3	+5	+5	+10	Rune of power	4	4	4	3	3	2	0	—	—
17	+8/+3	+5	+5	+10	Rune of power	4	4	4	4	3	2	1	—	—
18	+9/+4	+6	+6	+11	Rune of power	4	4	4	4	3	2	2	—	—
19	+9/+4	+6	+6	+11	Rune of power	4	4	4	4	3	3	2	0	—
20	+10/+5	+6	+6	+12	Ultimate rune (1st–7th level)	4	4	4	4	4	3	2	1	—
21	+10/+5	+7	+7	+12	Ultimate rune (2 runes)	4	4	4	4	4	3	2	2	—
22	+11/+6/+1	+7	+7	+13	Ultimate rune (1st–8th level)	4	4	4	4	4	3	3	2	0
23	+11/+6/+1	+7	+7	+13	Ultimate rune (3 runes)	4	4	4	4	4	4	3	2	1
24	+12/+7/+2	+8	+8	+14	Ultimate rune (4 runes)	4	4	4	4	4	4	3	2	2
25	+12/+7/+2	+8	+8	+14	Ultimate rune (5 runes)	4	4	4	4	4	4	3	3	2

per runethane level, unless the victim succeeds at a Will saving throw (DC 10 + half runethane's level + runethane's 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 runethane level, unless successful in the saving throw. This is an enchantment (compulsion) effect as well as a fear effect.

Erase Rune (Sp): Runethanes can attempt to erase runes they encounter. They can always erase their own runes without fail. If the rune was created by another runethane, the character can make a caster power check (DC 10 + creator's level) to erase it. An advanced rune adds +4 to the Difficulty Class, a greater rune adds +6, a rune of power adds +8, and the ultimate rune adds +10. A runethane must know a rune's location to erase it. Erasing a rune you created is a standard action; otherwise, it takes a full minute. The runethane must be within 25 feet of a rune to erase it.

Sense Rune (Su): A 3rd-level and higher runethane can use a caster power check (d20 + runethane's level + his 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 runethane can tell the direction of the closest unknown rune.

Invested Rune (Su): The 5th-level and higher runethane 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* or a *rune of knowledge*, gain no benefit from being invested. An invested rune counts double toward the runethane's total number of runes allowable.

Advanced Runes: Each time the runethane 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 two runes toward his total (which is equal to his level). It is a full-round action to create an advanced rune.

- *Hand Rune:* This is an enchanted object rune. With this rune the character can summon an object from any distance as a standard action. The object teleports to the runethane. The object must weigh no more than the runethane 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 *conjure energy creature IV* list, chosen by the runethane. The monster (the actual monster, not an energy construct) attacks the creature



SPELLS RE-ADIED AT ONE TIME

Level	0	1	2	3	4	5	6	7	8
1	2	0	—	—	—	—	—	—	—
2	3	1	—	—	—	—	—	—	—
3	3	2	—	—	—	—	—	—	—
4	3	3	0	—	—	—	—	—	—
5	4	3	1	—	—	—	—	—	—
6	4	3	2	—	—	—	—	—	—
7	4	4	3	0	—	—	—	—	—
8	5	4	3	1	—	—	—	—	—
9	5	4	3	2	—	—	—	—	—
10	5	5	4	3	0	—	—	—	—
11	6	5	4	3	1	—	—	—	—
12	6	5	4	3	2	—	—	—	—
13	6	6	5	4	3	0	—	—	—
14	6	6	5	4	3	1	—	—	—
15	6	6	5	4	3	2	—	—	—
16	6	6	6	5	4	3	0	—	—
17	6	6	6	5	4	3	1	—	—
18	6	6	6	5	4	3	2	—	—
19	6	6	6	6	5	4	3	0	—
20	6	6	6	6	5	4	3	1	—
21	6	6	6	6	5	4	3	2	—
22	6	6	6	6	6	5	4	3	0
23	6	6	6	6	6	5	4	3	1
24	*	6	6	6	6	5	4	3	2
25	*	6	6	6	6	6	5	4	3

* All spells of that level available to the character are readied.

that triggered the rune for 1 round per class level (or until destroyed). If the runethane triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the runethane's language. Using the invested rune ability, the runethane can choose the monster from the *conjure energy creature V* list instead of doubling the duration. If inscribed using the inscribe rune ability, this rune can be activated once per round, but the runethane can only command one summoned creature at a time. If activated while a previously summoned creature is still present, the new monster always attacks the creature who touched the rune, no matter who it is.

- *Rune of Augmentation*: This applied rune grants a creature a +2 enhancement bonus to an ability score of the runethane's choosing. The bonus lasts for 10 minutes per runethane level.
- *Rune of Blasting*: If touched, this touch-trigger rune explodes with elemental force (the runethane chooses the elemental type when placing the rune), inflicting 1d6 points of damage per runethane level (10d6 maximum) to all within 10 feet. A successful Reflex saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) reduces the damage by half.
- *Rune of Charming*: This is a touch-trigger rune. Anyone touching it must make a Will saving throw (DC 10 + half

runethane's level + runethane's Intelligence bonus). If unsuccessful, the target reacts to the runethane as if his Charisma score had a +10 bonus for one minute per runethane level. If the runethane is not within sight of the creature touching it, there is no effect. This is an enchantment (charm) effect.

- *Rune of Communication*: This is an enchanted object rune. Two or more of these runes must exist to function. Anyone holding an object with this rune can telepathically communicate with anyone else who has one of these runes (created by the same runethane) within one mile.
- *Rune of Enrichment*: This enchanted object rune grants a +1 luck bonus to a weapon, ammunition for a ranged weapon, harness of armor, or a shield. This luck bonus works like an enhancement bonus except that it stacks with enhancement bonuses.
- *Rune of Fear*: This is a touch-trigger rune. Anyone touching it must make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) or drop what he is holding and flee for 1 round per runethane level. He then acts as though affected by a *rune of warding* for one day per runethane level. This is an enchantment (compulsion) effect as well as a mind-affecting fear effect.
- *Rune of Healing*: This is a touch-trigger rune. Anyone touching it is filled with positive energy that heals 1d6 points of damage + 1 point per runethane level. Undead that touch the rune suffer the same amount as damage. A single creature cannot be healed more than once per day by a *rune of healing*.

Password (Su): The 10th-level runethane 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 runethane could create a *rune of affliction* on a mace, pick it up safely, then strike a foe and affect the foe with the *rune of affliction* as well as the mace attack. The runethane 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.

Greater Runes: Each time the runethane gains this ability (at 11th through 15th level) he learns a new greater rune from the list below. Each greater rune counts as three runes toward his total (which is equal to his level). It takes one minute to create a greater rune.

- *Elemental Rune*: This enchanted object rune can be placed on either a weapon or armor. An enruned weapon inflicts an additional 1d6 points of elemental damage (of a type determined by the runethane when the rune is placed) each time it strikes. Enruned armor (and the wearer) gains 10 points of elemental resistance (of a type the runethane determines when placing the rune).
- *Rune of Confusion*: This touch-trigger rune affects not only the person touching it but all within 10 feet of that person. Everyone must make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) or

stand dazed, unable to act except to defend themselves, for 1d10 rounds.

- **Rune of Dominion:** This applied rune is placed upon a living humanoid creature. When finished, the creature must make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) or become *dominated* (as the spell *lesser dominate*, but you need not know the target's truename) for one hour per runethane level. This is an enchantment (compulsion) and mind-affecting effect.
- **Rune of Durability:** This enchanted object rune can be made invisible and adds 10 to the hardness of an object.
- **Rune of Greater Conjuring:** When touched, this touch-trigger rune summons a monster from the *conjure energy creature VI* list, chosen by the runethane. The monster (the actual monster, not an energy construct) attacks the creature that triggered the rune for 1 round per class level (or until destroyed). If the runethane triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the runethane's language. Using the invested rune ability, the runethane can choose the monster from the *conjure energy creature VII* list instead of doubling the duration. If inscribed using the inscribe rune ability, this rune can be activated once per round, but the runethane can only command one summoned creature at a time. If activated while a previously summoned creature is still present, the new monster always attacks the creature who touched the rune, no matter who it is.
- **Rune of Resistance:** This is an applied rune. The creature or object it is placed upon gains DR 20/+2 (or 15/magic) for one minute per runethane level.
- **Rune of Spellcasting:** This applied rune works only on spellcasting creatures. After receiving the rune, the creature casts spells as a caster two levels higher than normal. The effect lasts for 10 minutes per runethane level.
- **Rune of Understanding:** This enchanted object rune allows anyone hearing the words of the object's wielder to understand them as if they were spoken in their native tongue.

Familiarity With Magic (Ex): The 12th-level and higher runethane gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, he gains a +2 competence bonus to Armor Class against spells with attack rolls.

Inscribe Rune (Su): A 15th-level or higher runethane can create a permanent rune. This requires 100 times the normal amount of time to create the rune. In addition, it calls for 2,000 gp of valuable inks or materials for a lesser rune, 8,000 gp worth for an advanced rune, 20,000 gp for a greater rune, 44,000 gp for a rune of power, and 100,000 gp for the ultimate rune (200,000 gp if it contains an 8th-level spell). 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 runethane's rune total.

CREATING NEW RUNES

If a DM or player wishes to create a new rune for runethanes, the first step is to decide its type: touch-trigger, applied, or enchanted object. Touch-trigger runes are meant to be set up for use later—a trap or a resource. Applied runes take effect right away and can affect creatures as well as objects. These are pretty much never offensive, because it takes so long to create a rune it wouldn't be practical, except perhaps against a helpless foe. Applied runes need a set duration, almost always based on the runethane's level. Enchanted object runes give an item an extra power and have a duration of one day per runethane level. All saving throw Difficulty Classes to avoid the effects of a rune are 10 + half the runethane's level + the runethane's Intelligence modifier.

The next step is to decide the rune's level: lesser, advanced, greater, or rune of power. Use the following broad guidelines:

Lesser Runes: *Inflict 1d6+1 points of damage per level or duplicate spell effects of a 1st- or 2nd-level spell. No healing runes.*

Advanced Runes: *Inflict 1d6 points of damage per level (maximum 10d6) or duplicate spell effects of a 3rd- or 4th-level spell.*

Greater Runes: *Inflict 1d6 points of damage per level (maximum 15d6) or duplicate spell effects of a 4th- or 5th-level spell.*

Runes of Power: *Inflict 1d6 points of damage per level (maximum 20d6) or duplicate spell effects of a 6th- or 7th-level spell.*

Runes of Power: Each time the runethane 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 four runes toward his total (which is equal to his level). 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 an attack) that normally would kill it, the rune triggers and has a chance of storing the creature's soul. This effect keeps the body in a coma rather than dying, allowing it to "come back to life" (with no level loss) when it receives magical healing. The chance of success equals double the runethane's level on a roll of percentile dice. This rune cannot be inscribed.
- **Rune of Devastation:** If touched, this touch-trigger rune explodes with elemental force (the runethane chooses the elemental type when placing the rune), inflicting 1d6 points of damage per runethane level (20d6 maximum) to all within 20 feet. A successful Reflex saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) reduces the damage by half.
- **Rune of Slaying:** This touch-trigger rune inflicts 100 points of damage + 5 points per runethane level on the creature triggering the rune, unless it makes a successful Fortitude saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus). Even those who make the save suffer 5d6 points of damage. These runes cannot be made permanent.
- **Rune of Transformation:** This applied rune must be placed upon a willing creature. The creature transforms into a creature found on any *conjure energy creature* list below VII and remains in that form for 1 round per runethane level.



- *Rune of Transport*: When completed, this applied rune causes the creature or object it is created upon to vanish instantly (and safely), teleporting to a location the runethane knows (one he has physically visited himself) within 10 miles per runethane level. Unwilling creatures can make a Will saving throw (DC 10 + half runethane's level + his Intelligence bonus) to resist the teleport. This is a teleportation effect.
- *Rune of True Conjuring*: When touched, this touch-trigger rune summons a monster from the *conjure energy creature VIII* list, chosen by the runethane. The monster (the actual monster, not an energy construct) attacks the creature that triggered the rune for 1 round per runethane level (or until destroyed). If the runethane triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the runethane's language. Using the invested rune ability, the runethane can choose a monster from the *conjure energy creature IX* list instead of doubling the duration. If inscribed using the inscribe rune ability, this rune can be activated once per round, but the runethane can only command one summoned creature at a time. If activated while a previously summoned creature is still present, the new monster always attacks the creature who touched the rune, no matter who it is.

Ultimate Rune: The ultimate rune, available to characters of 20th level and above, does not count against the runethane's total. It takes 10 minutes to create the ultimate rune. This touch-trigger rune, once triggered, can replicate the effects of any spell of 7th level or below, with the same duration, area, range, and so forth. It can also duplicate any rune. It cannot be invested, but it can be inscribed and given a password.

The 20th-level runethane can have only one ultimate rune in existence at a time.

At 21st level and above, the runethane can have two ultimate runes at one time. At 22nd level and above, the ultimate runes can duplicate the effects of 1st- through 8th-level spells. Starting at 23rd level, the runethane can have three ultimate runes at one time. At 24th level, he can have four, and at 25th level, the runethane can maintain five ultimate runes at once.

TOTEM WARRIOR

"I hear my totem call to me. It promises me wisdom no mortal could give."

Everything has a spirit. The totem warrior knows that within each animal, there lies powerful spirit binding it with all others of its kind. Virtually every animal has a totem spirit, but some of the most powerful and well-represented are the bear, hawk, shark, snake, wolf, and wolverine.

Totem warriors draw on the spirits for information, for skills, and for power. These fierce warriors use savage, instinctual combat techniques like those of the animals they bond with. Totem warriors gain animal companions and even the ability to take the physical form of their totem creature.

Because totem warriors have different totem spirits, their special abilities and physical characteristics can vary considerably:

The bear totem warrior is strong and massive, while the snake totem warrior is fast and wiry.

Adventurers: Totem warriors always keep their totem animal in mind in everything they do. Their actions will never disgrace their totem animal—they devote their lives to exemplifying and representing it among mortals. Facing challenges and overcoming obstacles is an excellent way to accomplish this goal.

Background: Totem warriors typically hail from wilderness areas, particularly regions where their totem animal lives naturally. Thus, bear totem warriors come from the woods, while shark totem warriors come from the islands or the coast. Totem warriors learn the beliefs of animism at a young age. While some imagine that they choose their totem animal, most come to realize that the totem spirit chooses them. Often this happens in the form of dreams or visions when the warrior is still quite young. Totem warriors receive no training from others—they are expected to learn what they must through experience, instinct, and communion with their totem spirit.

Races: Humans favor bear and wolf totems. Faen prefer the hawk and wolverine totems. Giants most often choose the bear totem. Litorians, the most common members of this class, take up the mantle of any of the totems. Mojh totem warriors are few, the rare examples favoring the snake. Sibeccai like the wolf, hawk, and shark totems. Verrick totem warriors—also rare—usually choose the shark, hawk, or snake.

Other Classes: Aside from others of their class, totem warriors see eye to eye with greenbonds, who understand the spirit world even better than they. They enjoy fighting alongside unfettered and appreciate their wild side. Warmains are far more interested in strategy than they, and most other classes seem too preoccupied with spells or strange abilities that totem warriors have little interest in. They often mistake the akashic's ability to tap into the collective memory for communion with spirits, though, and consider them kindred.

NPCs: The ghostly figure in the woods who moves as fast as a wild beast is a totem warrior. The kindly guide who knows the wildlands better than anyone else is a totem warrior. The proud and noble warrior serving as the hereditary leader of a small tribe in the mountains is a totem warrior.

Hit Die: The totem warrior's Hit Die depends on the totem chosen. (See the specific totem sections, starting on page 80.)

TOTEM WARRIOR ARCHETYPES

Beastmaster: You prefer the company of animals to that of people. You love the wilderness and hate the city; you'll seize upon any excuse to leave the confines of civilization and travel the wildlands. You have a way with animals and a keen knowledge of their ways—you know the smell of a lion stalking its prey and where the badger finds water when there seems to be none—and you survive using your knowledge of the beasts. When you are with people in the wilderness, you often wish they would just silence their inane prattling so you could hear the buzzing of the insects, the call of the falcon, and the slithering of the snake . . . for these sounds all carry meaning for you that the babble of speech does not.

THE TOTEM WARRIOR

Class	Base	Fortitude	Reflex	Will	
Level	Attack Bonus	Save	Save	Save	Special
1	+1	+2	+0	+0	Totem power
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	Totem animal companion
4	+4	+4	+1	+1	Totem power
5	+5	+4	+1	+1	—
6	+6/+1	+5	+2	+2	Bonus feat
7	+7/+2	+5	+2	+2	Totem animal bond
8	+8/+3	+6	+2	+2	Totem power
9	+9/+4	+6	+3	+3	Totem spirit companion
10	+10/+5	+7	+3	+3	Bonus feat
11	+11/+6/+1	+7	+3	+3	Totem animal speech
12	+12/+7/+2	+8	+4	+4	Totem power
13	+13/+8/+3	+8	+4	+4	—
14	+14/+9/+4	+9	+4	+4	Bonus feat
15	+15/+10/+5	+9	+5	+5	—
16	+16/+11/+6/+1	+10	+5	+5	Totem power
17	+17/+12/+7/+2	+10	+5	+5	—
18	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19	+19/+14/+9/+4	+11	+6	+6	—
20	+20/+15/+10/+5	+12	+6	+6	Totem power
21	+21/+16/+11/+6/+1	+12	+7	+7	Bonus feat
22	+22/+17/+12/+7/+2	+13	+7	+7	Bonus feat
23	+23/+18/+13/+8/+3	+13	+7	+7	Bonus feat
24	+24/+19/+14/+9/+4	+14	+8	+8	Totem power
25	+25/+20/+15/+10/+5	+14	+8	+8	Totem body

Spirit Follower: You never liked to train, never liked to work to reach your goals. When you found your totem (or when it found you), you realized that you could just let it take control. You didn't need to be good with your weapon or know anything about the wilderness—your spirit totem would make up for that.

Wise Warrior: You are no mere thug with a sword, but a trained warrior with instincts and knowledge given you from beyond the ken of normal folk. You are one with the wilderness—it reveals of all its secrets to you. In conversations with others, while making plans and formulating strategies, you speak with cool, calm assurance. You know what you are talking about.

SKILLS

Skill Points at 1st Level: (4 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 4 + Intelligence bonus.

Class Skills: The totem warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (any) (Int), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str). For more information on these skills, see Chapter Four. Some totem warriors gain additional class skills based on their totem (see specific totem sections).

CLASS FEATURES

Weapon and Armor Proficiency: The totem warrior's proficiencies depend on the totem chosen. (See the specific totem sections starting on the next page.)

Totem Powers: At 1st level, totem warriors gain a special ability based on their chosen totem. The totem warrior gains an additional power at 4th level, and at every four levels thereafter (8th, 12th, 16th, 20th, and 24th).

Bonus Feats: At 2nd level, the totem warrior gets a bonus feat. The totem warrior gains an additional bonus feat at 6th level, plus 10th, 14th, 18th, 21st, 22nd, and 23rd level. These are in addition to the feats a character gets every third level. Draw these bonus feats from the following list: Bloody Strike, Combat Reflexes, Defensive Move (Mobility), Exotic Armor Proficiency, Exotic Weapon Proficiency*, Expertise (Defensive Move, Defensive Stance, Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Point Blank Shot (Far Shot, Precise Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder), Quick Draw, Stunning Blow, Sturdy, Tough Hide, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus*, Weapon Specialization*.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus



ceremonial feat; even Unbound characters can gain ceremonial bonus feats in this way. The totem warrior cannot acquire some of these bonus feats until she has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A totem warrior can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. The character still must meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums (but not truenames).

Totem Animal Companion: At 3rd level, the totem warrior gains a special animal companion imbued with the direct manifestation of the totem she reveres. The animal appears first in a dream, and then—if the totem warrior is in or near its natural habitat—she finds it waiting for her when she wakes up.

If the character does not treat the animal well—as a companion, not a slave—the animal leaves. The animal's loyalty is natural (not magical) and lasting.

The character can teach the totem animal three specific and even fairly complex tricks or tasks for each point of Intelligence it possesses. Examples include fetching an item or carrying a message.

From 3rd level on, the animal gains a Hit Die with each class level the character advances, along with all the subsequent benefits that entails—better saves, attack bonus, and so on. Further, for every four levels it advances, the animal may raise one ability score by 1 point (like a character) and increase its Intelligence score by 1.

If the animal dies, a new animal will come to the totem warrior in 1d10 + 10 days, if the warrior spends that time in the animal's natural environment. The new animal has the stats of the animal that died, and it continues gaining Hit Dice as the character gains levels.

Totem Animal Bond (Su): The 7th-level and higher totem warrior enjoys an empathic bond with her totem animal companion as long as they are within one mile of each other. The warrior knows the animal's general condition and well-being and can understand basic, emotional messages from it: “danger,” “safety,” “food,” or “water.” The totem warrior can send similar mental messages or information to the animal as well.

Further, the totem warrior gains an empathic rapport with all animals of the creature's general type:

Totem	Rapport With...
Bear	All bears
Hawk	All birds
Shark	All fish
Snake	All reptiles
Wolf	All canines
Wolverine	All small mammals

This rapport allows the warrior to stop an animal of the appropriate type from attacking her by making a Handle Animal check (DC 10 + the animal's HD + animal's Charisma modifier). If the animal is not hostile, she can make a similar check to try to gain some very general information from it about the sur-

roundings: “safe,” “full of danger,” “sparsely populated,” “crowded,” and so on.

Totem Spirit Companion (Su): The 9th-level totem warrior and beyond can speak directly with the spirit of her totem once per day, asking a yes or no question. The totem spirit is not omniscient. It knows all observable facts about the present, and thus can always answer questions like, “Is there a hostile creature on the other side of this wall?” or “Is Veruth the giant in his castle right now?” It has a 75 percent chance, plus 1 percent per level of the totem warrior, to know the answer to a question about the past, such as, “Was this forest destroyed by goblins?” It never knows the answer to a question pertaining to the future or to the thoughts of another, such as, “Can I climb Mount Realmor?” or “Does Veruth know where the king's jewels are?”

Totem Animal Speech (Su): Beginning at 11th level, the totem warrior can speak to and understand (as if it could speak) her totem animal companion and all animals of its general type (see previous table).

Totem Body (Su): At 25th level, the totem warrior becomes so closely bonded with her totem and with the natural world (and the spirits within it) that if she is slain she automatically and instantly is reborn on the spot as a newly created animal appropriate to her totem (advanced as an animal companion appropriate for her level), but with all her memories and intellect still intact, as if she had used her totem power ability to change into the shape of her totem animal. The totem warrior's original body remains undisturbed. In animal form, the totem warrior can take whatever actions she wishes, perhaps avenging her death and remaining in the animal form forever or attempting to restore her real body back to life (at which point her animal body disappears). No magic, other than that which will restore the dead to life, can transform the animal form of the warrior back to her original form. If the totem warrior's new animal form dies, she is simply dead (as normal).

BEAR TOTEM

The bear totem warrior often seems contemplative and slow to act, but proves dangerous when provoked. He has great strength and power. As he gains levels, he looks more and more like a bear—his body grows thick hair, his shoulders broaden, his limbs thicken, his teeth get a little larger and pointed, and his lower face extends into a bit of a snout.

Hit Dice: d12

Weapon and Armor Proficiency: The bear totem warrior is proficient with all simple and martial weapons, as well as medium and light armor, and shields.

Animal Companion: Black bear. The bear itself does not have to be a black bear, but use the stats for a black bear. At 6 HD, the bear becomes size Large.

Totem Powers: The bear totem warrior earns these powers as he gains levels:

- *1st Level—Hide of the Bear (Ex):* The bear totem warrior gains a +1 natural armor bonus to Armor Class until 8th level, whereupon the bonus becomes +2. It increases by +1 every four class levels thereafter.



Bear totem warrior

Hawk totem warrior

- **4th Level—Strength of the Bear (Ex):** The bear totem warrior can call upon his totem spirit to imbue him with great physical power. He gains a +2 enhancement bonus to Strength for 10 minutes per totem warrior level. This ability, usable once per day, is a free action to activate.
- **8th Level—Reach of the Bear (Ex):** Due to his skills at lunging and making long, wide attacks, the bear totem warrior gains +5-foot reach when making one attack in a given round. Because such sweeping attacks leave him somewhat open, though, he suffers a –2 circumstance penalty to Armor Class until his next turn any time he uses this ability. The ability does not change the bear warrior's size and is usable only by characters of at least size Small. The ability does not change the bear warrior's threatened area, nor does it apply to off-hand attacks.
- **12th Level—Shape of the Bear (Su):** The bear totem warrior can take on the form and stats of a bear totem animal companion appropriate to his level: in other words, a black bear's stats with +1 HD for every level he has above 3rd. He can take this form once per day for up to 10 minutes per class level.
- **16th Level—Claws of the Bear (Su):** At will, as a free action, the bear totem warrior can produce claws that inflict 1d12 points of damage. The warrior is proficient

with the claws but does not gain any special skill in using them both in the same round (he does not get Ambidexterity or Two-Weapon Fighting for free). Because these claws are treated as weapons, the bear warrior is always considered armed. If he is size Tiny or smaller, the claws inflict only 1d10 points of damage.

- **20th Level—Ferocity of the Bear (Ex):** Once per day, the bear totem warrior can take on a bear's ferocity, gaining a +8 enhancement bonus to Strength and Constitution for 1 round per class level. Activating this ability is a free action.
- **24th Level—Size of the Bear (Ex):** The bear totem warrior increases one size category permanently. Adjust attack bonuses and Armor Class accordingly, as well as reach, grapple check modifiers, and certain skill modifiers (such as Sneak and Tumble).

HAWK TOTEM

The hawk totem warrior is fast and graceful, with extreme maneuverability. Because hawks fly through the air to attack, hawk totem warriors specialize in ranged weapons that also travel through the air. They eventually even gain the ability to fly. As they increase in level, they look more like hawks—with a large, stately nose in profile, large eyes, and a straight back.

Hit Dice: d8



Weapon and Armor Proficiency: The hawk totem warrior is proficient with all simple and martial weapons, and light and medium armors as well as shields.

Additional Class Skills: Balance (Dex), Knowledge (geography) (Int), and Search (Int).

Special: All hawk totem warriors gain a +1 dodge bonus to Armor Class.

Animal Companion: A 2 HD hawk with these stat modifications: HD 2d8 (8 hp); Attacks claws +6 melee (1d4–1 damage); Fortitude save bonus +3, Reflex save bonus +6; Strength 8. At 4 HD, it becomes size Small, at 8 HD it becomes size Medium, and at 12 HD it becomes size Large.

Totem Powers: The hawk totem warrior earns these powers as she gains levels:

- *1st Level—Accuracy of the Hawk (Ex):* The hawk totem warrior gains the Point Blank Shot feat for free.
- *4th Level—Shape of the Hawk (Su):* The hawk totem warrior can take on the form and stats of a hawk totem animal companion appropriate to her level: in other words, the special 2 HD hawk (see above) with +1 HD for every level she has above 3rd. She can take this form once per day for up to 10 minutes per class level.
- *8th Level—Eyes of the Hawk (Ex):* The hawk totem warrior gains a +4 competence bonus to Search and Spot and the Far Shot feat for free.
- *12th Level—Flight (Su):* Once per day, as a standard action, the hawk totem warrior grows wings that last for 10 minutes per class level. These wings allow her to fly at double her normal speed with average maneuverability.
- *16th level—Speed of the Hawk (Su):* Up to 1 round per four class levels per day, the hawk totem warrior can take an additional standard action during a round.
- *20th Level—Swooping Strike (Ex):* While flying, a hawk totem warrior can make a charge attack that inflicts damage as if the weapon inflicted a critical hit—even if striking a foe normally immune to critical hits. If the swooping strike attack inflicts an actual critical hit, increase the critical's multiplier by +1; thus, a longsword inflicts a $\times 3$ critical hit, while a greataxe inflicts a $\times 4$ critical hit. If the swooping strike attack misses, the ability is still considered used for that day. A swooping strike does not trigger special effects that occur only when critical hits occur, such as the decapitating power of a vorpal weapon. The hawk totem warrior can use this ability only once per day for every point of her Dexterity bonus (minimum once per day).
- *24th Level—Grace of the Hawk (Ex):* The hawk totem warrior gains a permanent, inherent +4 bonus to Dexterity. Further, her wings (as described under the 12th-level hawk totem power, flight) become a permanent, natural part of her at all times.

SHARK TOTEM

The power of the shark totem warrior is greatest on the sea. He is a terrifying hunter with thick skin and a savage, frenzied attack. As he gains levels, the shark warrior begins to look more

like a shark, with an angular face, loss of hair, and a greying pallor to his smooth flesh.

Hit Dice: d10

Weapon and Armor Proficiency: The shark totem warrior is proficient with all simple and martial weapons, and light and medium armors as well as shields.

Additional Class Skill: Knowledge (sailing and navigation) (Int).

Special: All shark totem warriors gain a +2 inherent bonus to Swim checks.

Animal Companion: Medium shark. At 7 HD the shark becomes size Large. At 10 HD it becomes size Huge.

Totem Powers: A shark totem warrior earns these powers as he gains levels:

- *1st Level—Skin of the Shark (Ex):* The shark totem warrior gains a +1 natural armor bonus to Armor Class until 8th level, whereupon the bonus becomes +2. It increases by +1 every four class levels thereafter.
- *4th Level—Breathe Water (Su):* The shark totem warrior can breathe water as easily as air.
- *8th Level—Shape of the Shark (Su):* The shark totem warrior can take on the form and stats of a shark totem animal companion appropriate to his level: in other words, a Medium shark's stats with +1 HD for every level he has above 3rd. He can take this form once per day for up to 10 minutes per class level.
- *12th Level—Senses of the Shark (Ex):* The shark totem warrior gains the Scent ability.
- *16th Level—Savagery of the Shark (Ex):* The shark totem warrior learns to inflict savage, bloody wounds. On the first attack the totem warrior makes in a round, the foe (if struck) bleeds at the rate of 1 hit point per round until the wound is bound or he receives magical healing.
- *20th Level—Blood Frenzy (Ex):* If blood is present within 10 feet of the shark totem warrior, he can go into a frenzied state, gaining a +4 circumstance bonus to Strength and Constitution for up to 1 round per class level. He can use this ability once per day.
- *24th Level—Bite of the Shark (Ex):* The shark totem warrior's head and mouth widen, the mouth filling with rows of daggerlike teeth akin to those of a shark. The shark totem warrior gains a bite attack that he can make at his highest attack bonus in addition to other attacks made during a full attack action (with no penalty to the other attacks). The bite attack inflicts 1d8 points of damage (plus Strength modifiers). In addition, the shark totem warrior gains the Weapon Focus, Weapon Specialization, and Improved Critical feats for this natural weapon attack (giving the attack a +1 bonus, the damage a +2 bonus, and making the threat range of the attack 19–20).

Small shark totem warriors inflict 1d6 points of damage with their bite, and Tiny warriors inflict 1d4 points. Large shark totem warriors inflict 2d6 points of damage.

SNAKE TOTEM

The snake totem warrior strikes quickly and darts away to ready another strike. She is cunning and extremely tricky. As she gains levels, she begins to look more snakelike. She loses her hair, and her teeth sprout fangs. Her flesh even transforms to a scaly—and protective—coating, which she sheds every year or so.

Hit Dice: d8

Weapon and Armor Proficiency: The snake totem warrior is proficient with all simple and martial weapons, as well as agile exotic weapons, medium and light armors, and shields.

Special: All snake totem warriors gain a +1 inherent bonus to Reflex saving throws and a +1 dodge bonus to Armor Class.

Animal Companion: Small viper. At 2 HD, the viper becomes size Medium. At 6 HD, the viper becomes size Large.

Totem Powers: A snake totem warrior earns these powers as she gains levels:

- **1st Level—Quickness of the Snake (Ex):** The snake totem warrior gains a +2 competence bonus to Initiative checks.
- **4th Level—Shape of the Snake (Su):** The snake totem warrior can take on the form and stats of a snake totem animal companion appropriate to her level: in other words, a Small viper's stats with +1 HD for every level she has above 3rd. She can take this form once per day for up to 10 minutes per class level.

- **8th Level—Scales of the Serpent (Ex):** The snake totem warrior gains a +3 natural armor bonus to Armor Class, which increases by +1 every four class levels thereafter. Small, multihued scales visibly cover the snake warrior's skin.
- **12th Level—Hypnotism (Sp):** The snake totem warrior's mesmerizing stare causes one or two creatures within 30 feet to stop and stare blankly at her, hypnotized, for 2d4 rounds unless they make a Will saving throw (DC 10 + half the totem warrior's class levels + totem warrior's Charisma bonus). The snake warrior can use their rapt attention to make her suggestions and requests seem more plausible. Only creatures that can see the snake warrior are affected. They do not need to understand her language to be hypnotized.

If the warrior uses this ability in combat, the targets gain a +2 bonus to their saving throws. If the hypnosis affects only a single creature not in combat at the time, the saving throw has a penalty of –2. While hypnotized, a creature suffers a –4 penalty to Spot and Listen checks. Any potential threat allows the creature a second saving throw. Any obvious threat automatically breaks the hypnotism, as does shaking or slapping the creature. A hypnotized creature's ally may shake it free of the hypnosis as a standard action.



Wolf totem warrior

Snake totem warrior



CREATING NEW TOTEM ANIMAL TYPES

If you wish to create a new totem animal for players to choose from—such as a mongoose, a lion, an ape, or virtually anything else—develop the specific totem warrior abilities with appropriate related benefits using the following broad guidelines:

Pick an ability score related to that animal and base the class abilities off that score when needed.

Hit Dice: d8, d10, or d12, depending on the nature and size of the animal. The bigger and tougher the animal, the bigger the Hit Die. If you choose a d8, the class will need some extra benefit. If you choose a d12, decrease its other abilities slightly.

Proficiencies and Skills: Choose these as appropriate to the animal, giving more to a warrior with d8 HD and less to one with d12.

Animal Companion: Make sure that, when the warrior acquires the animal, it is between CR 1/2 and CR 2. The better the animal, the better the ability, and the more you should slightly decrease other abilities. Modify the animal stats if necessary.

Special: If the warrior is underpowered, give him or her some small benefit, such as a +1 attack bonus in certain circumstances, a +1 natural armor bonus, etc.

1st Level: A bonus feat, a bonus to Armor Class, or a similar ability.

4th Level: If the base animal is less than CR 1, allow the warrior to change into its shape. Otherwise, offer a small combat benefit like a temporary +2 bonus to Strength or a +1 bonus to attack rolls, or a movement or maneuverability bonus related to the animal (climb, swim, run, etc.)

8th Level: If the base animal is less than CR 3, allow the warrior to change into its shape. Otherwise, give him or her a sensory ability.

12th Level: If he or she has not yet gained this ability, allow the warrior to change into the animal's shape. Otherwise, offer a special offensive power equal to a feat or a 1st- or 2nd-level spell.

16th Level: Offer a potent immunity or major offensive ability (such as a temporary boost of +6 to Strength).

20th Level: Include a powerful offensive ability (such as a temporary boost of +8 to Strength) or an always-active defensive ability (such as a +2 bonus to Armor Class).

24th Level: Like the 20th-level ability, this should be a very powerful offensive ability or an always-active defensive one (such as a large bonus to hit points or Armor Class).

These are only the broadest of guidelines. The sensory ability can come at 4th or 12th level, and the movement ability can come at 8th rather than 4th, and so on. If one power seems exceptionally potent, decrease another. Use the existing totem animal types as examples.

While the subject is hypnotized, the snake totem warrior can make a suggestion or request (provided she can communicate with it), which the subject will carry out to the best of his ability. The suggestion must be brief and reasonable—a subject will not harm himself or his friends. The suggested course of activity can continue for up to one hour. If the subject can complete the suggested activity in a shorter time, the effect ends when he finishes what the snake warrior asked him to do. The warrior can instead specify conditions that will trigger a special activity during the duration. If the condition does not occur before the duration expires, the hypnotized creature does not perform the activity.

A very reasonable suggestion causes the hypnotized creature to attempt the save with a penalty (such as -1, -2, etc.), at the DM's discretion. Even once the hypnosis ends, the affected creature reacts to the snake warrior as though she were two steps more friendly than her actual attitude.

A creature that fails its saving throw does not remember that the snake warrior hypnotized it.

The snake warrior can use this ability once per day.

- **16th Level—Poison Immunity (Ex):** The snake totem warrior is immune to the effects of all poisons.
- **20th Level—Reflexes of the Snake (Ex):** The snake totem warrior gains a +2 competence bonus to Armor Class and to Reflex saving throws. Further, she never loses her Dexterity bonus to Armor Class when caught flat footed.
- **24th Level—Bite of the Snake (Ex):** The snake totem warrior's head and mouth widen, her mouth bristling with snakelike fangs. The snake totem warrior gains a bite attack that she can make at her highest attack bonus in addition to other attacks made during a full attack action (with no penalty to the other attacks). The bite attack inflicts 1d6 points of damage (plus Strength modifiers). In addition, the snake totem warrior gains the Weapon Focus and Weapon Specialization feats for this natural weapon attack (giving the attack a +1 bonus and the damage a +2 bonus). The bite carries with it a virulent venom that inflicts 1d6 points of temporary Constitution damage as primary and secondary damage, with a Fortitude saving throw (DC 10 + half the snake totem warrior's class levels + her Constitution modifier). She has enough venom for a number of bites each day equal to her Constitution bonus. If she has no Constitution bonus, she can produce only enough venom to inject once per week.

Small snake totem warriors inflict 1d4 points of damage with their bites, and Tiny warriors inflict 1d3 points. Large snake totem warriors inflict 1d8 points of damage.

WOLF TOTEM

The wolf totem warrior, known for his nobility mixed with savagery, is fast, intelligent, and relentless. As he progresses through levels, he looks more and more wolfish—with a narrowing of his face, a greying/silvering of his hair, and a slight point to his ears. He even sports enlarged canine teeth.

Hit Dice: d10

Weapon and Armor Proficiency: The wolf totem warrior is proficient with all simple and martial weapons and heavy, medium, and light armor, and shields.

Additional Class Skills: Knowledge (geography) (Int), Sneak (Dex).

Special: All wolf totem warriors gain a +1 inherent bonus to Will saving throws.

Animal Companion: Wolf. At 8 HD, it becomes size Large.

Totem Powers: The wolf totem warrior earns these powers as he gains levels:

- **1st Level—Speed of the Wolf (Ex):** The wolf totem warrior gains +10 feet to his ground speed.

- *4th Level—Cunning of the Wolf (Ex)*: The wolf totem warrior enjoys a +2 enhancement bonus to Wisdom.
- *8th Level—Shape of the Wolf (Su)*: The wolf totem warrior can take on the form and stats of a wolf totem animal companion appropriate to his level: in other words, a wolf's stats with +1 HD for every level he has above 3rd. He can take this form once per day for up to 10 minutes per class level.
- *12th Level—Senses of the Wolf (Ex)*: The wolf totem warrior gains the scent ability (see *scent tracker* spell) and a +4 competence bonus to Listen, Search, and Spot checks.
- *16th Level—Moon Affinity (Su)*: The wolf totem warrior enjoys low-light vision and the ability to ask his totem spirit companion an additional yes or no question once each night under the light of the moon.
- *20th Level—Wolfpack (Sp)*: With a baying howl, the wolf totem warrior summons a pack of wolves. At his summons, 10 + 1d6 dire wolves appear and do as he commands. They disappear after 1 round per class level. The wolf totem warrior can use this ability once per day.
- *24th Level—Howl of Terror (Su)*: Three times per day, the wolf totem warrior can loose a howl that causes foes to freeze in fear. Those within 50 feet of the warrior who can hear the howl must make a Will saving throw (DC 10 + half the totem warrior's class levels + his Charisma modifier) or be paralyzed for 1d4 rounds and shaken for the next 10 rounds after that.

WOLVERINE TOTEM

The wolverine totem warrior is fast and savage, utterly without fear. This ferocious character has terrible claws and a tenacity that allows her to keep fighting when she should be down and out. As she gains levels, the wolverine totem warrior begins to look like her namesake, becoming slightly furry with a narrowed face.

Hit Dice: d10

Weapon and Armor Proficiency: The wolverine totem warrior is proficient with all simple and martial weapons, and heavy, medium, and light armor, and shields.

Additional Class Skills: Sneak (Dex) and Tumble (Dex).

Special: All wolverine totem warriors gain a +1 inherent bonus to Reflex saving throws.

Animal Companion: Wolverine. At 8 HD, the wolverine becomes size Large.

Totem Powers: A wolverine totem warrior earns these powers as she gains levels:

- *1st Level—Claws of the Wolverine (Ex)*: At will, as a free action, the wolverine totem warrior can produce claws that inflict 1d6 points of damage. The warrior is proficient with the claws but gains no special skill in using both of them in the same round (she does not get Ambidexterity or Two-Weapon Fighting for free). Treat these claws as weapons, so the wolverine totem warrior is always considered armed. If she is size Large or larger, the claws inflict 1d8 points of damage each. If she is size Tiny or smaller, they inflict 1d4 points of damage each.

- *4th Level—Shape of the Wolverine (Su)*: The wolverine totem warrior can take on the form and stats of a wolverine totem animal companion appropriate to her level: in other words, a wolverine's stats with +1 HD for every level she has above 3rd. She can take this form once per day for up to 10 minutes per class level.
- *8th Level—Quickness of the Wolverine (Ex)*: The wolverine totem warrior gains a +2 competence bonus to initiative checks.
- *12th Level—Tenacity of the Wolverine (Ex)*: The wolverine totem warrior remains conscious and able to take actions after reaching the dying condition. Each round she acts while in this state, she has no chance to stabilize on her own and loses 1 hit point. At a hit point total below her (negative) Constitution score, she is dead, just as any other character would be. (See the "Death, Dying, and Healing" section in Chapter Seven: Playing the Game.)
- *16th Level—Ferocity of the Wolverine (Ex)*: Once per day, the wolverine totem warrior can take on a wolverine's ferocity, gaining a +6 enhancement bonus to Strength and Constitution for 1 round per level. She enjoys a +4 resistance bonus to saving throws against fear effects at all times. Activating this ability is a free action for the totem warrior.
- *20th Level—Reflexes of the Wolverine (Ex)*: The wolverine totem warrior gains a +2 competence bonus to Armor Class and to Reflex saving throws. Further, she never loses her Dexterity bonus to Armor Class when caught flat footed.
- *24th Level—Toughness of the Wolverine (Ex)*: The wolverine totem warrior gains a permanent, one-time bonus to her hit points equal to her natural (not magically enhanced nor altered by class abilities) Constitution modifier times 10.

UNFETTERED

"Both my spirit and my sword are free. Don't burden me with obligations I don't want or responsibilities I don't need."

Wild, uncontrollable, yet supremely skilled, the unfettered (singular and plural) appears to be part madman, part assassin. In truth, he is neither. The unfettered is more a swashbuckling dervish, expert in using quickness and agility in combat rather than simple brute force.

The unfettered knows that the best way to stay alive in a fight is to avoid being hit altogether, so he learns special parrying techniques. Likewise, he knows how to deliver savage sneak attacks against an unprepared foe. When facing an unfettered, no one ever knows what to expect: a sudden attack from the shadows, or a reckless charge into the thick of things with grace and panache? Often the unfettered himself does not know. While he is very intelligent, with good battle senses and extensive skills, he does not care for elaborate plans or strategies. He lives by his wits and his ability to think on his feet. He takes things as they come and rolls with the punches—usually coming out on top in the end.



Adventurers: Unfettered thrive on excitement and adventure. They seek glory, treasure, and a good challenge. Most unfettered would rather be adventuring than doing anything else.

Background: Unfettered often come from the ranks of the commoners: Too poor to afford lots of armor or heavy weapons, they train hard to make up for this lack. Usually, an unfettered trains one-on-one with a master, often one who has given up the adventurer's life. Some unfettered have mysterious backgrounds, including a crime or misdeed they need to overcome. Or perhaps they feel proud of their shady history and enjoy living up to their roguish reputation.

Races: Faen, particularly quickklings, embrace the wild nature of the unfettered. Verrick and mojh unfettered are rare. Human unfettered act as roguish scamps, while litorian unfettered take their martial training more seriously. Sibeccai fall somewhere in between. One does not see giantish unfettered often but, when one does, they are amazing and terrifying in combat.

Other Classes: Unfettered grow bored of warmains and their love of planning. They like the bravery of champions but are stymied by the single-mindedness of the oathsworn. Akashics, totem warriors, ritual warriors, and mage blades make good companions for unfettered. Magisters, runethanes, witches, and greenbonds—while interesting—are ultimately unfathomable.

NPCs: The hired killers employed to assassinate the king are likely to be unfettered. The witty, acrobatic hero who comes to a

bullied child's aid is an unfettered. The noble who secretly goes about as a highly skilled masked warrior fighting for the common folk is an unfettered.

Hit Die: d8

UNFETTERED ARCHETYPES

Bored Noble: You grew up with wealthy parents and a noble name. Bored with this lot in life, you spent your many spare hours studying swordplay and combat. Now you travel the land incognito, using a false name, relying on your weapon skills and your wit rather than the wealth and nobility you never earned. Of course, you've always got your rich family and noble status to fall back on if anything ever goes wrong, so what's to worry about? You could probably even get away with a little thievery—just for fun—now and again. The challenge is entertaining and no one would ever throw a fair-faced young noble in prison . . . right?

Pirate: You have spent much of your life on the seas or at least on the docks. The sea has taught you certain codes to live by: Don't disrespect the forces of nature, don't disobey a superior unless you're ready to fight him to the death, and anyone's wealth is fair game if you're talented enough to take it. These aren't necessarily the codes that rule landbound folk. So be it.

Roguish Hero: You've always lived by your charm and wits. You do what it takes to get by, and nothing more. Your natural talent with a sword (or whatever weapon you choose), skill at fast

THE UNFETTERED

Class	Base	Fortitude	Reflex	Will	AC	
Level	Attack Bonus	Save	Save	Save	Bonus	Special
1	+1	+0	+2	+0	+1	Parry
2	+2	+0	+3	+0	+1	Bonus feat
3	+3	+1	+3	+1	+2	—
4	+4	+1	+4	+1	+2	Sneak attack +1d6
5	+5	+1	+4	+1	+2	—
6	+6/+1	+2	+5	+2	+3	Bonus feat
7	+7/+2	+2	+5	+2	+3	Parry ranged attacks
8	+8/+3	+2	+6	+2	+3	Sneak attack +2d6
9	+9/+4	+3	+6	+3	+4	Evasion
10	+10/+5	+3	+7	+3	+4	Bonus feat
11	+11/+6/+1	+3	+7	+3	+4	—
12	+12/+7/+2	+4	+8	+4	+5	Sneak attack +3d6
13	+13/+8/+3	+4	+8	+4	+5	Parry magic
14	+14/+9/+4	+4	+9	+4	+5	Bonus feat
15	+15/+10/+5	+5	+9	+5	+6	—
16	+16/+11/+6/+1	+5	+10	+5	+6	Sneak attack +4d6
17	+17/+12/+7/+2	+5	+10	+5	+6	Enhanced parry weapon
18	+18/+13/+8/+3	+6	+11	+6	+7	Bonus feat
19	+19/+14/+9/+4	+6	+11	+6	+7	Improved evasion
20	+20/+15/+10/+5	+6	+12	+6	+7	Bonus feat, sneak attack +5d6
21	+21/+16/+11/+6/+1	+7	+12	+7	+8	Parry all
22	+22/+17/+12/+7/+2	+7	+13	+7	+8	Bonus feat
23	+23/+18/+13/+8/+3	+7	+13	+7	+8	Bonus feat
24	+24/+19/+14/+9/+4	+8	+14	+8	+9	Sneak attack +6d6
25	+25/+20/+15/+10/+5	+8	+14	+8	+9	Bonus feat, true parry



talking, and quicker-than-the-eye movements enable you to go through life without many worries. You wouldn't willingly cause anyone else real harm, and in fact you might jump to the side of the underdog in a fight—assuming it's a fight you know you can win. You might unburden a wealthy noble of extra coins now and again, but that's no great wrong, is it? Someday, however, your fast dealings and less-than-honest past might catch up to you. Worse, you might find yourself in a situation that your skills can't get you out of easily. Until then, though, your winning smile and kind face will get you where you need to go.

Street Lurker: You grew up an orphan on the streets. You lived by your wits and learned to fight because it was the only way to stay alive. You stole, you lied, and maybe even worse. You're not proud of it, but it was what you had to do. Now you're older, with excellent survival skills and a knowledge of how the world works that you gained the hard way. What are you going to do with them? Stay on the streets, or strive for something more?

SKILLS

Skill Points at 1st Level: (4 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 4 + Intelligence bonus.

Class Skills: The unfettered's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Jump (Str), Knowledge (nobility and courtesy) (Int), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight

of Hand (Dex), Sneak (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: The unfettered is proficient with all simple and martial weapons, agile exotic weapons, light armor, and shields.

Armor Class Bonus (Ex): When wearing light armor or no armor, the unfettered gains a special dodge bonus to Armor Class that increases every three levels. Unfettered are trained to move quickly and dodge blows with astounding speed.

Parry (Ex): An armed unfettered uses his skill and training to judge the timing of an opponent's incoming strike and how to block it. The unfettered can choose to add his Intelligence modifier to his Armor Class against a single opponent in a given round, although this bonus can never exceed half the unfettered's class level (minimum 1). The parry ability works only against melee attacks, and only against attacks the unfettered is aware of; he cannot parry an invisible opponent. Certain weapons, such as the main gauche, add to the unfettered's ability to parry, granting an additional bonus to the Armor Class bonus gained.

Bonus Feats: At 2nd level, the unfettered gets a bonus feat. The unfettered gains an additional bonus feat at 6th level, plus 10th, 14th, 18th, 20th, 22nd, 23rd, and 25th level. This is in addition to the feats characters normally get every third level. Draw these bonus feats from the following list: Bloody Strike,



Combat Reflexes, Defensive Move (Mobility), Defensive Stance, Defensive Unarmed Strike, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Low Blow, Modify Combat Style, Paralyzing Blow, Point Blank Shot (Far Shot, Precise Shot, Shot on the Run), Quick Draw, Rapid Strike, Stunning Blow, Two-Weapon Fighting, Weapon Finesse, Weapon Focus*.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even an Unbound character can acquire ceremonial bonus feats in this way. An unfettered cannot acquire some of these bonus feats until he has gained one or more prerequisite feats; these feats appear parenthetically after the prerequisite feat. The unfettered can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. The character still must meet all prerequisites for a feat, including ability score and base attack bonus minimums (but not truenames).

Sneak Attack (Ex): Starting at 4th level, any time the unfettered's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the unfettered flanks the target, the unfettered's attack deals extra damage. The extra damage is +1d6 at 4th level and an additional 1d6 every four levels thereafter. Should the character score a critical hit with a sneak attack, do not multiply this extra damage.

The unfettered can make sneak attacks with ranged weapons, but only up to a range of 30 feet.

Parry Ranged Attacks (Ex): A 7th-level or higher unfettered can choose to add his Intelligence modifier to his Armor Class against a single foe who is using ranged attacks against him in a given round. Parry ranged attacks works only against ranged attacks and cannot be used in the same round as a normal parry. It works only against attacks the unfettered is aware of—he can't parry an invisible opponent—and only against physical attacks (not spells or spell-like abilities) that the DM deems the unfettered could knock away with his weapon. For example, a human unfettered could not parry a boulder rolling down a hill or fired from a catapult.

Evasion (Ex): At 9th level the unfettered gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the unfettered takes no damage following a successful saving throw. The character can use evasion only if he is wearing light armor or no armor.

Parry Magic (Ex): At 13th level, the unfettered gains the ability to avoid spells in a manner similar to, but not as well as, a mage blade. He must have a magic weapon in hand to parry a spell. Only spells targeting the unfettered alone can be parried—not area spells or spells targeted elsewhere. Spells that do not allow a saving throw cannot be parried. The unfettered makes an attack roll opposed by the caster's caster power check. If the unfettered's roll is higher, he gains a +4 competence bonus on the saving throw against the spell. The unfettered can parry only spells he is aware of; spells from invisible casters or mental-action only spells cannot be parried. He cannot parry a spell in the same round that he uses either parry ranged attacks or a standard parry,

and he cannot parry more than one spell in a round. Weapons that add an additional parry bonus do not affect the unfettered's ability to parry magic.

Enhanced Parry Weapon (Ex): In the hands of an unfettered of 17th level or higher, a weapon with a parry modifier offers a bonus 1 point higher than its normal modifier. Thus, a 17th-level unfettered character using a main gauche while fighting defensively gains an additional +3 Armor Class bonus, rather than +2.

Improved Evasion (Ex): At 19th level, the unfettered's evasion ability improves. He still takes no damage on a successful Reflex saving throw, but henceforth he takes only half damage on a failed Reflex saving throw. A helpless unfettered does not gain the benefit of improved evasion.

Parry All (Ex): At 21st level, the unfettered can add his Intelligence modifier to Armor Class (as well as any weapon parry bonus) against all incoming attacks that he is aware of, as described under the parry and parry ranged attacks abilities. He still cannot use the parry magic ability in the same round that he parries conventional attacks.

True Parry (Ex): At 25th level, the unfettered can not only use his parry all ability in the same round that he attempts to use parry magic, but he can attempt to parry any number of incoming spells as well.

WARMAIN

"As I gaze into the eye of my enemy, I know that with my strength, my skill, and my trusted tools of war, I shall not fall."

The ring of battle is the clarion call of the warmain. In times of strife, no better refuge exists than behind her protective shield. Trained in battle, girded in heavy armor, and capable of withstanding unbelievable punishment, the warmain is the warrior's warrior. She does not rely on quickness or fancy swordplay, but instead on might, determination, and stalwart bravery. The only thing stronger than her will is the power running through her massive limbs.

The warmain's strength comes not just from her personal might, but from strategy and tactics. Hers is the way of the well-planned and well-prepared military campaign. She studies the histories and knows the stratagems of past warriors. She prefers to face an enemy with a plan in mind—and a backup plan for when something goes wrong.

Adventurers: Warmains are usually very serious—they go on quests and perform missions for some great purpose, whether it be to serve a lord, help a friend, earn a payment, or simply to secure an important area from threat. Many high-level members of this class end up as powerful lords ruling their own territories or as generals commanding their own armies.

Background: Sometimes warmains act as highly trained mercenaries. More often, they are elite soldiers or military leaders serving a powerful lord. Either way, they learn their skills through experience in military campaigns. First, however, they train in military colleges and prestigious and rigorous warguilds. The bonds of camaraderie and devotion forged in a warguild never diminish—each member learns both loyalty and leadership.



Races: The only races whose members rarely become warmains are the faen and litorians, both of whom usually reject the concept of heavy armor and methodical military strategy. Giantish warmains have a long history of military victories and a high station in society. Some warmains like to remain encased in heavy armor so as to actually conceal their race and identity, just for the air of mystery.

Other Classes: Warmains sometimes have difficulty seeing eye to eye with the unfettered, but they know the value of shock troops and berserkers and deploy them as such. They also can appreciate the value of akashics and spellcasters as support personnel. Warmains admire the dedication of oathsworn, ritual warriors, and champions, although they can be dangerously foolhardy in their pursuit of their goals. Mage blades and totem warriors make good allies, as their abilities complement a warmain's. All in all, warmains can find a use for anyone in their strategy.

NPCs: The dire warlord threatening a land with strife and conquest is likely a warmain. The power-mad magister's bodyguards are warmains. The aging warrior willing to don his armor one last time to defend his land is a warmain.

Hit Die: d12

WARMAIN ARCHETYPES

Grizzled Veteran: You've seen war. You know it's not pretty. Others might think they know about the heroism and romance of battle, but you know better. Combat is a dirty job—but it's the

job you know best. Everyone has a calling, and yours happens to be fighting. So you're the best warrior you can be. If others go into battle with you, you feel you should tell them what they need to know. You need to share your vast experience with them. After all, if folks don't know what they're doing in this business, they'll end up dead.

Knight of the Silver Sword: You are a noble or highborn individual who joined the ranks of an elite order. The Knights of the Silver Sword have a strong code of behavior: Chivalry, justice, and honor all must be upheld. You are the traditional knight—you love to joust, appreciate the finer points of heraldry, care for your horse like it's a member of the family, and take pride in honoring your liege. You expect the respect of others for your position.

Military Leader: You devote yourself to knowledge of history and tactics, eager to lead others into battle. You aren't concerned about the cause you fight for, just that you succeed.

Warguild Member: You revel in the camaraderie of other warriors. People who don't understand the value of a well-crafted weapon in one's hand just cannot understand you. And you don't understand them. You are tough as nails, and usually fairly serious.

SKILLS

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

Skill Points at Higher Levels: 2 + Intelligence bonus.

Class Skills: The warmain's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha),



Intimidate (Cha), Jump (Str), Knowledge (architecture) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (nobility and courtesy) (Int), Ride (Dex), and Swim (Str). For more information on these skills, see Chapter Four.

CLASS FEATURES

Weapon and Armor Proficiency: The warmain is proficient with all simple and martial weapons; heavy, medium, and light armor; and shields.

Sturdy: At 1st level, the warmain gains the Sturdy feat for free. The character is free to take the feat again when available to her.

Bonus Feats: At 2nd level, the warmain gets a bonus feat. The warmain gains an additional bonus feat at 6th level, plus 10th, 14th, 18th, 20th, 22nd, 23rd, and 25th level. These are in addition to the feat that all characters get every third level. Draw these bonus feats from the following list: Bloody Strike, Combat Reflexes, Exotic Armor Proficiency, Exotic Weapon Proficiency*, Great Fortitude, Flail Defense, Improved Critical*, Mighty Unarmed Strike, Mounted Combat (Ride-By Attack, Trample), Power Attack (Cleave, Improved Bull Rush, Power Charge, Sunder), Ritual Combat, Shield Specialization, Stomp, Stunning Blow, Sturdy, Tough Hide, Trample, Two-Weapon Fighting (Massive Two-Weapon Fighting), Weapon Focus*, Weapon Specialization*.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even Unbound characters can acquire ceremonial bonus feats in this way. A warmain cannot acquire some of these bonus feats until she has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A warmain can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. The character still must meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums (but not true-names).

Weapon Specialization (Ex): On achieving 4th level, the warmain gains the Weapon Specialization feat with a melee weapon of her choice. Weapon Specialization adds a +2 damage bonus with the chosen weapon. The warmain needs to have Weapon Focus with that weapon to gain Weapon Specialization.

Crushing Blow (Ex): Once per day, the 8th-level and higher warmain can choose to channel great physical power into a single blow in melee combat (which can be a part of either a full attack or a single attack action). The attack, if successful, inflicts damage as if the weapon inflicted a critical hit—even if striking a foe normally immune to critical hits. If the crushing blow attack inflicts an actual critical hit, increase the critical's multiplier by +1; thus, a longsword inflicts a × 3 critical hit, while a greataxe inflicts a × 4 critical hit. If the crushing blow attack

THE WARMAIN

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Combat Rites per Day		
						1	2	3
1	+1	+2	+0	+0	Sturdy	—	—	—
2	+2	+3	+0	+1	Bonus feat	—	—	—
3	+3	+3	+1	+1	—	—	—	—
4	+4	+4	+1	+2	Weapon Specialization	—	—	—
5	+5	+4	+1	+2	—	—	—	—
6	+6/+1	+5	+2	+3	Bonus feat	—	—	—
7	+7/+2	+5	+2	+3	—	—	—	—
8	+8/+3	+6	+2	+3	Crushing blow	—	—	—
9	+9/+4	+6	+3	+4	—	—	—	—
10	+10/+5	+7	+3	+4	Bonus feat	—	—	—
11	+11/+6/+1	+7	+3	+5	—	—	—	—
12	+12/+7/+2	+8	+4	+5	Armor specialization	—	—	—
13	+13/+8/+3	+8	+4	+6	—	1	—	—
14	+14/+9/+4	+9	+4	+6	Bonus feat	1	—	—
15	+15/+10/+5	+9	+5	+6	Crushing blow 2/day	2	—	—
16	+16/+11/+6/+1	+10	+5	+7	Weapon size increase	2	—	—
17	+17/+12/+7/+2	+10	+5	+7	—	3	—	—
18	+18/+13/+8/+3	+11	+6	+8	Bonus feat	3	—	—
19	+19/+14/+9/+4	+11	+6	+8	—	3	1	—
20	+20/+15/+10/+5	+12	+6	+9	Bonus feat, weapon mastery	3	1	—
21	+21/+16/+11/+6/+1	+12	+7	+9	—	4	2	—
22	+22/+17/+12/+7/+2	+13	+7	+10	Bonus feat	4	2	1
23	+23/+18/+13/+8/+3	+13	+7	+10	Bonus feat	4	3	2
24	+24/+19/+14/+9/+4	+14	+8	+11	—	4	3	3
25	+25/+20/+15/+10/+5	+14	+8	+11	Bonus feat	5	3	4

misses, the ability is still considered used for that day. A crushing blow does not trigger special effects that occur only when critical hits occur, such as the decapitating power of a vorpal weapon. Starting at 15th level, the warmain can make two crushing blow attacks per day.

Armor Specialization (Ex): The 12th-level and higher warmain becomes proficient at moving so as to allow her armor to deflect the most possible force from each attack. The armor bonus for any armor the warmain uses increases by +1 for light and medium armor and +2 for heavy armor. So plate armor provides the warmain a +10 armor bonus rather than +8. Enhancement bonuses on the armor are not affected.

Combat Rites: Starting at 13th level, the warmain gains access to combat rites, special abilities that stem from the ritualization of combat (see Chapter Nine). Similar to the way a spellcaster casts spells, a warmain can activate a certain number of combat rites of a given rank per day, based on her level. The warmain can use any combat rite, as long as she can use rites of that rank. To use a combat rite, the warmain must have a Wisdom score of at least 10 + the rite's rank. Combat rites do not require components, do not have a failure chance based on armor worn, and cannot be dispelled or suppressed. They are not magical.

The warmain gains bonus combat rites based on her Wisdom score (see "Bonus Spells and Combat Rites" in Chapter One).

Weapon Size Increase (Ex): Warmains of 16th level and beyond can use weapons one size category larger than themselves as one-handed weapons, and two size categories larger than themselves as two-handed weapons. Thus, a verrik warmain could use a greatsword in one hand (with a shield) or a giant's sword in both hands.

Weapon Mastery (Ex): The 20th-level and higher warmain advances in the skills learned with Weapon Specialization, increasing the damage bonus to +4 rather than +2. The weapon chosen need not be the same weapon the character uses with Weapon Specialization, but the warmain still must have Weapon Focus with the chosen weapon.

WITCH

"My power lies within me. My soul sings with its own eldritch fire."

"Witchery" is a term the verrik coined to describe innate magical power that flows within many people—perhaps all people. Witchery manifests itself in many ways, and it usually takes a great deal of training to learn to utilize it. Those who do are called witches. They focus not only on witchery, but on spellcasting as well.

One might say the witch is actually six different classes, not a single class. That is because each witch chooses a type of witchery to focus on. The six types are as follows:

- *Iron Witch:* The iron witch calls upon the strength of iron as well as the keen threat of an iron blade. Iron witches often have a grey pallor and glistening hair and eyes.
- *Mind Witch:* One of the most mysterious types of witch, the mind witch uses mental powers to affect the minds of others. Mind witches do not even call the spells they know "spells"—they call them "psionic powers." And one does

not argue semantics with a witch who can change your mind for you.

- *Sea Witch:* The sea witch represents both the life-giving power of water and the fury of the sea. Sea witches usually have long, flowing hair and wear diaphanous green-blue clothing.
- *Wind Witch:* Like the breath of life, wind carries this witch's power far and wide. The wind witch can affect speech, sound, and the air around her. Like the sea witch, the wind witch wears billowy clothing and keeps her hair long. However, she usually favors light blue or white clothing.
- *Winter Witch:* With the frigid, numbing powers of ice at his command, the winter witch often acts as aloof as a cold winter day. She is usually pale with white hair.
- *Wood Witch:* Nature, as embodied by the enduring reliability of wood, is the purview of the wood witch. The wood witch usually wears dark green and brown clothing and sometimes even weaves leaves and sprigs carefully into his hair.

Further, a witch may manifest his powers in six different ways:

- *Blade:* The witchery within a character manifests as a weapon—a physical extension of a metaphysical power the witch can use to strike down his enemies.
- *Fire:* Emotion burns deep within the witch and fuels his witchery with destructive energy.
- *Song:* Music holds power, and the witch using this manifestation knows it. He uses song to alter or create. Witchsongs are peaceful, never destructive.
- *Spirit:* A witch's soul pulses with innate power. Witches are emotional beings, and their emotions are made manifest through their spirits.
- *Storm:* The witch who can manifest his powers through storm can use them to affect large areas in sweeping and mighty ways. Witchstorms are dangerous and damaging.
- *Word:* Using words of power, the witch commands mighty forces that often affect the minds and wills of others.

Adventurers: Witches see every action as a journey of self-discovery. They adventure to prove their own worth and test their mettle. Because witchery is an extension of one's inner self, the witch's need to show his talents and demonstrate his value remains important until he is well-established with a formidable reputation. A witch's need for material spell components sometimes sends him foraging in dangerous territory, which can lead to confrontations and challenges.

Background: Witches usually grow up in small communities, taught by a single mentor with one-on-one instruction. The life of an apprentice is often grueling, in part to compel the witch to tap into his inner power. The mentor takes on the role of parent and guardian for the apprentice. However, once they have completed the training, the master traditionally sends the witch away, breaking all ties. New witches must spend some time wandering before they find their own homes far from their former communities.



Races: Humans take to witchery almost as readily as the verrik who discovered it. Faen are commonly winter witches or wood witches. Giants rarely look for their inner power, and so only rarely become witches. When they do, they usually choose the winter or wind witch variety. Mojh become sea witches or iron witches. Sibeccai are usually iron or wind witches, while litorians mainly favor wood or wind witches. Verrick like all the types of witchery but most often find themselves employing mind witch abilities.

View of Magic: A witch's magic is an inner power, as much an innate mental discipline as a technique of drawing upon energy from beyond them. Mind witches, in fact, see all their power as coming from within, shaped in their powerful, psionic minds. This inner power requires catalysts—gestures, words, and even material ingredients all help them reach into themselves to find the power they need.

Other Classes: Witches find that the discipline needed to be an akashic gives them a special bond with members of that class. They are somewhat distrusting of magisters and runethanes, for their uses of magic are beyond the witch's, but they like mage blades and greenbonds. Some witches look down on those who have no access to magic, such as champions, warmains, and unfettered, but even they recognize the supernatural element within the totem warrior, ritual warrior, and oathsworn.

NPCs: The charismatic local who seems to hold everyone around him enthralled may be a witch. The old crone making potions in her isolated shack is a witch. The man leading an army of warriors and supporting them with strange powers and abilities is likely a witch.

Hit Die: d6

WITCH ARCHETYPES

Dreamer: You often experience strange dreams. You don't know if they foretell the future, provide guidance from beyond, or reveal information about the past, but you're sure they're no ordinary dreams. Many dismiss your dreams as meaningless, but those who know you believe that the visions hold significance. Sometimes your dreams come true; sometimes you simply wish they would.

Tribal Shaman: You spend (or have spent) your life watching over a nomadic tribe of your race. Your people respect you, but they fear you as well—your magical abilities reach far beyond their ken. Your ways are not the ways of "civilized" people; you are a barbarian in their eyes. In their ignorant belief system, your

powers seem unsavory or even false. You've never found anyone who understands or simply accepts you. When you do, such people will truly earn your loyalty.

Unwilling Mage: You were born with strange powers—you didn't ask for them. So you must deal with them as best you can and put them to some sort of use. You don't really have an affinity for anything else; you may long to be an archer, a poet, or an engineer, but your talents took you elsewhere. Sometimes you curse your ancestors, who must be responsible somehow for your unusual nature, but you have learned to live with it. Most days.

SKILLS

Skill Points at 1st Level: (4 + Intelligence bonus) × 4.

Skill Points at Higher Levels: 4+ Intelligence bonus.

Class Skills: The witch's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (any) (Int), Disguise (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), and Use Magic Device (Cha). For more information on these skills, see Chapter Four.

Additional Class Skills:

Iron Witch: Disable Device (Int) and Open Lock (Dex).

Mind Witch: Innuendo (Wis) and Intimidate (Cha).

Sea Witch: Spot (Wis) and Swim (Str).

Wind Witch: Balance (Dex) and Listen (Wis).

Winter Witch: Balance (Dex) and Survival (Wis).

Wood Witch: Climb (Str) and Survival (Wis).

CLASS FEATURES

Weapon and Armor Proficiency: Witches are proficient with all simple weapons, light armor, and shields.

Spells: Although spellcasting is not their primary focus—witchery is—witches still have access to simple spells. A witch may choose to ready any simple spell, provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast up to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a witch must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a witch's spell is 10 + the spell's level + the witch's Wisdom modifier. Bonus spells for witches are based on Wisdom.

Witches never gain access to 9th- or 10th-level spells.

Witch spells always have somatic, verbal, and material components. Thus, they face spell failure chances when wearing armor.

WITCHERY MANIFESTATIONS						
Witch Type	Blade	Fire	Song	Spirit	Storm	Word
Iron Witch	Iron blade	Fire lance	Armor song	Pierce spirit	Hail of metal	Word of repair
Mind Witch	Mind blade	Mindfire	Thought chord	Hide spirit	Mind cloud	Word of command
Sea Witch	Water sword	Liquid fire	Sea song	Fluid spirit	Swirling mist	Water word
Wind Witch	Wind blade	Fire shield	Far voice	Air spirit	Gust	Windspeech
Winter Witch	Ice blade	Icefire	Ice song	Chill spirit	Hailstorm	Freezing word
Wood Witch	Living blade	Greenfire	Lifesong	Heal spirit	Storm of thorns	Nature's warding word



Iron witch

Wind witch

A witch can choose to forgo the components, but his spells become more difficult to cast.

Material Components: A witch must use strange odds and ends called material components to focus the power of magic. These can include bits of a spider's web, handfuls of dust, glass beads, the wing of a bat, and so on. If the witch has his component pouch (or "witchbag") with him, assume he has any necessary components when he needs them. If he does not have his witchbag, the witch can attempt to use items around him to produce makeshift material components, assuming the player can convince the DM the material is appropriate. A scoop of dust from a bookshelf might be appropriate for *gentle repose* (sprinkled over the corpse), and a tindertwig might work for a fiery *energy bolt*. Material components are not specific to each spell but must simply have some logical connection with the effect.

Without material components, double the casting time for all a witch's spells. (So, spells with a casting time of one standard action would take a full round to cast.) Should the witch not use verbal and somatic components either, double the casting time again (don't triple it). For example, a spell's casting time of one standard action becomes 2 rounds when a witch uses no components. In this case, the entire spellcasting process becomes only a mental action. Spells cast without verbal or somatic components in this way—by witches only—are considered to have the psionic descriptor.

Witchery (Sp): A witch's primary focus is the direct expression of his inner magical power. This is known as witchery. Witchery abilities at 1st class level depend on the witch's type:

- **Iron Witch:** If attacked by a ranged or melee weapon containing iron, the iron witch gains a +1 luck bonus to Armor Class.
- **Mind Witch:** Mind witches who succumb to mind-affecting effects halve the duration of those effects.
- **Sea Witch:** Sea witches can breathe water up to 10 minutes per level, once per day.
- **Wind Witch:** Wind witches enjoy air resistance 20.
- **Winter Witch:** Winter witches have cold resistance 20.
- **Wood Witch:** If attacked by a ranged or melee weapon containing wood, the wood witch gains a +1 luck bonus to Armor Class.

At 1st level, the witch also gets another witchery ability based on his inner power's manifestation type (which the character chooses at creation). The witch may select an additional witchery manifestation every five levels thereafter (at 5th, 10th, 15th, 20th, and 25th). Descriptions of each manifestation-based ability follow (see also the "Witchery Manifestations" table on page 92):

Air Spirit: The wind witch can call upon a spirit of air to hold a creature or object aloft. The creature or object must weigh less than 20 lbs. per witch level. The air spirit can move its load up to 10 feet per round in any direction (including up), as commanded by the witch. Unwilling creatures can make a Fortitude saving throw to avoid being picked up (DC 10 + half the witch's level + witch's Wisdom modifier). Once picked up, a creature can attempt a grapple check or an Escape Artist check (DC 10 + half the witch's level + witch's Wisdom modifier) once per round to escape.



THE WITCH														
Class	Base	Fortitude	Reflex	Will		Spell Slots per Day								
Level	Attack Bonus	Save	Save	Save	Special	0	1	2	3	4	5	6	7	8
1	+0	+0	+0	+2	Witchery	2	0	—	—	—	—	—	—	—
2	+1	+0	+0	+3	—	2	1	—	—	—	—	—	—	—
3	+2	+1	+1	+3	—	2	2	—	—	—	—	—	—	—
4	+3	+1	+1	+4	The Sight	3	2	0	—	—	—	—	—	—
5	+3	+1	+1	+4	New manifestation	3	2	1	—	—	—	—	—	—
6	+4	+2	+2	+5	—	3	2	2	—	—	—	—	—	—
7	+5	+2	+2	+5	Familiarity with magic	3	3	2	0	—	—	—	—	—
8	+6/+1	+2	+2	+6	—	4	3	2	1	—	—	—	—	—
9	+6/+1	+3	+3	+6	Witchery spellcasting	4	3	2	2	—	—	—	—	—
10	+7/+2	+3	+3	+7	New manifestation	4	3	3	2	0	—	—	—	—
11	+8/+3	+3	+3	+7	—	4	4	3	2	1	—	—	—	—
12	+9/+4	+4	+4	+8	—	4	4	3	2	2	—	—	—	—
13	+9/+4	+4	+4	+8	Witchery lord	4	4	3	3	2	0	—	—	—
14	+10/+5	+4	+4	+9	—	4	4	4	3	2	1	—	—	—
15	+11/+6/+1	+5	+5	+9	New manifestation	4	4	4	3	2	2	—	—	—
16	+12/+7/+2	+5	+5	+10	—	4	4	4	3	3	2	0	—	—
17	+12/+7/+2	+5	+5	+10	—	4	4	4	4	3	2	1	—	—
18	+13/+8/+3	+6	+6	+11	Witchery mastery	4	4	4	4	3	2	2	—	—
19	+14/+9/+4	+6	+6	+11	—	4	4	4	4	3	3	2	0	—
20	+15/+10/+5	+6	+6	+12	New manifestation	4	4	4	4	4	3	2	1	—
21	+15/+10/+5	+7	+7	+12	Witchsight	4	4	4	4	4	3	2	2	—
22	+16/+11/+6/+1	+7	+7	+13	—	4	4	4	4	4	3	3	2	0
23	+17/+12/+7/+2	+7	+7	+13	Channel witchery	4	4	4	4	4	4	3	2	1
24	+18/+13/+8/+3	+8	+8	+14	—	4	4	4	4	4	4	3	2	2
25	+18/+13/+8/+3	+8	+8	+14	New manifestation	4	4	4	4	4	4	3	3	2

The spirit lasts for a number of rounds equal to her witch level + her Wisdom bonus (if the witch has no bonus, add nothing). The witch can use this ability a number of times per day equal to her Wisdom bonus (if the witch has no bonus, she can use this ability once per week). It is a standard action to call upon the spirit and a move action to command it to move. The object or creature moved can never be more than 50 feet away from the witch.

Armor Song: The iron witch can sing a song that weaves a sheath of magical, weightless armor around himself. He can move freely and suffers no armor check, spell failure, or movement penalties. The armor adds to his Armor Class an armor bonus equal to his Wisdom modifier + an additional enhancement bonus equal to +1 per five witch levels. Singing an armor song is a full-round action, but the armor lasts until dispelled; it does not remain in place when the witch is asleep or unconscious.

Chill Spirit: The winter witch can cause a target to become shaken as a standard action. A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. The target must be within 50 feet and within line of sight. A Will saving throw (DC 10 + half the witch's level + witch's Wisdom modifier) negates the effect. Those failing their saves are affected for 1 round per witch level.

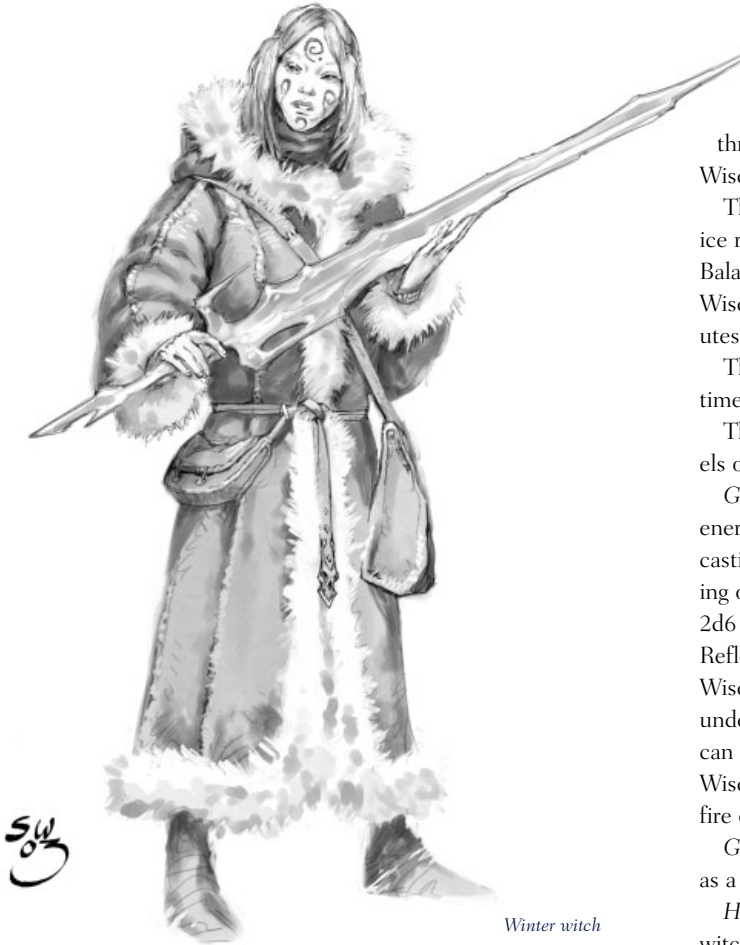
At 10th level and above, the winter witch can use this ability to make creatures panicked rather than shaken, if she so chooses.

A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature suffers a –2 penalty on saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

The winter witch can use this ability a number of times per day equal to her Wisdom bonus + once per four levels of witch (if the witch has no bonus, she can use this ability once per week).

Far Voice: The wind witch can send a message in song to anyone known to her within 10 miles per witch level × her Wisdom bonus. (A witch with no Wisdom bonus should multiply by 1.) The message can be no more than one word per witch level in length. Line of sight is not required. The witch can use this ability a number of times per day equal to her Wisdom bonus (if the witch has no bonus, she can use this ability once per week). This standard action is psionic, mind-affecting, and language dependent.

Fire Lance: The iron witch summons a lance of any desired size (no more than one size larger than the witch) made of flaming iron. The character is proficient with the weapon, which operates in all ways like a lance, except that it also inflicts



Winter witch

1 point of fire damage + 1 per two witch levels with each strike. The lance can be used only by the witch that created it. That character can create or dispel it at will, each time requiring a standard action. The lance disappears when out of the witch's grasp.

Fire Shield: The wind witch summons a shield of swirling, churning flame, the same size as he is. The witch is proficient with the shield, which has no weight and inflicts no armor check penalties or spell failure chances. Like any shield of the character's size, it offers a +2 armor bonus to his Armor Class. Creatures that launch a melee attack at the witch suffer 1 point of fire damage per witch level per round from the shield's heat. The shield lasts for 1 round per witch level and can be summoned a number of times per day equal to the witch's Wisdom bonus. (A witch with no bonus can use this ability once per week.) The shield disappears when out of the witch's grasp.

Fluid Spirit: Just as a hand passes harmlessly through water, so do spells pass through the spirit of the sea witch. The sea witch gains spell resistance equal to 5 + his class level + his Charisma modifier.

Freezing Word: With a single word, the winter witch freezes two inanimate objects together with a thick coating of ice. One of the objects must be no larger than Medium size. Breaking the bond requires a Strength check (DC 30). Depending on the material of the objects involved, the objects themselves may break first. The icy coating lasts 10 minutes per level. The witch

can use this ability to seal doors, stick weapons in sheaths, and so on. If an object to be affected is in a creature's possession, the creature can make a Fortitude saving throw to resist (DC 10 + half the witch's level + the witch's Wisdom modifier).

The witch can also coat a surface, 10 feet square, with slick ice requiring anyone standing on it or walking across it to make a Balance check (DC 10 + half the witch's level + the witch's Wisdom modifier) or slip and fall. The icy coating lasts 10 minutes per level.

The witch can use this power (either application) a number of times per day equal to twice her Wisdom bonus.

The witch must be within 25 feet + 5 feet per two witch levels of the target of this word.

Greenfire: The wood witch launches a blast of pure positive energy from his hand at a single target within 50 feet. When casting, the witch must decide whether the blast will affect living or unliving targets. It cannot affect both. Greenfire inflicts 2d6 points of damage + 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. If used against undead, all 1s and 2s rolled on the dice count as 3s. The witch can use this ability a number of times per day equal to his Wisdom bonus; witches with no Wisdom bonus can use greenfire once per week. Using this ability is a standard action.

Gust: The wind witch can create a *gusting wind* (as the spell) as a standard action once per witch level per day.

Hail of Metal: Once per day as a standard action, the iron witch summons a swirling cloud of jagged metal that can appear anywhere within 100 feet of him, with a diameter of 20 feet. All within the area suffer 1d6 points of damage plus 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. This is an Instantaneous effect; the jagged metal bits left over on the ground fade after 1d4 rounds.

Hailstorm: Once per day the winter witch summons a pounding mass of ice that can appear anywhere within 100 feet of her. The ice appears 50 feet up and falls in a circle with a diameter of 20 feet. All within the area suffer 1d6 points of damage + 1 point per witch level, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. Half the damage is cold damage, the other half comes from the impact. The hailstorm lasts for 1 round + 1 round per three witch levels (up to a maximum of 5 rounds).

Heal Spirit: With a touch, the wood witch can restore 1 point of temporary ability score drain + 1 point per five witch levels. At 15th level and higher, the wood witch can choose to restore 1 point of permanent drain rather than his normal 4 (or more) points of temporary damage. The witch can use this standard action a number of times per day equal to his Wisdom bonus (if the witch has no bonus, he can use this ability once per week), but never more than once on a single creature in a single day.

Hide Spirit: Clouding the minds of others, the mind witch can hide his spirit from divinations. Any time a divination spell is cast



with the witch as the target, the caster of the divination must make a caster power check (DC 10 + mind witch's level + mind witch's Charisma modifier) for the spell to function properly. Further, the mind witch gains a +4 competence bonus to Sneak checks.

Ice Blade: The winter witch creates a short sword, longsword, or greatsword out of ice; it appears in her hand. The witch is proficient with the blade, which operates in all ways like a normal sword except that with each strike it also inflicts 1 point of cold damage + 1 per two witch levels. Only the witch who created it can use the sword. She can create it at will, requiring a standard action. The sword disappears when out of the witch's grasp.

Ice Song: As a standard action the winter witch sings a song that can render a single humanoid target (of her own size or one size smaller) frozen still and helpless for 1 round per level. Creatures resistant or immune to cold cannot be affected by this enchantment effect. The victim must be within 50 feet and can make a Will saving throw to resist (DC 10 + half the witch's level + the witch's Wisdom modifier). The witch can use this ability a number of times per day equal to her Wisdom bonus; witches with no Wisdom bonus can use this ability once per week. The witch must sing to use this ability.

Icefire: The winter witch launches a blast of pure cold energy from her hand at a target within 50 feet. It inflicts 2d6 points of damage plus 1d6 per two witch levels, although a Reflex saving

throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. The witch can use icefire a number of times per day equal to her Wisdom bonus; witches with no bonus can use icefire once per week. This is a standard action.

Iron Blade: The iron witch creates a short sword, longsword, or greatsword out of iron; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword except that it also has a +1 enhancement bonus + 1 per five witch levels. Only the witch who created it can use the sword. He can create it at will, requiring a standard action. The sword disappears when out of the witch's grasp.

Lifesong: The wood witch can heal a living creature's wounds. His touch heals 1d8 points + twice the witch's level in damage. He can use lifesong a number of times per day equal to his Wisdom bonus; witches with no Wisdom bonus can use this ability once per week. This full-round action requires the witch to sing.

Liquid Fire: The sea witch can spray acid in a 180-degree arc out to 20 feet. The acid inflicts 1d6 points of damage + 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. This is an instantaneous effect. The witch can use liquid fire a number of times per day equal to his Wisdom bonus; witches with no Wisdom bonus can use this ability once per week.

Living Blade: The wood witch creates a short sword, longsword, or greatsword out of wood. The witch is proficient with the blade, which operates in all ways like a normal sword except that it inflicts upon nonliving targets additional damage equal to the witch's Wisdom bonus per hit; witches with no Wisdom bonus gain no benefit from this ability. Only the witch who created it can use the sword. He can create it at will, requiring a standard action. The sword disappears when out of the witch's grasp.

Mind Blade: The mind witch creates a short sword, longsword, or greatsword out of psionic energy; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword except that the witch need make only touch attacks when wielding it, and it inflicts 1d6 points of subdual damage + 1 point of subdual damage per witch level (regardless of sword size). Only the witch who created it can use the sword. He can create it at will, requiring a standard action. The sword disappears when out of the witch's grasp.

Mind Cloud: Once per day the mind witch summons a swirling cloud of psionic energy that can appear anywhere within 100 feet of him, with a 30-foot diameter. All within the area must make a Will save (DC 10 + half the witch's level + witch's Wisdom modifier) or be dazed for 1 round. The cloud lingers for 1 round per witch level.

Mindfire: The mind witch launches a blast of pure psionic energy from his forehead at a target within 50 feet. The mindfire inflicts 2d6 points of damage + 1d6 per two witch levels, half of which is subdual damage. A Will saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) negates the damage. The witch can use mindfire a number of times per day equal to his Wisdom bonus; witches with no bonus can use this ability once per week. Using this psionic, mind-affecting ability is a standard action.

Nature's Warding Word: With a single word, the wood witch gives himself barklike skin, which grants a natural armor bonus to

SPELLS READIED AT ONE TIME

Level	0	1	2	3	4	5	6	7	8
1	2	0	—	—	—	—	—	—	—
2	3	1	—	—	—	—	—	—	—
3	3	2	—	—	—	—	—	—	—
4	3	3	0	—	—	—	—	—	—
5	4	3	1	—	—	—	—	—	—
6	4	3	2	—	—	—	—	—	—
7	4	4	3	0	—	—	—	—	—
8	5	4	3	1	—	—	—	—	—
9	5	4	3	2	—	—	—	—	—
10	5	5	4	3	0	—	—	—	—
11	6	5	4	3	1	—	—	—	—
12	6	5	4	3	2	—	—	—	—
13	6	6	5	4	3	0	—	—	—
14	6	6	5	4	3	1	—	—	—
15	6	6	5	4	3	2	—	—	—
16	6	6	6	5	4	3	0	—	—
17	6	6	6	5	4	3	1	—	—
18	6	6	6	5	4	3	2	—	—
19	6	6	6	6	5	4	3	0	—
20	6	6	6	6	5	4	3	1	—
21	6	6	6	6	5	4	3	2	—
22	6	6	6	6	6	5	4	3	0
23	6	6	6	6	6	5	4	3	1
24	*	6	6	6	6	5	4	3	2
25	*	6	6	6	6	6	5	4	3

* All spells of that level available to the character are readied.

Armor Class equal to his Wisdom modifier + an additional natural armor bonus equal to +1 per five witch levels. The effect lasts until dispelled, although it does not remain while the witch is asleep or unconscious. Using nature's warding word is a standard action.

Pierce Spirit: The iron witch can create and hurl a spearlike barb of "spiritual iron" at a living target as a standard action by making a ranged touch attack with a range of 100 feet. If successful, the target must make a Will saving throw (DC 10 + half the witch's level + his Wisdom modifier) or suffer spiritual damage in the form of 1 point of temporary Wisdom damage +1 point of temporary Wisdom damage per five witch levels. The barb has no physical substance and cannot harm nonliving creatures or objects. The witch can use this ability at will.

Sea Song: If a sea witch sings this 10-minute song once per day, the chance for bad weather or hostile encounters on a sea voyage decreases by half.

Storm of Thorns: As a standard action, the wood witch sprays a blast of tiny thorns from his body in all directions out to 10 feet. All within the area suffer 1d6 points of damage + 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. This is an instantaneous effect. The witch can use storm of thorns a number of times per day equal to his Wisdom bonus; witches with no Wisdom bonus can use this ability once per week.

Swirling Mist: The sea witch creates an area of *obscuring mist* as a standard action once per witch level per day.

Thought Chord: With a mental song, the mind witch can send a thought message to anyone known to him within one mile per witch level. The message can be no more than one word per witch level in length. Line of sight is not required. The witch can use this ability a number of times per day equal to his Wisdom bonus; witches with no Wisdom bonus can use thought chord once per week. This is a standard, psionic, mind-affecting, language-dependent action.

Water Sword: The sea witch can create a short sword, longsword, or greatsword out of solid water; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword. Once every other day, the witch can choose to touch a nonmagical metal object with the blade, causing the object to rust and become useless. The object must be size Small or smaller. If the object is in a creature's possession, the creature can make a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) to negate the effect. Only the witch who created the sword can use it. He can create it at will, requiring a standard action. The sword disappears when out of the witch's grasp.

Water Word: With a word the sea witch can either calm a sphere of water (with a radius equal to his level \times 10 feet) or make an equal area churn and become very rough. Movement rates through the rough waters—even by the most expert swimmers—are cut in half, and non-water breathers in the area must make a Swim check (DC 15) or begin to drown. The effect on the water lasts for one minute per level. This is a standard action. The witch must be within 25 feet + 5 feet per two witch levels of the target of this word.



Mind witch

Wind Blade: The wind witch can create a short sword, longsword, or greatsword out of wind; it appears in her hand. The witch is proficient with the blade, which operates in all ways like a normal sword except that the winds comprising it turn away incoming attacks. While the witch wields the blade, she gains a +1 deflection bonus to Armor Class +1 per four witch levels. Only the witch who created the sword can use it. She can create or dispel it at will, each requiring a standard action. The sword disappears when out of the witch's grasp.

Windspeech: The wind witch conjures a whispering breeze that translates the words one creature is saying to all within 25 feet. The subject of this ability can be the witch. The breeze lasts for 1 round per witch level. The subject can make a Will saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) to negate the effect. The witch can use windspeech a number of times per day equal to twice her Wisdom bonus; witches with no Wisdom bonus can use this ability once per week. This is a standard action. The witch must be within 25 feet + 5 feet per two witch levels of the target of this word.

Word of Command: With a single word, the mind witch creates a mind-affecting enchantment effect that can compel a creature to "flee" (directly away from the witch at full speed), "drop" (what-



WITCHING SITES AND TIMES

For a witch, certain places resonate with power more than others. Like the material components they need to cast their spells, these locations hold special keys to a witch's inner power. The sites may seem random, but witches can sense them with the Sight (see "Class Features") and many are well cataloged. Most such places are very remote and difficult to reach. In a witching site, characters use their witchery powers to cast their spells at one level higher than their actual level. Level-dependent witchery abilities gain +1 level as well.

Certain times of day on special days are also important to witches, in much the same way that witching sites hold power. These various times and days are known to witches, and they utilize them whenever possible. At witching times, the Difficulty Class to resist a witch's spells or abilities increases by +1, but usually only for a few minutes.

DMs should establish witching sites and times for their campaigns. Witch characters should know of at least a few of them, although knowing more than that requires a Knowledge (magic) check (DC 15 or higher).

ever it is holding), or "sleep" for 1 round. The creature can make a Will saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) to negate the effect. The witch can use this ability a number of times per day equal to his Wisdom bonus; witches with no Wisdom bonus can use word of command once per week. This is a standard action. The witch must be within 25 feet plus 5 feet per two witch levels of the target of this word.

Word of Repair: With a single word, the iron witch can mend a torn cloak, a shattered mug, or a broken sword. Pieces of ceramic or wooden objects can be invisibly rejoined as strong as new. A hole in a leather sack or wineskin completely heals over with a word of repair. The object must weigh no more than 30 lbs. per caster level in its finished form.

If an object is damaged, this ability restores 1d8 of its lost hit points per two witch levels (maximum 10d8). Damaged (rather than destroyed) objects have no size limit. A hole in a wall can be mended, for example. This ability can repair a magic item but does not restore the item's magical abilities. The iron witch can use this ability a number of times per day equal to his Wisdom bonus; witches with no Wisdom bonus can use word of repair once per week. This is a standard action.

When word of repair has mended a destroyed or damaged object, the repaired item takes on an ironlike appearance (but not ironlike qualities). The witch must be within 25 feet + 5 feet per two witch levels of the target of this word.

The Sight (Su): At 4th level all witches gain the Sight, which is the ability to see personal auras. They can determine the class and level (if any) of a creature they observe for at least one minute. Creatures that are disguised or attempting to avoid the witch's Sight can make a Will saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) to negate the effect.

Familiarity With Magic (Ex): The 7th-level and higher witch gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, he gains a +2 competence bonus to Armor Class against spells requiring attack rolls.

Witchery Spellcasting (Su): Starting at 9th level, the character's witchery talents begin to affect even his spellcasting. All a witch's spells begin to take on traits—and benefits—specific to each witch type:

Iron Witch: The iron witch gains access to any spell with the earth descriptor. Where appropriate, things he creates (like magic walls) gain a +2 bonus to hardness, and their damaging effects inflict an additional +1d6 points of slashing or piercing damage. The iron witch glints with a grey metallic sheen for a moment whenever he casts a spell.

Mind Witch: The mind witch gains access to any spell with the psionic descriptor and enjoys use of the psionic spell template (see Chapter Eight: Magic). Whenever a mind witch casts a spell, just for a moment all thinking beings within 50 feet feel an odd sensation in their mind, like a suddenly recalled but fleeting memory.

Sea Witch: The sea witch gains access to any spell with the water descriptor and enjoys use of the water spell template (see Chapter Eight: Magic). Whenever the sea witch casts a spell, the smell of salt and brine fills the air around him.

Winter Witch: The winter witch gains access to any spell with the cold descriptor and enjoys use of the cold spell template (see Chapter Eight: Magic). A chill breeze blows whenever she casts a spell.

Wind Witch: The wind witch gains access to any spell with the air descriptor and enjoys use of the air spell template (see Chapter Eight: Magic). Whenever a wind witch casts a spell, a light breeze blows around her.

Wood Witch: The wood witch gains access to any spells with the plant descriptor and casts them at +2 caster levels. A heady smell of wood fills the air whenever a wood witch casts a spell.

Witchery Lord: At 13th level, the witch gains a new power:

Iron Witch (Su): Iron witches gain a +1 natural armor bonus to Armor Class as their flesh grows hard as iron.

Mind Witch (Su): Mind witches gain a +2 luck bonus to saving throws against mind-affecting effects as they erect a continual mental shield.

Sea Witch (Su): Sea witches gain water resistance 20.

Wind Witch (Sp): Wind witches can use the spell *flight* (self-only) once per day using their witch level as the caster level.

Winter Witch (Su): Winter witches gain a +10 circumstance bonus to Charisma-based checks when dealing with creatures of the cold subtype.

Wood Witch (Su): Wood witches gain a +1 natural armor bonus to Armor Class from a barklike hardening of their skin.

Further, one of the witchery lord's witchery powers inflicts 50 percent more damage (or heals 50 percent more, or provides a 50 percent greater Armor Class bonus), lasts twice as long, or can be used twice as often as normal—whichever the witch chooses upon gaining 13th level. Once he makes his choice, the witch cannot change the option he selects or the power he decides to affect. Witchery powers that cannot be affected by these enhancements (such as sea song) cannot be enhanced by this ability.

Witchery Mastery: At 18th level, the witch can enhance another of his witchery powers, as described for witchery lord.

Witchsight (Su): The 21st-level and higher witch can use his special sight to see through illusions and to see invisible creatures and objects. It is a standard action to activate witchsight and a move action each round to maintain it. The witch can use witchsight as often as he wishes.

Channel Witchery (Su): At 23rd level and above, the witch can use his witchery directly to aid his spellcasting. Once per day per five witch levels, the witch can cast a spell using its heightened description without modifying its level. A witch can even use this ability to gain the heightened effects of his 8th-level spells, even though he could not normally cast 9th-level spells.

MULTICLASS CHARACTERS

When a character gains a new level, he can take the next higher level in his current class, or he can take a level in another class. A new level is always the next higher level achieved in a class, so if a character has no levels in a particular class, he starts with 1st level in that class, regardless of the levels he has in another class. For example, a 5th-level champion can choose to take a level in oathsworn, making him a 5th-level champion/1st-level oathsworn. There is no limit to the amount of multiclassing possible—a character can take one level of every class, if she desires.

The abilities of a multiclass character are the sum of the abilities of each of the character's classes. Multiclassing improves a character's versatility at the expense of focus.

Level: "Character level" is the total level of the character, determined by adding all class levels together. "Class level" is the character's level in a particular class.

Hit Dice: Upon attaining a new level, the character gains the Hit Die from the class she chooses to advance in, adding the resulting hit points to her previous total.

Base Attack Bonus: Add the base attack bonuses for each class to get the character's base attack bonus. If the resulting value is +6 or higher, the character gets multiple attacks. Every time you can subtract 5 from the base attack bonus of the lowest attack and get a positive result, you get an additional attack. Thus, when a character has a base attack bonus of +6, she gets an additional attack with a +1 base attack bonus. (This is represented as "+6/+1" in class tables.) As the base attack bonus increases, the bonuses for all attacks increases as well. So when the base attack bonus rises to +7, the second attack becomes +2 (+7/+2). When her base attack bonus rises to +11/+6, she gets a third attack at +1 (+11/+6/+1). And so on.

The oathsworn's additional attacks come when her base attack bonus becomes +4, not +6. For a multiclassed oathsworn, add the base attack bonuses of all classes together: If the character's oathsworn levels are greater than all other class levels combined, use the oathsworn method for determining additional attacks (starting at the +4 base attack bonus, with the secondary attack being 3 points lower).

Saving Throws: Add together the base save bonuses for each class.

Skills: The character retains and can access skills from all her classes. For the purposes of determining the "maximum ranks" of a skill (see Chapter Four), use the character level rather than

individual class levels. When adding a new class level, calculate the costs for new skill ranks using the costs required by that class. Skills available to another of the character's classes that the new class would normally not allow to increase or be added are treated as cross-class skills for the purpose of determining the cost of skill ranks.

Class Features: The character gets all the class features of all classes but also must suffer the consequences of all the special restrictions of all classes. When restrictions conflict, such as the oathsworn's refusal to use weapons and the mage blade's need for a key weapon, choose the less restrictive path. Thus, a multiclass oathsworn/mage blade uses the athame but no other weapon. (For this reason, oathsworn only rarely multiclass, particularly with mage blade, magister, and warmain class levels, since those classes are all tool or weapon oriented.)

Spellcasting: If a character has two spellcasting classes, add the spell slot and spells readied at one time totals together. If the two different classes use different key ability scores for their spellcasting, the player should simply choose which of the abilities to use; once made, the choice can't be altered. The caster gains bonus spells based on only one ability score (not both). If one class is magister, and thus has access to complex spells, the character has access to those complex spells only at the spell levels appropriate to her magister levels. For example, a 5th-level magister/9th-level greenbond can cast spells as high as 4th level, but only 1st- through 3rd-level spells (available to a 5th-level magister) can be complex spells. The exception to this rule involves prestige classes and racial levels that offer the special ability of +1 level of existing class. Although characters adding prestige classes must follow the rules for multiclassing, a magister who takes levels in a prestige class that grants +1 level of existing class gains access to new complex spells as if he gained a magister level.

If the two classes have different requirements, such as the witch's need for material components and the magister's use of a staff, the multiclass character needs both. A multiclass mage blade/magister needs to be holding both athame and staff in hand to cast spells normally (which can be quite restrictive), although he could use a bladestaff that would count as both.

Likewise, the character must abide by any special restrictions (like spell failure in armor) from either class, as it applies to that class. A mage blade/magister cannot wear armor without suffering a spell failure chance with complex spells. However, he could cast simple spells of a level up to half his number of mage blade class levels without spell failure chance (if he has his athame, since such spells would be available to him only through his mage blade class). Likewise with a mage blade/witch, however, a witch/magister would suffer spell failure on all his spells if he wore armor, no matter what his class levels (because both classes suffer spell failure on spells).

Multiclass spellcasters add their spellcasting class levels together to determine caster level.

Combat Rites: Like spellcasting, if a character has two different classes that grant combat rites, add together the number of rites per day. If necessary, add the combat-rite-granting class levels together to determine the level of an effect granted by the



combat rite (for example, a rite might grant the character a bonus of “+2 per level”).

MULTICLASSING RESTRICTIONS

A single character cannot take levels in multiple types of witch, champion, or totem warrior. For example, a character cannot be both an iron witch and a winter witch, a champion of both life and freedom, or both a bear and wolf totem warrior.

STARTING WITH THE CHARACTER CONCEPT

Sometimes when you generate a character, you already have in mind an idea of what sort of figure you'd like to play. Here are some common character concepts, along with suggested classes (and in some cases, skills and feats) to help you build the role.

ARCHER

The hawk totem warrior, with its free Point Blank Shot feat, is your best bet for creating an effective archer. Take the Natural Archer talent at 1st level and Rapid Shot as your ceremonial feat. For your 2nd-level bonus feat, take Weapon Focus with your bow. The ritual warrior also makes a very good archer.

ASSASSIN

An akashic makes the ideal assassin, able to excel at various subterfuge skills while possessing some combat abilities as well. (Choosing the sneak attack option as often as possible helps.) The combat ability and sneak attack of the unfettered also makes that class a good choice for an assassin, and a ritual warrior who uses combat rites to enhance his subterfuge skills also makes a deadly infiltrator/killer (more ninja than assassin, perhaps).

BERSERKER

The wolverine totem warrior, with its ferocity-based special abilities, fits the berserker archetype well. You also may want to multiclass and take levels of unfettered to gain additional abilities that enhance your capacity to fight unarmored.

BODYGUARD

Without a doubt, the champion makes an excellent bodyguard. In particular, a champion of 10th level or higher, sworn to defend a single charge, can serve as a personal guard without equal. An oathsworn pledged to ensure the safety of another would also make a good bodyguard, as could a runethane who places touch-trigger runes around the domicile of his client.

DIPLOMAT

The best diplomat is the akashic. As an alternative, the unfettered class (despite its name) offers an interesting option for diplomats—that of the dashing rogue full of natural charm.

DUNGEON DELVER

Virtually any class can make a good dungeon delver, but a few excel in certain areas. Runethanes and iron witches possess aptitude with traps and locks; the runethane, in particular, can use his runes to set traps for other dungeon inhabitants.

HEALER

The greenbond, given his infuse with life ability and access to all positive energy spells, makes the best healer in the game. Magisters also serve as excellent healers.

KNIGHT

The warmain makes a superb knight in shining armor—the classic militaristic figure and a terror on the battlefield. The champion is obviously well suited to following a code and defending a cause. The mage blade fills the role of the magical knight, and a mage blade or ritual warrior who believes his powers come from a divine source could even be a holy knight.

MINSTREL

An unfettered with plenty of ranks in Perform can fill the role of the roguish rapsallion of a minstrel. Of course, if you want to stress the musical talents of the minstrel, you can't go wrong with an akashic taking ranks in multiple Perform categories as well as such useful skills as Diplomacy, Sleight of Hand, and Bluff.

SAILOR

Both the akashic and the sea witch offer compelling and smart choices for a sailor, each very distinct. In particular, a sea witch would make an interesting captain of a boat, using his special powers to aid in maritime adventures. Both should take ranks in Swim and Knowledge (sailing and navigation). An unfettered would make an excellent shipboard warrior but might not prove very useful when it comes to actually handling the craft.

SWORDFIGHTER

The warmain, the unfettered, and the ritual warrior all make excellent swordfighters. The unfettered is the classic fencer/duelist-style fighter, while the warmain more likely uses a big, heavy sword or even a greatsword. The ritual warrior fits either style. For a very different kind of swordfighter, a mage blade offers interesting options. Take Natural Swordsman as a talent and either Bonded Item or Weapon Focus with your sword at 1st level.

THIEF

The unfettered make good burglars, although the class offers no special ability with locks or traps. A runethane can crack safes with ease but isn't very sneaky. The best thief is the akashic, who can focus on all the necessary skills involved with breaking and entering.

TINKERER

Both the runethane and iron witch are good with devices and chemicals. They make excellent crafters of strange and unique devices as well as more mundane items.

WOODSMAN

A bear, wolf, or wolverine totem warrior offers a skilled outdoorsy character. For a different but still valid interpretation of the ideal, a player might try a greenbond or a wood witch, perhaps multiclassed with a few levels of unfettered.

CHAPTER FOUR:

Skills

Skills are areas of expertise that characters gain or have gained through training and practice. Characters “buy” skills with skill points. With each new level, you get more skill points. The amount depends on your class. Ability scores modify skills, so the greater your natural ability in a particular area, the better you will be at a related skill.

This chapter details acquiring skills, the abilities that modify them, the circumstances in which characters can use them—and how to put them into practice. It also includes descriptions of 36 skills to use in the game.

SKILL POINTS

Characters have a number of skill points based on their race and their class levels. They use these points to “buy” their skills.

Depending on a character’s race and class, some skills are considered class skills, and the others are cross-class skills. Buying a cross-class skill requires 2 skill points per rank, while buying a class skill requires only 1 skill point per rank.

Characters receive a number of skill points at 1st level and again as they gain each new level. However, at 1st level they get four times as many skill points as they do at any other level. This total reflects the training and education up to that point in the character’s life. This is the only time characters receive extra skill points, even if they multiclass (see Chapter Three: Classes).

The maximum number of ranks a character can have in a class skill is equal to that character’s level + 3. The maximum ranks a character can have in a cross-class skill is half that number.

Starting skill points for the basic character classes are as follows (see Chapter Two for racial levels’ starting skill points):

Class	1st-Level Skill Points	Higher-Level Points
Akashic	$(8 + \text{Int modifier}) \times 4$	$8 + \text{Int modifier}$
Champion	$(2 + \text{Int modifier}) \times 4$	$2 + \text{Int modifier}$
Greenbond	$(2 + \text{Int modifier}) \times 4$	$2 + \text{Int modifier}$
Mage blade	$(2 + \text{Int modifier}) \times 4$	$2 + \text{Int modifier}$
Magister	$(2 + \text{Int modifier}) \times 4$	$2 + \text{Int modifier}$
Oathsworn	$(4 + \text{Int modifier}) \times 4$	$4 + \text{Int modifier}$
Ritual warrior	$(4 + \text{Int modifier}) \times 4$	$4 + \text{Int modifier}$
Runethane	$(4 + \text{Int modifier}) \times 4$	$4 + \text{Int modifier}$
Totem warrior	$(4 + \text{Int modifier}) \times 4$	$4 + \text{Int modifier}$
Unfettered	$(4 + \text{Int modifier}) \times 4$	$4 + \text{Int modifier}$
Warmain	$(2 + \text{Int modifier}) \times 4$	$2 + \text{Int modifier}$
Witch	$(4 + \text{Int modifier}) \times 4$	$4 + \text{Int modifier}$

USING SKILLS

Every skill corresponds to one of the six abilities described in Chapter One. That ability is called the key ability for that skill. For example, the Balance skill relies on Dexterity.



When a character uses a skill, the player makes a skill check to see how well the character does at the action he’s attempting. The higher the result of the character’s skill check, the better the character does. Based on the circumstances, the character’s result must match or beat a particular target number in order for him to use the skill successfully and complete the action. The harder the task, the higher the number the character needs to roll.

SKILL CHECKS

To make a skill check, roll 1d20 and add the character’s skill modifier for that skill. The skill modifier is the sum of the character’s rank in that skill + his ability modifier for that skill’s key ability + any other miscellaneous modifiers the character may have, including racial bonuses or an armor check penalty. The higher the result, the better. A roll of a natural 20 is not an automatic success, and a natural 1 is not an automatic failure.

Against a Difficulty Class: Some checks are made against a *Difficulty Class* (DC). The Difficulty Class is the number the character must score as the result of a skill check in order to succeed at the action he’s attempting.

Against Opposed Checks: Some skill checks are *opposed checks*. They are made not against a set Difficulty Class but against another character’s skill check result. Whoever gets the higher result wins the contest. You might use an opposed skill



PLAYER CHARACTERS' STARTING SKILL RANKS

If the DM wishes, he can grant PCs up to 4 free ranks in any Knowledge or Craft skill, regardless of class, to reflect the character's side interests or hobbies. These ranks must still obey the rules for maximum ranks.

check when one character is trying to hide from another. One character would roll a Sneak skill check opposed by the other character's Spot check result.

For ties on opposed checks, the character with the higher key ability score for the skill in use wins. If these scores are the same, reroll.

RETRIES

In general, a character can try a skill check again if he fails, and he can keep trying indefinitely. Some skills, however, have consequences of failure that you must take into account. Some skills are virtually useless once a check has failed in one attempt to accomplish a particular task. For instance, a character can't recover from a failed Perform check to impress an audience in a retry—the audience has already turned against him. For most skills, when a character has succeeded once at a given task, additional successes are meaningless—once a lock is open, further Open Lock attempts won't make it any more open.

If a skill carries no penalties for failure, the character can take 20 (see "Checks Without Rolls," below). Assume he goes at it long enough to succeed eventually.

UNTRAINED SKILL CHECKS

Generally, if a character attempts to use a skill he doesn't possess, he makes a skill check as normal. However, you can't add the character's skill rank into the skill modifier, because he doesn't have any ranks in the skill. (He effectively has 0 ranks in it.) The character does get to add in the other elements of the skill modifier, though, such as the ability modifier for the skill's key ability.

However, many skills can be used only by a character trained in the skill—i.e., someone who has at least 1 rank in it. Skills that one cannot use untrained are marked "Trained Only" in their descriptions later in this chapter.

Ability Checks: Sometimes the character tries to do something to which no specific skill really applies. In these cases, he simply makes an ability check. An ability check is a roll of 1d20 + the appropriate ability score modifier—essentially, an untrained skill check. The DM assigns a Difficulty Class to the attempt.

FAVORABLE AND UNFAVORABLE CONDITIONS

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty added into the skill modifier for the skill check or a change to the skill check's Difficulty Class.

The DM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent circumstances that improve performance.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance.

3. Reduce the Difficulty Class by 2 to represent circumstances that make the task easier.
4. Increase the Difficulty Class by 2 to represent circumstances that make the task harder.

A bonus to the character's skill modifier and a reduction in the check's Difficulty Class have the same end result: They create a better chance that the character will succeed. But they represent different circumstances, and sometimes that difference becomes important.

TIME AND SKILL CHECKS

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move-equivalent actions, or full-round actions. (See Chapter Seven: Playing the Game for action descriptions.) Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character's movement. When a skill takes more than a round to use, the skill's description usually specifies exactly how long it takes.

PRACTICALLY IMPOSSIBLE TASKS

In general, to do something that's practically impossible requires that the character have at least 10 ranks in the skill and entails a penalty of -20 on the character's roll or +20 on the Difficulty Class (which amounts to the same thing).

Practically impossible tasks are hard to delineate ahead of time. They're the accomplishments that represent incredible, almost logic-defying skill and luck.

The DM decides what is actually impossible and what is merely *practically* impossible. For instance, it's practically impossible for a Medium character to jump off a ledge 200 feet above the ground and land in a 2-foot-diameter hole. It's actually impossible for a Large character to do so.

Extraordinary Success: If the character has at least 10 ranks in a skill and beats the Difficulty Class by 20 or more on a normal skill check, the character has completed the task impossibly well. The DM should assign an appropriate game benefit to an extraordinary success. For instance, say a character was making a Diplomacy skill check against DC 20 to convince a magistrate to reduce the charges against his friend. If his check result was actually a 40, the DM might rule that the magistrate does not merely reduce the charges, she dismisses them and lets the friend go free.

CHECKS WITHOUT ROLLS

Taking 10: When a character is not in a rush and not being threatened or distracted, he may choose to take 10 on a skill check. Instead of rolling 1d20 for the skill check, calculate the character's result as if he had rolled a 10.





Taking 20: When the character has plenty of time (generally two minutes for a skill he normally can use in 1 round, one full-round action, or one standard action), and when the attempted skill carries no penalties for failure, the character can take 20.

Instead of rolling 1d20 for the skill check, calculate the character's result as if he had rolled a 20. Taking 20 means the character keeps trying until he gets it right. Taking 20 takes about 20 times as long as it would take to make a single check.

COMBINING SKILL CHECKS

When more than one character tries to use the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events: Often, several characters attempt an action, and each succeeds or fails on his own.

Helping the Leader: Sometimes the individual PCs are essentially reacting to the same situation, but they can work

together and help each other out. In this case, one character is considered the leader of the effort and makes a skill check, while each helper makes a skill check against DC 10. (The helper can't take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (per the rule for favorable conditions). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. DMs should limit cooperation as they see fit for the given conditions.

Skill Synergy: It's also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill descriptions.

SKILL DESCRIPTIONS

This section describes each skill in the game, including common uses and typical modifiers.

This skill description format, standard for all skills, is as follows:

SKILLS BY CHARACTER CLASS													
	Aks	Chm*	Grn	Mbl	Mgr	Osn	Rwr	Rth	Twr*	Unf	Wrm	Wtc*	
Alchemy (Int)	•			•	•			•					•
Appraise (Int)	•							•					
Balance (Dex)	•					•				•			
Bluff (Cha)	•									•			•
Climb (Str)	•	•		•		•	•		•	•	•		
Concentration (Con)	•		•	•	•	•	•	•					•
Craft (Int)	•	•	•	•	•	•	•	•	•	•	•	•	•
Decipher Script (Int)	•				•			•					
Diplomacy (Cha)	•	•	•							•			
Disable Device (Int)	•							•					
Disguise (Cha)	•									•			•
Escape Artist (Dex)	•					•				•			
Forgery (Int)	•							•		•			
Gather Information (Cha)	•		•					•		•			
Handle Animal (Cha)	•		•						•		•		
Heal (Wis)	•	•	•			•	•		•				•
Innuendo (Wis)	•				•					•			
Intimidate (Cha)	•			•	•	•					•		
Jump (Str)	•	•		•		•	•		•	•	•		
Knowledge (Architecture) (Int)	•	•		•	•			•			•		•
Knowledge (Ceremony) (Int)	•	•	•	•	•		•	•					•
Knowledge (Cosmology) (Int)	•	•		•	•			•					•
Knowledge (Dangerous Beasts) (Int)	•	•		•	•			•					•
Knowledge (Dracha) (Int)													
Knowledge (Dragons) (Int)													
Knowledge (Engineering) (Int)	•	•		•	•			•			•		•
Knowledge (Faen) (Int)													
Knowledge (Geography) (Int)	•	•	•	•	•			•					•
Knowledge (Giants) (Int)													
Knowledge (History) (Int)	•	•		•	•			•			•		•

* Members of this class may gain additional class skills based on type.
 • Indicates a class skill.

SKILL NAME

(KEY ABILITY, TRAINED ONLY, ARMOR CHECK PENALTY)

The skill name lines include the following information:

Key Ability: The name of the ability whose modifier applies to the skill check. *Exception:* Speak Language has “None” listed as its key ability, because using this skill does not require a check.

Trained Only: If “Trained Only” appears after the skill name line, the character must have at least 1 rank in the skill to use it. Otherwise, he can use the skill untrained (with a rank of 0). Any special notes applying to trained or untrained use appear in the Special section (see below).

Armor Check Penalty: Apply any armor check penalty (see Chapter Six: Equipment) to skill checks for this skill.

Next comes a general description of what using the skill represents, what a character can do with a successful skill check, how much time it takes to make a check, and the check’s Difficulty Class. After the description come two other types of information:

- **Retry:** Certain conditions may apply to successive attempts to use the skill. If this paragraph is omitted, a character can retry skill attempts with no inherent penalty other than consuming additional time.
- **Special:** This final section includes any extra facts that apply to the skill, such as rules regarding untrained use, whether this skill has a synergistic relationship with other skills, and benefits that certain characters receive because of class or race.

ALCHEMY

INTELLIGENCE, TRAINED ONLY

The character can identify and make alchemical items. Some items characters can make appear in the item descriptions in Chapter Six: Equipment. To determine how much time and material it takes to make an alchemical item, use the Difficulty Classes listed on the next page and the rules for making things found in the Craft skill description.

SKILLS BY CHARACTER CLASS (CONT'D)													
	Aks	Chm*	Grn	Mbl	Mgr	Osn	Rwr	Rth	Twr*	Unf	Wrm	Wtc*	
Knowledge (Litorians) (Int)													
Knowledge (Magic) (Int)	•	•	•	•	•			•					•
Knowledge (Mojh) (Int)													
Knowledge (Nature) (Int)	•	•	•	•	•			•	•				•
Knowledge (Nobility and Courtesy) (Int)	•	•		•	•			•		•	•		•
Knowledge (Religion) (Int)	•	•		•	•			•					•
Knowledge (Runes) (Int)	•	•		•	•			•					•
Knowledge (Sailing and Navigation) (Int)	•	•		•	•			•					•
Knowledge (Science) (Int)	•	•		•	•			•					•
Knowledge (Sibeccai) (Int)													
Knowledge (Verrik) (Int)													
Listen (Wis)	•		•			•	•		•				
Open Lock (Dex)	•							•		•			
Perform (Cha)	•									•			
Ride (Dex)	•	•					•		•		•		
Search (Int)	•			•	•					•			•
Sense Motive (Wis)	•					•				•			•
Sleight of Hand (Dex)	•									•			
Sneak (Dex)	•					•				•			
Speak Language (none)	•		•	•	•			•					•
Spellcraft (Int)	•		•	•	•			•					•
Spot (Wis)	•	•				•	•	•	•	•			
Survival (Wis)	•		•			•			•				
Swim (Str)	•	•	•	•		•	•		•	•	•		
Tumble (Dex)	•					•				•			
Use Magic Device (Cha)	•												•
Use Rope (Dex)	•									•			

* Members of this class may gain additional class skills based on type.
 • Indicates a class skill.



The DM may allow an alchemist to perform other tasks related to alchemy, such as identifying an unknown substance or a poison. Doing so takes one hour. Identifying a potion (if a substance is known to be a potion) “in the field” requires only 3 rounds and has no cost, but it requires the character to sip a tiny bit of the potion—a risk, if it turns out to not be a potion.

Alchemy Task	DC	Notes
Identify mysterious substance	25	Costs 1 gp per attempt (or 20 gp to take 20)
Identify potion or other single-use item	20	Costs 1 gp per attempt (or 20 gp to take 20)
Identify potion or other single-use item “in the field”	25	Takes 3 full rounds, but costs no gold
Make acid	15	See the Craft skill
Identify poison	20	—
Make alchemist’s fire or frost, smokestick, tindertwig, or trollbane powder	20	See the Craft skill
Make antitoxin, sunrod, tanglefoot bag, or thunderstone	25	See the Craft skill
Make protective oil	28	See the Craft skill

Retry: Yes, but in the case of making items, each failure ruins half the raw materials needed, and the character has to pay half the raw material cost again for a new attempt. If identifying substances or potions, each failure consumes the full cost. Identifying in the field cannot be retried.

Special: The character must have alchemical equipment to make an item or identify it. If identifying an item, the cost represents additional supplies the character must buy. Purchasing and maintaining an alchemist’s laboratory grants a +2 circumstance bonus to Alchemy checks (from the favorable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

APPRAISE

INTELLIGENCE

The character can appraise common or well-known objects within 10 percent of their value (DC 12). Failure means the character estimates the value at somewhere between 50 percent and 150 percent of actual value. The DM secretly rolls 2d6+3, multiplies the result by 10 percent, then multiplies the actual value by that percentage and tells the character that value for the item. (For a common or well-known item, a character’s chance of estimating the value within 10 percent is fairly high, even if he fails the check—in such a case, the character made a lucky guess.)

Rare or exotic items require a successful check against DC 15, DC 20, or higher. If successful, the character estimates the value at between 70 percent and 130 percent of its actual value. The DM secretly rolls 2d4+5, multiplies the result by 10 percent, then multiplies the actual value by that percentage and tells the character that value for the item. Failure means the character cannot estimate the item’s value.

A magnifying glass gives a +2 circumstance bonus to Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant’s scale gives a +2 circumstance bonus to Appraise checks involving items valued by weight, including anything made of precious metals. These bonuses stack. (See Chapter Six: Equipment for details on these items.)

Appraising an item takes one minute.

Retry: Not on the same object, regardless of success.

Special: If the character is making the check untrained, for common items, failure means no estimate; for rare items, success means an estimate of 50 percent to 150 percent of actual value ($[2d6+3] \times 10$ percent).

BALANCE

DEXTERITY, ARMOR CHECK PENALTY

The character can walk on a precarious surface as a move-equivalent action. A successful check lets the character move at half his speed along the surface for 1 round.

A failure means the character can’t move for 1 round. A failure by 5 or more means that the character falls.

The difficulty varies with the surface:

Surface	DC
7–12 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20
Uneven floor	10
Surface angled	+5*
Surface slippery	+5*

* Cumulative; if both apply, use both.

Being Attacked While Balancing: Attacks against the character are made as if he were off balance: They gain a +2 attack bonus, and the character loses any Dexterity bonus to Armor Class. Characters with 5 or more ranks in Balance can retain their Dexterity bonus to Armor Class (if any) in the face of attacks. If a character takes damage, he must make another skill check to stay balanced.

Accelerated Movement: The character can try to walk across a precarious surface more quickly than normal. If he accepts a –5 penalty, he can move at normal speed as a move-equivalent action. (Moving twice the character’s speed in a round requires two checks.)

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

BLUFF

CHARISMA

Bluff allows a character to convince another of something that is not true. A Bluff check is opposed by the target’s Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: if the bluff is hard to believe, or if the action he wants the target to take goes against the target’s self-interest, nature, personality, orders, etc. If it’s important, the DM can



distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of her, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, she has seen through the bluff (and would have done so even if it had not entailed any demand on her).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something the character wants her to believe.

A bluff requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. A bluff always takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate.

Feinting in Combat: The character can also use Bluff to mislead an opponent in combat so she can't dodge his attack effectively. Doing so is a standard action that does not draw an attack of opportunity. If the character succeeds, the next attack he makes against the target does not allow her to use her Dexterity bonus to Armor Class (if any). This attack must be made on or before the character's next turn. Feinting in this way against a nonhumanoid is difficult, because it's harder to read a strange creature's body language; the character suffers a –4 penalty in such cases. Against a creature of animal Intelligence (1 or 2) it's even harder; the character suffers a –8 penalty. Against a nonintelligent creature, it's impossible.

Creating a Diversion to Hide: The character can use Bluff to help him hide. A successful Bluff check can give him the

momentary diversion he needs to attempt a Sneak check to hide while people are aware of him.

Retry: Generally, a failed Bluff check makes the target too suspicious for the bluffer to try another Bluff check in the same circumstances. For feinting in combat, the character may retry freely.

Special: Having 5 or more ranks in Bluff gives a character a +2 synergy bonus on Diplomacy, Intimidate, and Sleight of Hand checks and a +2 synergy bonus on an Innuendo check to transmit a message. Also, characters with 5 or more ranks of Bluff get a +2 synergy bonus on Disguise checks when they know they are being observed and they try to act in character.

CLIMB

STRENGTH, ARMOR CHECK PENALTY

With each successful Climb check, a character can advance up, down, or across a slope, wall, or other steep incline (even a ceiling with handholds) at one-half his speed as a full-round action. The character can move half that far at one-fourth of his speed as a move-equivalent action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check means that the character makes no progress. A check that fails by 5 or more means that he falls from whatever height he has already attained.

A climber's kit gives a +2 circumstance bonus to Climb checks. (See Chapter Six: Equipment.)

The Difficulty Class of the check depends on the conditions of the climb as shown on the next page.

**DC Example Wall or Surface**

- 0 A slope too steep to walk up. A knotted rope with a wall to brace against.
- 5 A rope with a wall to brace against, or a knotted rope.
- 10 A surface with ledges to hold onto and stand on, such as a very rough wall or a ship's rigging.
- 15 Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.
- 20 An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruin.
- 25 A rough surface, such as a natural rock wall or a brick wall. An overhang or ceiling with handholds but no footholds.
- A perfectly smooth, flat, vertical surface cannot be climbed.
- −10* Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).
- −5* Climbing a corner where one can brace against perpendicular walls (reduces DC by 5).
- +5* Surface is slippery (increases DC by 5).

* These modifiers are cumulative; use any that apply.

Since the character can't move to avoid a blow while climbing, enemies can attack him as if he were stunned: An attacker gets a +2 bonus, and the character loses any Dexterity bonus to Armor Class.

The character cannot use a shield while climbing.

Any time the character takes damage while climbing, make a Climb check against the Difficulty Class of the slope or wall. Failure means the character falls from his current height and sustains the appropriate falling damage.

Accelerated Climbing: The character tries to climb more quickly than normal. As a full-round action, he can attempt to cover his full speed in climbing distance. However, he suffers a −5 penalty on Climb checks and must make two checks each round. Each successful check allows him to climb a distance equal to one-half his speed. By accepting the −5 penalty, the character can move at half speed as a move-equivalent action rather than as a full-round action.

Making One's Own Handholds and Footholds: The character can make his own handholds and footholds by pounding pitons into a wall. Doing so takes one minute per piton; one piton is needed per 3 feet. As with any surface with handholds and footholds, climbing a wall with pitons has a Difficulty Class of 15. In the same way, a climber with a handaxe or similar implement can cut holds in an ice wall.

Catching Oneself When Falling: It's practically impossible to catch oneself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It's a lot easier to catch oneself on a slope (DC = slope's DC + 10).

Special: A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

CONCENTRATION**CONSTITUTION**

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

The list below summarizes various types of distractions that cause a character to have to make a Concentration check while casting a spell.

- *DC 10 + Damage Dealt + Spell Level:* Injury or failed saving throw during the casting of a spell (for spells with a casting time of 1 full round or more) or injury by an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of one standard action).
- *DC 10 + Half of Continuous Damage + Spell Level:* Suffered automatic continuous damage.
- *DC 10 + Damage Dealt + Spell Level:* Damaged by spell.
- *Distracting Spell's Save DC + Spell Level:* Distracted by nondamaging spell. (If the spell allows no save, use the save DC it would have if it did allow a save.)
- *Opponent's Grapple Check + Spell Level:* Grappling or pinned (can only cast spells without somatic components and whose material component is in hand).
- *DC 10 + Spell Level:* Vigorous motion (on a moving mount, bouncy wagon ride, small boat in rough water, belowdecks in a storm-tossed ship).
- *DC 15 + Spell Level:* Violent motion (galloping horse, very rough wagon ride, small boat in rapids, on deck of storm-tossed ship).
- *DC 20 + Spell Level:* Affected by a *whirlwind* spell.
- *DC 5 + Spell Level:* Weather involves a high wind carrying blinding rain or sleet.
- *DC 10 + Spell Level:* Weather involves wind-driven hail, dust, or debris.
- *Distracting Spell's Save DC + Spell Level:* Weather caused by spell, such as *control weather* (same as distracted by nondamaging spell).
- *Opponent's Attack Bonus (Minimum 10) + Spell Level:* Casting defensively (so as not to provoke attacks of opportunity).
- *DC 15:* Caster entangled.

"Spell level" above refers to the level of the spell the character is trying to cast. "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.

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 a new attack roll from the opponent.

Retry: Yes, though a success doesn't cancel the effects of a previous failure.

CRAFT

INTELLIGENCE

Craft actually refers to a number of separate skills. For instance, a character could have the skill Craft (trapmaking). The character's ranks in that skill don't affect any checks he happens to make for pottery or leatherworking, however. The character may have several Craft skills, each with its own ranks, and each purchased as a separate skill.

A Craft skill must specifically focus on creating something; if it does not, it is a Knowledge skill.

The character can practice a trade and make a decent living, earning about half the check result in gold pieces per week of dedicated work. The character knows how to use the tools of the trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day; for more on money, see Chapter Six: Equipment.)

However, the basic function of the Craft skill is to allow a character to make an item of the appropriate type. The Difficulty Class depends on the complexity of the item created. The Difficulty Class, the character's check result, and the item's price determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, the skill level required, the time required, and the raw materials required determine an item's price. That's why the item's price and Difficulty Class determine how long it takes to make it and the cost of the raw materials.)

All crafts require artisan's tools to give the best chance of success; a character who uses improvised tools instead attempts the check with a -2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus. (See Chapter Six: Equipment.)

To determine how much time and money it takes to make an item, follow these steps :

1. Find the Difficulty Class listed here or have the DM set one.
2. Pay one-third the item's price in raw materials. (Look for item prices in Chapter Six: Equipment.)
3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the Difficulty Class. If the result \times the Difficulty Class equals the price of the item multiplied by 10, then the character has completed the item. (If the result times the Difficulty Class equals double or triple the price of the item multiplied by 10, then the character has completed the task in one-half or one-third the time, and so on.) If the result \times the Difficulty Class doesn't equal the price multiplied by 10, then it represents the progress the character has made this week. Record the result and make another check for the next week. Each week the character makes more progress until his total reaches the price of the item multiplied by 10.

Should the character fail the check, he makes no progress this week. If he fails by 5 or more, he ruins half the raw materials and has to pay half the original raw material cost again.

Progress by the Day: The character can make checks by the day instead of by the week, in which case he progresses (result times DC) at one-tenth the weekly rate.

Creating Masterwork Items: The character can make a masterwork item: an item that conveys a bonus to its user through its exceptional craftsmanship, not through being magical.

To create a masterwork version of an item on the table below, the character creates the masterwork component, as if it were a separate item, in addition to the standard item. The masterwork component has its own price and Difficulty Class. (See Chapter Six: Equipment.)

Once both the standard component and the masterwork component of the item are completed, the masterwork item is finished. (*Note:* The price the character pays for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

Repairing Items: Generally, the character can repair an item using the same Difficulty Class it took to make it in the first place. The cost of repairing an item is one-fifth the item's price.

Item	Craft	DC
Armor, shield	Armorsmith	10 + AC bonus
Exotic/articulated armor	Armorsmith	12 + AC bonus
Devanian or dire armor	Armorsmith	+5
Longbow, shortbow	Bowmaking	12
Composite longbow or composite shortbow	Bowmaking	15
Mighty bow	Bowmaking	15 +2/Strength bonus
Crossbow	Weaponsmith	15
Simple melee or thrown weapon	Weaponsmith	12
Martial melee or thrown weapon	Weaponsmith	15
Exotic melee or thrown weapon	Weaponsmith	18
Devanian or dire weapon	Weaponsmith	Standard item's DC +5
Very simple item	Varies	5
Typical item	Varies	10
High-quality item	Varies	15
Complex or superior item	Varies	20
Crystal-laced item*	Varies	Standard item's DC+20
Crystalline item*	Varies	Standard item's DC+30

* DM's discretion as to whether to allow PCs to craft such items at all.

In some cases, a character can use the *lesser* or *greater creation* spell to achieve the results of a Craft check without needing to make the check. However, the character must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.). When casting the spell *lesser creation*, the character must succeed at an appropriate Craft check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts.

Retry: Yes, but each time the character misses by 5 or more, he ruins half the raw materials and has to pay half the original raw material cost again.



DECIPHER SCRIPT

INTELLIGENCE, TRAINED ONLY

The character can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base Difficulty Class is 20 for the simplest messages, DC 25 for standard texts, and DC 30 or higher for intricate, exotic, or very old writing.

If the check succeeds, the character understands the general content of a piece of writing, reading about one single page of text (or its equivalent) in one minute. If the check fails, the DM makes a Wisdom check (DC 5) for the character to see whether he avoids drawing a false conclusion about the text. (Success means the character does not draw a false conclusion; failure means he does.)

The DM secretly makes both the skill check and (if necessary) the Wisdom check so the player can't tell whether the conclusion the character draws is true or false.

Retry: No.

Special: Characters with 5 or more ranks in Decipher Script enjoy a +2 synergy bonus on Use Magic Device checks related to scrolls.

DIPLOMACY

CHARISMA

The character can change others' attitudes with a successful check. Remember to subtract the potentially influenced creature's Hit Dice from the Diplomacy check result before determining the result. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases in a hearing before a third party. See the "Influencing Attitude" table in Chapter One: Abilities.

Retry: Generally, retries do not work. Even if the initial check succeeds, Diplomacy can persuade the other character only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to her position, rendering a retry futile.

Special: Charisma checks to influence NPCs are generally untrained Diplomacy checks. A character with 5 or more ranks in Bluff or Sense Motive gets a +2 synergy bonus on Diplomacy checks. These bonuses stack.

DISABLE DEVICE

INTELLIGENCE, TRAINED ONLY

The character can jam a mechanical device or otherwise keep it from operating. The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, etc.). Attempting a Disable Device check without a set of thieves' tools carries a -2 circumstance penalty, even if the character employs a simple tool. The use of masterwork thieves' tools enables the character to make the check with a +2 circumstance bonus.

The DM makes the Disable Device check so the player doesn't necessarily know whether the character has succeeded. The amount of time needed to make a check and the Difficulty Class for the check depend on how tricky the device is. Disabling a

simple device takes 1 round (it is at least a full-round action). Intricate or complex devices require 2d4 rounds. The character also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Disabling (or rigging or jamming) a fairly simple device has a Difficulty Class of 10. Doing so for a more intricate or complex device has a higher Difficulty Class. The DM rolls the check. If it succeeds, the character disables the device. If the check fails by up to 4, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If the device is a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

Device	Time	DC*	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

* If the character attempts to leave behind no trace of the tampering, add 5 to the Difficulty Class.

Characters can even disarm magic traps. A magic trap generally has a Disable Device Difficulty Class of 25 + the level of the spell used to create it.

Retry: Yes, though the character must be aware that he has failed in order to try again. A character who beats a trap's Difficulty Class by 10 or more generally can study a trap, figure out how it works, and bypass it (along with his companions) without disarming it.

DISGUISE

CHARISMA

The character can change his appearance or someone else's. The effort requires at least a few props, some makeup, and 1d3 × 10 minutes of work. The use of a disguise kit (see Chapter Six: Equipment) provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than one-tenth the original.

The character can also impersonate people, either individuals or types. For example, he might, with little or no actual disguise, make himself seem like a traveler even if he's a local.

The character's Disguise check result determines how good the disguise is; it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The DM makes the character's Disguise check secretly so the player is not sure how good the disguise is.

If the character draws no attention to himself, however, others do not get to make Spot checks. Should the character come to the attention of a suspicious person (such as a guard watching commoners walk through a city gate), the DM can assume that person is taking 10 on her Spot checks.

The effectiveness of the character's disguise depends in part on how drastically he's attempting to change his appearance:

Disguise	Modifier
Minor details only	+5
Disguised as different sex	-2
Disguised as different race	-2
Disguised as different age category	-2*
Disguised as specific class	-2

* Per step of difference between character's actual age category and disguised age category (young, adult, middle age, old, venerable).

If the character is impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks, as listed in the table below. Automatically treat such people as suspicious of the character—opposed checks are always invoked.

Familiarity	Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a check for detection immediately upon meeting the character and once each hour thereafter. If the character casually meets many different creatures, each for a short time, check once per day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a merchant at a bazaar, the DM can make one Spot check per hour for the people she encounters, using a +1 bonus on the check to represent the crowd's average skill modifier (most people with no Spot ranks and a few with good Spot skills).

Retry: A character may try to redo a failed disguise, but once others know he attempted a disguise, they'll be more suspicious.

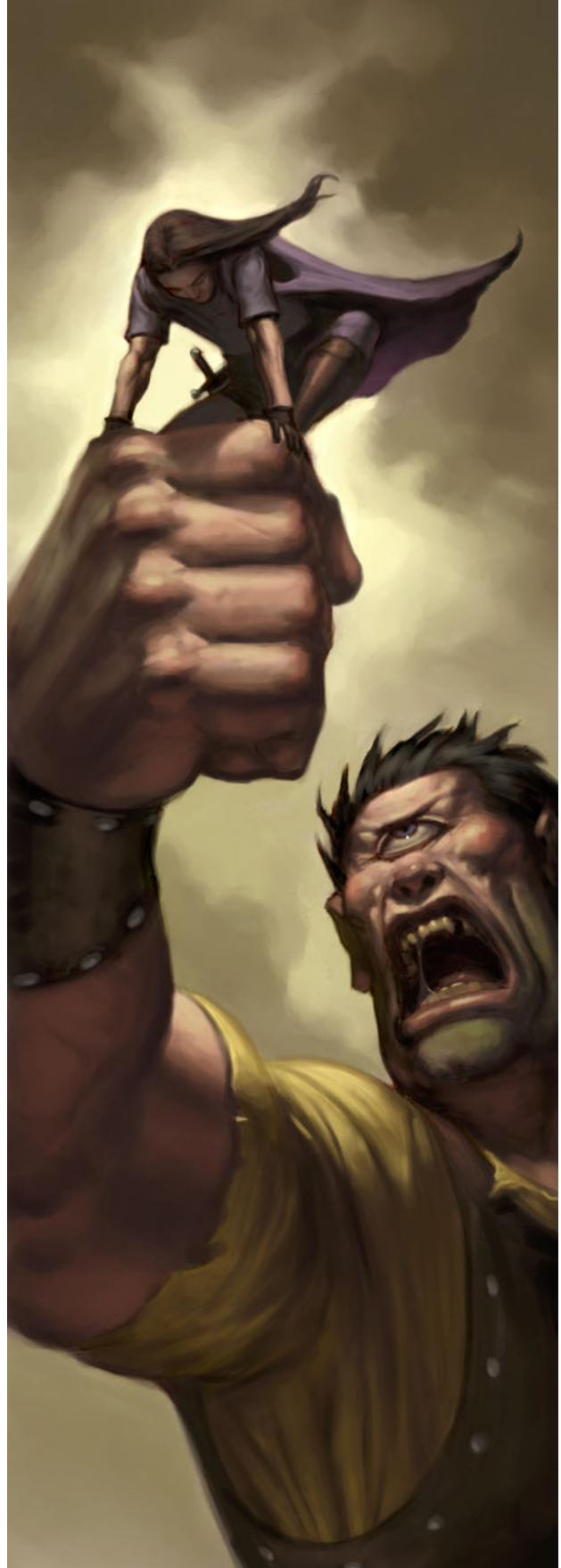
Special: A character with 5 or more ranks of Bluff gets a +2 synergy bonus on Disguise checks when he knows that he's being observed and tries to act in character.

ESCAPE ARTIST

DEXTERITY, ARMOR CHECK PENALTY

Making a check to escape from being bound by ropes, manacles, or other restraints (except a grappler) requires one minute of work. Escaping a net or *eldritch web* spell is a full-round action. Squeezing through a tight space takes at least one minute, maybe longer, depending on how long the space is.

Restraint	DC
Ropes	Binder's Use Rope check at +10
Net	20
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check
<i>Eldritch web</i> spell	25





Ropes: The character's Escape Artist check opposes the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus to her check.

Manacles and Masterwork Manacles: Manacles have a Difficulty Class of 30 or 35, depending on their construction.

Net: Escaping from a net is a full-round action.

Tight Space: This Difficulty Class describes getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in a chimney, the DM may call for multiple checks. The character can't fit through a space that his head won't fit through.

Grapppler: A character can make an Escape Artist check opposed by the enemy's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is a standard action, so a character who escapes the grapple can move in the same round. See "Wriggle Free" under "Grapple" in Chapter Seven: Playing the Game.

Spell: Escaping from an *eldritch web* spell constitutes a full-round action.

Retry: A character can make another check after a failed check if he's squeezing through a tight space, making multiple checks. If the situation permits, he can make additional checks or even take 20 as long as no one actively opposes him.

Special: A character with 5 or more ranks of Use Rope gets a +2 synergy bonus on Escape Artist checks when escaping from rope bonds. Likewise, a character with 5 or more ranks of Escape Artist gets a +2 synergy bonus on Use Rope checks to bind someone.

FORGERY

INTELLIGENCE

This skill allows a character to create false documents. Forgery requires writing materials appropriate to the document being forged, enough light to write by, wax for seals (if appropriate), and some time. Forging a very short and simple document takes about one minute. Longer or more complex documents take 1d4 minutes per page. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), a character gains a +8 bonus on the roll if he has seen a similar document before. To forge a signature, the character gains a +4 bonus if he has that person's autograph to copy. Forging a longer document written in the hand of a particular person requires a large sample of that person's handwriting.

The DM makes the check secretly so the player is not sure how good the forgery is. As with Disguise, the character doesn't need to make a check until someone examines the work. This Forgery check is opposed by a Forgery check from the person checking the document's authenticity. The examiner gains bonuses or penalties to her check as described in the table below.

As with Bluff, a document that contradicts procedure, orders, or previous knowledge, or one that requires a sacrifice on the part of the examiner, can increase that character's suspicion (and thus create favorable circumstances for her opposing Forgery check).

Reader's

Check Mod. Forgery Condition

- 2 Type of document unknown to examiner
- +0 Type of document somewhat known to examiner
- +2 Type of document well known to examiner
- 2 Handwriting not known to examiner
- +0 Handwriting somewhat known to examiner
- +2 Handwriting well known to examiner
- 2 Examiner reviews the document only casually

Retry: A retry is never possible after a particular examiner detects a particular forgery. But the forged document still might fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining it. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, the reader can't try using her own skill again, even if she's suspicious about the document.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language dependent.)

GATHER INFORMATION

CHARISMA

By succeeding at a Gather Information skill check (DC 10)—given an evening with a few gold pieces to use for buying drinks, making friends, and such—the character can get a general understanding of a city's major news items, assuming others have no obvious reasons to withhold the information. The higher the check result, the better the information.

If a character wants to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the difficulty increases to anywhere from DC 15 to DC 25 or higher.

Retry: Yes, but because each check takes an evening or so to complete, characters may draw attention to themselves if they repeatedly pursue a certain type of information.

HANDLE ANIMAL

CHARISMA, TRAINED ONLY

The character can train or handle an animal. The Difficulty Class and the time required to get a particular effect depend on what the character is trying to do.

Handle Animal Task	Time	DC
Handle a domesticated animal	Varies	10
"Push" a domesticated animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + HD of animal
Train a wild animal	2 months	20 + HD of animal

Time: For a task with a specific time frame, the character must spend half this time (at the rate of three hours per day per animal) working toward completion of the task before making the skill check. If the check fails, the character can't teach, rear, or

train that animal. (At that point, he can quit the failed unfinished attempt.) Should the check succeed, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If someone interrupts or if the character fails to follow the task through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

Handle a Domesticated Animal: Examples of this task include commanding a trained dog, driving beasts of labor, tending to tired horses, and so forth.

“Push” a Domesticated Animal: To push a domestic animal means to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.

Teach an Animal Tasks: This means to teach a domestic animal some tricks. The character can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. The character can work with up to three animals at one time, teaching them general tasks. An animal can be trained for one general purpose only.

Teach an Animal Unusual Tasks: This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternately, the character can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or come at a whistle, or teaching a falcon to pluck objects from someone’s grasp.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy, effectively domesticating it. A handler can rear up to three creatures of the same type at once. A character can teach domesticated animals tasks while raising them or can teach them tasks as domesticated creatures later.

Train a Wild Animal: To train a wild animal means to teach a wild creature to do certain tricks, but only at the character’s command. The creature remains wild, though usually controllable.

Retry: For handling and pushing domestic animals, retries are allowed. For training and rearing, they are not.

Special: A character with 5 or more ranks of Handle Animal gets a +2 synergy bonus on Ride checks. An untrained character can use a Charisma check to handle and push animals.

HEAL

WISDOM

The character can use this skill to treat wounds and illnesses. The Difficulty Class and effectiveness depend on the task attempted.

Heal Task	DC
First aid	10 + number of hit points by which character’s current total is below 0
Long-term care	15
Treat specific wound	15
Treat poison	Poison’s DC
Treat disease	Disease’s DC

First Aid: First aid usually means saving a dying character. If a character has negative hit points and is losing hit points (at 1

per round, 1 per hour, or 1 per day), the healer can stabilize her. The injured character regains no hit points, but she does stop losing them. The check is a standard action.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If successful, the character lets the patient recover hit points or ability score points (lost to temporary damage) at twice the normal rate: 2 hit points per level for each day of light activity, 3 hit points per level for each day of complete rest, and 2 ability score points per day. The character can tend up to six patients at a time. He needs a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands.

Giving long-term care counts as light activity for the healer. The character cannot give long-term care to himself.

Treat Specific Wound: Someone with this skill can treat a person with a specific wound, like a bleeding wound or a cut on the foot that reduces movement speed. Treating such a wound is a standard action that, if successful, alleviates the condition. The DM decides whether a wound is treatable.

Treat Poison: To treat poison means to tend a single character who has been poisoned and will suffer further damage (or some other effect) from the poison.

Every time the poisoning victim makes a saving throw against the poison, the character makes a Heal check. The poisoning victim uses this result in place of her saving throw if the Heal result is higher.

Treat Disease: To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, the healer makes a Heal check. The diseased character uses this result in place of her saving throw if the Heal result is higher.

Special: A character with 5 or more ranks in Knowledge (nature) gets a +2 synergy bonus on Heal checks. A healer’s kit (see Chapter Six: Equipment) offers a +2 circumstance bonus to Heal checks.

INNUENDO

WISDOM, TRAINED ONLY

Using the Innuendo skill, a character can get a message across to someone else without obviously communicating.

The Difficulty Class for a basic message is 10. This number rises to DC 15 or 20 for complex messages, especially those that rely on getting across new information.

A character can also try to discern the hidden message in a conversation between two other people using this skill. The Difficulty Class is the skill check of the person using Innuendo, less a penalty of –2 for each piece of information the eavesdropper is missing. For example, if a character eavesdrops on people planning to assassinate a visiting diplomat, the eavesdropper suffers a –2 penalty if he doesn’t know about the diplomat.

Whether trying to send or intercept a message, a failure by 5 points or more means the character has implied or inferred some false information.

The DM makes the character’s Innuendo check secretly so the player doesn’t necessarily know whether the character succeeded.



Retry: Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

Special: A character with 5 or more ranks in Bluff gets a +2 synergy bonus on the check to transmit (but not receive) a message. Characters with 5 or more ranks in Sense Motive get a +2 synergy bonus on checks to receive or intercept (but not transmit) a message.

INTIMIDATE

CHARISMA

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

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.

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

Basically, Intimidate can get a character to do something she would not normally 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, the warmain in the illustration at right 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 warmain succeeds, causing the goblin to retreat. After 1 round, the goblin returns, but the warmain 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 warmain 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 warmain 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 warmain 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 other character 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.

JUMP

STRENGTH, ARMOR CHECK PENALTY

The difficulty of a character's jump is based on the distance he must move and the type of jump it is (long jump or high jump, running or standing).

Type of Jump	DC
Running long jump*	Equal to distance jumped
Standing long jump	Equal to 2 × distance jumped
Running high jump*	Equal to 4 × distance jumped
Standing high jump	Equal to 8 × distance jumped

* The character must move 20 feet before jumping. A character can't take a running jump in heavy armor.

The DCs listed above are for characters with speeds of 30 feet. If the character has a lower speed (from size, armor, encumbrance, or weight carried), reduce the check by -6 for every 10 feet of his speed below 30. If he has a higher speed (because he is an oathsworn, for instance), increase the check by +4 for each 10 feet of his speed above 30. So a character who moves at speed 20 suffers a -6 penalty, but one that moves 50 gains a +8 bonus.

Of course, some characters do not need to make Jump checks to reach certain heights, because they are so large. Characters jumping up have a maximum vertical reach based on their size. This reach is the height at which they do not need to make Jump checks, but rather a Climb check simply to pull themselves up (usually DC 15) as a move-equivalent action. For example, a sibeccai could pull himself up onto a ledge that is 8 feet high.

Creature Size	Max. Vertical Reach
Colossal	124 feet
Gargantuan	64 feet
Huge	32 feet
Large	16 feet
Medium	8 feet
Small	4 feet
Tiny	2 feet
Diminutive	1 foot
Fine	1/2 foot

Distance moved by jumping counts against maximum normal movement in a round. Characters trained in this skill who make the needed check land on their feet. Those using this skill untrained land prone unless they exceeded the required Difficulty Class by 5.

In a long jump across a chasm or other open space, if a character fails the check by less than 5, he can make a Reflex save

(DC 15) to grab the far edge of the gap, ending his move. He can pull himself up (Climb check, DC 15), requiring a move-equivalent action.

If the character intentionally jumps down from a height, he might take less damage than if he just fell. A successful Jump check (DC 15) means he takes damage as if he had fallen 10 feet less than he actually did.

A character can "hop up" to a height at his waist or lower with a Jump check (DC 10).

Special: A character with 5 or more ranks in Tumble gets a +2 synergy bonus on Jump checks. Likewise, those with 5 or more ranks in Jump get a +2 synergy bonus on Tumble checks.

KNOWLEDGE

INTELLIGENCE, TRAINED ONLY

The character with this skill possesses knowledge in a specific area. Answering a question within his field of study has a Difficulty Class of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Typical fields of study include the following:

- *Architecture:* Building types, layouts, defenses.
- *Ceremony:* Conducting rites, requirements, materials, sites.
- *Cosmology:* Planes, outsiders, hierarchies, alternate physics.
- *Dangerous Beasts:* Monster habitats, nature, behavior, powers.
- *Dracha:* Dracha nature, history, psychology, physiology, culture.
- *Dragons:* Dragon nature, history, psychology, physiology, culture.
- *Engineering:* Bridges, tunnels, sapping, siege engines.
- *Faen:* Faen nature, history, psychology, physiology, culture.
- *Geography:* Lands, borders, topography.
- *Giants:* Giant nature, history, psychology, physiology, culture.
- *History:* Wars, rulers, dates and places, discoveries.
- *Humans:* Human nature, history, psychology, physiology, culture.
- *Litorians:* Litorian nature, history, psychology, physiology, culture.
- *Magic:* Magic items, arcane mysteries, traditions, legends.
- *Mojh:* Mojh nature, history, psychology, physiology, culture.
- *Nature:* Plants, animals, weather.
- *Nobility and Courtesy:* Customs, manners, kings and queens, lineages, heraldry, laws.
- *Religion:* Gods and goddesses, myths, traditions, holy symbols.
- *Runes:* Identification of magical symbols.
- *Sailing and Navigation:* Navigating on land and sea, maintaining and steering a ship.
- *Science:* Physics, math, chemistry.
- *Sibeccai:* Sibeccai nature, history, psychology, physiology, culture.
- *Verrick:* Verrick nature, history, psychology, physiology, culture.



RESEARCH

A character can research a particular question if he has the proper materials (usually books or a library). Research takes at least an hour, although the DM can rule that difficult questions or large amounts of information require much longer.

A researcher adds his appropriate Knowledge skill bonus (if he has one) and the book or library bonus to the check to determine success. Someone without the proper Knowledge skill can do research with a book or at a library, but he uses only the book or library's bonus to modify his untrained skill check and can get only general knowledge.

A book normally has a bonus of +1 to +5, although a particularly good or appropriate book can offer a higher bonus. Generally, a library has a +5 to a +10 bonus, although a particularly large or well-organized library can offer a higher one.

Although art, rarity, or construction can modify its value, a reference book's value is equal to its Knowledge check bonus squared, then multiplied by 10. Thus, a four-volume set about plant life that offers a +3 bonus is worth 90 gp.

Some fields of study overlap. For example, if a player wishes to know the details of an ancient feud between the giants and dragons, a successful check using Knowledge (history), Knowledge (giants), or Knowledge (dragons) would yield the information.

Retry: No. The check represents what the character knows, and thinking about a topic a second time doesn't allow him to know something he never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, one knows only common knowledge.

Knowledge of one's own race is always considered a class skill. Characters of a given race gain a +2 racial bonus to Knowledge checks made regarding their own race, so a human gains a +2 bonus to Knowledge (humans) checks.

LISTEN

WISDOM

Characters use this skill to hear sounds. Make a Listen check against a Difficulty Class that reflects how quiet the noise is, or against an opposed Sneak check.

The DM may make the Listen check so the player doesn't know whether hearing nothing means that nothing is there, or simply that he rolled low.

DC	Sound
0	People talking
5	A person in medium armor walking at a slow pace (10 feet/round) trying not to make noise
10	An unarmored person walking at a slow pace (15 feet/round) trying not to make any noise
19	A cat stalking
30	An owl gliding in for a kill
+1	Per 10 feet from the listener
+5	Through a door
+10	Listener is asleep
+15	Through a stone wall

In the case of people trying to be quiet, Sneak checks could replace the listed Difficulty Classes, in which case the Difficulty Class would be the average result (or close to it).

Retry: A character can make a Listen check every time he has a chance to hear something in a reactive manner. As a full-round action, he may try to hear something he failed to hear previously.

Special: When several characters are listening to the same thing, the DM can make a single 1d20 roll and use it to oppose all the listeners' skill checks.

OPEN LOCK

DEXTERITY, TRAINED ONLY

Characters with this skill can pick, finesse, or otherwise open any kind of lock—even magical ones. The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, etc.). Attempting an Open Lock check without a set of thieves' tools carries with it a -2 circumstance penalty, even if the character employs a simple tool. The use of masterwork thieves' tools enables the character to make the check with a +2 circumstance bonus.

Opening a lock entails 1 round of work and a successful skill check. It is a full-round action.

Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing lock	40

PERFORM

CHARISMA

Each character must choose a type of performance to develop with his skill. Possible Perform types include ballad, chant, comedy, dance, drama, drums, epic, flute, harp, juggling, lute, mandolin, mime, ode, pan pipes, recorder, singing, storytelling, and trumpet. So, a character may learn Perform (dance) as a skill and Perform (flute) as another.

The character can impress audiences with talent and skill.

DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. The character earns 1d10 cp per day.
15	Enjoyable performance. In a prosperous city, the character can earn 1d10 sp per day.
20	Great performance. In a prosperous city, the character can earn 3d10 sp per day. With time, he may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, the character can earn 1d6 gp per day. With time, he may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, the character can earn 3d6 gp per day. With time, he may draw attention from distant potential patrons.

WAKING UP

If a character is asleep but makes a successful Listen check to hear noise nearby, he wakes up. He cannot act that round, however. Further, he must make a Concentration check (DC 15) to be able to act the round after that, as he is still groggy.

This is true whether the character wakes up on his own or is intentionally roused by another. Shaking someone awake is a full-round action.

Characters with the Light Sleeper talent can act immediately upon waking up (see Chapter Five: Feats and Talents).

A masterwork musical instrument offers a +2 circumstance bonus to Perform checks that involve use of the instrument.

Retry: Retries are allowed, but they don't negate previous failures. An audience that has been unimpressed in the past will be prejudiced against future performances. (Increase the Difficulty Class by 2 for each previous failure.)

In addition to using the Perform skill, a character could entertain people with tumbling, tightrope walking, and spells (especially illusions).

Special: The DM may allow characters with 5 or more ranks in one Perform skill a +2 synergy bonus on related Perform skill checks. Related skills might include the flute and the pan pipes, drama and storytelling, and so on.

RIDE**DEXTERITY**

When the character selects this skill, he chooses the type of mount he is familiar with. For this purpose, "horses" includes radonts (see Chapter Twelve: Creatures), mules, donkeys, and ponies. If the character uses the skill with a different mount (such as riding a giant lizard when he is used to riding horses), reduce his rank by 2 (but not below 0). If the character uses this skill with a very different mount (such as riding a griffon when he is used to riding horses), reduce his rank by 5 (but not below 0).

Typical riding actions don't require checks. The character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting is a move-equivalent action. Some tasks do require checks:

Riding Task	DC
Guide with knees	5
Stay in saddle	5
Fight upon warhorse	10
Leap	15
Control mount in battle	20
Fast mount or dismount	20*
Cover	15
Soft fall	15

* Armor check penalty applies.

Guide With Knees: The character can react instantly to guide his mount with his knees, so he can use both hands in combat. Make the check at the start of the character's round. If

it fails, the character can use only one hand this round, because he needs to use the other to control his mount.

Stay in Saddle: The character can react instantly to try to avoid falling when his mount rears or bolts unexpectedly, or when he takes damage.

Fight Upon Warhorse: If the character directs a war-trained mount to attack in battle, he can still make his own attack or attacks normally.

Leap: The character can get a mount to leap obstacles as part of its movement. Use the character's Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The character faces a Ride check (DC 15) to stay on the mount when it leaps.

Control Mount in Battle: As a move-equivalent action, the character can attempt to control a light horse, pony, or heavy horse while in combat. If he fails, he can do nothing else that round. The character does not need to roll for creatures trained for war (such as warhorses or radonts).

Fast Mount or Dismount: The character can mount or dismount as a free action. If he fails the check, mounting or dismounting becomes a move-equivalent action. (The character can't attempt a fast mount or dismount unless he can perform the mount or dismount as a move-equivalent action this round.)

Cover: The character can react instantly to drop down and hang alongside the mount, using it as one-half cover. The character can't attack or cast spells while using his mount as cover, however. Failing the check means he doesn't get the cover benefit.

Soft Fall: The character reacts instantly to try to take no damage when he falls off a mount, such as when it dies or falls. Failing the check means the character takes 1d6 points of falling damage.

Special: A character riding bareback suffers a -5 penalty on Ride checks. A character with 5 or more ranks in Handle Animal gets a +2 synergy bonus to Ride checks. If the mount has a military saddle, it offers a +2 circumstance bonus to Ride checks related to staying in the saddle.

SEARCH**INTELLIGENCE**

To use this skill, a character generally must be within 10 feet of the object or surface to be searched. It takes 1 round to search a 5-foot-square area or a volume of goods that measures 5 feet on a side; doing so is a full-round action.

Search Task	DC
Ransack a chest full of junk to find a certain item	10
Find a typical secret door or a simple trap	20
Find a difficult nonmagical trap	21+
Find a magic trap	25+spell level used to create
Notice a well-hidden secret door	30

Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give characters a +4 bonus to Search checks to locate such abjuration spells. (See Chapter Eight: Magic.)



Finding a nonmagical trap has a Difficulty Class of at least 20, higher if it is well hidden. Finding a magic trap has a Difficulty Class of 25 + the level of the spell used to create it.

Special: A character without the Track feat can use the Search skill to find tracks. However, he can only follow the tracks if the Difficulty Class is 10 or less.

SENSE MOTIVE

WISDOM

A successful Sense Motive check allows the character to avoid being bluffed. The character can also use this skill to tell when something is up (something odd is going on that he was unaware of) or to assess someone's trustworthiness. Trying to gain information with this skill takes at least one minute. The character could spend a whole evening trying to get a sense of the people around him.

Sense Motive Task	DC
Sense a lie	Liar's Bluff skill check
Hunch	20
Sense enchantment	25

Hunch: This use of the Sense Motive skill essentially means making a gut assessment of the social situation. The character can get the feeling that something is wrong from another's behavior, such as when he is talking to an impostor. Alternatively, he can get the feeling that someone is trustworthy.

Sense Enchantment: The character can tell that someone's behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), such as a *charm* spell, even if the other person isn't aware of it herself.

Retry: No, though the character may make a new Sense Motive check for each bluff attempted on him.

Special: Characters with 5 or more ranks in Sense Motive enjoy a +2 synergy bonus on Diplomacy checks and on Innuendo checks made to receive or intercept (but not transmit) a message.

SLEIGHT OF HAND

DEXTERITY, TRAINED ONLY, ARMOR CHECK PENALTY

A Sleight of Hand check (DC 10) lets the character palm a coin-sized, unattended object. Checks for minor feats of legerdemain, such as making a coin disappear, are also DC 10, unless an observer seems determined to note where the item went.

When a character performs this skill under close observation, the observer's Spot check opposes his skill check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

If the character tries to take something from another creature, he must make a skill check against DC 20. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if her check result beats the character's check result, regardless of whether the character got the item.

DC	Sleight of Hand Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person



Retry: If the first Sleight of Hand check failed, or if someone noticed the attempt, a second attempt against the same target or under the careful eye of the same observer has a Difficulty Class that is 10 higher than the first check.

Special: A character with 5 or more ranks in Bluff gets a +2 synergy bonus on Sleight of Hand checks.

SNEAK

DEXTERITY, 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 one-half his normal speed at no penalty. At more than one-half, and up to the character's full speed, he suffers a -5 penalty to Sneak. 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 one-half normal speed and hide at no penalty. At more than one-half, and up to his full speed, he suffers a -5 penalty. It's practically impossible (-20 penalty) to hide while running or charging.

Larger and smaller creatures 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 people are observing the character, even casually, he can't hide. The character 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 can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank he has in Sneak.) However, the character makes this check at -10 because he has to move fast.

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

The 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 while people are aware of his presence.

SPELLCRAFT VS. KNOWLEDGE (MAGIC)

Use Spellcraft on checks pertaining specifically to spells: identifying them, speculating about their effects, and deciphering them on scrolls. Use Knowledge (magic) for all other magical checks: discerning information about a magic item, predicting some magical weather patterns, learning something about a magical creature, determining the location of a magical site, and so on.

SPEAK LANGUAGE

NONE, TRAINED ONLY

The Speak Language skill doesn't work like a standard skill. The character starts at 1st level knowing one or two languages (according to his race) plus an additional number of languages equal to his Intelligence bonus. Instead of buying a rank in Speak Language, the character chooses a new language that he can speak. The character doesn't make Speak Language checks: He either knows a language or he doesn't.

A literate character can read and write any language he speaks. Each language has an alphabet (though sometimes several spoken languages share a single alphabet).

Common languages and their alphabets are summarized in the table at the bottom of the page.

SPELLCRAFT

INTELLIGENCE, TRAINED ONLY

The character can use Spellcraft to identify spells and magic effects.

DC

15 + spell level

15 + spell level

20 + spell level

20 + spell level

Spellcraft Task

Identify a spell being cast. (The character must see or hear the spell's verbal or somatic components.) No retry.

When casting *detect magic*, determine the school of magic involved in the aura of a single item or creature the character can see. (If the aura is not a spell effect, the Difficulty Class is 15 + half caster level.)

Identify a spell that's already in place and in effect. (The character must be able to see or detect the effects of the spell.) No retry.

Identify materials created or shaped by a spell, such as noting that an iron wall is the result of a *wall of iron* spell. No retry.

COMMON LANGUAGES AND THEIR ALPHABETS

Language	Alphabet	Language	Alphabet	Language	Alphabet
Alabast	Faen	Faen	Faen	Rhodin	Litorian
Aquan	Faen	Goblin	Common	Sylvan	Faen
Auran	Draconic	Giant	Giant	Terran	Faen
Celestial	Celestial	Ignan	Draconic	Troll	Common
Common	Common	Infernal	Infernal	Undercommon	Common
Draconic	Draconic	Litorian	Litorian	Verrick	Verrick



- 20 + spell level Decipher a written spell (such as a scroll) without using *read magic*. One try per day.
- 30 or higher Understand a strange or unique magical spell-like effect, such as the effects of a magical brook. No retry.

Additionally, certain spells allow the character to gain information about magic, provided that the character makes a Spellcraft check as detailed in the spell descriptions in Chapter Nine.

Retry: See above.

Special: A character with 5 or more ranks of Use Magic Device gets a +2 synergy bonus to Spellcraft checks to decipher spells on scrolls. One with 5 or more ranks in Spellcraft enjoys a +2 synergy bonus on Use Magic Device checks related to scrolls.

SPOT

WISDOM

The Spot skill is used primarily to detect characters or creatures who are hiding or to see something otherwise not obvious. Typically, Spot checks are opposed by the Sneak check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a character must make a successful Spot check to notice it.

A Spot check result of greater than 20 generally lets the character become aware of an invisible creature near him (though he can't actually see it).

Spot is also used to detect someone in disguise.

Condition	Penalty to DC
Per 10 feet of distance	-1
Spotter distracted	-5

Retry: A character can make a Spot check every time he has the opportunity to notice something in a reactive manner. As a full-round action, he may try to spot something that he failed to spot previously.

SURVIVAL

WISDOM

The character can keep himself and others safe and fed in the wild. Some common tasks and their difficulty appear below.

- DC Survival Task**
- 10 Get along in the wild. Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which skill check result exceeds 10.
 - 10 Find a campsite suitable for spending the night.
 - 15 Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain a +4 bonus if stationary. The character may grant the same bonus to one other character for every point by which the skill check result exceeds 15.

- 15 Avoid getting lost or avoid natural hazards, such as quicksand.
- 20 Determine a specific compass direction while underground.
- 15 Determine a specific compass direction while outside at night.
- 12 Determine a specific compass direction while outside during the day.

Retry: To get along in the wild or gain the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until he makes the next check. To avoid getting lost or avoid natural hazards, the character makes a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

Special: Characters with the Track feat can use a Survival skill check to follow and identify tracks.

SWIM

STRENGTH

A successful Swim check allows the character to move in water at one-quarter of his speed as a move-equivalent action or at one-half his speed as a full-round action. Roll once per round. Failing the check means the character makes no progress through the water. Should he fail the check by 5 or more, he goes underwater and starts to drown.

If the character is underwater (whether drowning or swimming underwater intentionally), he suffers a cumulative -1 penalty to his Swim check for each consecutive round he's been underwater.

The Difficulty Class for the Swim check depends on the water's condition:

Water Condition	DC
Calm water	10
Rough water	15
Stormy water	20

For each hour that the character swims, make a Swim check (DC 20); on a failure, the character takes 1d6 points of subdual damage from fatigue.

Special: Instead of an armor check penalty, the character suffers a penalty of -1 for every 5 lbs. of gear he is carrying or wearing.

SEARCH VS. SPOT

Use the Search skill to examine something carefully and slowly. Use the Spot skill to glance around and notice something. Generally, Search checks are always intentional (a player declares that her character is going to inspect the locked chest), and Spot checks never are (the DM needs to determine whether a character sees the hidden unfettered waiting in ambush).



TUMBLE

DEXTERITY, TRAINED ONLY, ARMOR CHECK PENALTY

The 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.

Larger and smaller creatures get size bonuses or penalties to Tumble checks made to hide as follows: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

The character can land softly when he falls or tumbles past opponents. He also can tumble to entertain an audience (as with the Perform skill). "Opponent's attack roll" in the table below refers to opposed rolls made by a foe. 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.

DC

15

Opponent's attack roll

Opponent's attack roll +5

Tumble Task

Treat a fall as if it were 10 feet shorter than it actually is when determining damage.

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.

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.

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. The character can try to reduce damage from a fall as an instant reaction 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. (See Chapter Seven: Playing the Game for more on this and other standard actions.)

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.

USE MAGIC DEVICE

CHARISMA, TRAINED ONLY

The character can use this skill to read a spell scroll or to activate a magic item he normally could not use. This skill lets him use a magic item as if he had the spell ability or class features of another class, or as if he were a different race.

Use Magic Device Task	DC
Decipher a written spell	25 + spell level
Emulate spell ability	20
Emulate class feature	20
Emulate ability score	See text
Emulate race	25
Activate blindly	25

When the character attempts to activate a magic item using this skill, he does so as a standard action that involves emulating



an ability of someone who could normally activate it. This Use Magic Device check is instant and takes no time by itself—attempt it as part of the activate magic item standard action.

The character makes this skill check each time he activates a device such as a wand. If he is using the skill to emulate a race or some other quality in an ongoing manner, he needs to make the relevant Use Magic Device check once per hour.

The character must consciously choose what to emulate. That is, he has to know what he is trying to emulate when he makes a skill check to activate a magic item.

Decipher a Written Spell: This works just like deciphering a written spell using the Spellcraft skill, except that the Difficulty Class is 5 points higher.

Emulate Spell Ability: This application of the Use Magic Device skill allows the character to use a magic item as if he had a particular spell on his list of known spells. Normally, to cast a spell from a scroll or use a wand, the character has to have the particular spell on his list of known spells. By using the skill this way, he can use such an item as if he did have the spell on his list of known spells. The character's effective caster level is his skill check result –20. (It's okay to have a caster level of 0.) For wands, it doesn't matter what the character's caster level is, but it does matter for scrolls. If the character's effective level is lower than the caster level, he must roll to see if he uses the scroll successfully.

For example, say a greenbond, who knows only simple spells, finds a *wand of dimensional door* (a complex spell). He attempts a Use Magic Device skill check (DC 20) each time he wants to use the wand.

This skill does not let the character cast the spell normally. It only lets him cast it from a scroll or wand as if the spell were on his list of known spells. *Note:* A character casting a spell from a scroll has to decipher it first.

Emulate Class Feature: Sometimes the character needs to use a class feature of another character class to activate a magic item. His effective level in the emulated class equals his skill check result –20.

This skill does not let the character use the class feature of another class. It just lets him activate magic items as if he had the class feature.

Emulate Ability Score: To cast a spell from a scroll, the character needs a high ability score in either Intelligence, Wisdom, or Charisma. The character's effective ability score is his skill check result –15. A character who already has a high enough score in any one of these three abilities doesn't need to make this check.

Emulate Race: Some magic items work only for members of certain races or work better for those of certain races. With a successful skill check, the character can use such an item as if he were the race of his choice. The character can emulate only one race at a time.

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. The character can activate such items as if he were using the activation word, thought, or action, even if he is not—even if he doesn't know it. The character does

have to use an equivalent word, thought, or action, however: He has to speak, wave the item around, or otherwise attempt to get it to activate. He gets a special +2 bonus if he has activated the item at least once before.

If the character fails by 10 or more, he suffers a mishap. A mishap means that magical energy gets released but it doesn't do what he wanted it to do. The DM determines the result of a mishap, as with scroll mishaps (see Chapter Seven: Magic Items in the DMG). The default mishaps are that the item affects the wrong target or that uncontrolled magical energy gets released, dealing 2d6 points of damage to the character. *Note:* This mishap is in addition to the mishap risk a character normally runs when using a scroll to cast a spell whose caster level is higher than his own level.

Retry: Yes, but if the character ever rolls a natural 1 while attempting to activate an item and fails the check, he can't try to activate it again for a day.

Special: The character cannot take 10 with this skill. Magic is too unpredictable for him to use this skill reliably.

A character with 5 or more ranks in Spellcraft gets a +2 synergy bonus on Use Magic Device checks related to scrolls. Characters with 5 or more ranks in Decipher Script enjoy a +2 synergy bonus on Use Magic Device checks related to scrolls. These bonuses stack.

Someone with 5 or more ranks of Use Magic Device gets a +2 synergy bonus to Spellcraft checks to decipher spells on scrolls.

USE ROPE

DEXTERITY

The character can tie knots and bind things with rope. Most tasks with a rope are relatively simple.

DC Use Rope Task

- 10 Tie a firm knot
- 15 Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
- 15 Tie a rope around oneself one-handed
- 15 Splice two ropes together (takes five minutes)

When the character binds another person with a rope, any Escape Artist check the bound person attempts is opposed by the character's Use Rope check. The character gets a +10 bonus on this check, because it is easier to bind someone than to escape from being tied up. The character doesn't make his Use Rope check until the bound person tries to escape.

Special: A silk rope gives a +2 circumstance bonus to Use Rope checks.

A character with 5 or more ranks in Escape Artist gets a +2 synergy bonus on Use Rope checks to bind someone. Likewise, a character with 5 or more ranks in Use Rope gets a +2 synergy bonus on Escape Artist checks when escaping from rope bonds.

Characters with 5 or more ranks in Use Rope enjoy a +2 synergy bonus to Climb checks made for climbing rope, knotted rope, or a rope and wall combination.

Feats and Talents

Feats and talents are special abilities a character has that help her in battle, when she uses magic, or when she attempts to perform other tasks.

Feats represent a character's special abilities or training, like being able to make lightning-fast attacks, cast spells that most people don't know, follow and identify tracks, or even create her own magic items. *Feats* are abilities a character develops on her own or gains in special ceremonies, while *talents* are traits she is born with.

GAINING FEATS

All characters start out with a feat at 1st level. This feat can be a regular feat (general or item creation) or it can be a talent.

Talents are feats a character can choose only at 1st level. In addition, most characters also get a free ceremonial feat as part of the ritual in which they receive their truename.

Those who do not have such a ceremony are the Unbound (see below). They get a talent instead.

A normal 1st-level character (one with a truename) gets the following:

1. One ceremonial feat; and
2. One regular feat or a talent.

An Unbound 1st-level character receives the following:

1. One regular feat or a talent; and
2. One talent.

Human characters get another feat at 1st level as a racial bonus. However, no character may start the game with more than one ceremonial feat. Only Unbound characters can start with more than one talent. Thus, the human bonus feat normally must be a regular feat as defined above.

A normal 1st-level human character (one with a truename) gets the following:

1. One ceremonial feat;
2. One regular feat or a talent; and
3. One regular feat.

An Unbound 1st-level human character receives the following:

1. One regular feat or a talent;
2. One talent; and
3. One regular feat.

All characters gain feats at 3rd level and every third level afterward (at 6th, 9th, 12th, and so on). Some classes earn bonus feats. These bonus feats can be chosen from a smaller subset of feats listed in the class description in Chapter Three.



PREREQUISITES

Some feats have prerequisites. A character must have the listed prerequisite ability score, feat, skill, or base attack bonus in order to select or use that feat. Characters can gain a feat at the same level at which they gain the prerequisite.

Unless otherwise noted, a prerequisite listed in this chapter's feat tables or descriptions is the *minimum* ability score, caster level, base attack bonus, etc., required to gain the feat.

A character can't use a feat if she has lost a prerequisite.

EXCHANGING FEATS

At 10th and 20th level, a character can perform a special ceremony that takes a full day and costs 1,000 gp in materials. At that time, she can switch any feat she has with another feat. If the new feat is a ceremonial feat, she must still perform the ceremony for that feat. This exchange ceremony, available only twice in a character's career, allows her to discard feats that have proven useless, obsolete, or unwanted.

FEAT CATEGORIES

Feats come in a variety of types. Each type designates what kind of characters can take it, when characters can take it, or other special aspects of the feat.



GENERAL FEATS

General feats are the most basic sort of feats. Anyone can take a general feat she qualifies for when the time comes to select a new feat.

TALENTS

Talents are special feats a character can take only at 1st level. They represent not training, but inborn gifts. Since most people have only one talent (Unbound characters could have two), they can really help to distinguish a character right from the outset.

CEREMONIAL FEATS

A *ceremonial feat* is one a character gains as the direct result of participating in a ritual of power. Most characters get a ceremonial feat for free at 1st level as part of their naming ceremony, a ritual usually held during a character's adolescence. At this ceremony the character learns her truename in a vision. Only characters with truenames can take ceremonial feats (except in the case of bonus feats; see class ability descriptions in Chapter Three: Classes).

A character's *truename* is the name of her soul. Because it is the key to the lock of her innermost self, most people keep their truenames a secret from all but their closest comrades. Enemy spellcasters can use a character's truename against her by casting spells against her. Friendly spellcasters can use them to cast beneficial spells more effectively. In fact, sometimes, without a truename, a spell cannot be cast at all. For more about truenames, see Chapter Eight: Magic.

A character can choose a ceremonial feat whenever she gains a new feat and meets all its prerequisites. However, gaining a ceremonial feat also carries associated costs in money and time.

Ceremonial feats involve a daylong ritual that takes one week to prepare. Necessary supplies and ingredients cost a character 100 gp per level. None of these costs apply to the ceremonial feat gained at 1st level—that ritual took place before the character entered play.

Unlike other feats, ceremonial feats involve magic and grant supernatural abilities. All ceremonial feats are supernatural abilities.

UNBOUND CHARACTERS

Also known as the unnamed, *Unbound* characters do not go through the naming ceremony and do not have truenames. This quality carries with it some inherent benefits: for instance, it makes a character immune to certain dangerous spells. However, it also has its inherent drawbacks: It makes a character immune to some beneficial spells—including *raise the dead*, but not including *revivification*. Unbound characters do not get the free ceremonial feat at 1st level. They instead gain a talent. Because they could choose a talent as their normal 1st-level feat as well, only Unbound characters can have two talents.

Unbound characters can take no ceremonial feats as they gain levels, because ceremonial feats require truenames.



ITEM CREATION FEATS

An *item creation feat* lets a spellcaster create a certain type of magic item. Regardless of the type of item—wand, potion, etc.—each item creation feat has certain features in common.

XP Cost: The spellcaster expends some of her power and energy when making a magic item. The XP Cost equals 1/25 the cost of the item in gold pieces. A character cannot spend so many experience points that she loses a level. However, on gaining enough experience points to achieve a new level, she can immediately expend them to create an item rather than keeping them to advance a level.

Raw Materials Cost: Creating a magic item requires costly components, most of which are consumed in the process. The cost of these materials equals half the item's price (see below).

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. Characters generally have access to what they need unless unusual circumstances apply.

Time: The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

Item Price: Item creation feats allow you to create items that directly reproduce spell effects. An item's power depends on its caster's level—a spell from one of these items has the same power it would have if cast by a spellcaster of equal level. The price of a magic item (and thus the XP Cost and the cost of the raw materials) depends on the caster level of the character who created it. The caster level must be high enough for the spellcaster creating the item to cast the spell at that level. To find the final

(continued on page 128)

FEATS BY CATEGORY

Feat Name	Category	Prerequisites	Benefit
Ability Focus	General	Special ability that requires a saving throw	+2 to the DC for saves against focused ability
Aid Spellcasting	General	Ability to cast spells, Intelligence 15, Charisma 15	Add +1 bonus to ally's spell DC or caster level
Armor Proficiency, Exotic	General	—	No armor check penalty on attack rolls
Armor Proficiency, Heavy	General	Armor Proficiency (Light), Armor Proficiency (Medium)	No armor check penalty on attack rolls
Armor Proficiency, Light	General	—	No armor check penalty on attack rolls
Armor Proficiency, Medium	General	Armor Proficiency (Light)	No armor check penalty on attack rolls
Bite*	General	Dracha, litorian, mojh, sibeccai, or other race with powerful jaws and sharp teeth	Use bite as a weapon
Bloody Strike	General	Base attack bonus +5	Foe loses 1 hp per round
Cleave*	General	Strength 13, Power Attack	Extra melee attack after dropping target
Combat Reflexes	General	—	Additional attacks of opportunity
Compensate for Size	General	Dexterity 13	+1 to AC and attack rolls against larger foes
Complex Spell	General	Spellcaster level 1st, Intelligence 11, Spellcraft (4 ranks)	Caster can ready complex spells of one spell level
Conjure Mastery*	General	Spellcaster level 7th, Charisma 17	Summoned creatures gain +2 bonus to Strength, Dexterity, and Constitution
Defensive Move	General	Dexterity 13	+4 Dodge bonus to AC against ranged attacks
Defensive Stance	General	Dexterity 13	+1 dodge bonus to AC against melee attacks
Empower Spell-Like Ability	General	Spell-like ability at caster level 6th or higher	Use one ability as an empowered spell-like ability three times per day
Exotic Spell	General	Spellcaster level 1st	Caster can ready one exotic spell
Expertise	General	Intelligence 13	Trade attack bonus for AC (maximum 5 points)
Far Shot	General	Point Blank Shot	Range increments increased by one-half
First Strike	General	Dexterity 13	+1d6 damage bonus against flat-footed foes
Flail Defense	General	Dexterity 13	Negate parry penalty and gain +1 parry bonus to AC
Flyby Attack	General	Fly speed	Move before and after an attack while flying
Great Fortitude*	General	—	+2 bonus on Fortitude saves
Improved Bull Rush	General	Strength 13, Power Attack	+4 bonus on bull rush attempts; no attack of opportunity
Improved Critical	General	Proficiency with weapon, base attack bonus +8	Double threat range with weapon
Improved Disarm	General	Intelligence 13, Expertise	+4 bonus on disarm attempts; no attack of opportunity
Improved Initiative	General	—	+4 bonus to initiative checks
Improved Sunder	General	Strength 13, Power Attack	+4 bonus on sunder attempts; no attack of opportunity
Improved Trip	General	Intelligence 13, Expertise	+4 bonus on trip attempts; no attack of opportunity
Iron Will*	General	—	+2 bonus to Will saves
Lightning Reflexes*	General	—	+2 bonus to Reflex saves
Low Blow	General	Base attack bonus +3	Foe dazed 1 round
Mobility	General	Dexterity 13, Defensive Move	+4 dodge bonus to AC against some attacks of opportunity
Modify Combat Style	General	Base attack bonus +7	+2 competence bonus to attack rolls against one foe
Modify Spell	General	Spellcaster level 1st	Laden spell has additional power
Mounted Archery*	General	Mounted Combat	Half penalty for ranged attacks while mounted
Mounted Combat	General	Ride skill	Negate hits on mount with Ride check
Paralyzing Blow	General	Base attack bonus +15	Foe paralyzed for 1 round
Point Blank Shot*	General	—	+1 bonus on ranged attack and damage within 30 feet
Power Attack	General	Strength 13	Trade attack bonus for damage (up to base attack bonus)
Power Charge*	General	Power Attack, Strength 13	Infllict double damage on a charge attack
Precise Shot	General	Point Blank Shot	Ignore -4 penalty for firing into a melee
Quick Draw	General	Base attack bonus +1	Draw a weapon as a free action
Quickened Spell-Like Ability	General	Spell-like ability at caster level 10th or higher	Use one ability as a quickened spell-like ability three times per day
Rapid Strike	General	Dexterity 15, Weapon Focus, base attack bonus +3	Make extra melee attack once per day per level
Ride-By Attack	General	Mounted Combat	Move before and after an attack while mounted
Shield Proficiency	General	—	No armor check penalty on attack rolls
Shield Specialization	General	Shield Proficiency, base attack bonus +4	+1 shield bonus while using a shield
Shot on the Run	General	Point Blank Shot, Dexterity 13, Defensive Move, Mobility	Move before and after ranged attack

* The effects of this feat can be improved by taking it more than once.



FEATS BY CATEGORY (CONT'D)

Feat Name	Category	Prerequisites	Benefit
Skill Focus	General	—	+3 to one specific skill
Speed Burst	General	—	Extra move action once per day per two levels
Stomp	General	Size Large, Strength 19	Smaller characters within 10 feet fall prone
Stunning Blow	General	Base attack bonus +6 or higher	Foe is stunned for 1 round
Sturdy*	General	—	Doubles Constitution bonus to hp for one level
Tough Hide*	General	A natural armor bonus	Natural armor improves by +1 bonus
Track	General	—	Identify and follow tracks using Survival skill
Trample	General	Either Mounted Combat or at least size Large	Opponent cannot attempt to avoid overrun
Two-Weapon Defense	General	Dexterity 15, Two-Weapon Fighting	+1 shield bonus to AC when using two weapons
Two-Weapon Fighting*	General	—	Penalties for using two weapons reduced by 4
Two-Weapon Fighting, Massive	General	Two-Weapon Fighting, Strength 17, base attack bonus +7	Use any one-handed weapon as off-hand weapon
Unarmed Strike, Defensive*	General	—	Unarmed character is considered armed; -2 penalty to attack rolls, +2 dodge bonus to AC
Unarmed Strike, Mighty*	General	—	Unarmed character is considered armed; -2 penalty to AC, +2 bonus to damage
Weapon Finesse	General	Proficiency with weapon, base attack bonus +1	Use Dexterity modifier instead of Strength modifier on attack rolls with light melee weapons
Weapon Focus*	General	Proficiency with weapon, base attack bonus +1	+1 to attack rolls with one specific weapon
Weapon Proficiency, Exotic	General	Base attack bonus +1, proficient with martial weapons, Strength 15 (heavy) or Dexterity 15 (agile)	No nonproficiency penalty on exotic weapons of one type
Weapon Proficiency, Martial	General	Base attack bonus +1	No nonproficiency penalty on all martial weapons
Weapon Proficiency, Simple	General	—	No nonproficiency penalty on all simple weapons
Attune to Magic Item	Ceremonial	Wisdom 13, truename	Learn function of magic item
Battle Mage	Ceremonial	Truename	+2 bonus to casting defensively; war template
Blessed Mage	Ceremonial	Truename	Cure spells +1 caster level; blessed template
Blood as Power	Ceremonial	Spellcaster level 1st, Wisdom 17, truename	Three times per day, caster can spend 6 hp per spell level to cast spell
Bonded Item	Ceremonial	Truename	+1 on attempt to use one specific item
Brandish Magical Might	Ceremonial	Spellcaster level 3rd, truename, and either: Charisma 17, Intelligence 17, or Wisdom 17	Add ability score bonus to spell resistance checks
Chi-Julud	Ceremonial	Truename, must be a giant, Wisdom 13, Charisma 13	Wisdom modifier adds to Strength, Charisma modifier adds to Constitution
Corrupt Mage	Ceremonial	Truename	Special access to negative energy spells; corrupt template
Creator Mage	Ceremonial	Spellcaster level 9th, Intelligence 17, truename	Permanency or programmed template
Crippling Strike	Ceremonial	Sneak attack, Intelligence 17, truename	Deal 1 point of Strength damage with sneak attack
Defensive Roll	Ceremonial	Wisdom 13, truename	Avoid being reduced to 0 hp or below once per day
Dragon Mage	Ceremonial	Truename, Knowledge (dragon) 5 ranks or must be a dragon	Special access to dragon spells; dragon template
Eldritch Training	Ceremonial	Intelligence 15, truename	+1 bonus to Spellcraft and Knowledge (magic) checks; eldritch template
Elemental Mage	Ceremonial	Truename	Special access to spells of one element; elemental template
Energy Mage	Ceremonial	Truename	Special access to spells of one energy; energy template
Fey Mage	Ceremonial	Truename, Knowledge (faen) 5 ranks or must be a faen	Special access to faen spells; faen template
Fleet of Foot	Ceremonial	Truename	+10 feet bonus to ground speed
Focused Healing*	Ceremonial	Wisdom 11, truename	Heal self 2 hp per level once per day
Giantish Mage	Ceremonial	Truename, Knowledge (giant) 5 ranks or must be a giant	Special access to giant spells; giant template
Hands as Weapons	Ceremonial	Truename	Hands can hold magical weapon abilities
Hunter Mage	Ceremonial	Truename	+2 bonus to Survival checks and +1 damage rolls against enemy; enemy bane template
Infuse Weapon	Ceremonial	Weapon Focus, Weapon Specialization, base attack bonus +4, truename	Grant +1d6 points of elemental damage to weapon
Intuitive Sense*	Ceremonial	Truename	Keep Dexterity bonus to AC when flat footed
Iron Flesh*	Ceremonial	Truename	+1 natural armor bonus to AC
Litorian Mage	Ceremonial	Truename, Knowledge (litorian) 5 ranks or must be a litorian	Special access to litorian spells; litorian template
Mighty Hurl*	Ceremonial	Truename	Ignore first range increment with thrown weapon; +1 damage with thrown weapons

* The effects of this feat can be improved by taking it more than once.

FEATS BY CATEGORY (CONT'D)

Feat Name	Category	Prerequisites	Benefit
Mirror Sight	Ceremonial	Spellcaster level 1st, Charisma 19, truename	Use mirror to see other places
Opportunist	Ceremonial	Intelligence 15, truename	Make attack of opportunity against foe another strikes
Peaceful Mage	Ceremonial	Wisdom 13, truename	+1 caster level to all spells that do not cause harm; subdual template
Power of the Name*	Ceremonial	Intelligence 17	Use truename to compel another's action
Priest	Ceremonial	Wisdom 11, Knowledge (religion), truename	+2 bonus to Bluff, Diplomacy, Intimidate and Gather Information checks involving religion
Psion	Ceremonial	Intelligence 15, truename	Special access to psionic spells; psionic template
Quicken Spell	Ceremonial	Spellcaster level 10th, Intelligence 15, truename	Three times per day cast spell much more quickly
Rapid Reload	Ceremonial	Dexterity 15, Weapon Focus, base attack bonus +3, truename	Reload weapon faster or gain additional ranged attack once per day per level
Resistant Spell	Ceremonial	Spellcaster level 7th, Intelligence 17, truename	+2 bonus to DC to dispel spells
Ritual Combat	Ceremonial	Wisdom 11	Use three 1st-rank combat rites per day
Runecaster	Ceremonial	Truename, Knowledge (runes)	Use Knowledge (runes) rather than Spellcraft; runic template
Sanctum	Ceremonial	Truename	+2 bonus to some skill checks made in sanctum; sanctum template
Sense the Unseen	Ceremonial	Truename	Reroll miss chances when attacking unseen foe
Sibeccai Mage	Ceremonial	Truename, Knowledge (sibeccai) 5 ranks or must be a sibeccai	Special access to sibeccai spells; sibeccai template
Skill Application	Ceremonial	Truename	+2 bonus to two related skills
Skill Mastery	Ceremonial	Character level 6th, truename	Take 10 on three skills despite circumstances
Slippery Mind	Ceremonial	Truename	Reroll saving throws against enchantments
Tattooed Spell	Ceremonial	Truename	Store spell in a tattoo
Title	Ceremonial	Character level 9th, truename	+1 inherent bonus to Charisma
Unraveling Mage	Ceremonial	Spellcaster level 10th, Intelligence 17, truename	+2 bonus to caster power checks when dispelling; unraveling template
Weapon Specialization*	Ceremonial	Weapon Focus, base attack bonus +4, truename	+2 bonus to damage rolls with one weapon
Whirlwind Attack	Ceremonial	Truename, Dexterity 13, Intelligence 13, Defensive Move, Expertise, Mobility, base attack bonus +4 or higher	One melee attack against each opponent within reach
Wild Mage	Ceremonial	Truename	Target of spell must make two saves; wild template
Craft Charged Item	Item Creation	Spellcaster level 5th	Create charged magic items
Craft Constant Item	Item Creation	Spellcaster level 12th	Create constant magic items
Craft Magic Arms and Armor	Item Creation	Spellcaster level 5th	Create magic weapons and armor
Craft Single-Use Item	Item Creation	Spellcaster level 3rd	Create single-use magic items
Craft Spell-Completion Item	Item Creation	Spellcaster level 1st	Create spell-completion magic items
Affinity With Skill	Talent	Character level 1st only	+4 bonus to one specific skill
Ambidexterity	Talent	Dexterity 15, character level 1st only	Ignore off-hand penalties
Born Hero	Talent	Character level 1st only	Extra hero points
Born Leader	Talent	Character level 1st only	+4 bonus to Diplomacy checks; +1 to compulsion DCs
Defensive	Talent	Character level 1st only	+1 dodge bonus to AC, -1 to all attacks
Eidetic Memory	Talent	Character level 1st only	+1 bonus to all Knowledge skills; +4 to Intelligence checks
Elemental Resistance	Talent	Character level 1st only	Resistance 5 versus one element
Energy Resistance	Talent	Character level 1st only	Resistance 5 versus one energy type
Fast Healer	Talent	Character level 1st only	Heal naturally 1.5 times faster than normal
Light Sleeper	Talent	Character level 1st only	Make Listen checks while asleep as if awake
Natural Archer	Talent	Character level 1st only	+1 attack bonus with bows, +1 AC bonus against bows
Natural Swordsman	Talent	Character level 1st only	+1 attack bonus with swords, +1 AC bonus against swords
Night Owl	Talent	Character level 1st only	+1 bonus to attacks, saves, and checks at night
Resistance to Disease	Talent	Character level 1st only	+4 bonus to saves against disease
Resistance to Magic	Talent	Character level 1st only	+1 bonus to saves against magic
Resistance to Poison	Talent	Character level 1st only	+4 bonus to saves against poison
Sensitive	Talent	Character level 1st only	50% chance to sense magic
Signature Spell	Talent	Character level 1st (spellcaster) only	Cast one spell as if two levels higher than normal
Spell Affinity	Talent	Character level 1st (spellcaster) only	One spell becomes one level lower
Spell Artist	Talent	Character level 1st (spellcaster) only	Spells difficult to identify or counterspell
Unique Spell	Talent	Character level 1st (spellcaster) only	Develop a new spell
The Voice	Talent	Character level 1st only	+1 bonus to Bluff, Diplomacy, Gather Information checks; +2 bonus to Perform (storytelling) checks
Way With Animals	Talent	Character level 1st only	Apply Charisma skills to animals
Wealthy	Talent	Character level 1st only	Start with double maximum starting cash

* The effects of this feat can be improved by taking it more than once.



price in each case, multiply the spell level by the caster level, then by the magic item creation modifier in the spell description. (If the spell level is 0, multiply by 1/2). Finally, multiply the result by a constant:

Spell-Completion Items: Base price = (spell level × caster level × magic item creation modifier) × 25 gp.

Single-Use Items: Base price = (spell level × caster level × magic item creation modifier) × 50 gp.

Charged Items: Base price = (spell level × caster level × magic item creation modifier) × 750 gp.

Constant Items: Base price = (spell level × caster level × magic item creation modifier) × 2,000 gp.

Finally, figure into the item's price the cost of any material components mentioned in the spell description.

FEAT DESCRIPTIONS

This chapter presents 145 feats for you to choose from. Details are provided in the feat descriptions below. The feats here are available to all characters who qualify. Many of them work with the various actions and attacks described in Chapter Seven or the spell templates in Chapter Eight.

Below is the format for feat descriptions that this chapter uses:

FEAT NAME [TYPE OF FEAT]

Description of what the feat does or represents in plain language.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a skill, or a minimum level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character to do, in game terms.

Normal: What a character who does not have this feat is limited to or restricted from doing. If lacking the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat, if any.

Improved: Some feats can be taken again, usually by higher-level characters, to gain additional special benefits.

ABILITY FOCUS [GENERAL]

Choose one of your class or racial abilities that requires a saving throw. This ability becomes more potent than normal.

Prerequisite: Special ability that requires a saving throw.

Benefit: Add a +2 bonus to the Difficulty Class for all saving throws against the special ability on which the character focuses.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different special ability.

AFFINITY WITH SKILL [TALENT]

You have an innate talent with a particular skill.

Prerequisite: Character level 1st only

Benefit: The character gains a +4 inherent bonus to a chosen skill.

MISCELLANEOUS MAGIC ITEM CREATION MODIFIERS

It costs more to creature certain types of magic items than others. Below are some cost modifiers to keep in mind with item creation feats:

An item with a spell effect that has been modified with the Modify Spell feat: × 1.2.

An item with a spell effect and the additional effect of a spell template: × 1.2 + the cost of any material components needed.

An item with a diminished spell effect: Figure price as if the spell were one level lower than normal.

An item with a heightened spell effect: Figure price as if the spell were one level higher than normal.

An item that can only be used by certain characters (limited by race, class, etc.): No modifier.

An item with a spell effect that's not as good as the normal spell, such as a touch spell that works only on the item's wearer, or an area spell that targets only one creature: × .5 to × .75 (up to the DM).

See Chapter Seven: Magic Items in the DMG for more magic item pricing guidelines.

AID SPELLCASTING [GENERAL]

You add your knowledge and power to the casting of an ally's spell.

Prerequisites: Ability to cast spells, Intelligence 15, Charisma 15

Benefit: As a standard action, similar to aid another, the character makes a Concentration check to help another spellcaster cast a spell. If she exceeds a Difficulty Class of 10 + the level of the spell being cast, she adds +1 to either the spell's Difficulty Class or to its caster level (character's choice). Additional casters with this feat can also make attempts to add to the spell, but the most that can be added to the Difficulty Class or the caster level is a total equal to the level of the spell being cast.

AMBIDEXTERITY [TALENT]

You can use your right and left hands equally well.

Prerequisites: Dexterity 15, character level 1st only

Benefit: The character ignores all penalties for using an off hand. She is neither left handed nor right handed.

Normal: Without this talent, a character using her off hand suffers a –4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a –4 penalty to attack rolls with that weapon.

Special: This talent helps offset the penalty for fighting with two weapons.

ARMOR PROFICIENCY, EXOTIC [GENERAL]

You can use exotic armor.

Benefit: The character can wear exotic armor without penalty. To use exotic armor, the character must have the appropriate normal proficiency (light, medium, or heavy) for that type of armor.

Normal: A character wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.



ARMOR PROFICIENCY, HEAVY [GENERAL]

You can use heavy armor.

Prerequisites: Armor Proficiency (Light) and (Medium)

Benefit: See Armor Proficiency (Light).

Normal: See Armor Proficiency (Light).

ARMOR PROFICIENCY, LIGHT [GENERAL]

You can use light armor.

Benefit: While wearing a type of armor the character is proficient with, the armor check penalty applies only to Balance, Climb, Escape Artist, Jump, Sleight of Hand, Sneak, and Tumble checks.

Normal: A character wearing armor with which she is not proficient also suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

ARMOR PROFICIENCY, MEDIUM [GENERAL]

You can use medium armor.

Prerequisite: Armor Proficiency (Light)

Benefit: See Armor Proficiency (Light).

Normal: See Armor Proficiency (Light).

ATTUNE TO MAGIC ITEM [CEREMONIAL]

After a ceremony held with you and at least three other spellcasters in a closed area filled with herbal smoke, you gain the ability to understand the powers of magic items that you study.

Prerequisites: Wisdom 13, truename

Benefit: After studying a magic item carefully for one minute, the character makes a caster power check with a

Difficulty Class of 11 + the item's caster level. If successful, she learns one random function of a magic item, as well as how to activate it. Instead of taking a minute, she can attempt to attune as a full-round action, but the Difficulty Class increases by +10. A character cannot learn multiple functions with this ability—she must use *object loresight* or *analyze* to do that. Once one has tried to attune to an item, whether successful or not, she cannot try again with the same item. There is no limit to how many items a character can attempt to attune to.

BATTLE MAGE [CEREMONIAL]

After a ceremony involving you and at least six warriors, you gain special benefits with war magic.

Prerequisite: Truename

Benefit: A character with this feat may apply the war template to her spells as described in Chapter Eight: Magic. Further, she gains a +2 competence bonus on all Concentration checks made to cast a spell defensively.

BITE [GENERAL]

Although most civilized creatures have lost the skill to use their sharp teeth in combat, you can use yours as terrible weapons.

Prerequisite: Dracha, litorian, mojh, or sibeccai (or other race with powerful jaws and sharp teeth)

Benefit: The character is proficient with using bite attacks in combat and, unless gagged or muzzled, is always considered armed (the bite is considered a light weapon). The character inflicts damage based on her size, as follows:



Size	Damage
Diminutive/Fine	1d2 + Strength bonus
Tiny	1d3 + Strength bonus
Small	1d4 + Strength bonus
Medium	1d6 + Strength bonus
Large	2d4 + Strength bonus
Huge	2d6 + Strength bonus
Gargantuan	2d8 + Strength bonus
Colossal	2d10 + Strength bonus

When a character takes a feat requiring her to specify a weapon (such as the Weapon Focus feat), she can choose “bite.”

If a character uses a weapon (or unarmed attack) in the same round as the bite attack, both the bite attack and the other attack suffer a –2 penalty.

A character fighting with a weapon in each hand (or with a double weapon) can make a bite attack, but all attacks suffer a –4 penalty in addition to normal two-weapon fighting penalties the character might incur. The feats Ambidexterity and Two-Weapon Fighting do not modify the penalties associated with the Bite feat.

Monsters with bite attacks do not need this feat.

Improved: Characters with a base attack bonus of +15 or higher can take this feat a second time. They gain a +2 attack bonus with their bite and can inflict damage as though one size category larger than normal.

BLESSED MAGE [CEREMONIAL]

After a ritual involving a daylong invocation to angelic spirits, you gain special benefits with blessed magic.

Prerequisite: Truename

Benefit: A character with this feat may apply the blessed template to her spells as described in Chapter Eight: Magic. Further, she casts any spell that cures hit point damage at +1 caster level.

BLOOD AS POWER [CEREMONIAL]

As the result of a ceremony involving you and at least six other spellcasters, you can use your own blood to power your spells.

Prerequisites: Spellcaster level 1st, Wisdom 17, truename

Benefit: Characters with this feat can cut themselves as a somatic component added to a spell. After dealing themselves 6 points of damage per spell level (3 points for 0-level spells), they can cast a spell they know without losing the spell slot. Characters can use this feat only three times per day.

BLOODY STRIKE [GENERAL]

You know how to inflict wounds that prove particularly troubling to your opponents.

Prerequisite: Base attack bonus +5

Benefit: A character must wield a slashing or piercing weapon to use this feat. As a full-attack action, the character can make a single attack roll that inflicts normal damage. If she damages her opponent, he must make a Fortitude saving throw (DC 10 + half her level + her Wisdom bonus). Should the opponent fail the save, he bleeds profusely, losing 1 hit point per round until he receives magical healing of any kind, someone performs a Heal check (DC 15) upon him, or he makes



a successful save (the second save attempt requires a full-round action as he stanches or nurses the wound himself).

BONDED ITEM [CEREMONIAL]

A ceremony involving you and a particular item as the central figures ties you magically to the item.

Prerequisite: Truename

Benefit: Any time a character uses the bonded item in its straightforward function, she gains a +1 luck bonus for the attempt. For example, if it is a weapon, she gains a +1 bonus to attack rolls with it. If it is a harness of armor or a shield, she enjoys a +1 bonus to Armor Class. If it is a lockpick, she gains a +1 bonus to use it.

If the item is lost or destroyed, the character must go through the ceremony again to bond with a new item (but the character need not take the feat again).

BORN HERO [TALENT]

You always seem to be in the right place at the right time to commit a heroic act.

Prerequisite: Character level 1st only

Benefit: The character begins the game with 1 hero point (see Chapter Seven: Playing the Game).

Special: The DM should be generous in awarding this character hero points.

BORN LEADER [TALENT]

People seem to take to you and are willing to do what you say.

Prerequisite: Character level 1st only

Benefit: The character gains a +4 bonus to Diplomacy checks when trying to convince someone to do something. Further, people who are indifferent or friendly toward the character (as shown in the “Influencing Attitude” table in Chapter One: Abilities) are more likely to trust her than they are to trust someone else they are indifferent or friendly toward. For example, say a Born Leader and another character both meet a verrik witch at the same time. When the witch asks for advice, he will believe the Born Leader over the other character.

Lastly, characters with this talent enjoy a +1 bonus to the Difficulty Class of compulsion spells they cast. This includes spell-like abilities that are compulsions, such as the mind witch’s word of command class ability.

BRANDISH MAGICAL MIGHT [CEREMONIAL]

After a ceremony held with you and at least six other spellcasters, you can use your magical power in new ways.

Prerequisites: Spellcaster level 3rd, truename, one of the following: Charisma 17, Intelligence 17, or Wisdom 17

Benefit: A character may use her knowledge of magic and the power inherent within her to accomplish tasks with a caster power check, such as force open a *sealed door* (see the spell description in Chapter Nine) or counter a spell.

To counter a spell, the character must ready an action. When someone else casts a spell within sight, the character makes an opposed caster power check. (In a caster power check, a character

gets to add her spellcasting ability score modifier to the roll, as well as her level.) If she succeeds, she counters the spell, ruining it, and the countered caster loses the spell slot. If the character fails the power check, resolve the spell normally. A character cannot counter a complex spell of a level at which she only has access to simple spells. She cannot counter an exotic spell unless she knows the same exotic spell. (A Spellcraft check [DC 15 + spell level] allows her to identify the spell ahead of time.) Countering a spell does not cost the character any spell slots of her own.

Once per day per two caster levels, the character can try to overcome a creature’s spell resistance by making a caster power check rather than the normal caster level check.

CHI-JULUD [CEREMONIAL]

In a ritual involving you and seven other giants, you learn the ability of the Wardance.

Prerequisites: Must be a giant, Wisdom 13, Charisma 13, truename

Benefit: The character takes a full round of concentration (Concentration check, DC 15) to turn everything peaceful and caring in her into a raw, warlike savagery. After this round, the character loses her Wisdom and Charisma modifiers (if positive), and her scores in both become 10 (if they were higher). Her former Wisdom bonus now adds to her Strength bonus (stacking with any other bonuses), and her former Charisma bonus adds to her Constitution bonus (stacking with any other bonuses). These extra bonuses last as long as the character wishes, but if Chi-Julud persists longer than 10 minutes, she suffers 1 point of temporary Wisdom and Charisma damage. Each full hour of Chi-Julud afterward, she suffers another point of Wisdom and Charisma damage during the first day. After that, if she is somehow still going (through use of magic), every day she suffers 1d4 points of temporary Wisdom and Charisma damage until she reverts back to her normal state of Si-Karan (Caretaker).

During the time this feat is in effect, anything that normally would add to the character’s Wisdom bonus adds to Strength instead, and anything that would add to Charisma adds to Constitution instead, even if the bonuses would not normally stack. For example, if someone casts a *lesser ability boost* on the character to give a +2 enhancement bonus to Strength and Wisdom, she instead gains a +4 bonus to Strength. These bonuses do not stack with further enhancement bonuses, such as from a *belt of strength* or a *periapt of wisdom*.

CLEAVE [GENERAL]

You can cut through one foe to strike another foe.

Prerequisites: Strength 13, Power Attack

Benefit: A character who deals a creature enough damage to make it fall (typically by dropping it to below 0 hit points, killing it, etc.) gets an immediate extra melee attack against another creature in the immediate vicinity. The character cannot take a 5-foot step before making this extra attack. She makes the extra attack with the same weapon and at the same bonus as the one that dropped the previous creature. A character can use this ability once per round.



Improved: Characters with a base attack bonus of +4 or higher can take this feat a second time and can use it an unlimited number of times per round.

COMBAT REFLEXES [GENERAL]

You can make many rapid attacks, if your foes give you the right openings.

Benefit: When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to her Dexterity modifier. She still may make only one attack of opportunity per provocation or type of provocation. For example, a character can make two attacks of opportunity against a foe who drinks a potion in an area the character threatens and then moves out of that area on the same round (with a move greater than a 5-foot step). The character cannot make two attacks of opportunity against a foe that moves through multiple threatened areas.

The character also may make attacks of opportunity while flat footed.

COMPENSATE FOR SIZE [GENERAL]

You leap up and around when fighting a larger foe, compensating for your small size.

Prerequisite: Dexterity 13

Benefit: The character leaps about when fighting a creature one size (or more) larger than she is, granting her an additional +1 dodge bonus to Armor Class and a +1 competence bonus to melee attack rolls per size category difference. To use this feat, the character must wear either light armor or no armor.

COMPLEX SPELL [GENERAL]

Because of your extensive magical training, you can cast some complex spells.

Prerequisites: Spellcaster level 1st, Intelligence 11, Spellcraft (4 ranks)

Benefit: The character has access to the complex spells of a given level and may choose from them when she gets an opportunity to learn new spells. She chooses the spell level upon taking this feat.

Special: A character can take this feat multiple times. Each time, she chooses a new spell level.

CONJURE MASTERY [GENERAL]

You learn how to get more powerful creatures when you cast conjuration spells.

Prerequisites: Spellcaster level 7th, Charisma 17

Benefit: Creatures the character calls, summons, or creates are above average physically. They have a +2 bonus to Strength, Constitution, and Dexterity.

Improved: A spellcaster of 17th level or higher can take this feat a second time and add an extra +4 bonus to the conjured creature's Strength, Constitution, and Dexterity.

CORRUPT MAGE [CEREMONIAL]

After a ritual involving a daylong invocation to evil spirits, you gain special abilities with negative energy spells.

Prerequisite: Truename

Benefit: A character with this feat may apply the corrupted template to her spells as described in Chapter Eight: Magic. Further, if normally she can access only simple spells of a given level, she may treat any complex spell of that level with the negative energy descriptor as a simple spell. If she normally can access complex spells of a given level, she may treat any exotic spell of that level with the negative energy descriptor as a complex spell.

CRAFT CHARGED ITEM [ITEM CREATION]

With the right materials, prerequisites, time, and money, you can make magical items that contain charges, such as wands.

Prerequisite: Spellcaster level 5th

Benefit: A character with this feat can create any item that stores a spell that the item's owner can use a set number of times, as long as she meets the item's prerequisites—usually, as long as the item is based on any spell she can cast. Charged items are usually spell-trigger items, such as wands (spell-trigger items can be used only by someone who normally can access the stored spell). Crafting a charged item takes one day for each 1,000 gp of its base price. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character's own level. To craft a charged item, she must spend 1/25 of its base price as an XP Cost and use up raw materials costing half its base price.

To determine the base price of a charged item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell's description, if any (see Chapter Nine: Spells and Combat Rites). Multiply the result by 750 gp, unless the item is not a spell-trigger item (such as a *ring of three wishes*), in which case you should multiply the result by 850 gp.

Some items incur extra costs in special material components, as noted in the spell descriptions. Allow for these costs in addition to those derived from the item's base price.

A standard, newly created charged item contains 50 charges.

CRAFT CONSTANT ITEM [ITEM CREATION]

With the right materials, prerequisites, time, and money, you can make magical items such as rings.

Prerequisite: Spellcaster level 12th

Benefit: As long as she meets the item's prerequisites (usually that the item is based on a spell she can cast), a character with this feat can create any magic item of the following types:

- One whose powers are constant (like a *ring of protection +1*);
- One whose powers last until "turned off" (like a *ring of invisibility*);
- One whose powers can be accessed at will, with no limits based on uses per day or charges (like a pair of shoes that allows free use of the *teleport* spell); or
- One whose powers can be accessed a certain number of times per day (like a sword that allows the wearer to cast *lesser battle healing* on herself once per day).

Crafting a constant item takes one day for each 1,000 gp of its base price. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character's own level. To craft a constant item, she must spend 1/25 of its base price as an XP Cost and use up raw materials costing half of its base price.

To determine the base price of a constant item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell's description, if any (see Chapter Nine). Multiply the result by 2,000 gp, unless the item is limited by uses per day, in which case multiply by the following instead:

Uses Per Day	Cost
5+	2,000 gp
4	1,600 gp
3	1,200 gp
2	800 gp
1	400 gp

Some items incur extra costs in special material components, as noted in the spell descriptions. Allow for these costs in addition to those derived from the item's base price.

A character with this feat also can mend a broken constant item, if it is one that she could make. Mending costs half the item's XP Cost, uses half its raw materials, and requires half the time it would take to craft the item in the first place.

CRAFT MAGIC ARMS AND ARMOR [ITEM CREATION]

With the right materials, prerequisites, time, and money, you can make magical weapons and armor.

Prerequisite: Spellcaster level 5th

Benefit: A character with this feat can create any magic weapon, armor, or shield whose prerequisites she meets. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp of the price of its magical features. To enhance a weapon, harness of armor, or shield, the character must spend 1/25 of its features' total price as an XP Cost and use up raw materials costing half of this total price.

Creators use this feat to grant enhancement bonuses to weapons, shields, and armor. Weapon enhancement bonuses add to attack and damage rolls, while shield and armor enhancement bonuses add to Armor Class. The character also can add special abilities to a weapon, shield, or harness of armor, most of which have a "bonus equivalent" for determining price. For example, the keen special ability has the equivalent of a +1 bonus. To give a weapon, shield, or armor harness a special ability, the weapon must also have at least a +1 enhancement bonus.

To create a magic weapon, shield, or armor harness, the creator must have a caster level at least three times the enhancement bonus given to the item. Thus, to create a +3 *longspear*, the creator's caster level must be at least 9th. This is true of special abilities with bonus equivalents as well. So, to give a shield the *cold resistance* special ability, which is the equivalent of a +3 bonus (and must be given to a weapon with at least a +1

enhancement bonus, for a total bonus of +4), the creator must be at least 12th level.

The character also can mend a broken magic weapon, suit of armor, or shield, if it is one that she could craft. Mending costs half the item's XP Cost, uses half its raw materials, and requires half the time it would take to enhance the item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item the character provides. (Its cost is not included in the above cost.)

CRAFT SINGLE-USE ITEM [ITEM CREATION]

With the right materials, prerequisites, time, and money, you can make magical items like potions.

Prerequisite: Spellcaster level 3rd

Benefit: A character with this feat can create a magic item that has a single use—such as a potion, a pinch of magical powder, or a glass ball meant to release a spell when it shatters—based on any spell she can cast. Creating the item takes one day. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character's own level. To create the single-use item, she must spend 1/25 of this base price as an XP Cost and use up raw materials costing half this base price.

To determine the base price of a single-use item, multiply the caster level by the spell level, then by the magic item creation modifier in the spell's description, if any. Multiply the result by 50 gp.

Any item that stores a spell with a costly material component or an XP Cost also carries a commensurate cost. In addition to the costs derived from the base price, when creating the item, the character must expend the material component or pay the experience points.

Single-use items can be used by any character, but they always require some physical action, such as drinking a potion, breaking a seal, or rubbing on a salve. Performing the action provokes an attack of opportunity. When the item is created, the creator usually makes all the choices about the parameters of the spell (the target is the person drinking the potion, and so on) but if she wishes, and is willing to double the cost involved, she can leave some of these up to the end user (allowing the creation of a charm that, when rubbed, allows the user to cast *distraction* on anyone he wishes within range).

CRAFT SPELL-COMPLETION ITEM [ITEM CREATION]

With the right materials, prerequisites, time, and money, you can make magical items such as scrolls.

Prerequisite: Spellcaster level 1st

Benefit: Someone with this feat can create a spell-completion item (such as a scroll) based on any spell she can cast. Spell-completion items are those that require the user to be able to cast the spell they store. In effect, the stored spell is mostly cast already—the user simply finishes it. Creating the item takes one day for each 1,000 gp of its base price. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than



the character's own level. To create the spell-completion item, she must spend 1/25 of this base price as an XP Cost and use up raw materials costing half of this base price.

To determine the base price of a spell-completion item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell's description, if any. Multiply the result by 25 gp.

Any spell-completion item that stores a spell with a costly material component or an XP Cost also carries a commensurate cost. In addition to the costs derived from the base price, when creating the item, the character must expend the material component or pay the experience points.

CREATOR MAGE [CEREMONIAL]

Once you complete a ceremony involving you and at least one other spellcaster, you can make your spells permanent or programmed.

Prerequisite: Spellcaster level 9th, Intelligence 17, truename

Benefit: A character with this feat may apply the permanent or the programmed template to her spells as described in Chapter Eight: Magic. The creator mage can have a number of spells affected by this template in effect at a time equal to her Intelligence bonus (minimum 1).

CRIPPLING STRIKE [CEREMONIAL]

As the result of a ceremony involving you and at least five others, your attacks slice through muscle and tendons.

Prerequisite: Sneak attack, Intelligence 17, truename

Benefit: When the character damages an opponent with a sneak attack (or the First Strike feat), the target also takes 1 point of temporary Strength damage.

DEFENSIVE [TALENT]

You are cautious and careful, always more mindful of incoming attacks than making attacks of your own.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 dodge bonus to Armor Class to all attacks but suffers an inherent -1 penalty to all attack rolls.

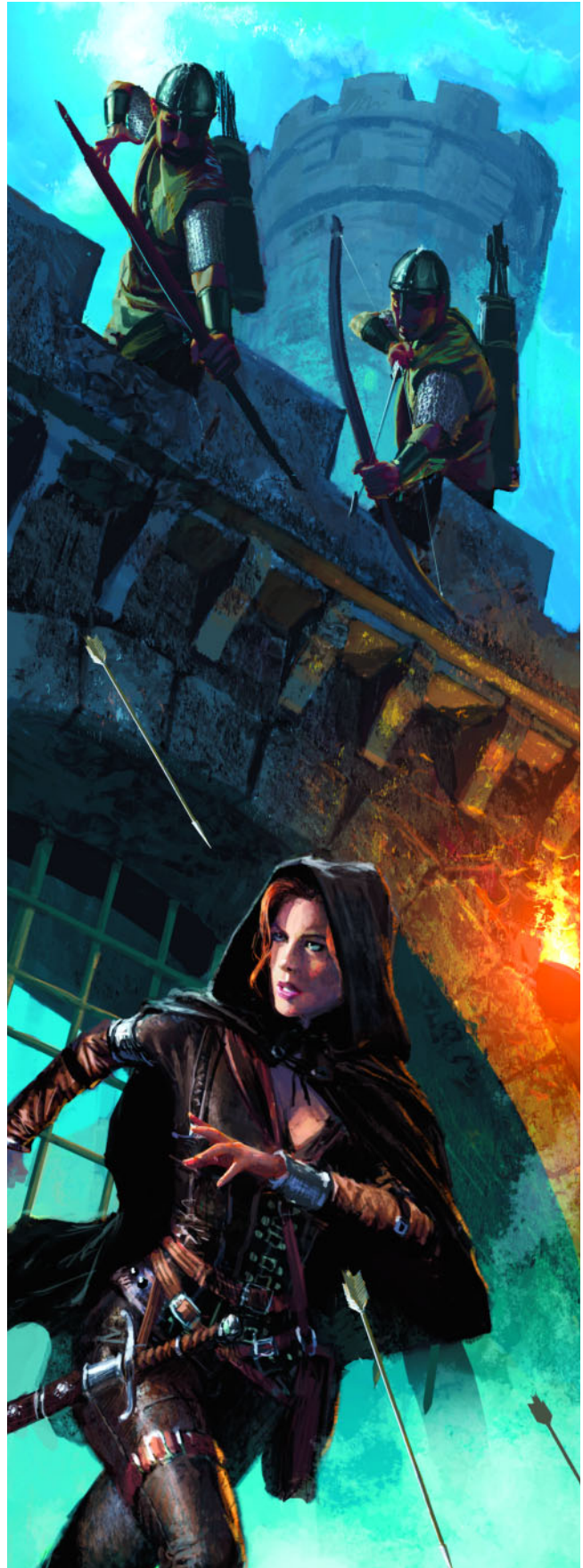
Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DEFENSIVE MOVE [GENERAL]

You are trained at avoiding ranged attacks by moving or ducking.

Prerequisite: Dexterity 13

Benefit: The character gains a +4 dodge bonus to Armor Class against all ranged attacks in a round in which she moves at least 10 feet, or in any circumstance when she has cover. The Precise Shot feat can negate this Armor Class bonus, but it cannot negate both this bonus and the -4 penalty for firing into melee in a single attack. Thus, a character with this feat fighting in melee against an attacker with Precise Shot forces the opponent to cope with the +4 dodge bonus but not the -4 penalty.



Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DEFENSIVE ROLL [CEREMONIAL]

After a ceremony held with you and at least five others, you gain a special quickness that sometimes allows you to avoid dangerous blows.

Prerequisite: Wisdom 13, truename

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

DEFENSIVE STANCE [GENERAL]

You are trained at avoiding and blocking blows.

Prerequisite: Dexterity 13

Benefit: The character gains a +1 dodge bonus to Armor Class against all melee attacks.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DRAGON MAGE [CEREMONIAL]

After a ceremony involving you and a dragon, you gain special benefits when using magic normally limited to dragons.

Prerequisites: Truename, Knowledge (dragon) 5 ranks or must be a dragon

Benefit: A character with this feat may apply the dragon template to her spells as described in Chapter Eight: Magic. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the dragon descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the dragon descriptor.

Special: Dragons gain this feat for free.

EIDETIC MEMORY [TALENT]

You have a near perfect memory.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 bonus to all Knowledge skills and a +4 bonus to Intelligence checks to remember past events. She also proves immune to magical attempts to alter her memory (such as with the spell *modify memory*).

ELDRITCH TRAINING [CEREMONIAL]

Once you have completed a week of study in a well-stocked magical library and participated in a ceremony involving at least four other spellcasters, all of at least 9th level, you possess special arcane aptitude with magic.

Prerequisite: Intelligence 15, truename

Benefit: A character with this feat may apply the eldritch template to her spells as described in Chapter Eight: Magic. Further, she gains a +1 competence bonus to all Spellcraft and Knowledge (magic) checks.

ELEMENTAL MAGE [CEREMONIAL]

Once you complete a ceremony involving a large amount of the element in question, you can expound upon spells of that elemental type.

Prerequisite: Truename

Benefit: A character may choose one of the four elemental spell templates (air, earth, fire, or water) and apply it to her spells as described in Chapter Eight: Magic. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the appropriate elemental descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the appropriate elemental descriptor.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different element.

ELEMENTAL RESISTANCE [TALENT]

You are naturally resistant to a particular element and suffer less damage from it than from others.

Prerequisite: Character level 1st only

Benefit: The character has a resistance of 5 against any element she chooses (air, earth, fire, water) at the time she takes the feat. Each time she suffers damage from that element, she subtracts 5 points of damage from the attack.

EMPOWER SPELL-LIKE ABILITY [GENERAL]

You can use a spell-like ability (gained because of race or class) with greater effect than normal.

Prerequisite: Spell-like ability at caster level 6th

Benefit: Choose one of the character's spell-like abilities, subject to the restrictions below. The character can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a character uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability increase by one-half. An empowered spell-like ability deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so on as appropriate. For example, a champion of death's empowered death's wrath deals 1.5 times normal damage (roll 1d8 per level and multiply the result by 1.5). Saving throws, caster power checks, and opposed rolls are not affected. Spell-like abilities without numeric random variables are not affected.



The character can select only a spell-like ability that duplicates a spell with a level less than or equal to half his caster level (round down) –2.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different spell-like ability.

ENERGY MAGE [CEREMONIAL]

As the result of a ceremony involving you and at least four other spellcasters, you gain an affinity with spells of a certain energy type.

Prerequisite: Truename

Benefit: A character may choose one of the five energy spell templates (acid, cold, electricity, fire, or sonic) and apply it to her spells as described in Chapter Eight: Magic. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the appropriate energy descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a simple spell, as long as it has the appropriate energy descriptor.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different energy type.

ENERGY RESISTANCE [TALENT]

You are naturally resistant to a particular type of energy and suffer less damage from it than from other types.

Prerequisite: Character level 1st only

Benefit: The character has resistance of 5 against any energy type she chooses (acid, cold, electricity, fire, or sonic) at the time she takes the feat. Each time she suffers damage from that energy type, she subtracts 5 points of damage from the attack.

EXOTIC SPELL [GENERAL]

Because of your special magical training, you can cast a single exotic spell of your choosing.

Prerequisite: Spellcaster level 1st

Benefit: The character may choose any exotic spell and add it to her list of known spells. (See Chapter Nine.)

Special: A character can take this feat multiple times. Each time, she chooses a new spell.

EXPERTISE [GENERAL]

You can divert some of your attention to defense rather than offense.

Prerequisite: Intelligence 13

Benefit: When the character uses the attack action or full-attack action in melee, she can take a penalty of as much as –5 on the attack and add the same number (up to +5) to her Armor Class. This number may not exceed the character's base attack bonus. The changes to attack rolls and Armor Class last until her next action. The bonus to Armor Class is a dodge bonus.

Normal: A character without the Expertise feat can fight defensively while using the attack or full-attack action to take a –4 penalty on attacks and gain a +2 dodge bonus to Armor Class.

FAR SHOT [GENERAL]

You can make ranged attacks at a great distance.

Prerequisite: Point Blank Shot

Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by half (multiply by 1.5). When she uses a thrown weapon, its range increment doubles.

FAST HEALER [TALENT]

When you rest, you heal faster than others.

Prerequisite: Character level 1st only

Benefit: The character heals at 1.5 times the normal rate. So an 8th-level character with this feat heals 12 hit points per day rather than 8. With the help of a healer making a Heal check, the character would heal 24 hit points rather than 16.

FEY MAGE [CEREMONIAL]

After a ceremony involving you and at least three fey mages, you gain special benefits when using magic normally limited to faen.

Prerequisite: Truename, Knowledge (faen) 5 ranks or must be a faen

Benefit: A character with this feat may apply the faen template to her spells as described in Chapter Eight: Magic. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the faen descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the faen descriptor.

FIRST STRIKE [GENERAL]

You are skilled in making attacks that take out opponents quickly.

Prerequisite: Dexterity 13

Benefit: When the character strikes a foe who is flat footed at the beginning of a combat, the attack inflicts +1d6 points of damage. This damage bonus stacks with sneak attack damage and faces the same limitations as sneak attack (creatures immune to critical hits and sneak attacks are immune to this ability). The character can make ranged attacks using this ability, but only when within 30 feet of the target.

Special: A character can take this feat up to three times. Each time, she adds +1d6 points to the damage inflicted against flat-footed opponents. So, the second time a character takes the feat, she inflicts +2d6 points of damage, and the third time she inflicts +3d6 points of damage.

FLAIL DEFENSE [GENERAL]

You can use a flail to disrupt the attacks of your opponent.

Prerequisites: Dexterity 13

Benefit: A character wielding a light flail, heavy flail, or double-headed flail and fighting defensively, maintaining full defense, or using the unfettered's parry ability negates the flail's parry penalty (if any) and instead adds a +1 parry bonus to her Armor Class. Normally a flail is difficult to parry with, but those with special training can use its drawback (its flexible nature) as an advantage, wrapping the weapon around a foe's to help foil his attacks (this adds no extra bonus to grapple or disarm attempts).

FLEET OF FOOT [CEREMONIAL]

After a ceremony held with you and at least five others, you become much faster than you look.

Prerequisite: Truename

Benefit: The character adds +10 feet to her ground speed.

FLYBY ATTACK [GENERAL]

You can make attacks while moving through the air.

Prerequisite: Fly speed

Benefit: When flying, the character can take a move action (including a dive) and another standard action at any point during the move. The character cannot take a second move action during a round when she makes a flyby attack.

Normal: Without this feat, a character takes a standard action either before or after her move.

FOCUSED HEALING [CEREMONIAL]

After a ceremony held with you and at least five other healers, you gain the ability to use your powers of concentration for better healing.

Prerequisite: Wisdom 11, truename

Benefit: Once per day, the character can concentrate for a full minute and heal herself of up to 2 hit points of damage per character level. In order to succeed, she must make a Concentration check (Constitution check if the character has no ranks in Concentration) with a Difficulty Class equal to 10 + the amount of damage to be healed. Thus, a 5th-level character with this feat can heal up to 10 points of damage, but the Difficulty Class is 20. If the character only needed to heal 8 hit points, she could choose to heal only 8 hit points and thus make the Difficulty Class 18.

Improved: Characters of 16th level or higher can take this feat a second time and reduce the Concentration check DC by 20.

GIANTISH MAGE [CEREMONIAL]

After a ceremony involving you and at least three giant mages, you gain special benefits when using magic normally limited to giants.

Prerequisites: Truename, Knowledge (giant) 5 ranks or must be a giant

Benefit: A character with this feat may apply the giant template to her spells as described in Chapter Eight: Magic. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the giant descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the giant descriptor.

GREAT FORTITUDE [GENERAL]

You excel at resisting danger with your astounding fortitude.

Benefit: The character gets a +2 bonus to all Fortitude saving throws.

Improved: Characters of 21st level or higher can take this feat a second time and gain an additional +4 bonus to their Fortitude saving throws.

HANDS AS WEAPONS [CEREMONIAL]

After a ritual in which participants sear your hands with scalding water, your body can hold special magical abilities.

Prerequisite: Truename

Benefit: A character with this feat can add—or have someone else add—an enhancement bonus or a weapon special ability (such as *flaming* or *disruption*) to her unarmed attacks. She must add the bonus or abilities normally, such as by enlisting the aid of someone with the Craft Magic Arms and Armor feat, who pays the gold and XP Costs, and so on. Like weapons, these bonuses and abilities can be suppressed, but not permanently dispelled.

Obviously, some weapon special abilities, such as *dancing*, cannot apply to your unarmed attacks.

This feat can be used to modify unarmed attacks with natural weapons such as claws or a bite attack. Characters with more than one unarmed or natural attack need not take this feat multiple times.

HUNTER MAGE [CEREMONIAL]

Once finished with a ceremony involving at least two other spellcasters and two warriors, you can inflict more damage with the spells you cast upon a chosen enemy.

Prerequisite: Truename

Benefit: A character with this feat may apply the enemy bane template to her spells as described in Chapter Eight: Magic. Further, she gains a +2 competence bonus to all Survival checks made when tracking the chosen enemy and a +1 damage bonus when fighting that foe in physical combat.

Special: A character can take this feat multiple times, for a number of bane creature types. Choose creature types from the list below:

- Aberrations
- Animals
- Constructs
- Dragons
- Elementals
- Fey
- Giants
- Humanoids (choose subtype)
- Magical beasts
- Monstrous humanoids
- Oozes
- Outsiders
- Plants
- Undead
- Vermin

IMPROVED BULL RUSH [GENERAL]

You are skilled at making bull rush attacks without drawing attacks of opportunity.

Prerequisites: Strength 13, Power Attack

Benefit: When the character performs a bull rush, she does not provoke an attack of opportunity from the defender. The character also gains a +4 bonus on the opposed Strength check she makes to push back the defender.

IMPROVED CRITICAL [GENERAL]

You make critical strikes more often with a chosen weapon.

Prerequisites: Weapon proficiency, base attack bonus +8

Benefit: When using the weapon the character selected, she doubles her critical threat range.



Special: The character can gain Improved Critical multiple times. The effects do not stack. Each time she takes the feat, it applies to a new weapon.

Note: “Keen” magic weapons also double their normal, non-magical threat range. As with all doubled doublings, the result is triple. (See “Before You Start” in the Introduction.)

IMPROVED DISARM [GENERAL]

You excel at disarming your foes.

Prerequisites: Intelligence 13, Expertise

Benefit: The character does not provoke an attack of opportunity when she attempts to disarm an opponent, nor does the opponent have a chance to disarm her. The character also gains a +4 bonus on the opposed attack roll she makes to disarm her opponent.

IMPROVED INITIATIVE [GENERAL]

Your intuition allows you to get the jump on foes.

Benefit: The character gets a +4 bonus on initiative checks.

IMPROVED SUNDER [GENERAL]

You excel at destroying objects, particularly your opponent’s weapons.

Prerequisites: Strength 13, Power Attack

Benefit: When the character strikes at an opponent’s weapon, she does not provoke an attack of opportunity. She also gains a +4 bonus to attack objects held by another and deals double damage to objects she hits.

IMPROVED TRIP [GENERAL]

You are skilled in making trip attacks.

Prerequisites: Intelligence 13, Expertise

Benefit: The character does not provoke an attack of opportunity when she attempts to trip an opponent while she is unarmed. The character also gains a +4 bonus on her Strength check to trip the opponent.

If the character trips an opponent in melee combat, she immediately gets a melee attack against that opponent, as if she hadn’t used her attack for the trip attempt.

INFUSE WEAPON [CEREMONIAL]

In a ritual involving large amounts of all four elements and at least two other people, you gain the ability to infuse a weapon with elemental energy.

Prerequisites: Weapon Focus, Weapon Specialization, base attack bonus +4, truename

Benefit: Using a move-equivalent action, a character may call upon a type of element (air, earth, fire, or water) and infuse it into a melee weapon or the ammunition for a ranged weapon. The next time she successfully attacks with the weapon and inflicts damage, she deals an additional +1d6 points of the appropriate type of elemental damage. If the energy is not discharged within 10 rounds, it fades, and the character must use a move-equivalent action to re-infuse the weapon. Sheathing the weapon or leaving it unattended causes the energy to fade immediately.

INTUITIVE SENSE [CEREMONIAL]

You participate in a ritual requiring you to spend 24 hours alone in a dark, incense-filled room, while at least one other person stands outside chanting. Afterward, you are difficult to surprise.

Prerequisite: Truename

Benefit: Thanks to the character’s uncanny sense of danger, she does not lose her Dexterity bonus to Armor Class when flat footed or attacked by an invisible or unknown opponent. She is always considered “aware” of all incoming attacks for purposes of Dexterity and dodge bonuses to Armor Class.

Improved: Characters can take this feat a second time. If they do, they cannot be flanked.

IRON FLESH [CEREMONIAL]

After a ritual in which you spend six hours touching a creature with natural armor, you gain natural armor yourself.

Prerequisite: Truename

Benefit: The character’s flesh is tougher than normal, giving her a +1 natural armor bonus to Armor Class. This bonus does not stack with existing natural armor or that granted by magic.

Improved: Characters of 18th level or higher can take this feat a second time and gain an additional +2 bonus to their natural armor bonus. This stacks with the +1 bonus gained from the first application of the feat.

IRON WILL [GENERAL]

You excel at standing firm in the face of danger.

Benefit: The character gets a +2 bonus to all Will saves.

Improved: Characters of 21st level or higher can take this feat a second time for an additional +4 bonus to their Will saves.

LIGHT SLEEPER [TALENT]

You sleep lightly and are ready for action the moment you awake.

Prerequisite: Character level 1st only

Benefit: The character makes Listen checks while asleep as though awake. Further, she can act immediately upon waking.

Normal: See the Listen skill and the “Waking Up” sidebar in Chapter Four.

LIGHTNING REFLEXES [GENERAL]

You excel at avoiding danger, thanks to your quick reflexes.

Benefit: The character gets a +2 bonus to all Reflex saves.

Improved: Characters of 21st level or higher can take this feat a second time and gain an additional +4 bonus to their Reflex saves.

LITORIAN MAGE [CEREMONIAL]

After a ceremony involving you and at least three litorian mages, you gain special benefits with magic normally limited to litorians.

Prerequisite: Truename, Knowledge (litorian) 5 ranks or must be a litorian

Benefit: A character with this feat may apply the litorian template to her spells as described in Chapter Eight. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the litorian descriptor. If she normally can access complex

spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the litorian descriptor.

LOW BLOW [GENERAL]

You are skilled at striking vital, debilitating areas on a foe.

Prerequisite: Base attack bonus +3

Benefit: As a full-attack action, the character can make a single attack roll that inflicts normal damage. If she damages her humanoid or monstrous humanoid opponent, the foe must attempt a Fortitude save (DC 10 + half her level + her Wisdom bonus). Should he fail the save, he is dazed for 1 full round.

MIGHTY HURL [CEREMONIAL]

Following a ceremony involving you and three others, you gain the ability to use thrown weapons more effectively.

Prerequisite: Truename

Benefit: The character ignores the first range increment of thrown weapons and inflicts +1 point of damage when using a thrown weapon.

Improved: Characters with a base attack bonus of +17 or higher can take this feat a second time and ignore the first two range increments of thrown weapons. They also gain an additional +3 damage bonus with thrown weapons.

MIRROR SIGHT [CEREMONIAL]

After a ceremony involving you and at least five other spellcasters, held in a room full of mirrors, you can look through a mirror for a special sort of scrying.

Prerequisites: Spellcaster level 1st, Charisma 19, truename

Benefit: Once per day the character can look into a mirror and see through it to view a reflection in another mirror. She can choose to see one of three types of reflection:

- The current reflection in another mirror she is familiar with;
- The reflection of a person she knows well, assuming that person is near a mirror; or
- The reflection of a place she knows well, assuming the location is being reflected in a mirror.

The character receives only visual information through this feat. However, she can choose to transmit information both ways—so a person reflected in the remote mirror can view whatever appears in her mirror. Contact lasts 1d4 rounds, plus a number of rounds equal to the character's Charisma bonus.

For example, Maedi knows that her friend Tu-Methus keeps a mirror in his living room over the mantel. She can look through her own hand-held mirror and see into Tu-Methus' living room. But he is not there. The next day, Maedi can attempt to find him again by looking into her mirror. If, at that moment, Tu-Methus is near any mirror at all, she can see him. Otherwise, she sees nothing but her own reflection.

Mirror Sight works with mirrors only; it is not effective when attempting to scry with another reflective surface, such as a still pool or a polished metal shield.





MOBILITY [GENERAL]

You prove difficult to hit while moving.

Prerequisites: Dexterity 13, Defensive Move

Benefit: The character gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when she moves out of or within a threatened area. *Note:* A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

MODIFY COMBAT STYLE [GENERAL]

You can adapt your combat moves to counter an opponent's style.

Prerequisite: Base attack bonus +7

Benefit: The character spends a full round in melee with an opponent, then makes a Spot check (DC = the opponent's attack bonus). If the character succeeds, she spots a weakness in the foe's combat style and modifies her own style to take advantage of it. The character gains a +2 competence bonus to attack rolls against the foe for the rest of that combat session.

MODIFY SPELL [GENERAL]

You can change aspects of a spell by using more of your personal energy.

Prerequisite: Spellcaster level 1st

Benefit: A character casting a laden spell (using two spell slots of the spell's level rather than just one) can change some of the spell's parameters. She must choose one (and only one) modification when casting the laden spell:

Double Range: One cannot increase the range of a spell whose range is not defined by distance. If the spell's range determines its area or effect, the dimensions of its area or effect increase proportionally.

Double Duration: Spells with durations of Concentration, Instantaneous, or Permanent are not affected by this feat.

Double Area or Number of Targets: The caster can make the spell's area larger or double the number of targets it affects (touch spells cannot be affected).

No Verbal Components: The character can cast the spell silently.

No Somatic Components: The character can cast the spell without gestures or movements.

Increase Power: All the spell's variable, numeric effects increase by one-half. Such a 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 caster power checks) are not affected. Spells without random variables are not affected.

MOUNTED ARCHERY [GENERAL]

You are skilled at making ranged attacks while mounted.

Prerequisite: Mounted Combat

Benefit: The character halves the penalty normally suffered when using a ranged weapon from horseback: -2 penalty instead of -4 if her mount is taking a double move, and -4 penalty instead of -8 if her mount is running.

Improved: Characters with a base attack bonus of +15 or higher can take this feat a second time and ignore all penalties to mounted ranged attacks.

MOUNTED COMBAT [GENERAL]

You are skilled at fighting while mounted.

Prerequisite: Ride skill

Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check exceeds the attack roll result—essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular Armor Class.

NATURAL ARCHER [TALENT]

You have an innate affinity for bows of all kinds.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 competence bonus to damage rolls made from attacks with bows or crossbows. Further, if a foe attacks her with a bow, the character gains a +1 dodge bonus to Armor Class.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: DMs wishing to create similar feats for other ranged weapons may do so. Only the flavor of the rule and the resulting setting will change.

NATURAL SWORDSMAN [TALENT]

You have a natural affinity for swords of all kinds.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 competence bonus to damage rolls made from attacks with swords (short swords, longswords, greatswords, bastard swords, double-bladed swords, sword-staves, and so on). Further, if a foe attacks her with a sword, the character gains a +1 dodge bonus to Armor Class.

Special: A condition that makes the character lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses. The character must be aware of the attack to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: DMs wishing to create similar feats for other melee weapons (such as axes or polearms) may do so. Only the flavor of the rule and the resulting setting will change.

NIGHT OWL [TALENT]

You are more active at night.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 competence bonus to attack rolls, saving throws, and checks made after the sun goes down. (This ability only takes effect above ground and when the character can verify that it is indeed night.)

OPPORTUNIST [CEREMONIAL]

As the result of a ceremony involving you and at least four others, you excel at taking advantage of your foes' weaknesses.

Prerequisites: Intelligence 15, truename

Benefit: Once per round, a character can make an immediate attack of opportunity against an opponent whom another character has just damaged with a melee strike. The character gets this attack regardless of whether the foe has taken an action that normally would provoke an attack of opportunity. This attack counts as the character's attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use the Opportunist ability more than once per round, however.

PARALYZING BLOW [GENERAL]

You can temporarily paralyze an opponent with a hit.

Prerequisite: Base attack bonus +15

Benefit: The character must use a bludgeoning weapon or an unarmed attack to take advantage of this feat. As a full attack action, the character can make a single attack roll that inflicts normal damage. If she damages her opponent, the foe must make a Fortitude saving throw (DC 10 + half her level + her Wisdom bonus). Opponents who fail the save become paralyzed and helpless for 1 full round.

PEACEFUL MAGE [CEREMONIAL]

After a ceremony that takes place outside at high noon with three others, you enjoy special skill with nonlethal spells.

Prerequisites: Wisdom 13, truename

Benefit: A character with this feat may apply the subdual template to her spells as described in Chapter Eight: Magic. Further, any spell she casts that does not inflict damage or adversely affect another creature in any way is cast at one caster level higher than normal.

POINT BLANK SHOT [GENERAL]

You are deadly with a ranged weapon at short ranges.

Benefit: The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Improved: Characters with a base attack bonus of +18 or higher can take this feat a second time and gain an additional +2 bonus to attack and damage rolls at ranges of up to 30 feet.

POWER ATTACK [GENERAL]

You can shift focus from striking a foe to damaging him.

Prerequisite: Strength 13

Benefit: On the character's action, before making attack rolls for a round, she may choose to subtract a number from all melee attack rolls and add it to all melee damage rolls. This number may not exceed her base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

POWER CHARGE [GENERAL]

Once you start a charge, you become extremely dangerous.

Prerequisites: Power Attack, Strength 13

Benefit: When using the charge action, the character deals double damage with a melee weapon. Only the weapon's damage doubles, not the bonuses from Strength, magic, or other factors.

Improved: Characters with a base attack bonus of +20 or higher can take this feat a second time and gain an additional +10 damage bonus when charging (this bonus is not doubled).

POWER OF THE NAME [CEREMONIAL]

In a ritual involving at least 10 people and always held within the center of a large library, you gain the ability to use a person's truename against him.

Prerequisites: Intelligence 17, truename

Benefit: If she knows a subject's truename, a character with this feat can force him to carry out some service or to refrain from some action or course of activity, as desired. The subject can make a Will saving throw to resist (DC 10 + half the character's level + her Charisma bonus). The subject must be able to understand the character. While she cannot compel a subject to kill himself or perform acts that would result in certain death, the character can compel almost any other activity. The subject must follow the given instructions until the task is completed, no matter how long it takes. If the instructions involve some open-ended task that the subject cannot complete through his own actions, he remains compelled for a maximum of one day per the character's level. Note that a clever subject can subvert some instructions.

If something prevents the subject from obeying the instructions for a whole day, he takes 3d6 points of damage each day he does not attempt to follow them. Additionally, each day he must succeed at a Fortitude saving throw. A failure means he becomes sickened. A sickened subject moves at half his normal speed and suffers -4 penalties on both Strength and Dexterity. He heals damage at one-tenth his normal rate and cannot benefit from any magical healing effects. Starting on the second day, a sickened creature must succeed at a Fortitude save each day or become crippled. Once crippled, the subject is effectively disabled (as if he had 0 hit points) and can't choose to take strenuous actions. These effects remain until the day after the subject attempts to resume the task.

This magical effect can be dispelled, and it ends if the character with the feat dies. A character can use this feat over a given subject only once, whether he makes the initial Will save or not. It is a full-round action to invoke the Power of the Name.

Improved: Characters of 20th level or higher can take this feat a second time and use it to to paralyze a foe whose truename they know, rather than giving the subject a command, using the same saving throw described above. The paralyzation lasts for 10 minutes. In any case, the character still can attempt to use this feat only once on a given foe.

PRECISE SHOT [GENERAL]

You can use a ranged attack without much worry about hitting your allies.

Prerequisite: Point Blank Shot

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard



–4 penalty. She also can negate the Armor Class bonus gained from the Defensive Move feat, but she cannot negate both that bonus and the –4 penalty for firing into melee in a single attack. Thus, a character with this feat who fires into melee at a target with Defensive Move still must cope with the +4 dodge bonus to Armor Class, but not the –4 penalty.

PRIEST [CEREMONIAL]

You have had religious training and, following a ritual of ordination, you are recognized as a priest of a religion. (The type of ordination ceremony depends on the religion.)

Prerequisites: Wisdom 11, Knowledge (religion), truename

Benefit: The character becomes an established priest in a particular religion. Wearing the symbols of this office grants a +2 circumstance bonus to Bluff, Diplomacy, Intimidate, and Gather Information checks involving people of the same religion.

Special: This feat is not available to races or cultures with no organized priesthoods, such as the faen.

PSION [CEREMONIAL]

After a ceremony held by you alone, in quiet contemplation surrounded by small crystals, you gain an affinity with psionic spells.

Prerequisites: Intelligence 15, truename

Benefit: A character with this feat may apply the psionic template to her spells as described in Chapter Eight: Magic. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the psionic descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the psionic descriptor.

QUICK DRAW [GENERAL]

You can draw your weapon or other object very quickly.

Prerequisite: Base attack bonus +1

Benefit: The character can draw a weapon (or other object) as a free action instead of as a move-equivalent action.

QUICKEN SPELL [CEREMONIAL]

After a ceremony involving at least seven other spellcasters, you can cast spells incredibly quickly.

Prerequisites: Spellcaster level 10th, Intelligence 15, truename

Benefit: A character with this feat can cast a spell faster than normal, but it is considered laden (it takes two slots of that spell's level). To determine the new, quickened casting time for a spell modified in this way, refer to the following:

Original Casting Time	Quickened Casting Time
Standard action	Free action
1 round	Standard action
2 rounds to 1 minute	1 round
More than 1 minute, up to 10 minutes	1 minute
More than 10 minutes	No change

The character may cast only one quickened spell per round (even if it is a free action), and do so no more than three times per day. If the spell is a free action, the character can perform another action, even casting another spell, in the same round as she casts a quickened spell.

Special: A character may take this feat multiple times. Each time, she gains three more uses of the ability to quicken a spell each day.

QUICKEN SPELL-LIKE ABILITY [GENERAL]

You can employ a spell-like ability gained from your race or class with a moment's thought.

Prerequisite: Spell-like ability at caster level 10th.

Benefit: Choose one of the character's spell-like abilities, subject to the restrictions described below. The character can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day). Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The character can perform another action—including the use of another spell-like ability—in the same round that she uses a quickened spell-like ability. The character may use only one quickened spell-like ability per round. She can select only a spell-like ability that duplicates a spell with a level less than or equal to half her caster level (round down) –4.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time she takes it, the feat applies to a different spell-like ability.

RAPID RELOAD [CEREMONIAL]

As the result of a ceremony involving you and at least two others, you can reload a ranged weapon like a crossbow faster than normal or fire a ranged weapon like a bow faster than normal.

Prerequisites: Dexterity 15, Weapon Focus, base attack bonus +3, truename

Benefit: Weapons with a reload time become “one step” faster in the hands of a character with this feat. A hand crossbow or light crossbow, which normally take move-equivalent actions to reload, can be fired as quickly as a bow—that is, reloading becomes part of the firing action, and a character can fire the weapon as many times in a round as she has attacks. A heavy crossbow can be reloaded as a move-equivalent action.

A character using a weapon with no reload time, such as a bow or a sling, can fire the weapon faster than normal. Once per day per level, as part of a full-attack action, she can make an additional attack with a base attack bonus equal to half her highest normal base attack bonus.

Special: A character may take this feat multiple times, each time selecting a different weapon.

RAPID STRIKE [GENERAL]

You can make an extra, blindingly fast melee strike.

Prerequisites: Dexterity 15, Weapon Focus, base attack bonus +3

Benefit: The character selects a weapon that she's proficient with and wields with the Weapon Focus feat. Once per day per

level, as part of a full-attack action, she can use this weapon to make an additional attack, with a base attack bonus of half her highest normal base attack bonus. Even if she wields more than one weapon, however, no more than one Rapid Strike is possible in a round.

Special: A character may take this feat multiple times, each time selecting a different weapon.

RESISTANCE TO DISEASE [TALENT]

You have an innate resistance to illness.

Prerequisite: Character level 1st only

Benefit: The character gains a +4 saving throw bonus to all saves against diseases, including magical diseases.

RESISTANCE TO MAGIC [TALENT]

You have an innate resistance to magic.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 saving throw bonus to all saves against spells, spell-like abilities, supernatural abilities, magic items, and so on.

RESISTANCE TO POISON [TALENT]

You have an innate resistance to toxins.

Prerequisite: Character level 1st only

Benefit: The character gains a +4 saving throw bonus to all saves against poisons, including magical poisons.

RESISTANT SPELL [CEREMONIAL]

Having completed a ceremony involving at least five other spellcasters, you can make your spells more potent and harder to dispel.

Prerequisites: Spellcaster level 7th, Intelligence 17, truename

Benefit: The character gives all her spells a +2 bonus to the Difficulty Class for another caster to dispel them. For example, say a 10th-level magister casts a resistant *wall of ice*, and another caster attempts to dispel it. When the dispelling mage makes a caster power check to determine whether the dispel succeeds, the Difficulty Class is 15 + 10 (the caster's level) +2 for the Resistant effect. This feat can make any spell resistant, although those that cannot be dispelled gain no benefit from it.

RIDE-BY ATTACK [GENERAL]

You can make an attack from a moving mount.

Prerequisites: Mounted Combat

Benefit: When the character is mounted and uses the charge action, she may move and attack as with a standard charge, then move again, continuing the straight line of the charge. The character's total movement for the round can't exceed double her mounted speed. The character does not provoke an attack of opportunity from the opponent she attacks.

RITUAL COMBAT [CEREMONIAL]

You and at least two ritual warriors partake in an hourlong ceremony, after which you can access the training and insight to use combat rites.

Prerequisite: Wisdom 11

Benefit: A character with this feat can use three 1st-rank combat rites per day. If the character can access combat rites already, these three combat rites add to the existing number of 1st-rank rites the character can use in a day.

Special: A character may take this feat more than once, gaining three more combat rites per day. If she takes this feat more than once, she may be able to use it to access higher-rank rites. The only restriction is that a character must have access to more lower-rank rites (from this feat) than those of higher ranks and that all three rites gained at a time apply to the same rank. Thus, the second time a character takes this feat, the additional three rites are 1st rank, bringing her 1st-rank rites to six per day. The third time, if the character wishes, the rites can be 2nd rank. She could not get 3rd-rank rites with this feat until she had at least six 2nd-rank rites per day. This means that she would have nine 1st-rank rites per day, which would entail taking this feat a total of six times.

RUNECASTER [CEREMONIAL]

After a ceremony involving you and at least six runethanes, you gain special benefits when using elaborate and complex magic.

Prerequisites: Truename, Knowledge (runes)

Benefit: A character with this feat may apply the runic template to her spells as described in Chapter Eight: Magic. Further, if she needs to make a Spellcraft check to identify a spell, she can use her Knowledge (runes) check modifier instead to gain the same results.

SANCTUM [CEREMONIAL]

Once you finish a ritual involving six close friends, you declare the area where you stand as your sanctum and gain special benefits while you are there.

Prerequisite: Truename

Benefit: A character with this feat may apply the sanctum template to her spells as described in Chapter Eight: Magic. Further, she adds a +2 circumstance bonus to all Concentration, Craft, Knowledge, and Spellcraft checks within her sanctum. The sanctum is an area with a radius of no more than 20 feet per level.

SENSE THE UNSEEN [CEREMONIAL]

As the result of a ceremony involving you and at least three other people, one of whom is blind, your intuition helps you find normally invisible things.

Prerequisite: Truename

Benefit: In melee, every time the character misses because of concealment, she can reroll the miss chance percentile roll once to see whether she actually hit.

In addition, an invisible attacker gets no bonus to attack a character with this feat in melee. That is, the character doesn't lose her Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however.

Finally, the character suffers only half the usual penalty to speed for being unable to see. Darkness and poor visibility in



general reduce the character's speed to three-quarters of normal, instead of one-half.

SENSITIVE [TALENT]

You are sensitive to supernatural happenings and magic in general.

Prerequisite: Character level 1st only

Benefit: The character can sense the presence of magic (a currently active spell on a person, the aura of a newly-encountered magic item, a runethane's rune, and so on), within 5 feet with a 50 percent chance of success. If the character fails, there is no second try. Usually, the sense comes as a prickling on the skin or a feeling deep down in the character's gut.

Special: The DM should feel free, when he wishes, to make the roll secretly when the character encounters something magical, so that the character senses magic even when she is not trying. Further, the DM should feel free to give the character a sense of foreboding (or conversely, of wonderment) when some major magical event occurs nearby, such as a special ceremony, the casting of a powerful spell, the presence of a powerful outsider or other magical creature, and so on.

SHIELD PROFICIENCY [GENERAL]

You can use a shield.

Benefit: The character can use a shield, suffering only the standard penalties. (See "Armor and Shields" in Chapter Six.)

Normal: Characters using a shield when not proficient with it suffer the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

SHIELD SPECIALIZATION [GENERAL]

You are especially good at using a shield for defense.

Prerequisites: Shield Proficiency, base attack bonus +4

Benefit: The character knows just how to angle a shield against incoming attacks to more easily deflect the force of the blow or to encourage a ranged weapon to slide off the shield rather than strike it directly. She adds +1 to the shield's armor bonus for melee attacks and +2 for ranged attacks. The character must be aware of the incoming attack and not be flat footed.

SHOT ON THE RUN [GENERAL]

You can use a ranged weapon while you move.

Prerequisites: Point Blank Shot, Dexterity 13, Defensive Move, Mobility

Benefit: When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that her total distance moved does not exceed her speed.

SIBECCAI MAGE [CEREMONIAL]

After a ceremony involving you and at least three sibeccai mages, you gain special benefits when using magic normally limited to sibeccai.

Prerequisite: Truename, Knowledge (sibeccai) 5 ranks or must be a sibeccai

Benefit: A character with this feat may apply the sibeccai template to her spells as described in Chapter Eight: Magic.

Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the sibeccai descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the sibeccai descriptor.

SIGNATURE SPELL [TALENT]

You possess a special talent for one particular spell and can cast it better than anyone else.

Prerequisite: Character level 1st (spellcaster) only

Benefit: The character picks one spell, not necessarily one she can cast right now (although she gains no benefits from this talent until she reaches a level high enough to cast it). The character always casts that spell as if she were two levels higher than normal, with up to double the range. If the spell has a saving throw, its Difficulty Class increases by +1.

SKILL APPLICATION [CEREMONIAL]

After a ceremony held with you and at least three others, you gain a special affinity for a pair of related skills.

Prerequisite: Truename

Benefit: A character with this feat selects any two thematically similar skills and gains a +2 bonus in each. Example skill pairings include the following:

- Alchemy and Spellcraft
- Disable Device and Open Lock
- Climb and Jump
- Decipher Script and Forgery
- Innuendo and Sense Motive
- Diplomacy and Bluff
- Spot and Search
- Diplomacy and Gather Information
- Spot and Listen
- Tumble and Balance

Special: A character may take this feat multiple times, selecting an additional skill pairing each time.

SKILL FOCUS [GENERAL]

You are particularly adept at a specific skill.

Benefit: The character enjoys a +3 bonus on all skill checks with the chosen skill.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time she takes the feat, it applies to a new skill.

SKILL MASTERY [CEREMONIAL]

After a grueling ritual involving you and six others, your devotion to a small number of skills allows you to use them even when stressed.

Prerequisites: Character level 6th, truename

Benefit: The character selects a number of skills (equal to 3 + her Intelligence modifier). When making a skill check with one of these skills, she may take 10 even if stress and distractions normally would prevent her from doing so.

Special: A character may take this feat multiple times, selecting additional skills each time.

**SLIPPERY MIND [CEREMONIAL]**

Once you complete a ritual with 10 other people amid clouds of incense, you become difficult to enchant.

Prerequisite: Truename

Benefit: If a character becomes the target of an enchantment and fails the saving throw, she can attempt the save again 1 round later. She gets only this one extra chance to succeed.

SPEED BURST [GENERAL]

You can move very fast in short bursts.

Benefit: Once per day per two character levels, the character can take an extra move action in a single round.

SPELL AFFINITY [TALENT]

You are particularly good with a single spell.

Prerequisite: Character level 1st (spellcaster) only

Benefit: The character chooses a single spell of a type that she can access (simple or complex). It does not have to be one she can currently cast. The diminished version of the spell goes away and is replaced by the normal version.

For example, if a magister chose an affinity with *finger of destruction*, it would become a 6th-level spell for her, rather than the 7th-level spell it is for other casters. She would not gain access to it until she gained access to 7th-level spells, but she would use 6th-level slots to cast it and treat it as a 6th-level spell to determine the save Difficulty Class. The spell's heightened version remains an 8th-level effect.

SPELL ARTIST [TALENT]

You prove adept at casting your spells in a quite unique and imaginative way.

Prerequisite: Character level 1st (spellcaster) only

Benefit: The character casts spells in such a way that the visual effects appear very different from the standard. Those attempting to use a Spellcraft check to identify the spell being cast suffer a –10 penalty on the check. The character also gains a +2 bonus on caster power checks made to oppose a counter-spelling attempt.

STOMP [GENERAL]

Using your great size and mass, you cause the ground to shudder.

Prerequisites: Size Large, Strength 19

Benefits: The character can stomp her foot or slam her fist on the ground (as a standard action), causing it to shake. All creatures smaller than the character within 10 feet must make a Balance check (DC 10 + stomping character's Strength modifier) or fall prone.

STUNNING BLOW [GENERAL]

You can strike foes so hard you stun them.

Prerequisite: Base attack bonus +6

Benefit: As a full-attack action, the character can make a single attack roll that inflicts normal damage. If she damages her opponent, the foe must make a Fortitude saving throw (DC 10 + half her level + her Wisdom bonus). Should the foe fail the save, he becomes stunned for 1 full round.



STURDY [GENERAL]

You are particularly hardy and tough.

Benefit: For the level when the character takes this feat, she adds double her Constitution bonus to her hit point total. This is in addition to the bonus she would get for her Constitution modifier when she gains a level. If double her Constitution bonus is less than 4, she gains 4 hp. This effect happens once, not every level.

For example, if a 3rd-level warmain with 22 hit points and a +3 Constitution bonus takes this feat, she gains 6 additional hit points in addition to the 1d12+3 she normally would gain for the level. So, if she rolled a 7, her new total would be 38 hp (22 + 7 + 3 + 6).

Special: A character may gain this feat multiple times, but never more than once per level.

Improved: Characters with a base attack bonus of +18 or higher taking this feat a subsequent time add +20 hit points, unless the feat's normal calculation would yield more bonus hit points than that.

TATTOOED SPELL [CEREMONIAL]

In a ritual featuring just you and the artist/caster (or just you, if you are the artist/caster), you receive a tattoo with magical abilities. The artist/caster involved in the ritual must be able to cast the spell to be tattooed and must have at least one rank in Craft (tattoos).

Prerequisite: Truename

Benefit: One simple spell, whose level is no more than half the character's (and never more than 4th level), is infused within a tattoo etched into the character's flesh. (A 1st-level character can have a tattoo of a 0-level spell.) The character can cast that spell once per day, using half her character level as the caster level. No somatic or verbal components are needed.

Diminished versions of spells are treated as one level lower than normal, and heightened spells are treated as one level higher for purposes of tattooed spells.

Special: Spellcasters with this feat can gain a tattoo of any spell they can cast (no level limit), even ones that are not simple. A character can take this feat multiple times, choosing a different spell each time, although she cannot have more than four tattooed spells on her body at any given moment. A character can remove a tattooed spell any time she wishes, but *dispel magic* does not remove the tattoo unless she wishes it. To replace a tattooed spell requires the character and caster/artist to perform the ritual again, but she need not take the feat again.

TITLE [CEREMONIAL]

After a public ceremony involving at least 20 other people, you gain a title to go with your name that helps people remember you throughout the lands.

Prerequisites: Character level 9th, truename

Benefit: The character gains a title chosen by her comrades and peers, such as "the Brave," "the Reaver," or "the Just." She gains an inherent +1 bonus to Charisma as her fame precedes her.

TOUGH HIDE [GENERAL]

Your natural armor is thicker than normal.

Prerequisite: A natural armor bonus

Benefit: The character's natural hide is thicker than normal, giving her a +1 natural armor bonus to Armor Class. This bonus stacks with her existing natural armor (but not natural armor gained through spells or magic items).

Improved: Characters of 18th level or higher can take this feat a second time and gain an additional +2 bonus to their natural armor bonus, which stacks with the +1 bonus gained from the first application of the feat.

TRACK [GENERAL]

You can find, identify, and follow tracks.

Benefit: To find tracks or to follow them for one mile requires a Survival check (an untrained Wisdom check for a character without the skill). The character must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

While tracking, the character moves at half normal speed (or at normal speed with a –5 penalty on the check). The DC of the skill checks depends on the prevailing conditions and the surface:

Prevailing Condition	DC Modifier
Every three creatures in the group being tracked	–1
Size of creature(s) being tracked	*
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rainfall since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility	**
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

* For a group of mixed sizes, apply only the modifier for the largest size category.

** Apply only the largest modifier from this category.

Surface	DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). A creature might leave some traces (broken branches, tufts of hair) but only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. A creature leaves only traces (scuff marks, displaced pebbles).

Characters who fail a Survival check can retry after one hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can follow them only if the Difficulty Class is 10 or less.

TRAMPLE [GENERAL]

You (or your mount) can run over foes in battle.

Prerequisite: Either Mounted Combat or minimum size Large

Benefit: When the character (size Medium or smaller) attempts to overrun an opponent while mounted, the opponent cannot choose to avoid her. If she knocks down the opponent, her mount may make one hoof attack against him, gaining the standard +4 bonus on attack rolls against prone targets.

A Large character can make a similar overrun attempt, and the opponent cannot choose to avoid her. Should she knock down the opponent, she may make one melee attack against him, gaining the standard +4 bonus on attack rolls against prone targets.

TWO-WEAPON DEFENSE [GENERAL]

Your two-weapon fighting style bolsters your defense as well as your offense.

Prerequisites: Dexterity 15, Two-Weapon Fighting

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), the character gains a +1 shield bonus to Armor Class.

When fighting defensively or using the total defense action, this shield bonus increases to +2.

TWO-WEAPON FIGHTING [GENERAL]

You can use a weapon in either hand with great skill.

Benefit: The character's penalties for fighting with two weapons are reduced by 4. (See Chapter Seven: Playing the Game for a list of these penalties.)

Improved: Characters with a base attack bonus of +9 or higher can take this feat a second time. If they do, in addition to the standard single extra attack the character gets with an off-hand weapon, she gains a second attack with the off-hand weapon as well, albeit at a -5 penalty.

TWO-WEAPON FIGHTING, MASSIVE [GENERAL]

You can use heavier than normal weapons in each hand.

Prerequisites: Two-Weapon Fighting, Strength 17, base attack bonus +7

Benefit: The character can use any one-handed weapon in her off hand as though it were a light weapon.

UNARMED STRIKE, DEFENSIVE [GENERAL]

You can make unarmed strikes while protecting yourself. (See the illustration on the next page.)

Benefit: The character is considered "armed" even when she is unarmed—that is, armed opponents do not get attacks of opportunity when she attacks them while unarmed. However, the character still gets an attack of opportunity against any opponent who makes an unarmed attack on her. When she makes unarmed strikes, her blows are quick and protective of her body—she suffers a -2 penalty to attack rolls, but adds a +2 dodge bonus to Armor Class. She must be aware of the attack on her to gain this bonus. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Improved: Characters with a base attack bonus of +14 or higher can take this feat a second time and ignore the attack penalty inherent in its use. Further, they gain an additional +1 dodge bonus to Armor Class with its use.

UNARMED STRIKE, MIGHTY [GENERAL]

You are skilled with powerful unarmed attacks.

Benefit: The character is considered "armed" even when she is unarmed—that is, armed opponents do not get attacks of opportunity when she attacks them while unarmed. However, the character still gets an attack of opportunity against any opponent who makes an unarmed attack on her.

When the character makes unarmed strikes, her wide swings cause her to suffer a -2 penalty to Armor Class, but she gains a +2 bonus to damage rolls.

Improved: Characters with a base attack bonus of +14 or higher can take this feat a second time and ignore the attack penalty inherent in its use. Further, they gain an additional +1 damage bonus with its use.

UNIQUE SPELL [TALENT]

You have access to a spell that no one else in the world knows.

Prerequisite: Character level 1st (spellcaster) only

Benefit: The character knows a spell that her player develops together with the DM. The spell can be of any level, including one the character cannot yet cast (although she gains no benefits from this talent until she reaches a level high enough to cast it). Always treat the spell as an exotic spell, with this feat taking the place of the Exotic Spell feat.

UNRAVELING MAGE [CEREMONIAL]

After completing a ceremony involving you and two other casters, you make your spells more potent and harder to ward against.

Prerequisites: Spellcaster level 10th, Intelligence 17, true-name



Benefit: A character with this feat may apply the unraveling template to her spells as described in Chapter Eight: Magic. Further, she gains a +2 competence bonus to her caster power checks when casting *dispel magic*.

THE VOICE [TALENT]

You have not only a way with words, but an almost supernaturally compelling voice.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 competence bonus on all Bluff, Diplomacy, and Gather Information checks, and a +2 competence bonus on all Perform (storytelling) checks.

WAY WITH ANIMALS [TALENT]

Animals seem drawn to you, and you can sense things from them that others cannot.

Prerequisite: Character level 1st only

Benefit: The character can apply her Bluff, Diplomacy, and even Gather Information skills to animals. She cannot use this talent with fish, unless she is a native water breather. To use the talent, the character and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that they must be within 30 feet of each other, under normal conditions.

The character can improve an animal's attitude with a successful Diplomacy check. Generally, influencing an animal in this way takes one minute, but, as with influencing people, it might take more or less time. (See the "Influencing Attitude" table in Chapter One: Abilities.)

Similarly, the character can Bluff an animal, tricking it into believing something untrue. Obviously, the concept must be very simple, such as: "There's something dangerous behind you," "I mean you no harm," or "I would make a terrible meal." The character doesn't really speak to the animal, she simply conveys the idea through movement, vocalizations, and general demeanor. This can take place as a standard action.

The character can even Gather Information among animals, but again, the concepts must be very simple and reflect something an animal would know, such as: "Has a dangerous predator been in the area?" "Is there water nearby?" or "What's the general threat level in the area?" The character accomplishes this by observing animal actions, their environment, and general demeanor. This use of the talent takes at least an hour.

Special: This talent works on animals. A character can use these skills on magical beasts with a -4 penalty.

WEALTHY [TALENT]

You come from a wealthy family.

Prerequisite: Character level 1st only

Benefit: The character starts with double the maximum starting gold: 400 gp. Further, at one time during her career, at a time agreed upon by the character and the DM (recommended time is between 5th and 10th level), the character receives an inheritance of 1,000 gp times her current character level.

WEAPON FINESSE [GENERAL]

You can use light weapons with quickness and speed rather than brute strength.

Prerequisites: Base attack bonus +1, weapon proficiency

Benefit: The character can use her Dexterity modifier instead of her Strength modifier on attack rolls with any light weapon or an agile exotic weapon that she can use in one hand. For example, a Medium character could use a short sword, a nunchaku, or a Devanian longsword. Alternatively, a character can select a rapier, provided she can use it in one hand, or a natural weapon (such as unarmed strikes or a claw attack). She must be proficient with the weapon.

Since she needs the second hand for balance, apply the armor check penalty of any shield worn to attack rolls.

Special: As an exception, a spryte can use this feat with any tiny weapon, even though it is a weapon of the spryte's same size.

WEAPON FOCUS [GENERAL]

You are skilled with a particular type of weapon.

Prerequisites: Proficiency with weapon, base attack bonus +1

Benefit: The character adds a +1 bonus to all attack rolls she makes using the selected weapon.

Special: A character can choose “unarmed strike,” “bite,” or “grapple” as a weapon for the purposes of this feat. She also can choose “ray,” which makes her good at hitting targets with ray spells.

A character can gain this feat multiple times. Its effects do not stack. Each time she takes the feat, it applies to a new weapon.

Improved: Characters with a base attack bonus of +15 or higher can take this feat again and apply it to a weapon already chosen. They gain another +2 bonus to attack rolls with the weapon.

WEAPON PROFICIENCY, EXOTIC [GENERAL]

You can use certain types of exotic weapons.

Prerequisites: Base attack bonus +1, proficiency with martial weapons, Strength 15 (heavy) or Dexterity 15 (agile)

Benefit: Choose one of the two exotic weapon categories: heavy or agile. The character makes attack rolls with the weapons of the chosen category normally. Characters who choose agile can also use exotic ranged weapons.

Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Special: A character can gain this feat twice. The second time she takes it, it applies to the other exotic weapon category.

WEAPON PROFICIENCY, MARTIAL [GENERAL]

You can use martial weapons.

Prerequisite: Base attack bonus +1

Benefit: The character makes attack rolls with martial weapons normally.

Normal: A character using a weapon without being proficient with it suffers a –4 penalty on attack rolls.

WEAPON PROFICIENCY, SIMPLE [GENERAL]

You can use simple weapons.

Benefit: The character makes attack rolls with simple weapons normally.

Normal: Characters using a weapon they are not proficient with suffer a –4 penalty on attack rolls.

WEAPON SPECIALIZATION [CEREMONIAL]

After a ceremony involving you and six warriors, you can choose one type of weapon. You become especially good at inflicting damage with this weapon.

Prerequisites: Weapon Focus, base attack bonus +4, truename

Benefit: The character adds a +2 bonus to all damage inflicted with the weapon she has specialized in. If it is a ranged weapon, the target must be within 30 feet.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Improved: Characters with a base attack bonus of +20 or higher can take this feat again and apply it to a weapon already chosen. They gain another +4 bonus to damage rolls with the weapon.

WHIRLWIND ATTACK [CEREMONIAL]

As the result of a ceremony held outside at night in a strong wind, you can attack many foes at once.

Prerequisites: Dexterity 13, Intelligence 13, Defensive Move, Expertise, Mobility, base attack bonus +4, truename

Benefit: When the character performs the full-attack action, she can give up all regular attacks and instead make one melee attack at her full base attack bonus against each opponent within reach.

WILD MAGE [CEREMONIAL]

After a ceremony held with you and at least six other spellcasters involving lots of flashing lights and strange songs, you gain the ability to use wild magic.

Prerequisite: Truename

Benefit: A character with this feat may apply the wild template to her spells as described in Chapter Eight: Magic. Further, once per day when casting a spell that offers a saving throw, she can make the magic so wild and unpredictable as to force the target to make two saves instead of one. If the target fails either one, resolve the spell as if he failed the save. The character must decide to force the target to make two saves before he makes his normal saving throw.



CHAPTER SIX:

Equipment

Second in importance only to what a character can do is what the character possesses. Almost all characters need a weapon, most of them wear some kind of armor, and they all need their own gear and supplies.



This chapter offers a rundown of the weapons, armor, clothing, goods, and services a character might need to purchase in the game, as well as their costs and a description of their use. Characters should re-evaluate their equipment frequently.

MONEY

Gold is the goal of many adventurers. Here is how to measure wealth in the game.

COINS

The most common coin that adventurers use is the *gold piece* (gp). In the Lands of the Diamond Throne, a gold piece is called a queen's coin or a "queen." A skilled (but not exceptional) artisan can earn a gold piece a day. The gold piece is the standard unit of measure for wealth. **All new characters start with 5d4 × 10 gp, which they can use to buy gear.**

The most prevalent coin among commoners is the *silver piece* (sp), or "deuce." A gold piece is worth 10 silver pieces. Each silver piece is worth 10 *copper pieces* (cp), also known as "bobbers." Merchants also recognize *platinum pieces* (pp), or "royals," which are each worth 10 gp.

The standard coin weighs about a third of an ounce (50 coins equal 1 lb.).

TRADE

In general, a character can sell off an item for half the price listed in this chapter. The tables that follow indicate full price.

TRADE GOODS			
Commodity	Price	Commodity	Price
Chicken, 1	2 cp	Ox, 1	15 gp
Cinnamon, 1 lb.	1 gp	Pig, 1	3 gp
Copper, 1 lb.	5 sp	Saffron or cloves, 1 lb.	15 gp
Cow, 1	10 gp	Salt, 1 lb.	5 gp
Dog, 1	25 gp	Sheep, 1	2 gp
Flour, 1 lb.	2 cp	Silk, 1 lb. (2 sq. yards)	20 gp
Ginger, pepper, 1 lb.	2 gp	Silver, 1 lb.	5 gp
Goat, 1	1 gp	Tea leaves, 1 lb.	2 sp
Gold, 1 lb.	50 gp	Tobacco, 1 lb.	5 sp
Iron, 1 lb.	1 sp	Wheat, 1 lb.	1 cp
Linen, 1 lb. (sq. yard)	4 gp		

Commodities are the exception to the half-price rule, however. A commodity, in this sense, is a valuable good that one can exchange easily, almost as if it were cash. Wheat, flour, cloth, and valuable metals are commodities, and merchants often trade in them directly without using currency. Obviously, merchants can sell these goods for slightly more than they pay for them, but the difference is small enough that you don't have to worry about it.

WEAPONS

The world can be a violent place. Most characters find that, at some time, they've got to arm themselves.

WEAPON CATEGORIES

Weapons are grouped into several interlocking sets of categories. These categories pertain to the feat one needs to be proficient in their use (simple, martial, and exotic), their usefulness in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), and weapon size (tiny, small, medium, and large).

WEAPON PROFICIENCY CATEGORIES

Every class may grant proficiency with certain kinds of weapons as a class ability. For example, a greenbond is proficient in simple weapons, while an unfettered is proficient in simple, martial,

and all exotic [agile] weapons. Characters can take feats to gain proficiency in weapons that their class does not provide. (See Chapter Five: Feats and Talents.) The feat represents the special training required to use, say, exotic weapons, which are uncommon and challenging to master. A character who is not proficient with a weapon (through class or feat) suffers a -4 penalty on attempts to use it.

MELEE AND RANGED WEAPONS

Melee weapons are used for making melee (hand-to-hand) attacks, though some of them can be thrown as well. *Ranged weapons* are thrown weapons or projectile weapons that prove ineffective in melee. On a successful hit, apply a character's Strength bonus to damage dealt by melee and thrown weapons but not to damage dealt by projectile weapons (except for mighty composite shortbows or longbows).

WEAPON SIZES

The size of a weapon (tiny, small, medium, or large) compared to a character's size determines whether the weapon is light, one-handed, two-handed, or too large for the character to use.

Light: If the weapon's size is one or two categories smaller than the character's own size, then the weapon is light for him. Light weapons are easier to use in the off hand, and they can be used while grappling. One can wield a light weapon in one hand. There is no special bonus when using such a weapon in two hands.

One-Handed: If the weapon's size category is the same as a character's, then the weapon is one-handed for that character. If a one-handed melee weapon is used two-handed, apply one and a half times the character's Strength bonus to damage (provided the character has a Strength bonus).

Thrown weapons can only be thrown one-handed, and a character adds his Strength bonus to the damage.

Two-Handed: If the weapon's size category is one larger than a character's own size, then the weapon becomes two-handed for that character. A two-handed melee weapon can be used effectively in two hands and, when a character deals damage with it, he adds one and a half times his Strength bonus to the damage (provided he has a Strength bonus).

Thrown weapons can only be thrown one-handed. A character can throw a thrown weapon with one hand even if it would be two-handed for him due to his size. However, doing so counts as a full-round action because the weapon is bulkier and harder for him to handle than most thrown weapons. Add the character's Strength bonus to damage.

A character can use a two-handed projectile weapon (such as a bow or a crossbow) effectively in two hands. If the character has a penalty for low Strength, apply it to damage rolls when he

uses a bow or a sling. Add no Strength bonus to damage with a projectile weapon unless the weapon is a mighty composite shortbow or longbow.

Too Large to Use: If the weapon's size is two or more categories larger than a character's own size, the weapon is considered too large for him to use.

Too Small to Use: If the weapon's size is three or more categories smaller than a character's own size, the weapon is too small for him to use effectively.

Unarmed Strikes: For the purpose of comparing weapon sizes, an unarmed strike is two size categories smaller than the character using it. Thus, it's always considered light.

WEAPON TABLES

The tables starting on the next page list a wide array of weapons and their costs, as well as the damage they deal on normal and critical hits, the type of damage they deal (bludgeoning, slashing, etc.), their weight, and their range. For an explanation of each column, see below. Each weapon is described in the section that follows.

Price: The price is the weapon's cost in gold pieces (gp) or silver pieces (sp). The price includes miscellaneous gear that

goes with the weapon, such as a scabbard for a sword or a quiver for arrows.

Damage: The damage column lists the damage a character deals with a weapon after scoring a hit. If the damage is designated "S," the weapon deals subdual damage rather than normal damage. (See Chapter Seven: Playing the Game for more on subdual damage.) If two damage ranges appear in this column, that means the weapon is a double weapon. In this case, the character can use the full attack full-round action to make one extra attack with this weapon, per the two-weapon rules (see Chapter Seven: Playing the Game). Use the second damage figure given for the extra attack.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits described in Chapter Seven. When a character scores a critical hit, roll the damage with all modifiers two, three, or four times, as indicated by its critical multiplier, then add all the results together.

- $\times 2$: The weapon deals double damage on a critical hit.
- $\times 3$: The weapon deals triple damage on a critical hit.
- $\times 4$: The weapon deals quadruple damage on a critical hit.
- 19–20/ $\times 2$ or $\times 3$: The weapon scores a threat on a natural 19 or 20 and deals double or triple damage on a critical hit.
- 18–20/ $\times 2$: The weapon scores a threat on a natural 18, 19, or 20 and deals double damage on a critical hit.

(Continued on page 154)



A gold queen's coin or "queen"





SIMPLE WEAPONS—MELEE

Weapon	Price	Damage	Critical	Range Increment	Weight	Type	Parry
Unarmed Attacks							
Gauntlet (Large)	4 gp	1d4	×2	—	4 lbs.	B	—
Gauntlet (Medium)	2 gp	1d3	×2	—	2 lbs.	B	—
Gauntlet (Small)	1 gp	1d2	×2	—	1 lb.	B	—
Gauntlet (Tiny)	5 sp	1	×2	—	1/2 lb.	B	—
Strike, unarmed (Large)	—	1d4 S	×2	—	—	B	—
Strike, unarmed (Medium)	—	1d3 S	×2	—	—	B	—
Strike, unarmed (Small)	—	1d2 S	×2	—	—	B	—
Strike, unarmed (Tiny)	—	1 S	×2	—	—	B	—
Tiny							
Dagger	2 gp	1d4	19–20/×2	10 feet	1 lb.	P	—
Dagger, punching	2 gp	1d4	×3	—	2 lbs.	P	—
Gauntlet, spiked	5 gp	1d4	×2	—	2 lbs.	P	—
Small							
Gauntlet, spiked (giant's)	10 gp	1d6	×2	—	4 lbs.	P	—
Mace, light	5 gp	1d6	×2	—	6 lbs.	B	—
Sickle	6 gp	1d6	×2	—	3 lbs.	S	—
Sprytestaff	—	1d4/1d4	×2	—	1 lb.	B	+1
Medium							
Club	—	1d6	×2	10 feet	3 lbs.	B	—
Faen staff	—	1d6/1d6	×2	—	2 lbs.	B	+1
Halfspear	1 gp	1d6	×3	20 feet	3 lbs.	P	—
Mace, heavy	12 gp	1d8	×2	—	12 lbs.	B	—
Morningstar	8 gp	1d8	×2	—	8 lbs.	B/P	—
Large							
Greatclub	5 gp	1d10	×2	—	10 lbs.	B	—
Maul (giant's mace)	24 gp	1d12	×2	—	24 lbs.	B	—
Quarterstaff	—	1d6/1d6	×2	—	4 lbs.	B	+1
Shortspear	2 gp	1d8	×3	20 feet	5 lbs.	P	—
Huge							
Giant's club	10 gp	2d6	×2	—	20 lbs.	B	—
Great maul	48 gp	2d8	×2	—	48 lbs.	B	—
Greatstaff	—	1d8/1d8	×2	—	10 lbs.	B	+1

SIMPLE WEAPONS—RANGED

Weapon	Price	Damage	Critical	Range Increment	Weight	Type
Tiny						
Spryte javelin	1 sp	1d3	×2	10 feet	1/10 lb.	P
Small						
Crossbow, light	35 gp	—	—	—	6 lbs.	—
Bolts, crossbow (10)	1 gp	1d8	19–20/×2	80 feet	1 lb.	P
Dart	5 sp	1d4	×2	20 feet	1/2 lb.	P
Sling	—	—	—	—	0 lbs.	—
Bullets, sling (10)	1 sp	1d4	×2	50 feet	5 lbs.	B
Medium						
Crossbow, heavy	50 gp	—	—	—	9 lbs.	—
Bolts, crossbow (10)	1 gp	1d10	19–20/×2	120 feet	1 lb.	P
Javelin	1 gp	1d6	×2	30 feet	2 lbs.	P
Large						
Javelin, heavy	2 gp	1d8	×2	30 feet	4 lbs.	P
Huge						
Crossbow, giant's	200 gp	—	—	—	36 lbs.	—
Bolts, crossbow (10)	2 gp	2d6	19–20/×2	120 feet	2 lbs.	P

MARTIAL WEAPONS—MELEE

Weapon	Price	Damage	Critical	Range Increment	Weight	Type	Parry
Small							
Axe, throwing	8 gp	1d6	×2	10 feet	4 lbs.	S	—
Hammer, light	1 gp	1d4	×2	20 feet	2 lbs.	B	-1
Handaxe	6 gp	1d6	×3	—	5 lbs.	S	-1
Lance, light	6 gp	1d6	×3	—	5 lbs.	P	—
Pick, light	4 gp	1d4	×4	—	4 lbs.	P	—
Sap	1 gp	1d6S	×2	—	3 lbs.	B	-2
Sword, short	10 gp	1d6	19–20/×2	—	3 lbs.	P	—
Medium							
Battleaxe	10 gp	1d8	×3	—	7 lbs.	S	—
Flail, light	8 gp	1d8	×2	—	5 lbs.	B	-1
Lance, heavy*	10 gp	1d8	×3	—	10 lbs.	P	—
Longsword	15 gp	1d8	19–20/×2	—	4 lbs.	S	—
Pick, heavy	8 gp	1d6	×4	—	6 lbs.	P	—
Rapier	20 gp	1d6	18–20/×2	—	3 lbs.	P	—
Scimitar	15 gp	1d6	18–20/×2	—	4 lbs.	S	—
Trident	15 gp	1d8	×2	10 feet	5 lbs.	P	+1
Warhammer	12 gp	1d8	×3	—	8 lbs.	B	-1
Large							
Falchion	75 gp	2d4	18–20/×2	—	16 lbs.	S	—
Flail, heavy	15 gp	1d10	19–20/×2	—	20 lbs.	B	-1
Glaive*	8 gp	1d10	×3	—	15 lbs.	S	—
Greataxe	20 gp	1d12	×3	—	20 lbs.	S	—
Greatsword	50 gp	2d6	19–20/×2	—	15 lbs.	S	—
Guisarme*	9 gp	2d4	×3	—	15 lbs.	S	—
Halberd*	10 gp	1d10	×3	—	15 lbs.	P/S	+1
Hammer, heavy	20 gp	1d12	×3	—	20 lbs.	B	—
Longspear*	5 gp	1d8	×3	—	9 lbs.	P	—
Ranseur*	10 gp	2d4	×3	—	15 lbs.	P	—
Scythe	18 gp	2d4	×4	—	12 lbs.	P/S	—
Huge							
Giant's axe	40 gp	2d8	×3	—	40 lbs.	S	—
Giant's sword	100 gp	2d8	19–20/×2	—	30 lbs.	S	—
Great halberd*	20 gp	2d6	×3	—	30 lbs.	P/S	+1
Greatspear*	10 gp	1d10	×3	—	18 lbs.	P	—

* Reach Weapon: This weapon adds 5 feet to the reach of the wielder.

MARTIAL WEAPONS—RANGED

Weapon	Price	Damage	Critical	Range Increment	Weight	Type
Small						
Blowgun	1 gp	—	—	—	2 lbs.	—
Needles, blowgun (20)	1 gp	1	×2	10 feet	*	P
Sprytebow	30 gp	—	—	—	1 lb.	—
Arrows (20)	1 gp	1d4	×3	50 feet	1 lb.	P
Arrows, bodkin (20)	10 gp	1d4	×3	50 feet	1 lb.	P
Medium						
Shortbow	30 gp	—	—	—	2 lbs.	—
Arrows (20)	1 gp	1d6	×3	60 feet	3 lbs.	P
Shortbow, composite	75 gp	—	—	—	2 lbs.	—
Arrows (20)	1 gp	1d6	×3	70 feet	3 lbs.	P
Arrows, bodkin (20)	10 gp	1d6	×3	70 feet	3 lbs.	P
Large						
Longbow	75 gp	—	—	—	3 lbs.	—
Arrows (20)	1 gp	1d8	×3	100 feet	3 lbs.	P
Arrows, bodkin (20)	10 gp	1d8	×3	100 feet	3 lbs.	P
Longbow, composite	100 gp	—	—	—	3 lbs.	—
Arrows (20)	1 gp	1d8	×3	110 feet	3 lbs.	P
Arrows, bodkin (20)	10 gp	1d8	×3	110 feet	3 lbs.	P
Huge						
Giant's bow	150 gp	—	—	—	6 lbs.	—
Arrows (20)	2 gp	2d6	×3	100 feet	6 lbs.	P
Arrows, bodkin (20)	20 gp	2d6	×3	100 feet	6 lbs.	P

* No weight worth noting.



EXOTIC WEAPONS—MELEE (HEAVY)

Weapon	Price	Damage	Critical	Range Increment	Weight	Type	Parry
Small							
Faen swordaxe	60 gp	1d6	19–20/x3	—	8 lbs.	S	—
Spryte swordstaff	30 gp	1d4/1d4	19–20/x2	—	1 lb.	S	+1
Medium							
Faen swordstaff	40 gp	1d6/1d6	19–20/x2	—	3 lbs.	S	+1
Mangler, light	30 gp	1d10	x3	—	15 lbs.	P/S	+1
Sibeccai kopesh	65 gp	1d10	19–20/x2	—	15 lbs.	S	+1
Sword, bastard	35 gp	1d10	19–20/x2	—	10 lbs.	S	—
Swordaxe	120 gp	1d8	19–20/x3	—	15 lbs.	S	—
Waraxe	50 gp	1d10	x3	—	15 lbs.	S	—
Large							
Double-headed flail	90 gp	1d8/1d8	x2	—	20 lbs.	B	—
Litorian warclub	60 gp	1d8/1d8	x3	—	25 lbs.	S	—
Mangler, heavy	130 gp	2d6	x3	—	25 lbs.	P/S	—
Swordstaff	100 gp	1d8/1d8	19–20/x2	—	10 lbs.	S	—
Huge							
Giant's swordstaff	170 gp	1d10/1d10	19–20/x2	—	50 lbs.	S	—

EXOTIC WEAPONS—MELEE (AGILE)

Weapon	Price	Damage	Critical	Range Increment	Weight	Type	Parry
Tiny							
Faen nunchaku	2 gp	1d4	x2	—	1 lb.	B	+2
Small							
Battle claw	10 gp	1d6	19–20/x2	—	2 lbs.	S	—
Main gauche	5 gp	1d4	19–20/x2	—	1 lb.	P	+2
Nunchaku	2 gp	1d6	x2	—	2 lbs.	B	+2
Medium							
Greater battle claw	25 gp	1d8	19–20/x2	—	3 lbs.	S	—
Spikestick	10 gp	1d8	x3	—	1 lb.	P	+1
Large							
Spikestick, long	20 gp	2d6	x3	—	1 lb.	P	+1

EXOTIC WEAPONS—RANGED

Weapon	Price	Damage	Critical	Range Increment	Weight	Type
Tiny						
Crossbow, hand	100 gp	—	—	—	3 lbs.	—
Bolts (10)	1 gp	1d4	19–20/x2	30 feet	1 lb.	P
Shuriken (5)	1 gp	1d2	x2	10 feet	1/10 lb.	P
Small						
Furnoch	1 gp	1d4	x2	20 feet	1/2 lb.	P
Litorian bola	8 gp	1d4	x2	20 feet	1 lb.	B
Whip	1 gp	1d2S	x2	15 feet	2 lbs.	S
Medium						
Crossbow, repeating	250 gp	—	—	—	16 lbs.	—
Bolts (5)	1 gp	1d8	19–20/x2	80 feet	1 lb.	P
Net	20 gp	*	*	10 feet	10 lbs.	—

* Special (see weapon description).

Exception: In a critical hit, do not multiply bonus damage represented as extra dice, such as from a sneak attack or a *flaming* sword.

Range Increment: Any attack at less than this distance carries no penalty for range. However, each full range increment of distance between the character and his target causes a cumulative –2 penalty to the attack roll.

Thrown weapons, such as throwing axes, have a maximum range of five range increments. Projectile weapons, such as bows, can shoot up to 10 increments.

Improvised Thrown Weapons: Sometimes objects not crafted to be weapons get thrown. Because they are not designed for this use, all characters who use improvised thrown weapons are treated as not proficient with them and suffer a –4 penalty on their attack rolls. Improvised thrown weapons have a range increment of 10 feet. The DM must adjudicate their size and the damage they deal.

Weight: This column gives the weapon's weight.

Type: Weapons are classified according to their damage type: bludgeoning, piercing, or slashing. If a weapon's damage is of

two types, a creature would have to be immune to both types of damage in order to ignore damage dealt by this weapon.

Parry: This modifier is added to the Armor Class of the wielder if he is using the fight defensively or total defense combat options (see Chapter Seven) while wielding this weapon. The bonus applies only to melee attacks. The unfettered can add this bonus to the Armor Class bonus gained by parrying. A 17th-level or higher unfettered always applies an additional +1 Armor Class bonus to the parry bonus of a weapon. Thus, a 17th-level unfettered character using a main gauche while fighting defensively gains an additional +3 Armor Class bonus.

Reach Weapons: These add +5 feet to the wielder's natural maximum reach and starting reach: A Medium character with a reach weapon has a maximum reach of 10 feet but a starting reach of 5 feet. Thus he cannot attack targets closer than 5 feet (i.e., those adjacent to him).

Special: Some weapons have special features. See the weapon descriptions below for details.

WEAPON DESCRIPTIONS

This section explains how to use the weapons listed in the tables. The figures referenced in the descriptions below correspond to the weapon illustrations on pages 155, 157, and 159.

Arrows: Arrows (*Fig. E*) come in leather quivers that hold 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50 percent chance of being destroyed or lost. An arrow used as a melee weapon is Tiny and deals 1d4 points of piercing

damage (×2 critical). Since it is not designed for melee use, all characters are treated as not proficient with it and thus suffer a –4 penalty on their attack rolls.

Arrows, Bodkin: These armor-piercing arrows allow the attack roll to ignore 2 points of a target's armor bonus to Armor Class.

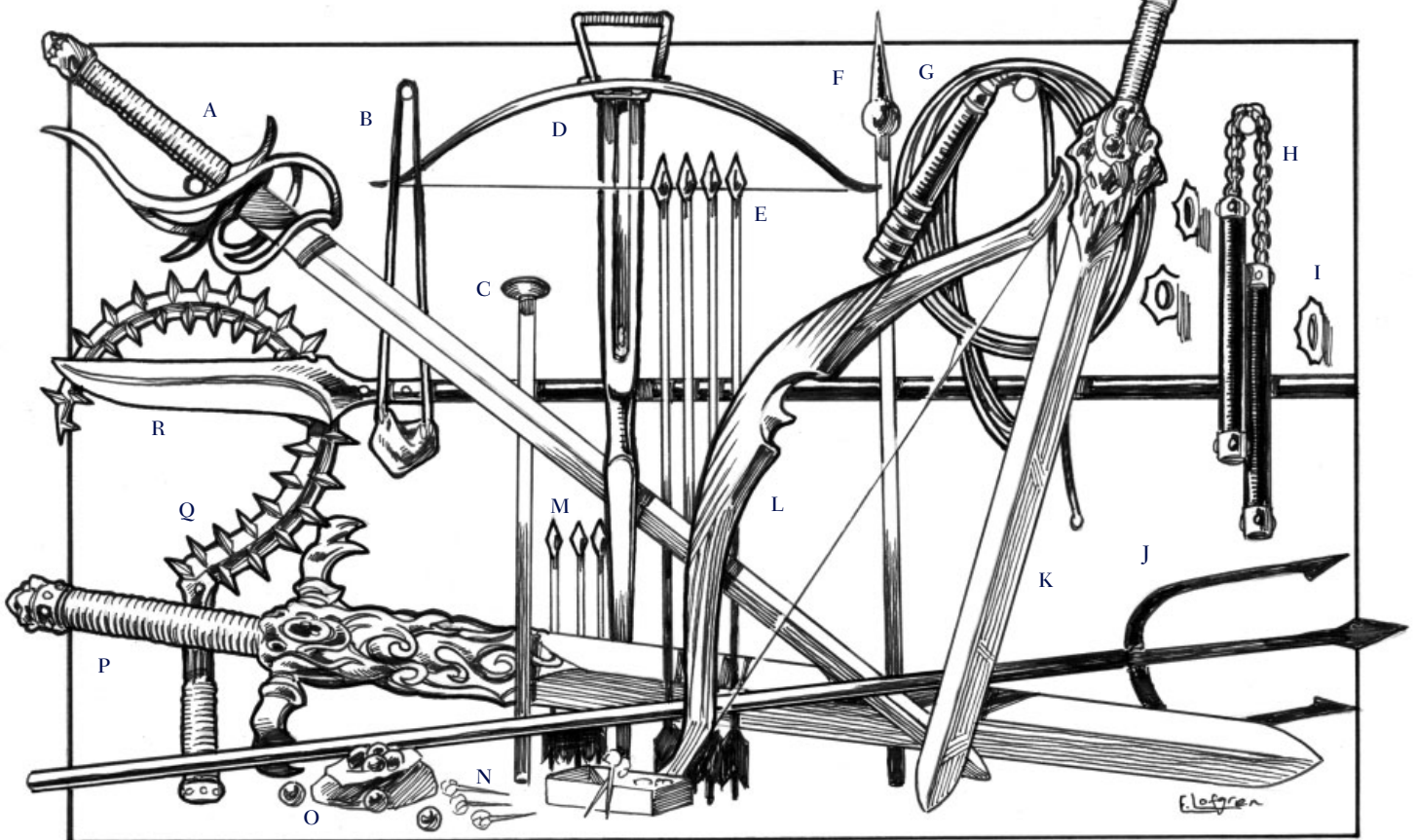
Axes: This weapon category includes the small throwing axe and handaxe (the former is lighter than a handaxe and balanced for throwing), as well as the larger battleaxe (*Fig. AA*), greataxe (*Fig. II*), and giant's axe.

Battle Claw and Greater Battle Claw: These glovelike devices have built-in metal claws. The wielder cannot be disarmed. The hand using the claw is considered a free hand.

Bolwgun: (*Fig. C*) This silent weapon is used to fire small needles a long distance. Its needles (*Fig. N*) most often are used to poison foes.

Bola, Litorian: This ranged weapon has three heavy spiked balls connected by a light cord. Because the bola can wrap around an enemy's leg or other limb, a character can attempt a trip attack with it. Since it is a ranged weapon, the enemy cannot attempt to make a trip attack on the wielder during the character's trip attempt. (Characters tripped by the bola are not entangled.)

Bolts: Bolts (*Fig. M*) come in wooden cases that hold 10 bolts. A bolt that hits its target is destroyed; one that misses has a 50 percent chance of being destroyed or lost. A crossbow bolt used as a melee weapon is tiny and deals





1d4 points of piercing damage (×2 critical). Since it is not designed for melee use, all characters are treated as not proficient with it and thus suffer a –4 penalty on their attack rolls.

Bullets, Sling: Bullets (*Fig. O*) are lead spheres, much heavier than stones of the same size. They come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50 percent chance of being destroyed or lost.

Club: A wooden club is so easy to find and fashion that it has no cost.

Crossbow, Giant's: A giant's crossbow can only be used effectively by a creature that is Large sized. It requires two hands to use effectively. Loading a giant's crossbow is a full-round action that provokes attacks of opportunity.

Crossbow, Hand: Loading a hand crossbow is a move-equivalent action that provokes attacks of opportunity.

Crossbow, Heavy: A heavy crossbow requires two hands to use effectively, regardless of the user's size. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

A Medium or larger character can shoot, but not load, a heavy crossbow with one hand at a –4 penalty. A Medium or larger character can shoot one heavy crossbow with each hand at a –6 penalty, plus the usual –4 penalty for the off-hand attack (–6 primary hand/–10 off hand). The Two-Weapon Fighting feat does not reduce these penalties, because it represents skill with melee weapons, not ranged weapons. The Ambidexterity talent lets a character avoid the –4 off-hand penalty (–6 primary hand/–6 off hand).

Crossbow, Light: A light crossbow (*Fig. D*) requires two hands to use, regardless of the user's size. Loading a light crossbow is a move-equivalent action that provokes attacks of opportunity.

A Small or larger character can shoot, but not load, a light crossbow with one hand at a –4 penalty. A Small or larger character can shoot one light crossbow with each hand as noted for heavy crossbows, above.

Crossbow, Repeating: The repeating crossbow (*Fig. MM*) holds five crossbow bolts. While it holds bolts, the crossbow can be shot according to a character's normal number of attacks without reloading. Loading a new case of five bolts is a full-round action that provokes attacks of opportunity.

Dagger: The dagger (*Fig. Z*) is a common secondary weapon. Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of his Strength modifier to attack rolls with a dagger.

Dagger, Punching: The punching dagger (*Fig. LL*) carries the full force of the wielder's punch behind it, making it capable of deadly strikes.

Dart: A dart (*Fig. F*) is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.

Falchion: (*Fig. GG*) This sword—essentially a two-handed scimitar—has a curve that gives it an effectively keener edge than most other swords.

Flail, Double-Headed: A double-headed flail (*Fig. KK*) is a double weapon. However, a creature such as a giant using a double-headed flail in one hand can't use it as a double weapon.

With a double-headed flail, a character adds a +2 bonus to the opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed himself, if he fails to disarm the enemy).

Use this weapon to make trip attacks. If someone tries to trip the character during the character's own trip attempt, he can drop the double-headed flail to avoid being tripped.

Flail, Heavy or Light: With a flail (*Fig. DD*), a character adds a +2 bonus to the opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed himself, if he fails to disarm the enemy).

Use this weapon to make trip attacks. If someone tries to trip the character during the character's own trip attempt, he can drop the flail to avoid being tripped.

Furnoch: Giantish weapons, these large throwing wedges have a number of points and sharp edges. A Large creature can use them like shuriken, in that they can be drawn like ammunition (requiring no action to do so).

Gauntlet: These metal gloves protect the hands and let characters using unarmed strikes deal normal damage rather than subdual damage. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet.

Medium and heavy armors (except breastplates and articulated plate jacks) come with gauntlets (see page 162 for a list of armors).

Gauntlet, Spiked: An opponent cannot use a disarm action to disarm a character's spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

A giant's spiked gauntlet (*Fig. Y*), otherwise identical to a normal spiked gauntlet, is sized for a Large wearer.

Giant's Bow: Like a composite longbow, this bow can be made with especially heavy pulls to take advantage of a character's above-average Strength; this is called a mighty bow. In fact, it's rare to find a giant's bow that is not a mighty bow.

Glaive: A glaive (*Fig. R*) is a reach weapon that adds +5 feet to the wielder's reach. It cannot be used against an adjacent foe.

Greatclub: Greatclubs and giant's greatclubs are two-handed versions of a regular club. They are often studded with nails or spikes, or ringed by bands of iron.

Greatspear: A greatspear (*Fig. RR*) is a thicker, heavier version of the longspear. It is a reach weapon that adds +5 feet to the wielder's reach.

Guisarme: A guisarme (*Fig. W*) is a reach weapon that adds +5 feet to the wielder's reach. Because of the guisarme's curved blade, a character can use it to make trip attacks. If someone tries to trip the character during his own trip attempt, the character can drop his guisarme to avoid being tripped.

Halberd and Great Halberd: Normally, a character strikes with the halberd's (*Fig. V*) axe head, but the spike on the end proves useful against charging opponents. Because of the hook on the back of the halberd, a character can use it to make trip attacks. If someone tries to trip the character during his own trip attempt, the character can drop his halberd to avoid being

tripped. The halberd is a reach weapon that adds +5 feet to the wielder's reach.

Halfspears: The halfspear is small enough that a Small character can use it.

Hammer, Light and Heavy: A light hammer is a small sledge, light enough to throw. A heavy hammer or sledge is a larger version of the warhammer (*Fig. HH*).

Javelin: The javelin is a light, flexible spear intended for throwing. The standard javelin also comes in heavy and spry-sized versions. It can be used in melee, but not well. Since it is not designed for melee combat, all characters are treated as not proficient with it and thus suffer -4 on their melee attack rolls.

Kopesh, Sibeccai: This sword's blade is straight near the hilt but ends in a curve. It is only about 2 feet long but very heavy. Using it properly, a character can add a +1 bonus to the opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed himself, if he fails to disarm the enemy).

Lance, Light and Heavy: A lance deals double damage when used from the back of a charging mount. A heavy lance (*Fig. NN*) is a reach weapon that adds +5 feet to the wielder's reach. Light lances are primarily for Small riders. Treat lances as one size larger than normal for unmounted wielders.

Longbow: A character needs two hands to use a bow, regardless of its size. A longbow is too big to use while mounted.

Longbow, Composite: A character needs two hands to use a bow, regardless of its size. A character must be at least

Medium size to use this bow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning they remain bow-shaped even when unstrung. They can be made with especially heavy pulls to take advantage of a character's above-average Strength (called a mighty bow; see "mighty composite longbow," below).

Longspear: A longspear has a reach of +5 feet.

Mace and Maul: These metal clubs have massive iron heads.

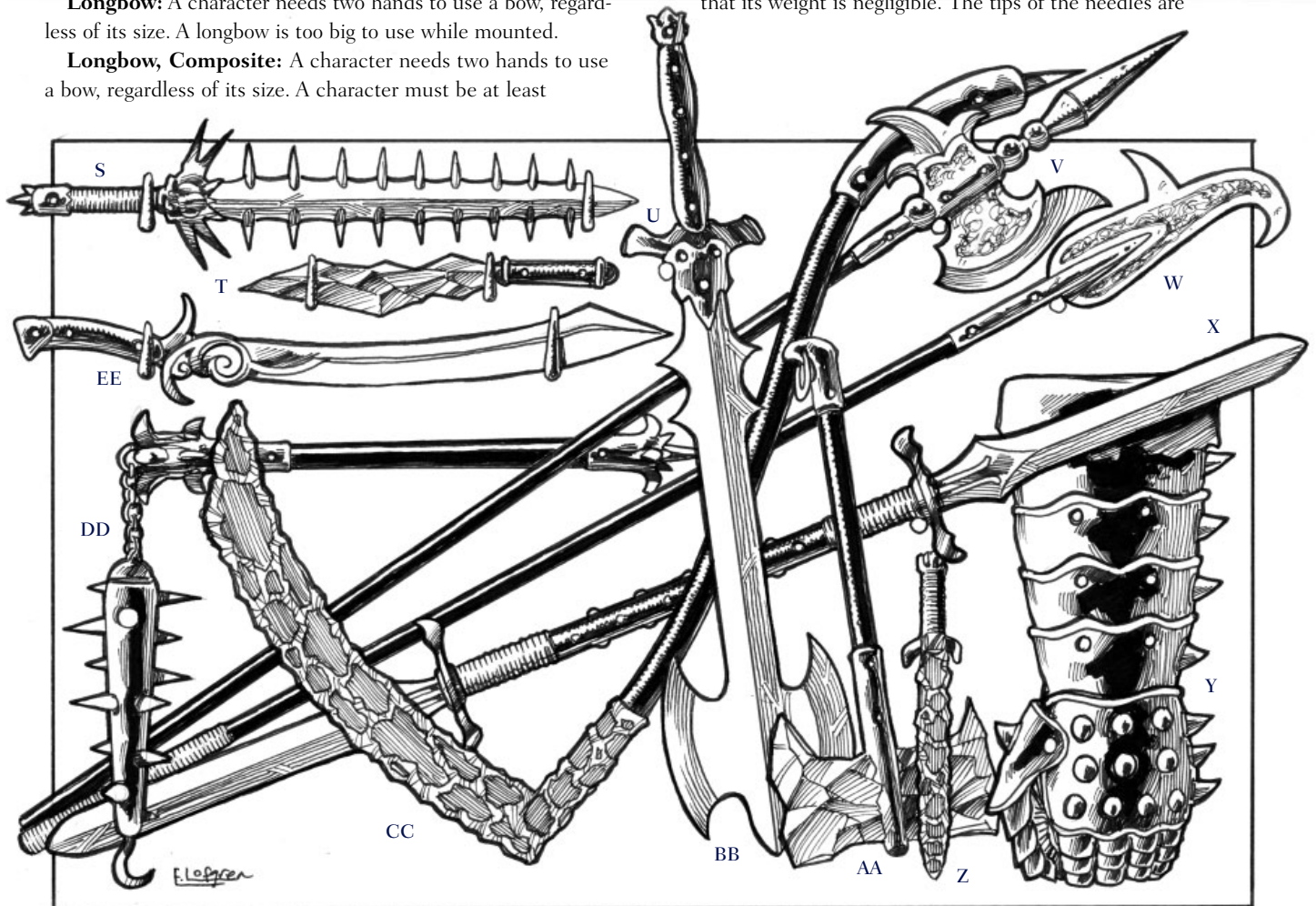
Main Gauche: This is effectively a parry dagger, with a design made to catch an opponent's weapon.

Manglers: This wicked weapon gains its name from the way it mangles bodies. Heavy manglers are essentially bulky, weighted hooks covered in barbs. Similarly, the light mangler is a large, barbed hook.

Mighty Composite Longbow or Shortbow: A mighty bow is a composite bow made with an especially heavy pull to allow a strong archer to take advantage of an above-average Strength score. The mighty bow allows a character to add his Strength bonus to damage up to the maximum bonus specified for that particular bow.

Morningstar: This is essentially a very heavy spiked mace.

Needles, Blowgun: These 2-inch-long iron needles (*Fig. N*) are sold in small wooden cases of 20. A full case is so light that its weight is negligible. The tips of the needles are



**WEAPON SIZE**

As a weapon gets larger or smaller than the size indicated for it on the weapon tables, the damage it deals changes according to the following progression:

One Size Smaller	Original Damage	One Size Larger
1	1d2	1d3
1d2	1d3	1d4
1d3	1d4	1d6
1d4	1d6	1d8
1d6	1d8	2d6
1d6	1d10	2d8
1d8	1d12	3d6

For an even larger version of a weapon that deals 2 or more dice of damage, convert each die to the next larger category. For instance, a Large version of a longsword deals 2d6 points of damage (up from 1d8), and a Huge version of a longsword does 2d8 points of damage (increasing each d6 to a d8).

A weapon reduced in size so that it deals less than 1 point of damage becomes useless.

For each size category a weapon moves down, halve the weight and price. For each size category a weapon moves up, double the weight and price.

often coated with poison such as greenblood oil, bloodroot, blue whinnis, shadow essence, or even deathblade. (For more on these and other poisons, see the DMG.)

Net: A fighting net (Fig. SS) has small barbs in the weave and a trailing rope to control netted opponents. A character can use it to entangle foes.

When throwing a net, a character makes a ranged touch attack against the target. A net's maximum range is 10 feet, and the character suffers no range penalties to throw it even to its maximum range. If the attack succeeds, the target becomes entangled. An entangled creature suffers a –2 penalty on attack rolls and a –4 penalty on effective Dexterity. The entangled creature can move at only half speed and cannot charge or run. If the character takes control of the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can move only within the limits the rope allows. An entangled creature attempting to cast a spell must first succeed at a Concentration check (DC 15) or be unable to cast it.

The entangled creature can escape the net with an Escape Artist check (DC 20) that is a full-round action. The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action).

A net is useful only against Tiny- to Large-size creatures. A net must be folded before one can throw it effectively. The first time a character throws a net in a fight, he must make a normal ranged touch attack roll. After the net has unfolded, he suffers a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net, and twice that long for a nonproficient user to do so.

Nunchaku and Faen Nunchaku: A nunchaku (Fig. H) is two clubs connected by a cord or chain, favored by characters

who prefer the martial arts. Because of the speed with which the wielder uses them, opponents attempting to parry, fight defensively, or use total defense against the wielder suffer a –1 circumstance penalty to Armor Class.

Pick, Heavy or Light: A pick is designed to concentrate its force on a small, penetrating point. A light or heavy pick (Fig. QQ) resembles a miner's pick but is specifically designed for war.

Ranseur: A ranseur (Fig. OO) is a reach weapon that adds +5 feet to the wielder's reach. With a ranseur, a character adds a +2 bonus to opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed himself, if he fails to disarm the opponent).

Rapier: Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of his Strength modifier to attack rolls with a rapier.

Sap: A sap comes in handy when a character wants to knock out an opponent instead of killing her.

Scimitar: The curve on the blade of the scimitar (Fig. EE) makes its edge effectively sharper than many other weapons.

Scythe: While it resembles the standard farm implement of the same name, this scythe (Fig. CC) is balanced and strengthened for war. Its design focuses tremendous force on the sharp point and allows devastating slashes with the blade edge.

Shortbow: A character needs two hands to use a bow, regardless of its size. A Medium or larger character can use a shortbow (Fig. L) while mounted.

Shortbow, Composite: A character needs two hands to use a bow, regardless of its size. A Small or larger character can use a composite shortbow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning they remain bow-shaped even when unstrung. They can be made with especially heavy pulls to take advantage of one's above-average Strength (see "mighty composite shortbow").

Shortspear: Because a shortspear is not as long as a long-spear, a character can throw it.

Shuriken: Although shuriken (Fig. I) are thrown weapons, these tiny metal starlike projectiles can be drawn like ammunition (requiring no action to do so).

Sickle: This weapon resembles a farmer's sickle, but it is strengthened for use in battle. Sickles (Fig. Q, FF) are favored by anyone who wants a weapon that guards might overlook.

Sling: The sling (Fig. B) hurls lead bullets (Fig. O). It's not as easy to use as the crossbow nor as powerful as a bow, but it's cheap and easy to improvise from common materials. Greenbonds and faen favor slings. A character can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets, so they deal only 1d3 points of damage and impose a –1 penalty on attack rolls.

Spikestick: This light wooden rod is covered in barbs and spikes. The spikestick (Fig. JJ) is designed to spin easily in the wielder's hand. Opponents attempting to parry, fight defensively, or use total defense against the wielder suffer a –1 circumstance penalty to Armor Class.

Spikestick, Long: A longer version of the spikestick, this weapon is more like a staff than a rod. Opponents attempting to

parry, fight defensively, or use total defense against the wielder suffer a –1 circumstance penalty to Armor Class.

Sprytebow: This composite bow is meant for Tiny-sized characters.

Staves: A quarterstaff is a double weapon. However, a Large creature using it in one hand can't use it as a double weapon. This weapon also comes sized for Tiny creatures (sprytestaff), Small creatures (faen staff), and giants (greatstaff).

Strike, Unarmed: A Medium character deals 1d3 points of subdual damage with an unarmed strike, which may be a punch, kick, head butt, or other type of attack. A Small character deals 1d2 points of subdual damage, and a Large creature inflicts 1d4 points of subdual damage. The damage from an unarmed strike is considered weapon damage for the purpose of effects that provide a bonus to weapon damage.

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of his Strength modifier to attack rolls with an unarmed strike.

Sword, Bastard: A bastard sword (*Fig. A*) is too large to use in one hand without special training; thus, it is considered an exotic weapon. A Medium character can use a bastard sword two-handed as a martial weapon; a Large creature can use it one-handed in the same way.

Swordaxes: This longsword's blade is topped with a heavy axehead. Though difficult to wield, it can, with

proper training, become a devastating weapon. You can also find smaller versions for faen.

Swordstaves: A swordstaff (*Fig. X*) is a double weapon—a staff of wood with a long straight blade on either end. A creature using a swordstaff in one hand, however, can't use it as a double weapon. In addition to the standard size, you can find versions for sprytes, faen, and giants.

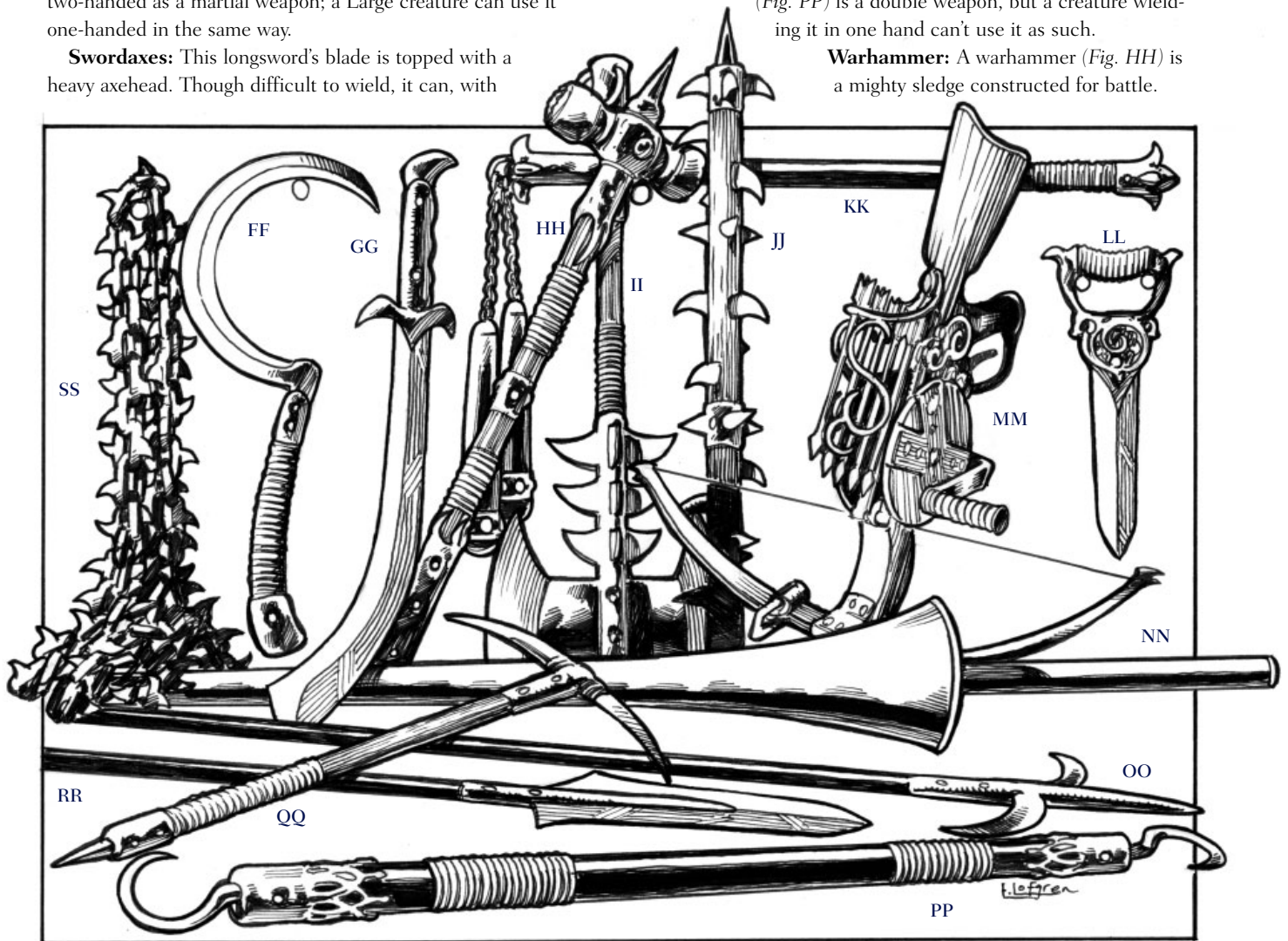
Swords: A longsword (*Fig. K, S*) is an adventuring staple. Short swords (*Fig. T*) are popular as off-hand weapons and as primary weapons for Small races. Great swords and giant's swords work well for larger characters.

Trident: A three-tined piercing weapon, the trident (*Fig. J*) can be thrown just like a halfspear or shortspear, but its range increment is shorter because it's less aerodynamic than those weapons.

Waraxe: A waraxe is too large to use in one hand without special training; thus, it is considered an exotic weapon. A Medium character can use a waraxe two-handed as a martial weapon; a Large creature can use it one-handed in the same way.

Warclub, Litorian: This heavy, 5-foot-long, iron-tipped club sports a single, hooked spike on each end. A litorian warclub (*Fig. PP*) is a double weapon, but a creature wielding it in one hand can't use it as such.

Warhammer: A warhammer (*Fig. HH*) is a mighty sledge constructed for battle.





SPECIAL AND SUPERIOR WEAPONS AND ARMOR

For just a little additional cost, characters can improve their weapons in the following manners:

Weapon or Armor	Cost
Weapon, Devanian*	+300 gp
Weapon, dire*	+300 gp
Weapon, masterwork*	+300 gp
Weapon, crystalline	+9,000 gp
Weapon, crystal laced	+3,000 gp
Weapon, masterwork and dire	+1,000 gp
Weapon, masterwork and Devanian	+1,000 gp
Weapon, masterwork, dire and Devanian	+2,000 gp
Weapon, masterwork and crystalline	+10,000 gp
Weapon, masterwork and crystal laced	+4,000 gp
Weapon, masterwork, dire and crystal laced	+5,000 gp
Weapon, dire and Devanian	+1,000 gp

Arrow, bolt, or bullet, masterwork*	7 gp
Arrow, bolt, or bullet, silvered	1 gp
Dagger, silvered	10 gp

Mighty composite shortbow	—
(+1 Strength bonus)	150 gp
(+2 Strength bonus)	225 gp

Mighty composite longbow	**
(+1 Strength bonus)	200 gp
(+2 Strength bonus)	300 gp
(+3 Strength bonus)	400 gp
(+4 Strength bonus)	500 gp
(+5 Strength bonus)	600 gp
(+6 Strength bonus)	700 gp
(+7 Strength bonus)	800 gp
(+8 Strength bonus)	900 gp

Armor or shield, masterwork†	+150 gp
Armor or shield, Devanian	††

* See "Weapon Templates," below.

** For sprytebows, cut the cost in half; for giant's bows, multiply it by 1.5.

† See masterwork armor/shields sections on pages 164 and 167.

†† See armor and shield tables for prices.

Whip: The whip (*Fig. G*) deals subdual damage. It deals no damage to any creature with even a +1 armor bonus or at least a +3 natural armor bonus. Although the whip is kept in hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.

Because the whip can wrap around an enemy's leg or other limb, a character can make trip attacks with it. If someone tries to trip a character during his own trip attempt, he can drop the whip to avoid being tripped.

A character using a whip adds a +2 bonus to the opposed attack roll when attempting to disarm a foe (including the roll to keep from being disarmed himself, if he fails to disarm the foe).

WEAPON TEMPLATES

For a little variety, you can add any of the templates below to any of the above weapons.

Crystal Laced: Crystal-laced weapons (*Fig. Z, CC*) are normal weapons with thin threads of crystal spun by the mysterious crys-

tal weavers (see Chapter Ten) laced throughout their surface. These weapons receive a +10 bonus to hardness, although this increase never takes the total hardness over 30. Weapons laced with crystal threads have triple their normal number of hit points. Crystal-laced weapons gain a +1 crystalline bonus to attack and damage rolls. This template adds +3,000 gp to the price of the weapon. Weapons laced with crystal cannot be Devanian. Crystal-laced masterwork or crystal-laced dire weapons add +4,000 gp to the price of the weapon rather than simply +3,300 gp. Crystal-laced masterwork dire weapons add +5,000 gp to the price of the weapon. A crystal-laced item cannot also be crystalline.

Crystalline (Crystal Woven): Weapons made of crystal, created by the mysterious crystal weavers (or those who have mastered their ancient skill; see Chapter Eleven), crystalline weapons (*Fig. T, AA*) all have a hardness of 30 and 80 hp. These weapons have a +2 crystalline bonus to attack and damage rolls. This template adds +9,000 gp to the price of the weapon. Crystalline weapons cannot be dire or Devanian. They can be masterwork weapons, however; the total price modification for a masterwork crystalline weapon is +10,000 gp. A crystalline item cannot also be crystal laced.

Devanian: The Devanian people of old (see "The Rise of Human Kingdoms" in Chapter Ten), expert crafters of light yet strong weapons and armor, developed techniques still used today. Made with special lighter materials and fashioned with a different balance, Devanian weapons are lighter than their normal counterparts, weighing half as much as a weapon of a similar type. Treat a Devanian weapon of a character's own size as a light weapon for that character. This template adds +300 gp to the weapon's price. Devanian weapons are all exotic (either ranged or melee [agile]). Devanian dire (or other exotic [heavy]) weapons require proficiency with both exotic [heavy] and exotic [agile] weapons.

Due to the difficulty of creating these special weapons, a masterwork Devanian weapon costs a total of +1,000 gp extra (rather than just 300 gp for each template). A dire Devanian weapon also costs +1,000 gp. A masterwork dire Devanian weapon costs an additional +2,000 gp rather than just +900 gp.

Dire: Melee weapons with added spikes, spines, jagged blades, and hooks are called dire weapons (*Fig. Q, S*). They are difficult to use—but deadly in the right hands. Dire weapons add a +2 dire bonus to damage dealt. This template adds +300 gp to the weapon's price and increases the weight by +25 percent. Dire weapons are all exotic (either ranged or melee [heavy]). Devanian (or other exotic [agile]) dire weapons require proficiency with both exotic [heavy] and exotic [agile] weapons.

Due to the difficulty of working with dire weapons, a masterwork dire weapon costs a total of +1,000 gp extra (rather than just 300 gp for each template). A dire Devanian weapon also costs +1,000 gp. A masterwork dire Devanian weapon costs an additional +2,000 gp rather than just +900 gp.

Masterwork: These well-made weapons add a +1 bonus to attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack. Before a weapon can carry an enchantment, it must first be a masterwork weapon. This template adds +300 gp to the weapon's price.

Due to the difficulty of working with dire and Devanian weapons, a masterwork dire weapon costs a total of +1,000 gp extra (rather than just 300 gp for each template), as does a masterwork Devanian weapon. A masterwork dire Devanian weapon costs an additional +2,000 gp rather than just +900 gp.

GRENADELIKE WEAPONS

While generally not used as a character's primary weapon, the thrown weapons in the table below may come in handy during combat scenarios.

Grenadelike weapons require no proficiency to use. See the descriptions below for full details on using them.

Acid: A flask of caustic, fast-acting acid. Throw a flask of acid as a grenadelike weapon.

Alchemist's Fire: Alchemist's fire is a sticky, adhesive substance that ignites when exposed to air. Throw a flask of alchemist's fire as a grenadelike weapon.

On the round following a direct hit, the target takes an additional 1d6 points of fire damage. The target can take a full-round action to attempt to extinguish the flames before suffering this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground allows the character a +2 bonus to the attempt. Full immersion in water or magically extinguishing the flames automatically smothers them.

Alchemist's Frost: Similar to alchemist's fire, this is a sticky substance that freezes when it touches flesh or something of about the same temperature. Throw a flask of alchemist's frost as a grenadelike weapon that will inflict no harm on objects.

On the round following a direct hit, the target takes an additional 1d6 points of cold damage. The target can take a full-round action to attempt to wipe off the substance before suffering this additional damage. It takes a successful Reflex saving throw (DC 15) to wipe off the alchemist's frost.

Flash Powder: Throw this powder-filled pellet as a grenadelike weapon. When the powder comes in contact with the air, it creates a bright flash that can blind those in a 10-foot radius unless they make a successful Fortitude save (DC 15). The blindness lasts 1d4 rounds.

Smoke Bomb: Throw this ceramic ball as a grenadelike weapon. When it breaks open, the contents produce a cloud of smoke with a 10-foot radius. Creatures within the radius have 50 percent concealment. Creatures on the opposite side of the cloud have 100 percent concealment. Unless wind conditions dictate otherwise, the cloud lasts for 1d6+1 rounds.

Tanglefoot Bag: Throw this round leather bag full of alchemical goo as a grenadelike weapon. When thrown against a creature (as a ranged touch attack), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient on exposure to air. An entangled creature suffers a –2 circumstance penalty to attack rolls and a –4 circumstance penalty to effective Dexterity. The entangled character must make a Reflex save (DC 15) or become glued to the floor, unable to move. Even with a successful save, it can move only at half speed. The effects of multiple tanglefoot bags are not cumulative.

A character glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon. A character trying to scrape goo off himself, or another character assisting, does not need to make an attack roll; hitting the goo is automatic, after which the character makes a damage roll to see how much of the goo he happened to scrape off. (Inflicting 15 points of damage removes the goo.) Once free, a character can move at half speed. A spellcaster bound by the goo must make a Concentration check (DC 15) to cast a spell. The goo becomes brittle and fragile after 10 minutes. Creatures bigger than size Large are not affected by tanglefoot bags.

Thunderstone: Throw this stone as a grenadelike weapon. When it strikes a hard surface (or is struck hard), it creates a deafening bang (a sonic attack). Creatures within a 10-foot radius must make Fortitude saves (DC 15) or be deafened. Deaf creatures, in addition to the obvious effects, suffer a –4 penalty on initiative and a 20 percent chance to miscast and lose any spell with a verbal component that they try to cast. The deafness lasts for 1d6+4 rounds.

ARMOR AND SHIELDS

A suit of armor, or armor harness, can be a combatant's best friend. However, when a character needs maneuverability, this ally quickly becomes an enemy.

GRENADELIKE WEAPONS

Weapon*	Price	Direct Hit Damage	Splash Damage	Range Increment	Weight
Acid (flask)	10 gp	1d6	1 point*	10 feet	1 1/4 lbs.
Alchemist's fire (flask)	20 gp	1d6	1 point*	10 feet	1 1/4 lbs.
Alchemist's frost (flask)	20 gp	1d6	1 point*	10 feet	1 1/4 lbs.
Flash powder	35 gp	Blinds	—	10 feet	1 lb.
Smoke bomb	40 gp	Smoke	—	10 feet	1 lb.
Tanglefoot bag	50 gp	Entangles	—	10 feet	4 lbs.
Thunderstone	30 gp	Sonic	—	20 feet	1 lb.

* Grenadelike weapons deal splash damage as noted to all creatures within 5 feet of where they land.



ARMOR								
Armor	Price	Armor Bonus	Max. Dex	Check Penalty	Spell Failure	—Speed—		Weight†
						(30 feet)	(20 feet)	
Light Armor								
Padded	5 gp	+1	+8	0	5%	30 feet	20 feet	10 lbs.
Leather jack	10 gp	+2	+6	0	10%	30 feet	20 feet	15 lbs.
Studded leather jack	25 gp	+3	+5	-1	15%	30 feet	20 feet	20 lbs.
Chain shirt	100 gp	+4	+4	-2	20%	30 feet	20 feet	25 lbs.
Leather coat	200 gp	+4	+6	-2	10%	30 feet	20 feet	20 lbs.
Devanian chain shirt*	400 gp	+4	+8	-1	15%	30 feet	20 feet	20 lbs.
Medium Armor								
Hide	15 gp	+3	+4	-3	20%	20 feet	15 feet	25 lbs.
Beastscale armor	60 gp	+4	+4	-3	20%	20 feet	15 feet	30 lbs.
Breastplate	200 gp	+5	+3	-4	25%	20 feet	15 feet	30 lbs.
Chain hauberk	250 gp	+5	+4	-4	20%	20 feet	15 feet	40 lbs.
Devanian breastplate*	800 gp	+5	+6	-3	20%	20 feet	15 feet	25 lbs.
Articulated plate jack*	450 gp	+6	+3	-4	20%	20 feet	15 feet	35 lbs.
Brigandine	200 gp	+6	+0	-6	30%	20 feet	15 feet	40 lbs.
Heavy Armor								
Banded mail	250 gp	+6	+1	-6	35%	20 feet**	15 feet**	35 lbs.
Heavy brigandine	300 gp	+7	+0	-7	40%	20 feet**	15 feet**	45 lbs.
Chain and plates	600 gp	+7	+2	-5	30%	20 feet**	15 feet**	40 lbs.
Plate armor	1,500 gp	+8	+1	-6	35%	20 feet**	15 feet**	50 lbs.
Devanian plate*	3,000 gp	+8	+2	-5	30%	20 feet**	15 feet**	40 lbs.
Dragonscale armor	4,000 gp	+9	+1	-6	25%	20 feet**	15 feet**	50 lbs.
Articulated plate*	5,500 gp	+10	+2	-5	35%	20 feet**	15 feet**	60 lbs.
Devanian articulated plate*	7,000 gp	+10	+3	-4	20%	20 feet	15 feet	50 lbs.
Superior articulated plate*	8,000 gp	+11	+2	-5	30%	20 feet**	15 feet**	60 lbs.
The definitive harness*	10,000 gp	+12	+3	-4	25%	20 feet	15 feet	50 lbs.
Extras (can be added onto armor)								
Armor spikes	+50 gp	N/A	N/A	N/A	N/A	N/A	N/A	+10 lbs.
Gauntlet, locked	+8 gp	N/A	N/A	N/A	N/A	N/A	N/A	+5 lbs.

* Exotic armor

† Armor fitted for Small characters weighs half this amount.

** When running in most heavy armors, a character moves only triple speed, not quadruple speed.

Armor types are categorized by weight. *Light armor* is usually quite flexible and not encumbering. *Medium armor* is more encumbering and tends to slow the character down a bit. *Heavy armor* is the most encumbering type, making it difficult for a character even to run. However, usually the heavier armor provides the wearer with a higher protective armor bonus.

Every class may grant proficiency with certain kinds of armor and shields as a class ability. For example, magisters are proficient in no armor or shields, while unfettered are proficient in light armor and shields, and warmains are proficient in light, medium, and heavy armor and shields. Characters can take feats to gain proficiency in armor types that their class does not provide. (See Chapter Five: Feats and Talents.) Note that some armors are exotic and require the Exotic Armor Proficiency feat in addition to the feat appropriate to the armor type (Light, Medium, or Heavy Armor Proficiency). A character wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve mov-

ing, including Ride. If a character attempts to wear articulated armor with which she is not proficient, she also moves 5 feet slower than normal.

Armor offers armor bonuses to Armor Class, while shields offer shield bonuses. Thus, bonuses from armor and a shield stack. Armor's armor bonus does not stack with other effects that increase an armor bonus, such as from the spell *gird the warrior* or the magic item *bracers of armor*.

The table above and the one on page 167 list a spectrum of armors and shields and their costs, as well as the protection they provide and any detrimental effects they may impart to movement, skill use, and spellcasting. For an explanation of each column, see the next page. Each type of armor and shield is described starting on page 164.

Depending on her class, a character may be proficient in the use of all, some, or no armors, including shields. To wear heavier armor effectively, select the Armor Proficiency feats.

Price: The cost of the armor.

Armor/Shield Bonus: This number represents the armor's protective value as an armor bonus to Armor Class. Shield bonuses likewise appear in the table on page 167.

Maximum Dexterity Bonus: This number is the maximum Dexterity bonus to Armor Class that this type of armor allows. Heavier armors limit mobility, reducing a character's ability to dodge blows. Even if a Dexterity bonus drops to 0, a character is not considered to have lost the Dexterity bonus (for the purpose of sneak attacks and similar conditions). Shields do not affect the maximum Dexterity bonus.

Armor Check Penalty: Any armor heavier than leather, or any shield, hurts a character's ability to use some skills, including Balance, Climb, Escape Artist, Jump, Sleight of Hand, Sneak, and Tumble. The armor check penalty number is applied as a modifier to certain skill checks. When wearing armor and shield, both armor check penalties apply.

A character wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

Spell Failure: Armor interferes with the gestures needed to cast a spell. When casting a spell while wearing armor or a

shield, a character must make a spell failure roll. The number in the Spell Failure column is the chance that the spell could fail and be ruined. If the spell lacks a somatic component, a character can cast it without making the spell failure roll. (See Chapter Eight: Magic.) When wearing armor and shield, both spell failure chances apply (they are cumulative).

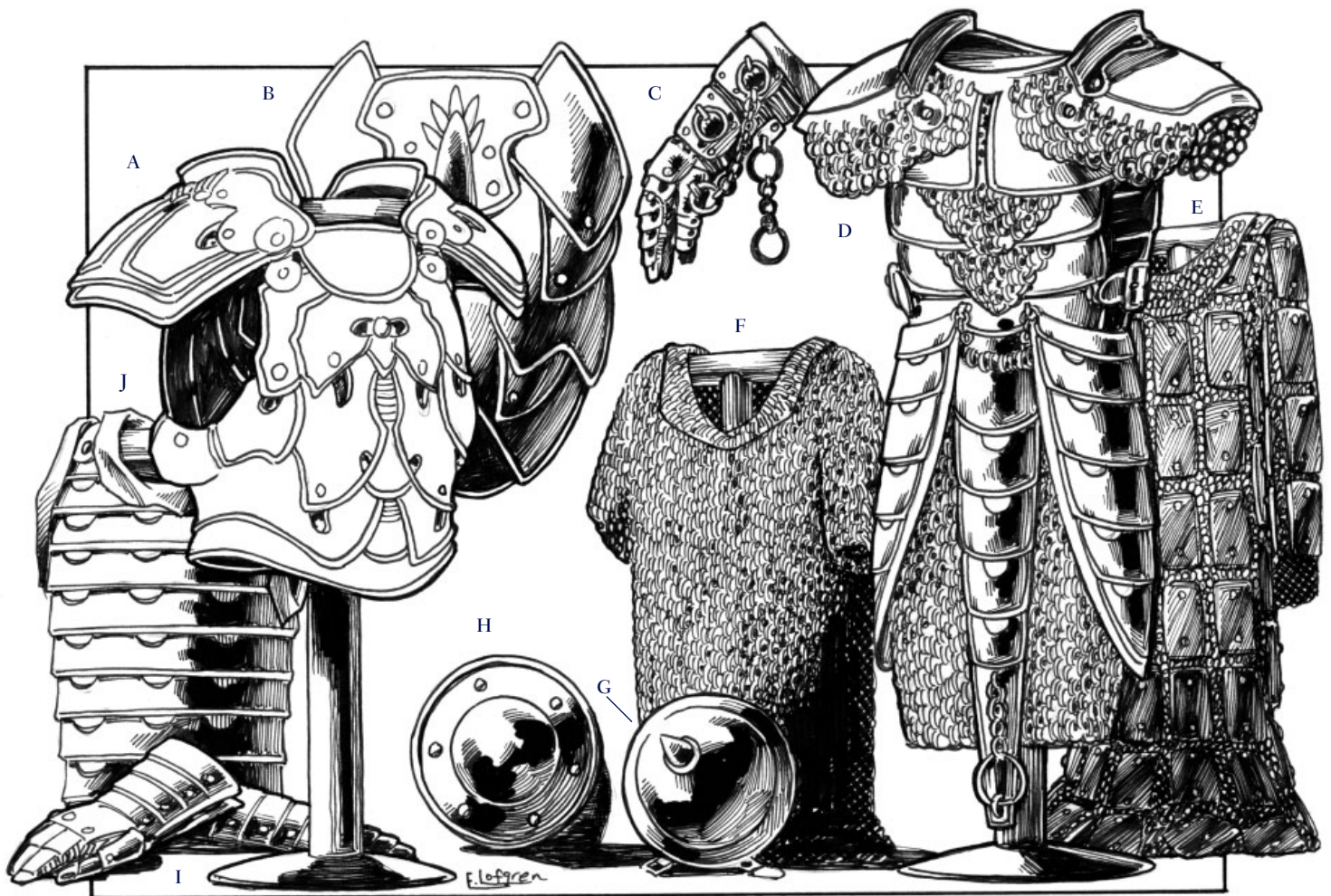
Speed: Medium and heavy armor slow a character down. The number shown is a character's top speed while wearing the armor (the numbers in parentheses at the top of each column represent an unarmored character's normal speed). Shields do not affect speed.

If a character has a bonus to her ground speed (such as from the Fleet of Foot feat or litorian levels), add this bonus to the number shown on the table. So, if a character who moves at 30 without armor moves at 40 because she has Fleet of Foot, she moves at 30 while wearing a breastplate (20 + 10 from the feat).

Weight: The weight of the armor or shield. Armor fitted for Small characters weighs half as much as the table shows.

DONNING AND SLEEPING IN ARMOR

The time required to don armor depends on its type. See the table and explanation on the next page.





Armor Type*	Don	Don Hastily	Remove**
Padded, leather jack, hide, studded leather jack, leather coat, chain shirt	1 min.	5 rounds	1 min.
Breastplate, beastscale armor, chain hauberk, banded mail, brigandine	4 min.**	1 min.	1 min.
Heavy brigandine or chain and plates	4 min.**	2 min.	2 min.
Plate armor, dragonscale armor, definitive harness	4 min.†	4 min.**	1d4+1 min.

* For all Devanian armor types, cut the donning and removing times in half. For all articulated armor types, double the donning and removing times. (So Devanian articulated plate has the same donning and removing times as normal plate armor.)

** If a character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don or remove armor at the same time.

† One must have help to don this armor. Without help, one can only don it hastily.

Don: This column records how long it takes to put on the armor. (One minute is 10 rounds.)

Don Hastily: This column notes how long it takes to put on the armor in a hurry. Hastily donned armor confers an extra –1 penalty to armor check penalty and armor bonus.

Remove: This column shows how long it takes to get the armor off.

A character who sleeps in a suit of articulated armor, or in any armor with an armor check penalty of –5 or worse, is automatically fatigued the next day: She suffers a –2 penalty to Strength and Dexterity and can't charge or run.

MASTERWORK ARMOR

A masterwork harness of armor is one crafted with extreme care. This well-made equipment functions exactly like the normal versions except that it improves the armor check penalty by 1 point. So, for example, a masterwork studded leather jack has an armor check penalty of 0 rather than –1. A harness of masterwork armor costs 150 gp more than a harness of the same armor without the masterwork quality.

DEVANIAN ARMOR

As with weapons, the techniques of the ancient Devanians (see “The Rise of Human Kingdoms” in Chapter Ten) can be applied to some—but not all—armor types. Since the techniques only make a difference in a few types of armor, those types are simply included in the armor table on page 162.

CRYSTALLINE / CRYSTAL-LACED ARMOR

The ancient and mysterious crystal weavers (see Chapter Ten) could create anything normally made of metal from a special crystal, which proved much more resistant to blows. Armor and shields of crystal grant the wearer DR 5/—. Crystalline armor or shields cost 15,000 gp more than a traditional harness of armor or shield. Any armor made of metal can be made of crystal instead, although very few people know the secrets of making it today.

Crystal-laced armor has fine threads of crystal woven into its surface. Any armor or shield can be crystal laced. The wearer gains DR 3/—. Crystal lacing increases the price of a suit of armor or a shield by 5,000 gp.

Damage reduction gained from a crystalline or crystal-laced armor harness does not stack with the damage reduction granted by a crystalline or crystal-laced shield, and vice versa. Just use the best damage reduction offered.

A crystalline item cannot also be crystal laced and vice versa.

ARMOR FOR UNUSUAL CREATURES

The information on the armor table on page 162 is for Medium creatures. Armor for creatures of other sizes has a different cost and weight as shown in the table below. Armor for Tiny or smaller creatures normally costs half as much as it does for Medium creatures and weighs one-tenth or less as much. However, it provides only half as much protection (because there is far less protective material). Characters can pay twice as much for specially made Tiny (or smaller) armor that offers the same protection.

Armor for a nonhumanoid creature costs twice as much as the same armor for a humanoid.

Creature Size	Armor Cost	Armor Weight
Tiny or smaller*	×1/2	×1/10
Tiny or smaller	×2	×1/10
Small	×1	×1/2
Medium	×1	×1
Large	×2	×2
Huge	×4	×5
Gargantuan	×8	×8
Colossal	×16	×12

* Divide armor bonus in half if choosing this less costly option.

ARMOR DESCRIPTIONS

The types of armor listed in the table are described below. The figures referenced here correspond to the armor illustrations on pages 163 and 165.

Armor Spikes: Spikes can be added to armor. They deal 1d6 points of piercing damage (×2 critical) with a successful grapple attack. The spikes count as a martial weapon. Characters not proficient with them suffer a –4 penalty on grapple checks when trying to use them. The wearer can make a regular melee attack (or off-hand attack) with the spikes; in this case they count as a light weapon.

An enhancement bonus on a suit of armor does not improve the spikes' effectiveness, but a character can make the spikes into magic weapons in their own right.

Articulated Plate: This armor is the product of careful engineering. Articulated plate has many more metal plates than normal plate armor. Each one is hinged and jointed so the wearer—if she knows what she is doing—can divert more protection to a needed area just by adjusting posture slightly (like using a shield, this does not require an action). If the wearer is unaware of an incoming attack, this offers protection as a harness of normal plate armor (armor bonus +8 rather than +10).

Articulated Plate Jack: Similar to articulated plate, an articulated plate jack (*Fig. A*) is a breastplatelike armor. However, its flexibility makes it seem more like a metal jacket than a rigid breastplate. If the wearer is unaware of an incoming attack, this armor offers protection as a normal breastplate (armor bonus +5 rather than +6).

Banded Mail: This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. Banded mail (*Fig. J*) includes gauntlets (*Fig. I*).

Beastscale Armor: This is a coat and leggings (and perhaps a separate skirt) of leather made from the hide of a scaly beast such as a giant lizard, a giant snake, or a wyvern. It includes gauntlets. It offers a +2 circumstance bonus to Sneak checks made in natural surroundings (not a city or underground).

Breastplate: A breastplate (*Fig. M*) covers the front and back of the chest. It comes with a helmet and matching greaves (plates to cover the lower legs). A light suit or skirt of studded leather (*Fig. N*) beneath the breastplate protects limbs without restricting movement much.

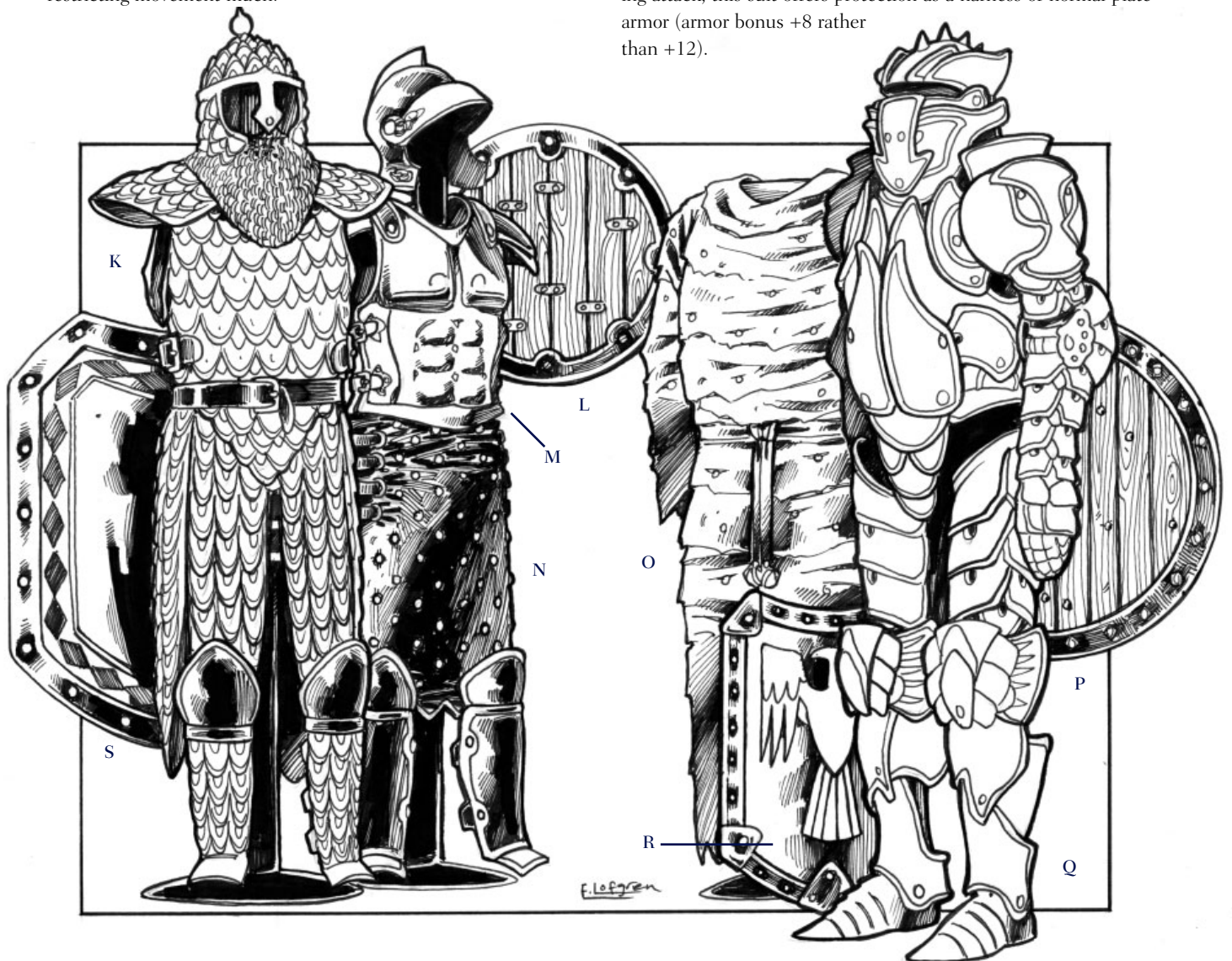
Brigandine: Essentially a studded leather coat, this flexible torso armor consists of small plates riveted inside a leather or fabric covering.

Chain and Plates: (*Fig. E*) This long coat of chainmail is covered with separate (usually rectangular) metal plates. They do not overlap and are each attached to the mail independently.

Chain Hauberk: Chain armor is made of interlocking metal rings. The hauberk is a long coat of this mail that includes a layer of quilted fabric underneath to prevent chafing and to cushion the impact of blows. Several layers of mail protect vital areas. Most of the armor's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time. A chain hauberk (*Fig. F*) includes gauntlets (*Fig. I*).

Chain Shirt: A shirt of chainmail protects the torso while leaving the limbs free and mobile. A layer of quilted fabric underneath it prevents chafing and cushions the impact of blows. It comes with a steel cap.

The Definitive Harness: The ultimate suit of armor, combining Devanian craftsmanship and superior articulation. If the wearer of the definitive harness (*Fig. Q*) is unaware of an incoming attack, this suit offers protection as a harness of normal plate armor (armor bonus +8 rather than +12).





Devanian Articulated Plate: Identical to articulated plate, this armor is crafted to be lightweight and nonencumbering as well. If the wearer is unaware of an incoming attack, it offers protection as a harness of normal plate armor (armor bonus +8 rather than +10).

Devanian Breastplate: Made with skill and superior materials to be lighter and easier to wear than normal armor, a Devanian breastplate requires special training to use properly (or else the same special construction intended to make it easier to use actually makes it harder to use). It otherwise appears to be a normal breastplate.

Devanian Chain Shirt: Made with skill and superior materials specifically to be lighter and easier to wear than normal chainmail, this armor requires special training to use properly (or else the same special construction intended to make it easier to use actually makes it harder to use). It otherwise appears to be a normal chain shirt.

Devanian Plate: Made with skill and superior materials specifically to be lighter and easier to wear than normal plate, this armor requires special training to use properly (or else the same special construction intended to make it easier to use actually makes it harder to use). It otherwise appears to be normal plate armor.

Dragonscale Armor: Similar to beastscale armor, this long coat is made of the scaly hide of a true dragon. Dragonscale (*Fig. K*) comes with greaves and a coif and helm. Because of its draconic nature, it is not only tough but flexible and particularly easy to cast spells in.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach her weapon so that she cannot drop it easily. It adds a +10 bonus to any roll to prevent being disarmed in combat. Removing a weapon from a locked gauntlet (*Fig. C*) or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity. The price given on the armor table is for a single locked gauntlet. The weight given applies only if the character is wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet the character already has as part of her armor.

While the gauntlet is locked, the hand wearing it can't be used to cast spells or employ skills.

Like a normal gauntlet (*Fig. I*), a locked gauntlet deals normal damage rather than subdual damage with an unarmed strike.

Heavy Brigandine: As the name implies, this armor resembles brigandine, but it has reinforced areas of chainmail covering vital areas. Also, the metal plates of heavy brigandine (*Fig. D*) are larger and more substantial, making the armor bulky and more difficult to move in than normal brigandine.

Hide: Hide armor (*Fig. O*) is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in.

Leather Coat: Portions of this long coat around the chest, shoulders, and bottom edges are made rigid from boiling, but most of the armor is composed of softer and more flexible leather.

Leather Jack: This short jacketlike garment is really more of a leather breastplate with shoulder protectors. The leather has been stiffened by boiling in oil.

Padded: This armor features quilted layers of cloth and batting.

Plate Armor: This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, heavy leather boots, and a visored helmet.

Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4 × 100) gold pieces.

Studded Leather Jack: This armor resembles a leather jack made from tough but flexible leather (not hardened leather) reinforced with close-set metal rivets.

Superior Articulated Plate: Very similar to articulated plate, the engineering of the moving plates is more sophisticated in this superior harness, allowing even more precise protection and overall dispersal of the force of incoming blows. If the wearer is unaware of an incoming attack, this armor offers protection as a harness of normal plate armor (armor bonus +8 rather than +11).

SHIELD DESCRIPTIONS

In some ways, shields are treated more like weapons than armor. A shield's protection and usefulness are based on its relative size. Like weapons, shields are rated for size. A character can use a shield two sizes smaller than her own size, and at most a shield of her own size (unless it is a Devanian shield, in which case she can use a shield one size larger than she is).

A character using a shield as an off-hand weapon can bash an opponent with it. Damage is based on the size of the wielder and the size of the shield. Shields inflict ×2 criticals. Used this way, the shield becomes a bludgeoning martial weapon. For purposes of attack penalties, treat a shield as a light weapon. A character using the shield as a weapon loses its Armor Class bonus until her next action (usually until the next round).

Different sizes within the same category of shield available on the shields table on page 167 all share very similar general qualities. The figures referenced in the descriptions below correspond to the shield illustrations on pages 163 and 165.

Articulated Shields: These metal shields are made up of movable plates that allow a trained user to shift additional protection to areas of the shield that need it from moment to

SHIELD SIZES

Shield vs. Character Size	Shield Bonus to AC	Other Factors
Two sizes smaller	+1*	Shield is a buckler (see description)
One size smaller	+1	Character can carry other items in the same hand (character cannot use weapons in the shield hand)
Same	+2	Character cannot use shield hand for anything else
One size larger	+3	Only possible with a Devanian shield; character suffers additional -1 check penalty and 5% spell failure chance

* Bucklers offer no Armor Class bonus against ranged attacks.



character from touching something dangerous.) A creature wearing shoes or other footwear gets a +2 armor bonus to Armor Class. If the caltrop attack succeeds, the creature has stepped on one. The caltrop deals 1 point of damage and reduces the creature's speed by one-half due to its wounded foot. This movement penalty lasts for one day, until someone treats the creature successfully with the Heal skill (DC 15) or until someone offers it at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

DMs judge caltrops' effectiveness against unusual opponents.

Candle: A candle (*Fig. F*) clearly illuminates a 5-foot radius for one hour.

Chain: Chain has a hardness of 10 and 5 hit points. A character can burst it with a Strength check (DC 26).

Flask: (*Fig. G*) This ceramic, glass, or metal container, fitted with a tight stopper, holds 1 pint of liquid.

Flint and Steel: Striking steel and flint together creates sparks. By knocking sparks into tinder, a character can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Ink: This is black ink. Ink in other colors costs twice as much.

Jug, Clay: A basic ceramic jug with a stopper holds one gallon.

Lamp, Common: A lamp clearly illuminates things in a 15-foot radius and burns for six hours on a pint of oil. It burns with a more even flame than a torch, but, unlike a lantern, it uses an open flame and can spill easily, making it too dangerous for most adventuring. A character can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern (*Fig. B*) has only a single shutter, with its other sides being highly polished inside to reflect the light in a single direction. It illuminates a cone 60 feet long and 20 feet wide at the end, and it burns for six hours on a pint of oil. One can carry a lantern in one hand.

Lantern, Hooded: A hooded lantern is a standard lantern with shuttered or hinged sides. It clearly illuminates a 30-foot radius and burns for six hours on a pint of oil. One can carry a lantern in one hand.

Lock: A lock (*Fig. K*) is worked with a large, bulky key. The Difficulty Class to open this kind of lock with the Open Lock skill depends on the lock's quality: very simple (DC 20), average (DC 25), good (DC 30), or amazing (DC 40).

Manacles: These manacles (*Fig. I*) can bind a Medium creature. The manacled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a successful Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most of them have locks; in this case, add the price of the lock to the price of the manacles.

For the listed price, one can buy manacles for Small creatures as well as Medium. Manacles for Large creatures cost 10 times the listed amount; those for Huge creatures cost 100 times the listed amount. Only specially made manacles can hold Gargantuan, Colossal, Tiny, Diminutive, or Fine creatures.

Muzzle: This leather device can be put on a creature with a dangerous bite to keep it from moving its jaws. A muzzled char-

acter can use the Escape Artist skill to slip free (DC 30, or DC 35 for a masterwork muzzle). Breaking the muzzle requires a successful Strength check (DC 22, or DC 24 for a masterwork muzzle). A muzzle has a hardness of 1 and 5 hit points.

Oil: A pint of oil (*Fig. L*) burns for six hours in a lantern. A character can throw a flask of oil as a grenadelike weapon. (Use the rules for alchemist's fire, except that it takes a full-round action to prepare a flask with a fuse.) Once it is thrown, there is only a 50 percent chance that the flask ignites successfully.

A pint of oil poured on the ground covers an area 5 feet square (provided the surface is smooth). If lit, the oil burns for 2 rounds and deals 1d3 points of damage to each creature in the area.

Piton: When a wall doesn't offer handholds and footholds, a climber can make his own. A piton is a steel spike with an eye through which one can loop a rope.

Protective Oil: Coating this alchemical oil on an inanimate object increases its hardness by 1. The effects wear off after one month.

Ram, Portable: This iron-shod wooden beam is the perfect tool for battering down doors. Not only does it provide a +2 circumstance bonus on a Strength check to break open a door, but it allows a second person to help without having to roll, adding another +2 bonus to the check.

Rope, Hemp: This rope has 2 hit points. A character can burst it with a successful Strength check (DC 23).

Rope, Silk: This rope has 4 hit points. A character can burst it with a successful Strength check (DC 24). It is so supple that it adds a +2 circumstance bonus to Use Rope checks.

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube. The stick is consumed after 1 round, and the smoke dissipates naturally.

Spyglass: Objects viewed through a spyglass (*Fig. D*) are magnified to twice their size.

Sunrod: This nonmagical, foot-long, gold-tipped iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and glows for six hours, after which the gold tip burns out and renders the item worthless.

Tent: This simple tent sleeps two.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

Torch: A torch (*Fig. M*) is a wooden rod capped with twisted flax soaked in tallow. It clearly illuminates a 20-foot radius and burns for one hour.

Trollbane Powder: A character can sprinkle this extremely pungent powder over an area 100 feet square. In that area, the stench negates the scent ability for 1d6+4 minutes.

Vial: A vial is a ceramic, glass, or metal tube fitted with a tight stopper. The stoppered container usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

ADVENTURING GEAR

Item	Price	Weight
Acid (flask)	10 gp	*
Antitoxin (vial)	50 gp	*
Bedroll	1 sp	5 lbs.
Bell	1 gp	*
Blanket, winter	5 sp	3 lbs.
Block and tackle	5 gp	5 lbs.
Caltrops	1 gp	2 lbs.
Candle	1 cp	*
Canvas (square yard)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 feet)	30 gp	2 lbs.
Chalk, 1 piece	1 cp	*
Crowbar	2 gp	5 lbs.
Firewood (per day)	1 cp	20 lbs.
Fishhook	1 sp	*
Fishing net (25 square feet)	4 gp	5 lbs.
Flint and steel	1 gp	*
Grappling hook	1 gp	4 lbs.
Hammer	5 sp	2 lbs.
Ink (1 oz. vial)	8 gp	*
Inkpen	1 sp	*
Ladder, 10-foot	5 cp	20 lbs.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lbs.
Lantern, hooded	7 gp	2 lbs.
Lock (very simple)	20 gp	1 lb.
Lock (average)	40 gp	1 lb.
Lock (good)	80 gp	1 lb.
Lock (amazing)	150 gp	1 lb.
Manacles	15 gp	2 lbs.
Manacles, masterwork	50 gp	2 lbs.
Mirror, small steel	10 gp	1/2 lb.
Muzzle	5 gp	1 lb.
Muzzle, masterwork	18 gp	1 lb.
Oil (1 pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	*
Parchment (sheet)	2 sp	*
Pick, miner's	3 gp	10 lbs.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lbs.
Protective oil	25 gp	1 lb.
Ram, portable	10 gp	20 lbs.

* No weight worth noting.

Item	Price	Weight
Rations, trail (per day)	5 sp	1 lb.
Rope, hemp (50 feet)	1 gp	10 lbs.
Rope, silk (50 feet)	10 gp	5 lbs.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	*
Signal whistle	8 sp	*
Signet ring	5 gp	*
Sledge	1 gp	10 lbs.
Smokestick	20 gp	*
Soap (per pound)	5 sp	1 lb.
Spade or shovel	2 gp	8 lbs.
Spyglass	1,000 gp	1 lb.
Sunrod	2 gp	1 lb.
Tent	10 gp	20 lbs.
Tindertwig	1 gp	*
Torch	1 cp	1 lb.
Trollbane powder	10 gp	1 lb.
Whetstone	2 cp	1 lb.

* No weight worth noting.

CONTAINERS AND CARRIERS

Dry Good Item	Price	Weight	Holds or Carries
Backpack	2 gp	2 lbs.	1 cubic foot
Barrel	2 gp	30 lbs.	10 cubic feet
Basket	4 sp	1 lb.	2 cubic feet
Bucket	5 sp	2 lbs.	1 cubic foot
Chest	2 gp	25 lbs.	2 cubic feet
Pouch, belt	1 gp	1/2 lb.	1/5 cubic foot
Sack	1 sp	1/2 lb.	1 cubic foot
Saddlebags	4 gp	8 lbs.	5 cubic feet
Witchbag*	5 gp	3 lbs.	1/8 cubic foot

* Spell component pouch.

Liquid Item	Price	Weight	Holds or Carries
Bottle, wine, glass	2 gp	*	1 1/2 pint
Flask	3 cp	*	1 pint
Jug, clay	3 cp	1 lb.	1 gallon
Mug/tankard, clay	2 cp	*	1 pint
Pitcher, clay	2 cp	1 lb.	1/2 gallon
Pot, iron	5 sp	2 lbs.	1 gallon
Vial, ink or potion	1 gp	*	1 ounce
Waterskin	1 gp	*	1/2 gallon

* No weight worth noting.

SPELLS FOR HIRE

The table below indicates how much it costs to get a spellcaster to cast a spell for hire. This cost assumes that a character can go to the spellcaster and have the spell cast at his convenience.

The price listed in the table at right is for a spell with no cost for a material component or focus component. If the spell includes a material component, add the component's cost to the spell's price. If the spell requires a focus component, add one-tenth the cost of the focus to the spell's price.

Spell Level	Price
0	Caster level × 5 gp
1st	Caster level × 10 gp
2nd	Caster level × 20 gp
3rd	Caster level × 30 gp
4th	Caster level × 40 gp
5th	Caster level × 50 gp
6th	Caster level × 60 gp
7th	Caster level × 70 gp
8th	Caster level × 80 gp
9th	Caster level × 90 gp
10th	Caster level × 100 gp



CLASS TOOLS AND SKILL KITS

Alchemist's Lab: An alchemist's lab includes beakers, bottles, mixing and measuring equipment, and a miscellany of chemicals and substances. Because it is the perfect tool for the job, it adds a +2 circumstance bonus to Alchemy checks, but it has no bearing on the costs related to the Alchemy skill. Without this lab, a character with the Alchemy skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: This is the set of special tools needed for any craft. Without them, a character has to use improvised tools (–2 penalty on the Craft check)—if he can do the job at all. The masterwork version, considered the perfect tools for the job, grants the character a +2 circumstance bonus on the Craft check.

Book: Each book has a specific subject. A researcher using one adds the book's bonus to Knowledge checks, if its topic applies.

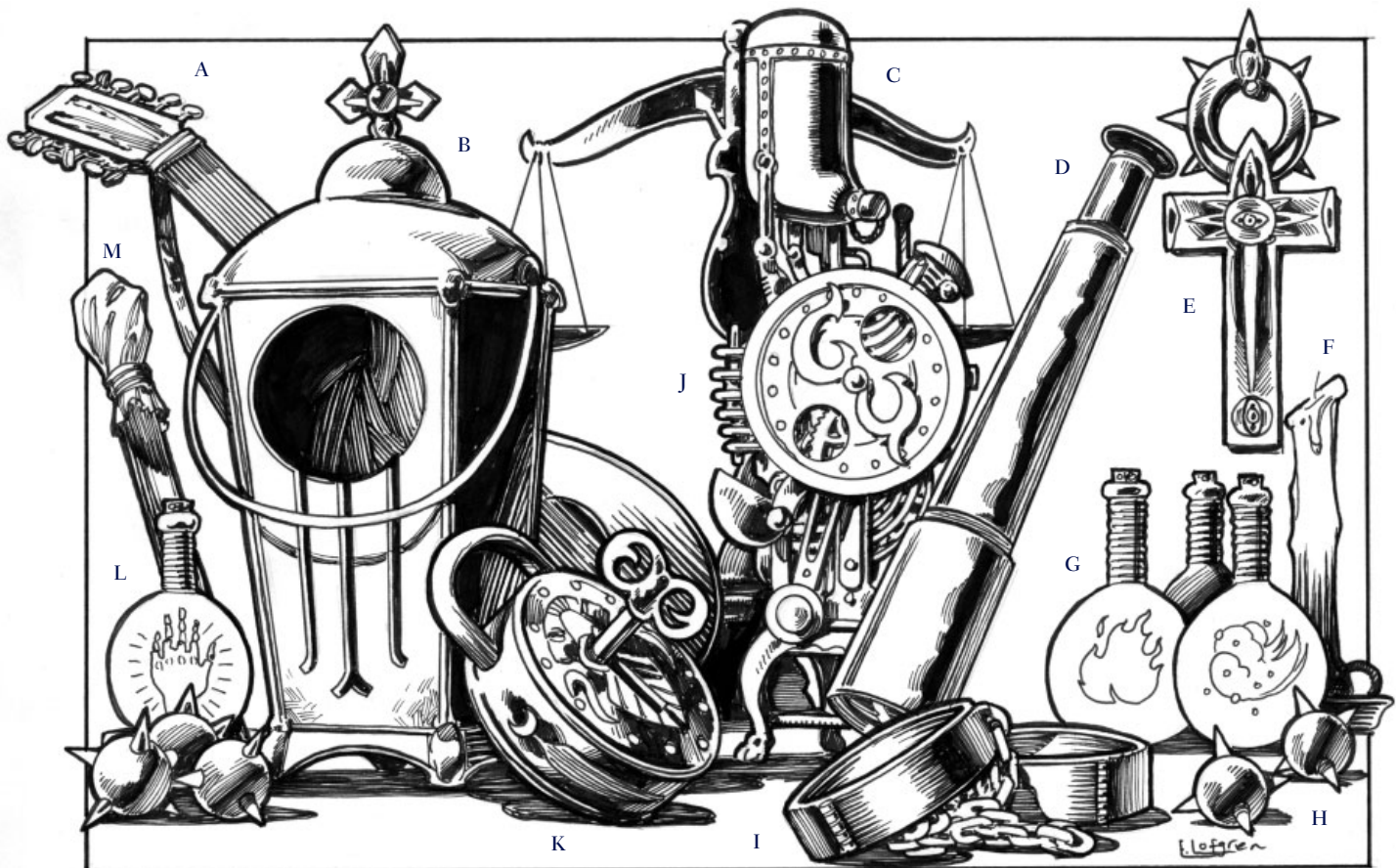
Climber's Kit: This kit includes special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing. This is the perfect tool for climbing and provides a +2 circumstance bonus to Climb checks.

Disguise Kit: This bag contains cosmetics, hair dye, and small physical props. This is the perfect tool for disguise and adds a +2 circumstance bonus to Disguise checks. It's exhausted after 10 uses.

Healer's Kit: This kit is full of herbs, salves, bandages, and other useful materials. It is the perfect tool for anyone attempting a Heal check. It adds a +2 circumstance bonus to the check. It's exhausted after 10 uses.

Item	Price	Weight
Alchemist's lab	500 gp	40 lbs.
Artisan's tools	5 gp	5 lbs.
Artisan's tools, masterwork	55 gp	5 lbs.
Book +1	10 gp	1 lb.
Book +2	40 gp	1 lb.
Book +3	90 gp	2 lbs.
Book +4	160 gp	2 lbs.
Book +5	250 gp	3 lbs.
Climber's kit	80 gp	5 lbs.
Disguise kit	50 gp	8 lbs.
Healer's kit	50 gp	1 lb.
Holy symbol, wooden	1 gp	*
Holy symbol, silver	25 gp	*
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	*
Musical instrument	5 gp	3 lbs.
Musical instrument, masterwork	100 gp	3 lbs.
Scale, merchant's	2 gp	1 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lbs.
Tool, masterwork	+50 gp	*
Water clock	1,000 gp	200 lbs.
Witchbag (spell component pouch)	5 gp	3 lbs.

* No weight worth noting.



Holy Symbol: Each religion has its own holy symbol (*Fig. E*). A silver holy symbol serves as a mark of status for the wielder.

Magnifying Glass: This simple lens allows a closer look at small objects. It is useful as a substitute for flint and steel when starting fires (though it takes light as bright as direct sunlight to light tinder, and at least a full-round action to light a fire with a magnifying glass). It grants a +2 circumstance bonus on Appraise checks involving any small or highly detailed item, such as a gem.

Musical Instrument: Popular instruments (*Fig. A*) include fifes, recorders, lutes, and mandolins. A masterwork instrument is of superior make. It adds a +2 circumstance bonus to Perform checks and denotes status.

Scale, Merchant's: This scale (*Fig. C*) includes a small balance, pans, and a suitable assortment of weights. A scale grants a +2 circumstance bonus to Appraise checks involving small items that are valued by weight, including those made of precious metal.

Thieves' Tools: These are the tools needed to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer. Without them, a character would have to improvise tools and suffer a –2 circumstance penalty on Disable Device and Open Lock checks. The masterwork version of this kit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job and adds a +2 circumstance bonus to a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water and must be kept still—it marks time by the regulated flow of droplets of water. Water clocks (*Fig. J*) are primarily amusements for the wealthy and tools for students of arcane lore. Most people have no way to tell exact time, and there's little point in knowing it is 2:30 P.M. if nobody else does.

Witchbag (Spell Component Pouch): This small, water-tight leather belt pouch has many compartments. A witch, who requires material components to cast spells, is assumed to have all she needs with this pouch, except components that have a listed cost.

CLOTHING

Characters start with an adventurer's outfit (or one of up to that price). Listed weights are for Medium characters; for Small characters, divide the weight in half. For Tiny or smaller characters, the item costs half as much as listed and weighs one-tenth as much.

Adventurer's Outfit: This simple outfit includes boots, breeches, and a loose shirt. Though it looks casual, it is designed to give a character maximum mobility, and it's made of high-quality fabric. A character can hide small weapons in pockets secreted in the folds of this clothing.

Item	Price	Weight
Adventurer's outfit	5 gp	2 lbs.
Artisan's outfit	1 gp	4 lbs.
Cold weather outfit	8 gp	7 lbs.
Courtier's outfit	30 gp	6 lbs.
Entertainer's outfit	3 gp	4 lbs.
Explorer's outfit	10 gp	8 lbs.
Noble's outfit	75 gp	10 lbs.
Peasant's outfit	1 sp	2 lbs.
Royal outfit	200 gp	15 lbs.
Scholar's outfit	5 gp	6 lbs.
Traveler's outfit	1 gp	5 lbs.

Artisan's Outfit: A shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. This outfit may include a belt or a leather or cloth apron for carrying tools.

Cold Weather Outfit: A wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. When wearing a cold weather outfit, add a +5 circumstance bonus to Fortitude saving throws against exposure to cold weather.

Courtier's Outfit: Fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it. Without jewelry (costing perhaps an additional 50 gp), the character will look like an out-of-place commoner, even if he has this outfit.

Entertainer's Outfit: A set of flashy, perhaps even gaudy, clothes for entertaining. While the outfit looks whimsical, its practical design lets a character tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, the character instead may wear a leather overtunic on top of a cloth skirt. These clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items a character might need, such as a scarf or a wide-brimmed hat.

Noble's Outfit: This set of clothes is designed specifically to be expensive—and show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see adventuring gear table, page 169) and jewelry (worth at least 100 gp, or at least appearing to be worth that much). And it would be advisable not to show up to a ball in the same noble's outfit twice.

Peasant's Outfit: A loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used as shoes.

Royal Outfit: This is just the clothes, not the royal scepter, crown, ring, and other accouterments. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: A robe, belt, cap, soft shoes, and possibly a cloak. The robe has many pockets.

Traveler's Outfit: Boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample hooded cloak.



FOOD, DRINK, AND LODGING

These items come up frequently for adventurers on their travels.

Item	Price	Weight
Ale (gallon)	2 sp	8 lbs.
Ale (mug)	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread (per loaf)	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Rations, trail (per day)	5 sp	1 lb.
Wine		
Common (pitcher)	2 sp	6 lbs.
Fine (bottle)	10 gp	1 1/2 lbs.

Inn Stay: Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket. Common accommodations are a place on a raised, heated floor, the use of a blanket and a pillow, and the presence of a higher class of company. Good accommodations are a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might consist of bread, baked turnips, onions, and water. Common meals might include bread, chicken stew (easy on the chicken), carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

MOUNTS AND RELATED GEAR

See the descriptions below for explanations of some terms and notations found in the table at right.

Barding, Medium or Large Creature: Barding is simply armor covering the head, neck, chest, body, and possibly legs of a horse. Heavier types of barding provide better protection at the expense of reduced speed. Barding comes in most of the types found on the armor table on page 162. As with any non-humanoid Large creature, a horse's armor costs four times what a human's (a humanoid Medium creature's) armor costs and also weighs twice as much as the armor found on the armor table. (Barding for a pony, which is Medium, costs only double and weighs the same.)

Medium or heavy barding slows mounts as follows:

Barding	(40 feet)	(50 feet)	(60 feet)
Medium	30 feet	35 feet	40 feet
Heavy	30 feet*	35 feet*	40 feet*

* A mount wearing heavy barding moves at three times the normal rate when running (not four times the normal rate).

Item	Price	Weight
Barding (Medium creature)	×2 armor	×1 armor
Barding (Large creature)	×4 armor	×2 armor
Bit and bridle	2 gp	1 lb.
Cart	15 gp	200 lbs.
Dog, riding	150 gp	N/A
Donkey or mule	8 gp	N/A
Feed (per day)	5 cp	10 lbs.
Horse, heavy	200 gp	N/A
Horse, light	75 gp	N/A
Pony	30 gp	N/A
Radont	900 gp	N/A
Saddle, exotic		
Military	60 gp	40 lbs.
Pack	15 gp	20 lbs.
Riding	30 gp	30 lbs.
Saddle, common		
Military	20 gp	30 lbs.
Pack	5 gp	15 lbs.
Riding	10 gp	25 lbs.
Saddlebags	4 gp	8 lbs.
Sled	20 gp	300 lbs.
Stabling (per day)	5 sp	N/A
Wagon	35 gp	400 lbs.
Warhorse, heavy	400 gp	N/A
Warhorse, light	150 gp	N/A
Warpony	100 gp	N/A

Flying mounts can't fly in medium or heavy barding.

Barded animals require special attention. Care must be taken to prevent chafing and sores caused by the armor. The barding must be removed at night and ideally should not be put on the mount except to prepare for a battle. Removing and fitting barding takes five times as long as the figures given in the "Donning and Sleeping in Armor" section on page 163. Barded animals cannot carry any load other than the rider and normal saddlebags. Because of this, a mounted warrior often leads a second animal for carrying gear and supplies.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. A character takes no damage when falling from a riding dog.

Donkey or Mule: The best pack animal around, a donkey or mule is stolid in the face of danger, hardy, sure-footed, and capable of carrying heavy loads over vast distances. Unlike horses, they're willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them (such as oats) is much better, because it provides a more concentrated form of energy, especially if the animal is exerting itself. Riding dogs must be fed some meat, which may cost more or less than the listed amount.

Radont: A radont is a huge, regal steed. It has the appearance and temperament of a warhorse, but it is large enough and strong enough to carry even a 10-foot-tall giant. A radont is a Huge creature. (See radont entry in Chapter Twelve: Creatures.)

Saddles: An exotic saddle is like a common saddle of the same type, except that it is designed for an unusual mount, such as a pegasus. Saddles come in military, pack, and riding styles, as described below.

Saddle, Military: A military saddle braces the rider, adding a +2 circumstance bonus to Ride checks related to staying in the saddle. If a character falls unconscious while in a military saddle, he has a 75 percent chance to stay in the saddle (compared to 50 percent for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Stabling: Stabling for a mount includes a stable, feed, and grooming.

HAULING VEHICLES

From time to time, player characters might have to employ their mounts to pull vehicles for hauling goods and materials.

Item	Cost	Weight	Holds or Carries
Cart	15 gp	200 lbs.	1/2 ton
Sled	20 gp	300 lbs.	1 ton
Wagon	35 gp	400 lbs.	2 tons

Cart: This two-wheeled vehicle drawn by a single horse (or other beast of burden) comes with a harness.

Sled: This wagon on runners moves through snow and over ice. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Wagon: This four-wheeled, open vehicle transports heavy loads. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

HOUSING AND MODES OF TRAVEL

Characters can find residences and transport options to suit their needs, whether they have a few gold pieces to spend or thousands.

BOATS AND SHIPS

See the descriptions below (arranged in ascending order of crew size) for explanations of some vessels listed in the table here.

Item	Price
Rowboat	50 gp
Oar	2 gp
Keelboat	3,000 gp
Sailing ship	10,000 gp
Longship	10,000 gp
Warship	25,000 gp
Galley	30,000 gp

Rowboat: This 8- to 12-foot-long boat for two or three people moves about one and one-half miles per hour on the average.

Keelboat: A keelboat measures 50 to 75 feet long and 15 to 20 feet wide. The ship has a few oars to supplement its single

mast with a square sail. With a crew of eight to 15, it can carry 40 to 50 tons of cargo or 100 soldiers. This flat-bottomed vessel can make sea voyages as well as sail down rivers. It moves an average of one mile per hour.

Sailing Ship: This large, seaworthy ship measures 75 to 90 feet long and 20 feet wide. It has a crew of 20 and can carry cargo up to 150 tons. It has square sails on its two masts and can make sea voyages. It moves an average of two miles per hour.

Longship: The 75-foot longship has 40 oars and a total crew of 50. It has a single mast and a square sail. It can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves an average of three miles per hour when being rowed or under sail.

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry up to 160 soldiers, but not for long distances, since it cannot hold supplies for that many. The warship cannot make sea voyages, so it sticks to the coast. It is not used for cargo. It moves an average of two and one-half miles per hour when rowed or under sail.

Galley: A galley is a three-masted ship with 70 oars on either side and a total crew of 200. This vessel, at 130 feet long and 20 feet wide, can carry up to 150 tons of cargo or 250 soldiers. For 8,000 gp more, the buyer can fit it out with a ram and castles with firing platforms fore, aft, and amidships. A galley cannot make sea voyages but sticks to the coast. It moves an average of four miles per hour when being rowed or under sail.

TRANSPORTATION

See the descriptions below for explanations of some items found in the table that follows.

Item	Price
Coach cab	3 cp per mile
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Teleportation	Varies

Coach Cab: The price listed buys a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 cp usually takes a character anywhere he needs to go.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway (a crew member on a ship, for example) may ask for half the listed amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for its upkeep and patrols. Occasionally, large, walled cities charge a toll to enter or exit the city (sometimes just to enter the city).

Ship's Passage: Most ships do not specialize in passengers, but many have the capacity to take a few along when transporting cargo.



Teleportation: The cost to be teleported is based on caster level, although the customer will have to pay double because the caster will need to teleport herself back. (See “Spells for Hire” on page 169.) Further, some casters will charge as much as double to teleport into a dangerous area.

BUILDINGS

See the text below for explanations of some terms in the table.

Item	Price
Simple house	1,000 gp
Grand house	5,000 gp
Mansion	100,000 gp
Tower	50,000 gp
Keep	150,000 gp
Castle	500,000 gp
Huge castle	1,000,000 gp
Moat with bridge	50,000 gp

Simple House: This one- to three-room house is made of wood and has a thatched roof.

Grand House: The four- to 10-room grand house is made of wood and has a thatched roof.

Mansion: A 10- to 20-room mansion has two to three levels and is made of wood and brick. It has a slate roof.

Tower: This round or square, three-level tower is made of stone.

Keep: This fortified stone building has 15 to 25 rooms.

Castle: The castle is a keep surrounded by a 15-foot-high stone wall with four towers. The wall is 10 feet thick.

Huge Castle: A particularly large keep features numerous associated buildings (stables, forge, granaries, etc.) and an elaborate 20-foot-high wall creating bailey and courtyard areas. The wall has six towers and is 10 feet thick.

Moat with Bridge: This moat is 15 feet deep and 30 feet wide. The bridge across it may be a wooden drawbridge or a permanent stone structure.

SPELL CATALYSTS

Certain substances, when used as material components, actually enhance a spell (see Chapter Eight: Magic). Any caster can use these material components. Like other types of material components, casting a spell consumes these substances.

Item	Price
Andrecite	100 gp+ / original spell level
Diamond	1,000 gp+
Emerald	500 gp+
Gold wand	100 gp+
Handris incense	500 gp
Miniature silver shield	100 gp+
Munich root	150 gp
Sapphire	750 gp+
Supercharged elixir	500 gp
Topaz	250 gp+
Verihas leaf	800 gp

Note that gemstones can be tiny slivers or large chunks, as their value depends not only on size, but quality and cut. Gemstones of greater value can be used, but it does not change the effect listed. The catalyst affects only the casting of a single spell.

Andrecite: This rare, magical mineral looks a little like diamond. It allows the character to cast a spell in its heightened form without using a higher-level slot. The caster must be able to cast spells of the higher level in order to use this catalyst.

Diamond: This stone adds a +10 bonus to the hardness of any solid object created or summoned, such as a *wall of stone*.

Emerald: Used with an attack spell that inflicts damage, this catalyst allows a spell to inflict 2d6 points of additional damage.

Gold Wand: Used with an enchantment spell, this catalyst doubles the duration.

Handris Incense: If one burns this incense while casting a calling spell, the called creature suffers a –2 circumstance penalty to saving throws for the first minute.

Miniature Silver Shield: Used with an abjuration spell, this catalyst doubles the duration.

Munich Root: When ingested, this rare herb allows a character to cast a more convincing illusion (gaining a saving throw Difficulty Class modifier of +1).

Sapphire: The caster can add a +4 bonus when attempting to overcome spell resistance.

Supercharged Elixir: This elixir is water mixed with powdered platinum that has been struck by lightning. This mixture adds a +2 bonus to the Difficulty Class of any spell.

Topaz: Used with a conjuration spell that summons a creature, topaz grants the creature +1 hit point per Hit Die.

Verihas Leaf: When burned and the fumes inhaled, this very rare herb adds a +10 bonus to the caster level of a spell for the purpose of resisting dispel attempts.

CRYSTALLINE AND CRYSTAL-LACED GEAR

While crystalline (or crystal-woven) items are made entirely out of crystal, the crystal weavers of old (see Chapter Ten) could also lace noncrystalline objects with their crystal threads. Lacing rendered the objects much harder and virtually immune to the passage of time. Although this technique often enhanced wooden objects, it also kept even scrolls and books from that time, well over a thousand years ago, intact and usable today.

Crystal woven objects have a hardness of 30, and 80 hp per inch of thickness. The base price of a crystal woven object is 200 times the normal base price (not counting magical qualities, if any), unless it is a weapon or armor harness (see pages 160 and 164). Thus, a crystal ladder costs 10 gp (5 cp × 200), a crystalline crowbar costs 400 gp (2 gp × 200), and a crystalline amazing lock would cost 30,000 gp (150 gp × 200). Nonflexible items are never crystal woven but sometimes are crystal laced.

Crystal-laced objects receive a +10 bonus to hardness, although this increase never takes the total hardness over 30. Objects laced with crystal threads have triple their normal number of hit points and cost 10 times the base price (not counting magical qualities, if any). A crystal-laced +1 book costs 100 gp (10 gp × 10), and crystal-laced manacles cost 150 gp (15 gp × 10).

Playing the Game

If the Races and Classes chapters are the heart of the game, this chapter is the brain. While previous chapters showed you how to polish your character with skills and feats, this chapter tells you how to actually figure out what your character can do.

This chapter covers all the various ways in which characters physically interact with the campaign world during the course of an adventure—moving, looking around, having encounters, fighting battles, getting wounded, getting healed, and more.

MOVEMENT

The game includes three different movement scales:

- *Tactical*, for combat, measured in feet per round.
- *Local*, for exploring an area, measured in feet per minute.
- *Overland*, for getting from place to place, measured in miles per hour or day.

MODES OF MOVEMENT

While moving at the different movement scales, creatures generally *walk*, *hustle*, or *run*. To find your character's movement at each of these rates, refer to the column in the "Movement and Distance" table on the next page that matches your character's base speed.

Walk: A walk represents unhurried but purposeful movement at three miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about six miles per hour for an unencumbered human. The double move action (see page 190) represents a hustle.

Run (×3): Moving three times your character's standard speed is a running pace for a character in heavy armor.

Run (×4): Moving four times your character's standard speed is a running pace for a character in light, medium, or no armor.

Hampered Movement: Obstructions, bad surface conditions, or poor visibility can hamper movement. The DM determines the category that applies for a specific condition (see the "Hampered Movement" table on the next page). When movement is hampered, multiply the standard distance your character could travel by the movement penalty (a fraction) to determine the distance actually covered.

If more than one condition applies, multiply the normal distance covered by all movement penalty fractions that apply.

TACTICAL MOVEMENT

During combat sequences, characters use tactical speed. However, some creatures have other modes of tactical movement as well. You may see references to these modes in NPC stat blocks in Chapter Ten and creature descriptions in Chapter Twelve.



BURROW

The creature can tunnel through dirt but not rock unless its description says otherwise. Creatures cannot run while burrowing.

CLIMB

A creature with a climb speed has the Climb skill at no cost and gains a +8 racial bonus to all Climb checks. The creature must make a Climb check to climb any wall or slope with a Difficulty Class of more than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The creature climbs at its listed speed while climbing. If it chooses an accelerated climb, it moves at double its listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty. Creatures cannot use the run action while climbing.

FLY

A creature can fly at its listed speed if carrying no more than a medium load. All fly speeds in creature descriptions include a parenthetical note indicating a maneuverability, as follows.

- **Perfect:** The creature can perform almost any aerial maneuver it wishes.
- **Good:** The creature is very agile in the air (like a house fly or hummingbird) but cannot change direction as readily as those with perfect maneuverability.



- **Average:** The creature can fly as adroitly as a small bird.
- **Poor:** The creature flies as well as a very large bird.
- **Clumsy:** The creature can barely fly at all.

Creatures can use the run action while flying, provided they fly in a straight line.

Most flying creatures have to slow down at least a little to make a turn. Many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature's maneuverability rating defines how it moves when flying.

For example, a spryte, with average maneuverability and a speed of 30, doing nothing but moving in a single round, can move straight ahead down a passage 30 feet, make a wide turn around a 90-degree corner, and move 20 more feet. If charging into melee, the spryte can move 30 feet and make an attack, at which point she must immediately land. A spryte with enough spryte levels to achieve perfect maneuverability can move 30 feet down the same passage, turn (on a dime) around that corner and move 30 feet. Charging into battle, the spryte can move 30 feet, attack, and hover. The spryte with perfect maneuverability can take her 5-foot "steps" while flying, but the other spryte needs to

be on the ground and actually take the step on the ground. The passages below explain the entries on the "Flight Maneuverability" table on the next page.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. Should this distance bring it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it spends its next turn recovering from the stall. It must succeed at a Reflex saving throw (DC 20) to recover, otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. If it doesn't hit, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can "spend" some of its speed to turn in place.

MOVEMENT AND DISTANCE

Movement	BASE SPEED			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)				
Walk	15 feet	20 feet	30 feet	40 feet
Hustle	30 feet	40 feet	60 feet	80 feet
Run (x3)	45 feet	60 feet	90 feet	120 feet
Run (x4)	60 feet	80 feet	120 feet	160 feet
One Minute (Local)				
Walk	150 feet	200 feet	300 feet	400 feet
Hustle	300 feet	400 feet	600 feet	800 feet
Run (x3)	450 feet	600 feet	900 feet	1,200 feet
Run (x4)	600 feet	800 feet	1,200 feet	1,600 feet
One Hour (Overland)				
Walk	1.5 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

HAMPERED MOVEMENT

Condition	Example	Movement Penalty
Obstruction	Moderate	× 3/4
	Heavy	× 1/2
Surface	Bad	× 1/2
	Very bad	× 1/4
	Poor visibility	× 1/2

* Includes any effects that create a "fog."

FLIGHT MANEUVERABILITY

Type	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly backward	Yes	Yes	No	No	No
Reverse	Free	-5 feet	—	—	—
Turn	Any	90°/5 feet	45°/5 feet	45°/5 feet	45°/10 feet
Turn in place	Any	+90°/-5 feet	+45°/-5 feet	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 feet	10 feet	20 feet

Maximum Turn: How much a creature can turn in a space.

Up Angle: The steepest angle at which the creature can climb while flying.

Up Speed: How fast the creature can climb while flying.

Down Angle: The steepest angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance.

SWIM

A creature with a swim speed can move through water at its listed speed without making Swim checks. It gains a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if rushed or threatened when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

LOCAL MOVEMENT

Exploring an area requires local movement, measured in minutes.

Walk: A character can walk with no problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. (See below for movement measured in hours.)

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for about a minute or two before having to rest for a minute.

OVERLAND MOVEMENT

Characters covering long distances cross-country use overland movement, measured in hours or days. A day represents eight hours of actual travel time. For watercraft, a day represents 10 hours of rowing or 24 hours of sailing.

Walk: Your character can walk eight hours in a day of travel without a problem.

Hustle: Your character can hustle for one hour without a problem. Hustling for a second hour in between sleep cycles causes

your character 1 point of subdual damage, and each additional hour causes twice the damage taken during the previous hour.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to the equivalent of a hustle.

Terrain: The terrain through which a character travels affects how much distance he can cover in an hour or a day.

Forced March: In a day of normal walking, a character walks for eight hours. He spends the rest of daylight time making and breaking camp, resting, and eating.

A character can walk for more than eight hours in a day by making a forced march. For each hour of marching beyond eight hours, he makes a Constitution check (DC 10 + 1 per extra hour). If the check fails, he takes 1d6 points of subdual damage. A character can't recover this subdual damage normally until he halts and rests for at least four hours. It's possible for characters to march into unconsciousness by pushing themselves too hard.

Mounted Movement: A horse bearing a rider can move at a hustle. The damage it takes after the second hour, however, is normal damage, not subdual damage. A mount can also be force-marched, but its Constitution checks automatically fail, and, again, the damage it takes is normal damage.

See the "Mounts and Vehicles" table on page 178 for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See the "Mounts and Vehicles" table for water vehicle speeds.

TERRAIN AND OVERLAND MOVEMENT

Terrain	Highway	Road	Trackless
Plains	×1	×1	×1
Scrub, rough	×1	×1	×3/4
Forest	×1	×1	×1/2
Jungle	×1	×3/4	×1/4
Swamp	×1	×3/4	×1/2
Hills	×1	×3/4	×1/2
Mountains	×3/4	×1/2	×1/4
Sandy desert	×1	—	×1/2



MOUNTS AND VEHICLES		
Mount/Vehicle	Per Hour	Per Day
Mount (Carrying Load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lbs.)	4 miles	32 miles
Light warhorse (231–690 lbs.)	4 miles	32 miles
Heavy horse	5 miles	40 miles
Heavy horse (201–600 lbs.)	3 1/2 miles	28 miles
Heavy warhorse	4 miles	32 miles
Heavy warhorse (301–900 lbs.)	3 miles	24 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lbs.)	3 miles	24 miles
Warpony (101–300 lbs.)	3 miles	24 miles
Radont	6 miles	48 miles
Radont (1,836–5,520 lbs.)	4 miles	32 miles
Donkey or mule	3 miles	24 miles
Mule (231–690 lbs.)	2 miles	16 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed)*	1/2 mile	5 miles
Keelboat (rowed)*	1 mile	10 miles
Rowboat	1 1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2 1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

* Rafts, barges, and keelboats are used on lakes and rivers. If going downstream, add the speed of the current (typically three miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle also can float an additional 14 hours, if someone can guide it, so add another 42 miles to the daily distance traveled. Characters can't row these vehicles against any significant current, but draft animals on the shores can pull them upstream.

VISION

Characters need a way to see in the dark. Characters with low-light vision can see objects twice as far away as the radius given in the table below.

Light Source	Light	Duration
Candle	5 feet	1 hour
Lamp, common	15 feet	6 hours/pint of oil
Lantern, bullseye	60-foot cone*	6 hours/pint of oil
Lantern, hooded	30 feet	6 hours/pint of oil
Sunrod	30 feet	6 hours
Torch	20 feet	1 hour

* Illuminates a cone 60 feet long and 20 feet wide at the far end.

STAGING ENCOUNTERS

When the PCs are about to encounter an NPC or creature, follow these basic steps:

1. Determine vision conditions and terrain. Select from the choices on the “Spotting Distance” table below.
2. If line of sight or illumination defines the distance at which the encounter occurs (as often happens indoors), start the

encounter there. Otherwise, roll for spotting distance on “Spotting Distance” table below.

3. All creatures involved in the encounter make Spot checks. Success means that a creature sees the other creature or group. See the “Spotting Difficulty” table below for modifiers on these checks.
4. If neither side succeeds, all creatures spot each other at one-half the rolled range.

SPOTTING DISTANCE	
Terrain	Distance
Smoke or heavy fog	2d4 × 5 feet (average 25 feet)
Jungle or dense forest	2d4 × 10 feet (50 feet)
Light forest	3d6 × 10 feet (105 feet)
Scrub, brush, or bush	6d6 × 10 feet (210 feet)
Grassland, little cover	6d6 × 20 feet (420 feet)
Total darkness	Limit of sight
Indoors (lit)	Line of sight

SPOTTING DIFFICULTY	
Circumstances	DC
Base	20*
Size	+/-4 per size category
Contrast	+/-5 or more
Stillness (not moving)	+5
Six or more creatures	-2
Moonlight**	+5
Starlight†	+10
Total darkness	Impossible††

* 25 if one side is hiding, and ignore size modifiers (see text)
 ** +5 bonus on Spot check if the spotter has low-light vision or darkvision that extends far enough.
 † +5 bonus on Spot check if the spotter has low-light vision, or +10 if she has darkvision that extends far enough.
 †† Unless the spotter has darkvision that extends far enough.

The circumstances can modify the base Difficulty Class of a Spot check:

Size: Apply a +4 bonus to the base DC 20 for each size category the creature being spotted is smaller than Medium, or a -4 penalty for each size category larger. You can make exceptions for creatures with unusual shapes, such as a Large snake that's low to the ground and thus as hard to see as a Small creature.

Contrast: This circumstance refers to how starkly the creature's coloring stands out against the surroundings. It's easy to spot one of the brightly colored amphibious inshons in a dark jungle but hard to see winter wolves in the snow.

Stillness: It's harder to see creatures that are not moving.

Six or More Creatures: Groups of creatures are easier to spot than singles, even if they are smaller than Medium.

Moonlight: Nighttime, but with moonlight (or similar lighting conditions).

Starlight: Nighttime with no moon but a clear, starry sky (or similar lighting conditions).

Total Darkness: Overcast at night, or otherwise lightless.



HIDING AND SPOTTING

If creatures are trying not to be seen, it's usually harder to spot them, but keeping low to avoid being spotted makes them less likely to notice other creatures as well.

If creatures are hiding, they can move at only half their normal overland speed. They also suffer a –2 penalty on their Spot checks to notice other creatures, because they are staying low.

Instead of a base DC 20 for others to spot them at the standard spotting distance, the Difficulty Class to spot someone who's hiding becomes 25 + the hiding character's Sneak skill modifier. The modifiers from the "Spotting Difficulty" table still apply, except for the size modifier (which is already part of the character's skill modifier). A character whose Sneak ranks, Dexterity modifier, and armor check penalty total –6 or lower actually has a lower Difficulty Class while hiding than if she weren't hiding. In such cases, simply calculate the Spot DC as if she weren't hiding (according to the "Spotting Difficulty" table). If a creature gets a special bonus to Sneak because of camouflage, special coloring, and so on, use that bonus rather than the contrast bonus from the table.

Additionally, the other creatures do not automatically spot hiding creatures at one-half the encounter distance. Instead, that is the distance at which the other creatures can make Spot checks to notice the hiding creatures. These are normal Spot checks opposed by the hiders' Sneak checks.

MISSED ENCOUNTERS

The rules for spotting creatures assume that both sides eventually will notice each other—the rules simply establish the distance at which they do so. But sometimes you want to take into account the possibility that the two groups will miss each other entirely.

To handle these possibilities, simply establish a 50 percent chance that the other creatures and the PCs don't get any closer but rather pass by each other, such as when one group is moving north and the other east. (Creatures following the PCs' trail, of course, always close with them.)

COMBAT SEQUENCE

At the start of a battle, each character makes a single *initiative check*. An initiative check is a Dexterity check adjusted by the character's initiative modifier (if any). If two or more characters get the same initiative check result, the ones that tied act in order of Dexterity (highest first). If the tie persists, roll dice to break it.

Flat-Footed Characters: At the start of a battle each character is flat footed. A character can't use a Dexterity bonus to Armor Class (if any) while flat footed. A flat-footed character can't make attacks of opportunity. Once the character acts in combat, however (when his first turn comes in the initiative order), he is no longer flat footed.

Handle the procedure of starting an encounter and determining initiative in these steps:

STEP 1: SURPRISE

The DM determines which characters are aware of their opponents at the start of the battle (see "Staging Encounters," above). If some but not all of the characters are aware of their opponents, a surprise round happens before regular rounds begin. The characters who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest result to lowest), the characters that started the battle aware of their opponents each take a standard action OR a move (or move-equivalent) action during the surprise round (but not both). Characters who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round. (For more on actions, see "Actions in the Round" on page 187.)

STEP 2: INITIATIVE

Characters who have not yet rolled initiative do so.

STEP 3: ACTIONS

Characters act in initiative order (highest result to lowest).

STEP 4: REPEAT

When everyone has had a turn, the character with the highest initiative result acts again. Repeat Steps 3 and 4 until combat ends.

THE COMBAT ROUND

The combat sequence occurs in *rounds*. Each round represents about six seconds in the game world. (Thus, one minute is the equivalent of 10 rounds.) So, anything a person could reasonably do in six seconds, a character can do in 1 round.

When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. Normally, a character can take a standard action and a move action (or a move-equivalent action) in a single round. Alternatively, a character can take two move or move-equivalent actions in a round. Taking two move actions is called a "double move." Lastly, a character can take a full-round action in a round. A character can also do things that are not actions, or things that are free actions (like talking), in addition to any other actions in a round, as the DM sees fit. (For more on the various types of actions, see "Actions in the Round" on page 187.)

There are no simultaneous actions. All effects of a character's action fully resolve before the next character acts. A character cannot split an action to allow another character to act between portions.

Effects that last a certain number of rounds end just before the same initiative count that they began on.

ARMOR CLASS

Armor Class is an indication of how difficult it is to hit and inflict damage upon a target. Every character (and even items, in some circumstances) has an Armor Class (AC). The base Armor Class for a Medium character or item is 10. Bonuses and penalties are applied to this base Armor Class to reflect the effects of armor, Dexterity, etc.



DEXTERITY MODIFIER

Apply a character's Dexterity modifier to the character's Armor Class any time that character can physically react to an attack. Characters lose their Dexterity modifier when they are flat-footed, unaware of an attacker, or when they are restrained or otherwise rendered immobile.

ARMOR AND SHIELD MODIFIERS

Armor and shields offer bonuses to Armor Class as described in Chapter Six: Equipment. Touch attacks ignore armor and shield bonuses to Armor Class (see "Making Attacks").

SIZE MODIFIER

A character's size provides a standard Armor Class modifier.

Size	AC/Attack Modifier
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

Thus, applying these modifiers to the base AC 10, a Large giant has an Armor Class of 9, a loresong faen has AC 11, and a spryte has AC 12. This is, of course, before we figure in other modifiers such as Dexterity and armor.

OTHER MODIFIERS

Other factors also offer bonuses to Armor Class. These include spells (like *eldritch armor* or *lesser beastskin*), a creature's natural armor (thick leathery flesh, scales, and so on), as well as protective magic items like *rings of protection* or *bracers of armor*.

HIT POINTS

Hit points represent a character's luck, health, and basic physical condition. They also represent a character's mental and spiritual condition. All characters (and some items) have a certain number of hit points.

Since a character's Constitution modifier affects her hit point total, if a character's Constitution changes, modify that character's hit point total immediately.

FACING AND FLANKING

Facing is how much area a character occupies in combat. Most characters have a 5-foot-by-5-foot facing, meaning that they occupy a space 5 feet square on the battlefield. Facing is abstract, so characters do not need to worry about which is their "front," "back," "left," or "right." Characters are assumed to be constantly moving and turning in battle. Unless a character is immobile, for all practical purposes he doesn't have a "front" or a "left side"—at least not one that you can identify on the tabletop.

Statistics in this book also offer a character's or monster's "space" value according to the v. 3.5 revision of the core rules.

FLANKING

If a character is making a melee attack against an opponent, and an ally directly opposite the character threatens the opponent, the character and his ally flank the opponent. A character gains a +2 flanking bonus on his attack roll. A character in this position who can make sneak attacks—such as an unfettered—can also sneak attack the target while flanking. The ally must be on the other side of the opponent, so that the opponent is directly between the character and the ally.

For more details, see "Threatened Area" under "Attacks of Opportunity" on page 182

MAKING ATTACKS

Characters attack their foes by swinging a sword, firing a bow, slashing with claws, snapping with fierce jaws, and so on. While many magical powers can be attacks, like blasts of magical energy or the gaze of a basilisk, right now we are talking about the two kinds of conventional attacks: *melee attacks* (such as with a sword or claws) and *ranged attacks* (as with a bow or a thrown axe).

A character can make a melee attack against any foe in a space that he threatens and a ranged attack against any foe in range and in line of sight. A melee combatant threatens the spaces within his reach.

Reach: Most characters have a 5-foot reach, although Large characters and those with reach weapons (like a halberd—see Chapter Six: Equipment) have a 10-foot reach. Some massive creatures, like Huge dragons, enjoy even greater reach. Saying that a creature "has reach" means it has at least a 10-foot reach.

Note that sprytes, although Tiny, still have a 5-foot reach.

To determine whether an attack hits, use the following general procedure:

d20 + attack modifiers vs. target's Armor Class

A natural 1 on the d20 is always a miss, and a natural 20 on the d20 is always a hit.

If the modified attack roll is equal to or greater than the target's Armor Class, the attack succeeds and the attacker makes a damage roll. The attack may also be a threat. See "Critical Hits" on page 185 for more details.

Sometimes creatures get more than one attack in a round, such as a beast with two claws or a 6th-level warmain. In order to use multiple attacks in 1 round, a character must make a full-attack action. This full-round action does not allow the character to also make a move or move-equivalent action. If a character takes a such an action (such as standing up from being prone), he can make only a single attack that round.

MELEE ATTACKS

The character attacks an opponent in a space that he threatens.

Attack modifiers in the equation above consist of the character's base attack bonus, size adjustment, Strength adjustment, and any other bonuses that apply to the attack roll.



If the character is attacking an armed opponent while unarmed, he provokes an immediate attack of opportunity from the target, which is resolved before the character's own attack. (See "Attacks of Opportunity" on the next page.) Note that under certain circumstances, a character attacking without a weapon is still considered "armed."

RANGED ATTACKS

The character attacks an opponent in his line of sight, within range of his ranged weapon. A target is considered to be in line of sight if no obstructions between the character and the target grant 100 percent cover. The maximum range for a thrown weapon is five range increments; for projectile weapons it is 10 range increments.

Attack modifiers consist of the character's base attack bonus, size adjustment, Dexterity adjustment, and any other bonuses that apply to the attack roll. Each range increment of distance between the character and the target after the first imposes a penalty, per the weapon description in Chapter Six: Equipment.

A character who shoots or throws a ranged weapon at a target that is engaged in melee with an ally suffers a -4 penalty on his attack roll. This penalty represents the difficulty of aiming at the target while avoiding hitting an ally in close proximity. Two characters are engaged in melee if they are each other's enemies and if either threatens the other. (A held, unconscious, or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If the target (or the part of the target that the character is aiming at, if it's a big target) is at least 10 feet away from the nearest

ally, the character can avoid the -4 penalty, even if the target is engaged in melee with an ally.

The character can fire into the dark or at an invisible creature and hope to hit something. The character must guess which 5-foot by 5-foot area he is firing into (which may or may not be where the unseen target is), and then he still has a 50 percent chance to miss outright, even if the attack roll succeeds.

FULL ATTACK

If a character gets more than one attack per action, he must use the full attack action to make those additional attacks. A character does not need to specify the targets of the attacks ahead of time. He can see how the earlier attacks turn out before assigning targets to the later ones.

A character may make more than one attack in a round due to having a high base attack bonus, using two weapons, or employing such feats as Rapid Reload, Rapid Strike, or Whirlwind Attack.

A character who gets multiple attacks based on his base attack bonus must make the attacks in order from highest bonus to lowest. Otherwise, multiple attacks can be made in whatever order the character wishes.

The character may take a 5-foot step before, after, or between the attacks. This is not considered a move action.

After a character's first attack, if he has not yet taken a 5-foot step, he can decide to move (or take a move-equivalent action) instead of making his remaining attacks.

The character uses each attack to attack an opponent in a space that character threatens or, in the case of a ranged weapon, at opponents within range and in line of sight.



TOUCH ATTACKS

For a touch attack, it is only important to touch a foe, not necessarily to wound or penetrate armor. Touch attacks come in two types: melee touch attacks and ranged touch attacks. A spellcaster who casts *touch of pain* makes a touch attack. A character can score critical hits with either type of attack. An opponent's Armor Class against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. The target's size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

FIGHTING DEFENSIVELY

A character can choose to fight defensively when taking either an attack or full-attack action (either melee or ranged). If a character does so, he takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Armor Class for the same round.

ATTACKS OF OPPORTUNITY

Sometimes an opponent takes an action that gives the character a "free attack," because the action exposes the opponent or is so distracting that he opens himself up to attack. This is called an *attack of opportunity*. Only characters who are not flat footed can make attacks of opportunity.

THREATENED AREA

A character *threatens* the area into which he can make a melee attack, even when it is not his action. An enemy that takes certain actions while in a threatened area may provoke an attack of opportunity from a character.

A Small or Medium character normally has a 5-foot threat radius. "Reach weapons" and "natural reach" can change the threatened area. For example, a giant that attains Large size has a reach of 10 feet rather than 5 feet.

Note that sprytes, even though they are Tiny, still enjoy a 5-foot threat radius.

PROVOKING ATTACKS OF OPPORTUNITY . . .

A character can provoke an attack of opportunity from an opponent in a couple different ways:

. . . BY MOVING

A character usually provokes an attack of opportunity by moving from one place within a foe's threatened area to another part of the same foe's threatened area or by moving out of the threatened area.

If all a character does during his turn is make a normal move or a double move (not a run), the space that he started out in is not considered threatened. This means that, unless the foe has reach, it's safe for a character to run away from an adjacent foe—assuming he does nothing else that round. If the adjacent foe does have reach, running away is not guaranteed to be safe, because while the space where a character starts the move is safe, the next space (threatened by the creature with reach) is not.

If a character's entire move for the round is 5 feet, the 5-foot move does not provoke an attack of opportunity.

. . . BY TAKING AN ACTION

Some kinds of actions, such as drinking a potion or casting a spell, provoke attacks of opportunity. For details, see the rules for each type of action starting on page 187.

MAKING AN ATTACK OF OPPORTUNITY

An attack of opportunity is a single melee attack, and a character can only make one per round. The character does not have to make an attack of opportunity if he doesn't want to. The character makes the attack of opportunity at his normal base attack bonus. He does so immediately, without waiting for his normal turn in the initiative order.

If a character provokes an attack of opportunity while more than one foe threatens him, all the foes threatening him may attempt an attack of opportunity against him that round, as long as they have not already used up their opportunity attack for the round.

ATTACK ROLL MODIFIERS

Use these adjustments, depending on the circumstances, whenever a character makes a melee, ranged, full, or other type of attack action.

Circumstance	Melee Mod.	Ranged Mod.
Attacker flanking defender*	+2	—
Attacker on higher ground	+1	+0
Attacker prone	-4	**
Attacker invisible	+2†	+2†
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, covering, or off balance	+2†	+2†
Defender climbing (cannot use shield)	+2†	+2†
Defender surprised or flat footed	+0†	+0†
Defender running	+0†	-2†
Defender grappling (attacker not)	+0†	+0††
Defender pinned	+4†	-4†
Defender has cover	see "Cover"	
Defender concealed or invisible	see "Concealment"	
Defender helpless	see "Helpless Defenders"	

* A character flanks a defender when he has an ally on the opposite side of the defender, and that ally threatens the defender.

** Characters can't use most ranged weapons while prone; a crossbow is an exception.

† The defender loses any Dexterity bonus to Armor Class.

†† When someone makes an attack against two or more grappling characters, roll randomly to see which grappling character is struck. The character attacked also loses any Dexterity bonus to Armor Class.

HELPLESS DEFENDERS

A character attempting a melee attack against a helpless defender gets a +4 circumstance bonus on his attack roll. A ranged attack against a helpless character confers no special bonus. A helpless defender has a Dexterity score of 0. Foes can make *coup de grace* attacks against helpless defenders.

TWO-WEAPON FIGHTING

If a normal character wields a second weapon (fights two handed), he can make one extra attack per round with that weapon. Gaining the extra attack from fighting with two weapons always requires the use of the full-attack action.

Two-weapon fighting is very difficult, however, causing the character suffers a -6 penalty for regular attacks with the first hand and a -10 penalty to the attack with the off hand. A character can reduce these stiff penalties with the Two-Weapon Fighting feat, using a light weapon in his off hand (or using the Massive Two-Weapon Fighting feat), and with the Ambidexterity talent.

Condition	Primary Hand	Off Hand
Normal	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-2	-6
Off-hand weapon is light and Two-Weapon Fighting feat	+0	-4
Ambidexterity talent	-6	-6
Off-hand weapon is light and Ambidexterity talent	-4	-4
Two-Weapon Fighting feat and Ambidexterity talent	-2	-2
Off-hand weapon is light and Two-Weapon Fighting feat and Ambidexterity talent	+0	+0
Massive Two-Weapon Fighting feat	+0	-4
Massive Two-Weapon Fighting feat and Ambidexterity talent	+0	+0

DOUBLE WEAPONS

A character can use a double weapon, such as a quarterstaff or a swordstaff, to make an extra attack as if he were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

If the character does not elect to take the extra attack, he suffers no penalty for fighting with two weapons.

Gaining the extra attack from fighting with two weapons always requires the use of the full attack action, even when using a double weapon.

COVER AND CONCEALMENT

Depending on the situation, a character may gain bonuses or suffer penalties due to cover. The DM judges what bonuses and penalties apply.

COVER

Cover, such as a tree or low wall, provides a bonus to a character's Armor Class and Reflex saving throws. The more cover a character has, the bigger the bonus.

STACKING MODIFIERS

In play, you cannot add together two bonuses with the same name and apply them both to your Armor Class, ability score, ability check, skill check, attack roll, combat action, saving throw, or other action. Thus, two enhancement bonuses of +2 do not "stack" to make a modifier of +4 to a character's check. However, because they are different bonus types, an enhancement bonus of +2 and a luck bonus of +2 would stack to make a modifier of +4.

There are exceptions to this rule. Circumstance bonuses always stack together. Dodge bonuses to Armor Class always stack as well. If a character receives a bonus that does not have a name, it always stacks with all other modifiers, even other bonuses without names.

Degree of Cover: The DM determines the value of cover by subjectively assessing how much protection it offers a character.

Cover Reflex Save Bonus: Add this bonus to Reflex saving throws against attacks that affect an area. For nine-tenths cover, a character also effectively has improved evasion (successful Reflex saving throws for half damage result in no damage, and failed saves result in half damage). These bonuses, however, apply only to attacks that originate or spread out from a point on the other side of the cover.

Degree of Cover	Cover AC Bonus	Cover Reflex Save Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4*
Total	—	—

* Character suffers half damage upon failing the save, no damage on a success.

COVER AND ATTACKS OF OPPORTUNITY

An attacker can't execute an attack of opportunity against a character with one-half or better cover.

COVER AND REACH WEAPONS

If a character is using a reach weapon, such as a long spear, someone standing between the attacker and the target provides cover to the target. Generally, if both the other characters are the same size, the one farther from the attacker has one-half cover (+4 bonus to Armor Class).

STRIKING THE COVER INSTEAD OF A MISSED TARGET

Should it ever become important to know whether an attacker actually struck the cover instead of the intended target on a miss, the DM determines whether the attack roll would have hit the target without the cover. If the attack roll result was low enough to have missed the target with cover but high enough to have hit it without the cover, the attack did strike the object used as cover. This information can prove important to know in cases where a character uses another character as cover. In such a case, if the attack strikes the cover and the attack roll result



exceeds the covering character's Armor Class, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Armor Class or a dodge bonus, and this bonus keeps him from being hit, then the attack hits the original target instead—the covering character dodged out of the way and didn't provide any cover after all. A covering character can choose not to apply his Dexterity bonus to Armor Class and/or his dodge bonus, if he actually seeks to take the damage to safeguard the covered character.

CONCEALMENT

Concealment takes place when nothing physically blocks a blow or shot but something interferes with an attack's accuracy.

Concealment	Example	Miss Chance
1/4	Light fog, moderate darkness, light foliage	10%
1/2	Dense fog at 5 feet	20%
3/4	Dense foliage	30%
9/10	Near total darkness	40%
Total	Attacker blind, target invisible, total darkness, dense fog at 10 feet	50%

Concealment is subjectively measured according to how well concealed the defender is. Concealment always depends on the attacker's point of view.

CONCEALMENT MISS CHANCE

Concealment gives the target of a successful attack a chance that the attacker missed thanks to the concealment. If the attacker hits, the target must make a miss chance percentile roll (d%) to avoid being struck. When multiple concealment condi-

tions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

INFLECTING DAMAGE

If the attack roll result equals or exceeds the target's Armor Class, the attack succeeds, and the attacker deals damage to the defender. Roll the appropriate damage for the attacker's weapon, according to the damage rating listed for the weapon in Chapter Six: Equipment.

Damage with a melee weapon is always calculated as follows:

Weapon's damage (expressed as dice) + wielder's Strength modifier + other bonuses (enhancement bonus of weapon, a weapon's dire quality, weapon specialization, and so on).

Damage with a ranged weapon is normally only the weapon's damage (expressed as dice) unless it is a thrown weapon or a mighty bow, in which case the Strength modifier also applies.

Sometimes, bonus damage is expressed as additional damage dice. This occurs in the case of sneak attacks, the First Strike feat bonus, or such magical effects as the *flaming* weapon ability.

Deduct the damage from the target character's current hit points.

MINIMUM WEAPON DAMAGE

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

FIGHTING WITH TWO WEAPONS

When a character fighting with two weapons or a double weapon deals damage with the extra attack, add only half of the character's Strength bonus to the damage roll for the extra attack.

WIELDING A WEAPON TWO-HANDED

When a character deals damage with a weapon that she is wielding two-handed, he adds one and one-half times his Strength modifier to the damage roll. Light weapons don't get this higher Strength bonus when used two-handed.

UNARMED STRIKE DAMAGE

An unarmed strike from a Medium character deals 1d3 points of damage (plus a character's Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of damage. All unarmed strike damage is subdual damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Normal Damage: A character can specify that his unarmed strike will deal normal damage before she makes an attack roll, but in this case, the attack suffers a -4 penalty.

CRITICAL HITS

When a character makes an attack roll and gets a natural 20, the character hits regardless of the target's Armor Class, and the character has scored a critical threat. The hit might be a critical hit. To find out if it's a critical hit, the character immediately makes a critical roll—another attack roll with all the same modifiers as the one she just made. If the critical roll also results in a hit against the target's Armor Class, the character's original hit is a critical hit. If the critical roll misses, then the character's hit is just a regular hit.

A critical hit means that the attacker rolls for damage more than once, as indicated in the description of the weapon that scored the threat, with all the attacker's usual bonuses. Then she adds the rolls together to get the total damage.

Exception: Bonus damage represented as extra dice, such as with a sneak attack, is not multiplied when a character scores a critical hit.

INCREASED THREAT RANGE

Normally, a character threatens a critical hit on a roll of 20. Sometimes a character's threat range is greater than 20. Using a longsword, for example, a character's threat range is 19–20. In such cases, a roll below 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

INCREASED CRITICAL MULTIPLIER

Some weapons deal better than double damage with a critical hit. See the weapon tables in Chapter Six: Equipment.

MULTIPLYING DAMAGE

Sometimes, such as when a character scores a critical hit, the character gets to multiply damage by some factor. In this situation only, roll the damage (with all modifiers) multiple times and total the results.

DEATH, DYING, AND HEALING

As a character takes damage, subtract that damage from the character's hit points.

EFFECTS OF HIT POINT DAMAGE

In the descriptions below, "M" equals the character's Constitution modifier (if above 0, otherwise it is 0) and "S" equals his Constitution score.

- As long as a character still has at least 1 hit point, he can act normally.
- Between 0 and $-M$ hit points, a character is disabled.
- Between $-M$ and $-S$ hit points, a character is dying.
- At lower than $-S$, a character is dead.

DISABLED

Hit Points < 0 but \geq Negative Constitution Bonus

When a character's current hit point total drops to a number between 0 and his Constitution bonus (if any) expressed as a negative number, the character becomes disabled. The character is not unconscious, but is close to it. He can only take a standard or a move-equivalent action each round, and if he performs any strenuous activity, he takes 1 point of damage after the completing the act. Strenuous activities include running, attacking, or using any ability that requires physical exertion or mental concentration. A disabled character makes all attack and damage rolls, saving throws, and checks at a -2 circumstance penalty.

If the character has a Constitution bonus, any hit point total from 0 to a negative number equal to his Constitution bonus results in disabled status. This means that a character with a $+3$ Constitution bonus has a disabled range of 0 to -3 . If the character at 0 hit points takes a strenuous action, his hit points drop to -1 , and he remains disabled. If he drops to -4 hp, the character is dying. 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.

DYING

Hit Points $<$ Negative Constitution Bonus but \geq Negative Constitution Score

When a character's current hit point total drops to a negative number between his Constitution bonus $+ 1$ and his negative Constitution score (inclusive), the character is dying. The character immediately falls unconscious and can take no actions. For example, take a character with a Constitution score of 16, giving him a Constitution bonus of $+3$. Should that character's hit points drop to anywhere between -4 to -16 , he is dying.

At the end of each round, starting with the round in which the character began dying, roll $d\%$ to see whether he stabilizes. The character has a percentage chance equal to his Constitution score to stabilize. So a character with a Constitution 16 has a 16 percent chance to stabilize. If he doesn't, he loses 1 hit point.

If the character's hit points drop to a negative number lower than his Constitution score, he is dead.

An ally can stabilize a dying character with a successful Heal check. The Difficulty Class for the check is equal to $10 +$ the character's number of negative hit points. Thus, stabilizing a character with -11 hit points requires a Heal check (DC 21).

If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable.



Healing that raises the dying character's hit points back to equal his negative Constitution bonus makes him conscious and disabled. Healing that raises the character's hit points to 1 or more makes him fully functional again, just as if he had never been disabled or dying.

DEAD

Hit Points < Negative Constitution Score

If the character's hit points drop to a negative number lower than his Constitution score, or if he takes massive damage and fails the saving throw (see "Massive Damage," below), the character is dead. A character can also die from taking ability damage or suffering an ability drain that reduces Constitution to 0.

STABLE CHARACTERS AND RECOVERY

An hour after a tended, dying character becomes stable, roll d%. The character has a percentage chance equal to his Constitution score of becoming conscious, at which point he becomes disabled. If the character remains unconscious, he has the same chance to revive and rise to disabled status every hour. Even if unconscious, the character recovers hit points naturally. He returns to normal when his hit points rise to 1 or higher.

A character who stabilizes on his own (by making the d% roll while dying) and has no one to tend him still loses hit points, just more slowly. The character has a percentage chance equal to his Constitution score each hour of becoming conscious. Each time he misses the hourly roll to become conscious, he loses 1 hit point. The character also does not recover hit points through natural healing.

Even once the character becomes conscious and disabled, if unaided he still will not recover hit points naturally. Instead, each day an unaided character has a percentage chance equal to his Constitution score to start recovering hit points naturally (starting with the day he regains consciousness); otherwise, he loses 1 hp.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of losing hit points (even if his current hit point total is negative).

MASSIVE DAMAGE

If a character ever sustains damage so massive that he takes 50 points of damage or more in one deduction—and it doesn't kill him outright—the character must attempt a Fortitude save (DC 15). If this saving throw fails, the character dies regardless of current hit points.

DMs wishing to run a more lethal game can lower the massive damage threshold to 40, 30, or even lower.

HEALING

There are many modes of healing open to characters in the game. However, a character can never get back more hit points through healing than he lost.

NATURAL HEALING

A character recovers 1 hit point per character level per day of rest. If the character undergoes complete bed rest (doing nothing

for an entire day), he recovers one and one-half times his character level in hit points. A character making a successful Heal check (DC 15) on behalf of a wounded character doubles the number of hit points a wounded character regains from resting.

MAGICAL HEALING

Various abilities and spells can give a character back hit points. Each use of the spell or ability restores a different number of hit points. Magical healing won't raise a character's current hit points higher than his hit point total.

HEALING ABILITY DAMAGE

Temporary ability damage returns at the rate of 1 point per day of rest (light activity, no combat or spellcasting). Complete bed rest restores 2 points per day.

TEMPORARY HIT POINTS

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away, the character's hit points drop back to that total. If the character's hit points are already below that total at that time, all the temporary hit points have already been lost and the character's hit point score does not drop. For example, say a 10th-level character's Constitution goes up by +2 for three hours. That gives the character 10 temporary hit points, bringing his original total of 55 hp to 65 hp. At the end of the three hours, if his hit point total remains above 55, it falls back to 55. If it's below 55, however, it does not change.

Lost temporary hit points cannot be restored the way real hit points can be.

SUBDUAL DAMAGE

Sometimes a character gets roughed up or weakened. This sort of stress won't kill a character, but it can knock him out or make him faint.

Nonlethal damage is *subdual damage*. If a character takes sufficient subdual damage, he falls unconscious, but doesn't die.

DEALING SUBDUAL DAMAGE

Certain attacks deal subdual damage. Other stresses, such as heat or exhaustion, also deal subdual damage. When a character takes subdual damage, keep a running total of how much has accumulated. Do not deduct the subdual damage number from the character's current hit points—it is not "real" damage. Instead, when a character's subdual damage equals his current hit points, he is staggered. When it exceeds his current hit points + his Constitution modifier (if positive), he goes unconscious. It doesn't matter whether the subdual damage equals or exceeds his current hit points, because the subdual damage has gone up or because a character's current hit points have gone down.

A character can use a melee weapon that deals normal damage to inflict subdual damage instead, but he suffers a -4 penalty on the attack roll. A character can use a weapon that deals subdual damage, including an unarmed strike, to deal normal damage instead, but he likewise suffers a -4 penalty on the attack roll.



STAGGERED AND UNCONSCIOUS

When a character's subdual damage exactly equals his current hit points, the character is staggered: He is so badly weakened or roughed up that he can take only a standard action *or* a move action each round (but not both). A character ceases being staggered when his current hit points exceed his subdual damage again.

When a character's subdual damage exceeds his current hit points plus his Constitution modifier (if positive), he falls unconscious. While unconscious, a character is helpless.

Each full minute that a character is unconscious, he has a percentage chance equal to his Constitution score to wake up and become staggered until his hit points exceed his subdual damage again. Nothing bad happens to a character who misses this roll.

Spellcasters rendered unconscious retain any spellcasting ability they had before going unconscious.

HEALING SUBDUAL DAMAGE

A character heals subdual damage at the rate of 1 hit point per hour per character level. When a spell or a magical power cures hit point damage, it also removes an equal amount of subdual damage, if any.

ACTIONS IN THE ROUND

In general, in a round, a character can take a *move action* and a *standard action* (in any order). Alternatively, he can take two move actions (often called a "double move") or a *full-round action*. A *move-equivalent action* can replace a move action—so a character could take a move-equivalent action and a move action, a move-equivalent action and a standard action, or two move-equivalent actions in a round. If a character does not take a move action in a round, he can almost always take a simple *5-foot step* in any direction.

ACTION TYPES

Here are further details on the various kinds of actions one can attempt in the game.

Free Action: A character can perform one or more *free actions*, like talking or dropping something held, while taking another action normally. However, the DM puts reasonable limits on what a character can really do for free.

Move Action: A character can move his speed. If a character takes a move action, he cannot also take a 5-foot step that round.

Move-Equivalent Action: Move-equivalent actions take the place of a move action. Thus, they can be coupled with a standard action, a move action, or another move-equivalent action. The character can normally also take a 5-foot step. Opening a door or pulling something out of a backpack is a move-equivalent action.



Standard Action: A standard action is usually the main focus of a character's turn, such as an attack or a spell. A character can take a move or move-equivalent action in the same round as a standard action, but he can't take two standard actions.

Full-Round Action: A full-round action consumes all a character's effort during a round. Taking the full attack action (page 190) is a full-round action. The only movement a character can take during a full-round action is a 5-foot step before, during, or after the action. Some full-round actions, like climbing, do not allow a 5-foot step. A character can also perform free actions.

Not an Action: Some activities are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else. Using a character's bonus of +10 feet to ground speed gained through the Fleet of Foot feat is not an action, it's just a part of a move action.

ACTION DESCRIPTIONS

This section describes the actions you'll see used often during encounters in the game. Each description follows the format below:

Name: The name of the action.

Type: What type of action is it? Not an action, free action, move-equivalent, standard, or full-round?

Attack of Opportunity: Does this action type grant an attack of opportunity? Yes, no, or varies, depending on the description.

Description: A brief description of the action.

ACTIVATE MAGIC ITEM

STANDARD; ATTACK OF OPPORTUNITY: VARIES

Many magic items, such as a *ring of protection*, don't need to be activated. However, certain magic items, like a *wand of fiery burst*, do. Activating a magic item is a standard action (unless the item's description indicates otherwise).

Activating a spell-completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. The spell fizzles if something breaks the character's concentration while he's activating the spell-completion item.

The character can attempt to activate the spell-completion item while on the defensive, as with casting a spell.

Activating a spell-trigger, command word, or use-activated item does not require concentration and does not provoke attacks of opportunity.

AID ANOTHER

STANDARD; ATTACK OF OPPORTUNITY: NO

If a character threatens an opponent engaged in melee combat with an ally, the character can attempt to aid the ally as a standard action. The character makes an attack roll against AC 10. If he succeeds, his ally gains either a +2 circumstance bonus to attack the opponent or a +2 circumstance bonus to Armor Class against that opponent (the character's choice).

A character can also aid another on other actions that more than one character can try at once, such as breaking down a door with Strength checks, convincing someone of a lie with Bluff checks, tending wounds with a Heal check, and so on.

ATTACK (MELEE)

STANDARD; ATTACK OF OPPORTUNITY: NO

The character attacks an opponent in a space that he threatens.

A character attacking an armed opponent while unarmed provokes an immediate attack of opportunity from the target, which is resolved before the character's attack. Note that under certain circumstances, such as when a character is an oathsworn, or when a spellcaster uses a touch spell, the character attacking without a weapon is still considered "armed."

A character can choose to fight defensively when taking the attack action. Doing so imposes a -4 penalty on all his attacks in a round but grants him a +2 dodge bonus to Armor Class for the same round.

ATTACK (RANGED)

STANDARD; ATTACK OF OPPORTUNITY: YES

The character attacks an opponent in his line of sight, within range of his ranged weapon.

A character can choose to fight defensively when taking the attack action. Doing so imposes a -4 penalty on all his attacks in a round but grants him a +2 dodge bonus to Armor Class for the same round.

BULL RUSH

STANDARD; ATTACK OF OPPORTUNITY: YES

A character can bull rush as an attack action or a charge action. When a character bull rushes, he attempts to push an opponent straight back instead of attacking her. A character can only bull rush an opponent who is one size category larger than himself, the same size, or smaller.

Initiating a Bull Rush: First, the character moves into the defender's space. Moving in this way provokes an attack of opportunity from each foe that threatens him, probably including the defender. An attack of opportunity made by anyone other than the defender against the character during a bull rush has a 25 percent chance of accidentally targeting the defender instead, and, likewise, an attack of opportunity against the defender by anyone other than the character has a 25 percent chance of accidentally targeting the character.

Opposed Strength Check: Second, the character and the defender make opposed Strength checks. The character adds a +4 bonus for each size category that he is above Medium or a -4 penalty for each size category that he is below Medium. The character gets a +2 charge bonus if attempting the bull rush at the end of a charge. The defender gets a +4 stability bonus if she has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If the character beat the defender, he pushes her back 5 feet. If he wishes to move with the defender, he can push her back up to an additional 1 foot for each point by which he exceeded the defender's check result. However, a character can't exceed his normal movement limit.

If the character fails to beat the defender's Strength check, the character moves 5 feet straight back, as with a rebound or recoil. If that space is occupied, he falls prone in that space.

CAST A QUICKENED SPELL**FREE; ATTACK OF OPPORTUNITY: NO**

Caster's spell has a quickened casting time; see the *Quickened Spell* feat.

CAST A SPELL (STANDARD-ACTION)**STANDARD; ATTACK OF OPPORTUNITY: YES**

The casting time of many spells is a standard action. A character can move and then cast the spell, or cast the spell and then move.

A character may attempt to cast a spell while on the defensive. Casting a spell while on the defensive does not provoke an attack of opportunity. It does require a Concentration check (DC equal to opponent's attack bonus [or 10, whichever is higher] + spell level). Failure means the character loses the spell.

CAST A SPELL (FULL-ROUND)**FULL; ATTACK OF OPPORTUNITY: YES**

The spell takes effect just before the caster's action in the next round.

A character can take a 5-foot step before, during, or after casting such a spell, but otherwise cannot move.

The character may attempt to cast a spell while on the defensive. Casting a spell while on the defensive does not provoke an attack of opportunity. It does require a Concentration check (DC = opponent's attack bonus [or 10, whichever is higher] + spell level). Failure means the character loses the spell.

CEASE CONCENTRATION ON A SPELL**FREE; ATTACK OF OPPORTUNITY: NO**

Self explanatory; see Chapter Eight: Magic.

CHARGE**FULL; ATTACK OF OPPORTUNITY: NO**

The charging character must move before attacking, not after. The character must move at least 10 feet and may move up to double base speed. All movement must be in a straight line, with no backing up allowed. The charge stops as soon as the character threatens the target. A character can't run past the target and attack from another direction.

After moving, the character may make a single melee attack or a bull rush. He gets a +2 bonus on the attack roll. He also suffers a -2 penalty to Armor Class for 1 round.

A lance deals double damage if employed by a mounted character in a charge.

A target can ready any piercing weapons, such as spears or polearms, setting them to receive charges by using the ready action against receiving a charge. A weapon of this type deals double damage if the readied attack succeeds (only the weapon's damage doubles, not other bonuses).

CLIMB**FULL OR MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO**

As a full-round action, a character can climb at one-half base speed. As a move-equivalent action, a character can climb at one-quarter base speed.

CONCENTRATE TO MAINTAIN OR REDIRECT A SPELL**STANDARD; ATTACK OF OPPORTUNITY: NO**

Anything that could break a character's concentration when casting a spell can keep him from concentrating to maintain a spell. If a character's concentration breaks, the spell ends.

CONTROL A FRIGHTENED MOUNT**MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: YES**

The character must make a Ride check (DC 20) each round to control a mount untrained for war (untrained mounts include light and heavy horses, and ponies). If the check succeeds, the character can perform a standard action after the check. If the Ride check fails, controlling the mount is considered to have been a full-round action.

COUP DE GRACE**FULL; ATTACK OF OPPORTUNITY: YES**

A *coup de grace* is a killing blow. A character can use a melee weapon to deliver a *coup de grace* to a helpless foe. A character can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. A target who survives the damage must make a Fortitude save (DC 10 + damage dealt) or die.

A character can't deliver a *coup de grace* against an opponent that is immune to critical hits, such as a golem.

DELAY**NOT AN ACTION; ATTACK OF OPPORTUNITY: NO**

When a character delays, he voluntarily reduces his initiative result for the rest of the combat. When a character's new, lower initiative count comes up later in the same round, he can act normally. A character can specify this new initiative result or just wait until some time later in the round and act then, thus fixing his new initiative count at that point. A character can even delay into the following round(s), waiting to take his action until just the right moment.

If multiple characters are delaying, the one with the highest initiative bonus (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest bonus gets to go first. If two or more delaying characters are trying to go after the other, the one with the highest initiative bonus gets to go last.

DISARM**VARIES; ATTACK OF OPPORTUNITY: YES**

The character and an adjacent target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the opponent with the larger weapon gets a bonus on the attack roll of +4 for each difference in size category. If the target is using a weapon in two hands, she gets an additional +4 bonus. If the character beats the target, the target is disarmed. If a character attempted the disarm action unarmed, he now has the weapon. Otherwise, it drops to the ground at the target's feet. If the character fails, the target may make an attempt to disarm the character as an immediate, free action.



Note: A disarm action can't relieve a target of spiked gauntlets that she's wearing. A target using a weapon attached to a locked gauntlet gets a +10 bonus to any disarm attempt an opponent makes.

This action substitutes for a melee attack. As a melee attack, a character can use it once in an attack or charge action, one or more times in a full-attack action, or even as an attack of opportunity.

DISMISS A SPELL

STANDARD; ATTACK OF OPPORTUNITY: NO

A caster ends one of his own spell effects; see Chapter Eight: Magic.

DIVE ATTACK

FULL; ATTACK OF OPPORTUNITY: YES

Creatures that fly, including sprytes, can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only weapon or claw attacks, but these deal double damage (unlike a critical hit, double only the weapon damage, not the damage from bonuses or special abilities).

DOUBLE MOVE

FULL; ATTACK OF OPPORTUNITY: VARIES

A character can move up to double his base speed. The space where a character begins the move is not considered threatened, and therefore enemies do not get attacks of opportunity for a character's move from that space.

DRAW A WEAPON

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO

A character with a base attack bonus of +1 or higher can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he can draw two light or one-handed weapons in the time it would normally take him to draw one.

DROP AN ITEM

FREE; ATTACK OF OPPORTUNITY: NO

The item a character drops falls to the floor in his space.

DROP TO THE FLOOR

FREE; ATTACK OF OPPORTUNITY: NO

A character who drops to the floor is considered prone.

ESCAPE A NET

FULL; ATTACK OF OPPORTUNITY: YES

The description of the net in Chapter Six includes information on how to determine whether an escape attempt succeeds or not.

EXTINGUISH FLAMES

FULL; ATTACK OF OPPORTUNITY: NO

This action extinguishes small fires on equipment, furniture, or the character's person. Larger blazes require the use of water, sand, or some other material to snuff the flames.

FEINT

STANDARD; ATTACK OF OPPORTUNITY: NO

This is a specialized use of the Bluff skill. See the Bluff skill description in Chapter Four for more details.

FULL ATTACK

FULL; ATTACK OF OPPORTUNITY: NO

If a character gets more than one attack per round, he must use the full-attack action to take those additional attacks. He may take a 5-foot step before, after, or between the attacks.

If the character is attacking an armed opponent while unarmed, he provokes an immediate attack of opportunity from the target, which is resolved before his own attack. Note that under certain circumstances, such as when a character is an oathsworn, or when a spellcaster uses a touch spell, the character attacking without a weapon is still considered "armed."

A character can choose to fight defensively when taking the full attack action. Doing so imposes a -4 penalty on all attacks in a round but grants him a +2 dodge bonus to Armor Class for the same round.

GRAPPLE

VARIES; ATTACK OF OPPORTUNITY: YES

Grappling means wrestling and struggling hand to hand.

Repeatedly in a grapple, a character needs to make opposed grapple checks against his opponent. A grapple check is something like a melee attack roll.

A character's attack bonus on a grapple check is: Base attack bonus + Strength modifier + special size modifier.

Special Size Modifier: The special size modifiers for a grapple check are as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier a character would use when making an attack roll.

A character provokes an attack of opportunity from the target he's trying to grapple. If the attack of opportunity deals the character damage, he fails to start the grapple.

To start a grapple, a character first needs to grab and hold the target. Attempting to start a grapple is the equivalent of making a melee attack. If a character gets multiple attacks in a round, he can attempt to start a grapple multiple times (at successively lower base attack bonuses). An oathsworn can use his unarmed attack rate of attacks per round while grappling.

Step 1: Grab: The character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple.

Step 2: Hold: Make an opposed grapple check. If the character succeeds, he has started the grapple and deals damage to the target as if with an unarmed strike.

If the character loses the opposed check, he fails to start the grapple. The character automatically loses an attempt to hold if the target is two or more size categories larger than he is (but he can still attempt to grab such a target, if that's all he wants to do).

Step 3: Move In: To maintain the grapple, the character must move into the target's space. This is not a part of a character's move

(it's free). Moving, as normal, provokes attacks of opportunity from threatening foes, but not from the character's target. If the character cannot move into the opponent's space, the hold is broken.

Step 4: Grappling: The character and the target are now grappling.

If a character's target is already grappling someone else, then he can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against him, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check to deal damage, and still must move in to be part of the grapple.

When a character is grappling (regardless of who started the grapple), he can make an opposed grapple check as an attack. If a character has multiple attacks in a round, he can grapple and then attempt one or more of these actions in the same round. Each is considered one attack. If the character's grapple check succeeds, he can do one of the following:

Damage the Opponent: A character deals damage as with an unarmed strike (1d3 points for Medium attackers, 1d2 points for Small attackers, and so on, plus Strength modifiers). If a character wants to deal normal damage, he suffers a -4 penalty on the grapple check. *Exception:* Oathsworn deal more damage on an unarmed strike than others, and the damage is normal. However, they can choose to deal their damage as subdual damage when grappling without suffering the usual -4 penalty for changing normal damage to subdual damage.

Pin: A character can hold an opponent immobile for 1 round. (If a character gets multiple attacks, he can use subsequent attacks to damage the opponent. A character can't use a weapon on a pinned opponent or attempt to damage or pin a second opponent while holding a pin on the first.) While a target is pinned, opponents other than the character pinning her get a +4 bonus on attack rolls against her (but she is not helpless).

Break Another's Pin: A character can break an opponent's hold over an ally.

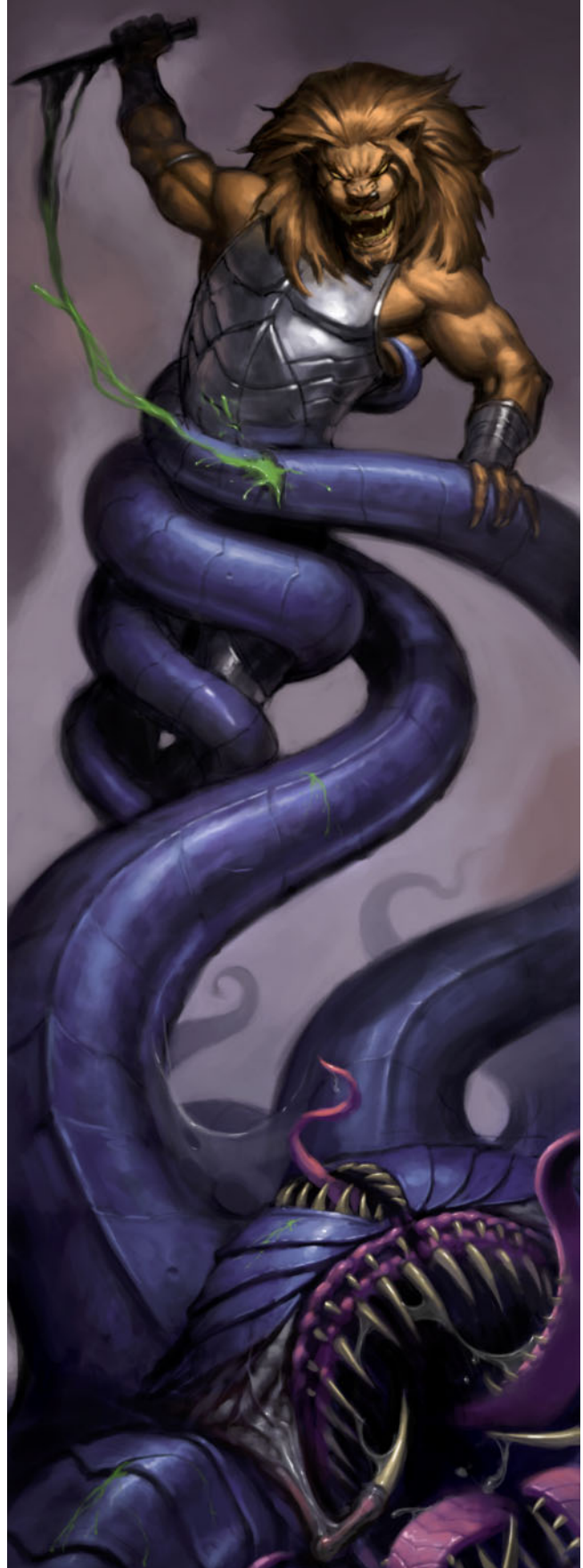
Escape: A character can escape the grapple. A character can take whatever movement he gets if he escapes, once he is free. If more than one opponent is grappling a character, however, the character's grapple check result has to beat all their check results for him to escape. (Opponents don't have to try holding a character if they don't want to.)

When an opponent has pinned a character, he is held immobile (but not helpless) for 1 round. The character can make an opposed grapple check as a melee attack. If the character wins, he escapes the pin but is still grappling (see below).

In addition to making opposed grapple checks, a character has a few other options while grappling.

Attack with a Weapon One Size Category Smaller Than You: A character can attack with a weapon one size category smaller than him (or smaller), an unarmed attack, or a natural weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.

Other Actions While Grappling: A character who is grappling also has a few other options. These do not count as attacks, but as other types of actions, as described below:





Cast a Spell: The character can cast a standard-action spell with no somatic components if any needed material or focus components are in hand and if he makes a Concentration check opposed by his opponent's grapple check + the spell's level.

Wriggle Free: A character can make an Escape Artist check (opposed by the opponent's grapple check) to get out of a grapple or out of being pinned (so that he is just being grappled). Doing so counts as a standard action; if a character escapes a grapple, he also can move in the same round. Size modifiers do not apply to a character attempting to wriggle free or to the grappler attempting to stop him.

Draw a Weapon One Size Category Smaller Than You: If a character makes a successful grapple check, he can draw a weapon one size category smaller than him (or smaller) or a very small object (such as a spell component) as a move-equivalent action.

Move: If a character makes a successful grapple check, he can move half his speed, bringing all those involved in the grapple with him. This is a standard action, and a character gains a +4 bonus to his grapple check for this action if his opponent is pinned. The character must have the carrying capacity to at least drag his opponent to accomplish this action.

Multiple Grapplers: Several characters can be in a single grapple. Up to four characters can grapple a single opponent in a given round. Opponents that are one size category smaller than a character count for half, opponents that are one size category larger than a character count double, and opponents two or more size categories larger count quadruple.

Additional foes can help their friends with the aid another action.

Other Considerations: While a character is grappling, his ability to attack others and defend himself becomes limited.

No Threatened Area: A character doesn't threaten any area while grappling.

No Dexterity Bonus: A character loses his Dexterity bonus to Armor Class (if he has one) against opponents he isn't grappling. (A character can still use the bonus against opponents he is grappling.)

HEAL AN ALLY

STANDARD; ATTACK OF OPPORTUNITY: YES

This may involve the use of a spell, the administering of a potion or a use of the Heal skill.

LIGHT A TORCH

FULL; ATTACK OF OPPORTUNITY: YES

Assuming materials are at hand, the character lights a torch.

LOAD A HAND OR LIGHT CROSSBOW

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: YES

Self explanatory.

LOAD A HEAVY OR REPEATING CROSSBOW

FULL; ATTACK OF OPPORTUNITY: YES

Self explanatory.

(UN)LOCK WEAPON IN LOCKED GAUNTLET

FULL; ATTACK OF OPPORTUNITY: YES

Self explanatory; see "Armor" in Chapter Six: Equipment for more on locked gauntlets.

LOOSE A SHIELD

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO

The character removes his shield and drops it.

MAKE SPELLCRAFT CHECK ON COUNTERSPELL ATTEMPT

FREE; ATTACK OF OPPORTUNITY: NO

Self explanatory; see the Brandish Magical Might feat in Chapter Five.

MOUNT OR DISMOUNT

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO

The character gets on or off a mount.

MOVE A HEAVY OBJECT

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: YES

The character picks up or pushes a boulder blocking a passage, topples a tall bookcase, etc.

OPEN A DOOR

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO

The character opens a normal (unlocked, unstuck) door.

OVERRUN (CHARGE)

STANDARD; ATTACK OF OPPORTUNITY: YES

A character can try to overrun as part of a charge action against an opponent that is one size category larger, the same size, or one size smaller than he is. The character can make only one attempt to overrun per charge.

An overrun takes place during the movement portion of a charge. With an overrun, a character attempts to move through the opponent's area.

First, the character must charge at least 10 feet in a straight line into the defender's space.

Then the defender chooses either to avoid the character or to block him. If she avoids the character, the character keeps moving. (A character can always move through the space occupied by someone who lets him go by.) If the defender blocks the character, make a trip attack against the defender (see "Trip an Opponent," page 194). A character who succeeds in tripping the defender can continue the charge in a straight line as normal.

If a character fails and is tripped in turn, he falls prone in the defender's space. If the character fails but is not tripped, he has to move 5 feet back the way he came. If that space is occupied, he falls prone in that space.

PICK UP AN ITEM

MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: YES

A character must be in the same space as the item he wants to pick up.

PREPARE TO THROW OIL**FULL; ATTACK OF OPPORTUNITY: YES**

A character pulls out a flask of oil and lights it.

READY**STANDARD; ATTACK OF OPPORTUNITY: NO**

The ready action lets a character prepare to take an action later, after his turn is over but before his next one has begun.

Readying is a standard action, so a character can move as well. It does not provoke an attack of opportunity (though the action that a character readies might).

A character can ready any standard action.

To ready an action, specify the action the character will take and the conditions under which he will take it. When those conditions are met, the character may take the readied action. The readied action comes before the action that triggers it. For the rest of the fight, the character's initiative result remains the count on which he took the readied action, and he acts immediately ahead of the creature whose action triggered the readied action.

If the character takes the readied action into a subsequent round, and the conditions are met before his normal initiative result, the character's initiative rises to that new point in the order of battle. He may then take the readied action, but whether he does or not, he does not get a regular action that round.

READY A SHIELD**MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO**

Readying a shield assumes that the character is carrying or wearing the shield, and that he has secured it so as to ready it quickly.

READY TO INTERRUPT SPELLCASTER**STANDARD; ATTACK OF OPPORTUNITY: NO**

A character can ready an attack against a spellcaster with the trigger, "If she starts casting a spell." If a character succeeds in damaging the spellcaster or otherwise distracting her, the spellcaster may lose the spell she was trying to cast (as determined by her Concentration check result).

READYING TO COUNTERSPELL**STANDARD; ATTACK OF OPPORTUNITY: NO**

A character with the Brandish Magical Might feat or the *dispel magic* spell may ready a counterspell against a spellcaster (often with the trigger, "If she starts casting a spell"). See the feat description in Chapter Five.

RETRIEVE A STORED ITEM**MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: YES**

The character can get something out of a backpack, a pouch on his belt, tucked in his boot, or from a chest at his feet.

RUN**FULL; ATTACK OF OPPORTUNITY: YES**

The character can move up to four times his base speed in a straight line (or three times his base speed if wearing heavy

armor). He loses any Dexterity bonus to Armor Class, since he can't avoid attacks.

A character can run for a number of rounds equal to his Constitution score, but after that, he must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which he continues to run; the check's Difficulty Class increases by 1 for each check he's made. When a character fails this check, he must stop running. A character who has run to this limit must rest for one minute (10 rounds) before running again. During a rest period, he can move no faster than a normal move.

SHEATHE A WEAPON**MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: YES**

A character with the Two-Weapon Fighting feat can sheathe two weapons on the same action.

SPEAK**FREE; ATTACK OF OPPORTUNITY: NO**

The DM may place limits on what a character may reasonably communicate in a six-second combat round.

STAND UP FROM PRONE POSITION**MOVE-EQUIVALENT; ATTACK OF OPPORTUNITY: NO**

Self explanatory.

START FULL-ROUND ACTION**STANDARD; ATTACK OF OPPORTUNITY: NO**

This action lets a character start undertaking a miscellaneous full-round action, which he can complete the following round. This option is normally used when a character has been magically slowed or is suffering some other condition that restricts him from taking full-round actions.

STRIKE A WEAPON**STANDARD; ATTACK OF OPPORTUNITY: YES**

A character can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that his opponent is holding. The attacking weapon must be no more than one size category smaller than the weapon or shield attacked. Doing so provokes an attack of opportunity from the opponent, because the character is diverting his attention from his opponent to her armaments.

Then the attacker and the defender make opposed attack rolls. If the attacker wins, he has made a successful attack against the weapon or shield and may roll damage.

See "Breaking Items and Attacking Objects" on the next page.

THROW A TWO-HANDED WEAPON WITH ONE HAND**FULL; ATTACK OF OPPORTUNITY: YES**

Self explanatory.

TOTAL DEFENSE**STANDARD; ATTACK OF OPPORTUNITY: NO**

A character doesn't attack or perform any activity other than moving at his base speed, but he gets a +4 dodge bonus to



Armor Class for 1 round. His Armor Class improves at the start of this action, so it helps against any attacks of opportunity provoked while moving.

TRIP AN OPPONENT

VARIES; ATTACK OF OPPORTUNITY: NO

A character can try to trip an opponent as a melee attack. He can only trip opponents one size category larger than himself, the same size, or smaller.

To attempt a trip attack, make a melee attack as a melee touch attack. If it succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A character gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller. The defender gets a +4 stability bonus on her check if she has more than two legs or is otherwise more stable than a normal humanoid. If the character wins, he trips the defender. If the character loses, the defender may react immediately and make a Strength check opposed by the character's Dexterity or Strength check to try to trip him.

A tripped character falls prone. Standing up from a prone position is a move-equivalent action.

A character may make a trip attack against a mounted opponent. In this case, the defender may use his Ride skill in place of her Dexterity or Strength check. If the character succeeds, he pulls the rider from her mount.

This attack form substitutes for a melee attack. As a melee attack, tripping an opponent can be attempted once in an attack or charge action, one or more times in a full-attack action, or even as an attack of opportunity.

USE A SKILL OR FEAT

VARIES; ATTACK OF OPPORTUNITY: VARIES

Refer to the skill or feat description in Chapter Four or Five. If the description does not specify, it is usually a free action.

USE A SPELL-LIKE ABILITY

STANDARD; ATTACK OF OPPORTUNITY: YES

Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If something breaks a character's concentration, his attempt to use the ability fails, but it counts as if he had used the ability (for the purpose of abilities usable only a certain number of times per day). The casting time of a spell-like ability is one standard action, unless the ability description notes otherwise.

A character may attempt to use a spell-like ability on the defensive, just as with a spell. If the Concentration check (DC = the opponent's attack bonus or 10, whichever is higher) fails, he can't use the ability, but the attempt counts as if he had used it.

USE A SUPERNATURAL ABILITY

STANDARD; ATTACK OF OPPORTUNITY: NO

Using a supernatural ability is usually a standard action (unless defined otherwise by the ability description). Its use cannot be

TYPES OF SPECIAL ABILITIES

A character's class or race may give him access to three types of special ability:

Extraordinary (Ex): *These abilities are nonmagical and thus are not susceptible to anything that disrupts or suppresses magic. A troll's ability to see in the dark with darkvision is extraordinary.*

Spell-Like (Sp): *These are magical abilities that work just like spells (although they have no verbal, somatic, material, or focus components). They can be disrupted, suppressed, and dispelled like spells. Spell resistance can protect against spell-like abilities. Like spells, the potency of a spell-like ability can depend on caster level and the ability score modifier used. If no caster level is specified, use the creature's Hit Dice or character level. If no ability score is specified, use Charisma.*

Supernatural (Su): *These are magical abilities that cannot be disrupted like spells, but can be suppressed and dispelled. Spell resistance does not protect against supernatural abilities. Like spells, the potency of a supernatural ability can sometimes depend on caster level and ability score modifier used. If no caster level is specified, use the creature's Hit Dice or character level. If no ability score is specified, use Charisma.*

disrupted, does not require concentration, and does not provoke attacks of opportunity.

USE A TOUCH SPELL ON ONE TARGET

STANDARD; ATTACK OF OPPORTUNITY: NO

A character may take a move action before casting the spell, after touching the target, or between casting the spell and touching the target. A character can automatically touch one friend or use the spell on himself, but to touch an opponent, he must first succeed at a touch attack, according to the spell's description.

USE A TOUCH SPELL ON UP TO SIX FRIENDS

FULL; ATTACK OF OPPORTUNITY: YES

A character can touch one friend as a standard action or up to six friends as a full-round action.

USE AN EXTRAORDINARY ABILITY

USUALLY FREE OR NOT AN ACTION; ATTACK OF OPPORTUNITY: NO

Using an extraordinary ability is usually not an action, because most extraordinary abilities are used automatically in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

BREAKING ITEMS AND ATTACKING OBJECTS

Attacking an inanimate object is not the same as attacking a creature, but it is similar. Before attacking it, a character must determine whether the object is attended (held or worn by a creature) or unattended.

Attacking a held, carried, or worn object provokes an attack of opportunity. The object uses its owner's Dexterity modifier (not its own -5 modifier for having no Dexterity) and any magic



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deflection bonus to Armor Class the owner may have. The attacker doesn't get any special bonus for attacking the object. If the target object is in the opponent's hand, it gets a +5 armor bonus to Armor Class because the opponent can move it quickly out of harm's way. Objects each have an Armor Class modifier based on their size, as shown below:

Object's Size	AC Modifier
Colossal	-8
Gigantic	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Unattended objects are easy to hit. Normally, their Armor Class is based only on size. Usually, attacking an unattended object requires no attack roll—particularly in a noncombat situation (such as smashing a door to get through it).

DAMAGE TO OBJECTS

The amount of damage an object can withstand depends on its size and composition. Roll weapon damage normally against objects.

Item	Hardness*	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantite	20	40/inch of thickness
Tiny blade	10	1
Small blade	10	2
Medium blade	10	5
Large blade	10	10
Small metal-hafted weapon	10	10
Medium metal-hafted weapon	10	25
Small hafted weapon	5	2
Medium hafted weapon	5	5
Large hafted weapon	5	10
Huge club	5	60
Buckler	10	5
Light shield	10	10
Heavy shield	10	20

* See "Item Hardness" section.

BREAKING OR BURSTING ITEMS

A common use of Strength is to break open doors and burst bonds all at once, as opposed to damaging them over time. If an item has lost half or more of its hit points, the Difficulty Class to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on these Strength checks: Fine -16, Diminutive -12, Tiny -8, Small -4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28

An object's break DC is the Difficulty Class for a Strength check needed to destroy the item in one action, rather than reducing it to 0 hit points through a series of attacks. See the table below.

Object	Hardness	Hit Points	Break DC*
Rope (1 inch diameter)	0	2	23
Simple wooden door	5	10	13
Spear	5	2	14
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 foot thick)	8	90	35
Hewn stone (3 feet thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 inches thick)	10	60	28

ITEM HARDNESS

Each object has *hardness*—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points.

ITEM HIT POINTS

An object's hit point total depends on its size and what it is made of. When an object's hit points reach 0, it's ruined. Very large objects have separate hit point totals for their different sections.

ITEM SAVING THROWS

Unattended nonmagical items never make saving throws. They are considered to have failed their saving throws, so they always are affected by (for instance) a *disintegration* spell. An item



attended by a combatant (being grasped, touched, or worn) receives a saving throw just as if the combatant herself were making the saving throw.

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + half its caster level. An attended magic item either makes a saving throw as its owner or uses its own saving throw, whichever score is better.

ITEMS' SPECIAL CONDITIONS

Inanimate objects are immune to critical hits. Objects are immune to subdual damage. Animated objects are immune to critical hits because they are constructs.

RANGED WEAPON DAMAGE

Objects take only half damage from ranged weapons (except for damage from siege engines and the like). Divide the damage in half before applying the object's hardness.

ENERGY ATTACKS

Objects take half damage from acid, fire, and lightning attacks. Divide the damage in half before applying the object's hardness. Cold attacks deal one-quarter damage to objects. Sonic attacks deal full damage to objects.

INEFFECTIVE WEAPONS

The DM may determine that certain weapons just can't deal damage effectively to certain objects. For example, a combatant would have a hard time chopping down a door by shooting arrows at it or cutting a rope with a club.

VULNERABILITY TO CERTAIN ATTACKS

The DM may rule that certain attacks are especially successful against some objects. For example, it's easy to light a curtain on fire or rip up a scroll.

MAGIC WEAPONS AND SHIELDS

The attacker cannot damage a magic weapon or shield that has an enhancement bonus unless her own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each point of enhancement bonus also adds 1 point to the weapon's or shield's hardness and hit points. If a combatant's shield has a +2 enhancement bonus, add 2 points to its hardness and to its hit points.

GRENADELIKE WEAPON ATTACKS

Grenadelike weapons splash or explode. Normally, they are thrown like flasks of acid or alchemist's frost. A grenadelike weapon has an effect broad enough to hurt characters just by landing near them. Attacks with these weapons are ranged touch attack rolls. Direct hits deal direct hit damage. (See Chapter Six: Equipment.)

If the attack roll misses, roll 1d6 to see how far away (in feet) the weapon lands from the target. Add +1 foot for each range increment between the attacker and the target. Roll 1d8 to determine the direction in which the object deviated:

1d8	Direction of Deviation
1	Long and straight
2	Long and to the right of target
3	To the right of target
4	Short and to the right of target
5	Short of the target
6	Short and to the left of the target
7	To the left of the target
8	Long and to the left of the target

Once the attacker determines the weapon's actual landing spot, then figure the "splash" damage to all creatures that are within 5 feet of it (or whatever the range of the weapon's splash effect is).

MOUNTED COMBAT

Riding a mount into combat provides several advantages, particularly if the rider has the right mount and the right skills. For basic details, see Ride in Chapter Four: Skills and the various "mounted" feats in Chapter Five: Feats and Talents. If the mount moves more than 5 feet, you can only make a single attack.

Mounts in Combat: Some mounts have special combat training, such as warhorses and radonts (giants' favored mounts). However, combat frightens other mounts, such as light horses. Make a Ride check (DC 20) each round as a move-equivalent action to control such a mount. If the rider fails this check, the mount does not act that round.

A controlled mount acts as directed on the rider's initiative. Both rider and mount move at the mount's speed, but only the mount uses its action to move.

Most mounts have greater facing than the character riding them (see the "Facing and Flanking" section on page 180). For simplicity, assume that the rider occupies the back part of the mount.

Combat While Mounted: With a successful Ride check (DC 5), a rider can use his knees to guide a mount, freeing up both hands to attack or defend.

When a rider makes an attack against an unmounted Medium or smaller creature, he gets a +1 bonus to melee attacks for being on higher ground.

Making a mounted charge with a lance allows a rider to deal double damage (double only the weapon's damage, not bonuses from magic, Strength, or special abilities).

A rider can use ranged weapons at a -4 penalty while the mount is taking a double move—his attack comes after the first half of the mount's move and before the second half. He can even use a ranged weapon while the mount is running. In this case, the rider attacks at a -8 penalty when the mount has completed half its movement. A rider can exercise the full attack action while the mount is moving. Likewise, he can take move-equivalent actions normally.

Casting Spells While Mounted: A spellcasting rider can cast a spell normally if the mount moves up to a normal move (its speed) either before or after the casting of the spell. The



rider may move the mount both before and after he casts a spell, but that means he's casting the spell while the mount is moving: He must make a Concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell. If the mount is running, the rider casts a spell when the mount has moved up to twice its speed, but the Concentration check becomes even tougher (DC 15 + spell level).

If the Mount Drops in Battle: If the mount falls, a rider must succeed at a Ride check (DC 15) to make a soft fall. Otherwise, the rider suffers 1d6 points of damage.

If the Rider Drops in Battle: A rider who falls unconscious has a 50 percent chance of staying in the saddle (75 percent if he's in a military saddle). Otherwise he falls and sustains 1d6 points of damage. Without a rider to guide it, the mount avoids combat.

SAVING THROWS

A saving throw represents a character's attempt to avoid an undesirable result of someone else's action. Characters make saving throws, for example, when someone is attempting to control their mind, blow them up, or turn them into solid glass. A saving throw roll is:

d20 + base save bonus + other modifiers due to equipment, active effects, environment, circumstance, etc. + relevant ability modifier = result vs. DC of save

The saving throw succeeds if the total of the die roll plus modifiers equals or exceeds the save's Difficulty Class.

There are three different kinds of saves, each based on a different ability; the situation determines which type a character makes in any given circumstance.

FORTITUDE

Fortitude saves measure a combatant's ability to stand up to massive physical punishment or attacks against his vitality and health. Apply a combatant's Constitution modifier to his Fortitude saving throws.

REFLEX

Reflex saves test a combatant's ability to dodge attacks. Apply his Dexterity modifier to Reflex saving throws.

WILL

Will saves reflect a combatant's resistance to mental influence and domination. Apply a combatant's Wisdom modifier to his Will saving throws.

SAVING THROW DIFFICULTY CLASS

The effect that triggered the saving throw attempt determines the save's Difficulty Class. Any effect that allows a save, such as a spell, indicates the necessary Difficulty Class, as well as the effects of saving successfully.

DRAMATIC USES OF HERO POINTS

The DM might want encourage the use of hero points in dramatic ways rather than mundane ways. A mundane use of a hero point might be:

- Using it to help make a simple attack roll.
- Using it to help make a simple skill check.
- Using it to help make sure a spell succeeds.

Dramatic ways of using a hero point include the following:

- Attacking a foe by swinging across a great hall on a rope attached to a chandelier.
- Firing an arrow (or throwing one's sword) to cut the bonds of a bound ally in the middle of a fight.
- Popping open a lock in the middle of combat by banging on it just right.

Encourage players to use hero points to attempt actions seen in a movie or read about in a story. The DM is justified in secretly increasing the bonus offered by the hero point if the player chooses to use it in an interesting, fun, and dramatic matter.

HERO POINTS

Sometimes, a character commits a selfless act or a brave deed that one can only call "heroic." In such a case, the DM should award the character a hero point. A witch who jumps down into a pit full of vipers to heal a dying friend, even though he knows he'll take damage from the fall and risks death from the snake's venom, is a real hero. Hero points are a reward for that kind of valiant action. Hero points can be used at the player's discretion to perform amazing—often otherwise impossible—actions.

Unlike most of the other rules in this chapter, hero points require a considerable amount of DM adjudication and discretion. DMs with no interest in rewarding heroic acts or allowing PCs to perform acts beyond the rules should ignore this section.

AWARDING HERO POINTS

The key thing to remember about hero points is that awarding them to PCs, or not awarding them, is totally up to the DM. Some characters may never earn even a single hero point, while others, over the course of the campaign, may earn many. Some whole campaigns may never use hero points, while in others they are common. The DM is encouraged to be parsimonious with them.

Hero points should be awarded at the end or beginning of a game session, when experience points are dispersed.

Characters with the Born Hero talent (see Chapter Five) should, if they act at all appropriately, earn at least 1 hero point per level. Still, the exact rewards are up to the DM.

A character should never earn a hero point performing an action in which he uses a hero point.

USING HERO POINTS

On his turn, *before determining the success or failure of an action*, a player can announce that he is using a hero point to help accomplish the action. Normally, the hero point adds a bonus of +20 to the action, if the roll of a d20 dictates its success or failure. However, there are exceptions:



1. If used with an attack roll, and the attack roll would have succeeded without the hero point, the hero point doubles the damage inflicted by the attack *or* it allows the PC to make a “called shot,” inflicting a special effect such as:

- A strike to a foe’s eyes that blinds her for 1d10 + 4 rounds.
- A strike to a foe’s head or other vitals that stuns her for 1d3 rounds.
- A strike to a foe’s limb that renders it useless for 1d6 rounds.

2. If a character uses a hero point to act when it is not his turn, he can take a normal round’s worth of actions out of the regular initiative sequence with no special bonuses. He then returns to his normal initiative count.

3. If used when a character is being attacked by either a physical attack, a spell, or some other threat, the hero point can be used to add a +1d20 luck bonus to Armor Class or to a saving throw. If used with a saving throw for half damage or a partial effect, if the character would have made the save without the help of the hero point, he takes no damage or ill effect at all.

4. If used when a die roll determines that the character will die, the character avoids death and instead suffers a great and debilitating injury determined by the DM—the character gains a disfiguring scar, loses a hand, loses an eye, gains a limp, and so on. *This is the only case when a hero point can be used after the result of an action is determined.*

5. A character can use a hero point to make something work in a way the rules normally do not allow. This requires careful DM adjudication. For example, a magister could use a hero point to cast a special version of *vitri-fication* that turned a foe to glass for only one hour (instead of permanently) or that could be undone only by some specific requirement (the touch of three honest mojh or exposure to the light of heaven, for example). An unfettered might try to use a hero point not only to disarm a foe but to send the weapon sailing into the hand of a nearby ally.

The DM should still apply all normal circumstance modifiers to the PC’s action. Actions using hero points can still fail. The object of hero points, more than anything else, is to represent the role of wild luck and karma in overcoming logical circumstance penalties to extremely difficult actions. They make the nearly impossible somewhat more possible—but still not a sure thing.

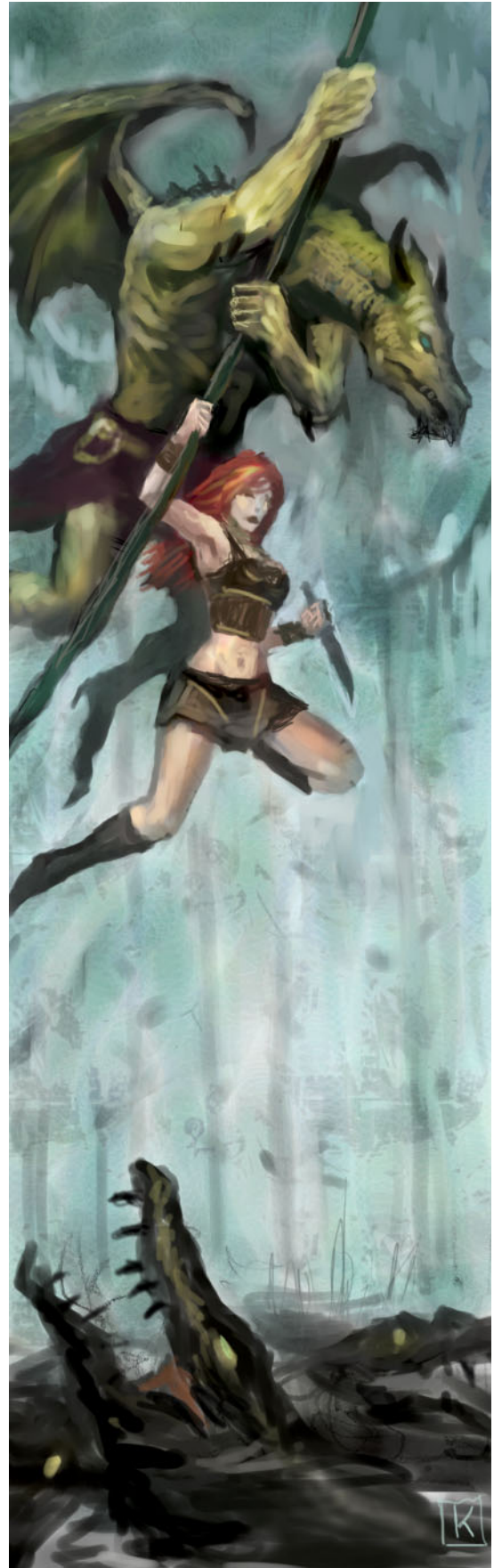
HERO POINTS FOR NPCs

DMs can also give hero points to NPCs. They may even wish to invert the concept and award “villain points” to characters who perform exceedingly villainous deeds.

A hero point makes an NPC opponent far more dangerous than normal. DMs should consider granting an experience point bonus of +50 percent for defeating an opponent with a hero (or villain) point.

HERO POINTS FOR CHARACTERS ABOVE 1ST LEVEL

If the needs of the game require that a player create a character above 1st level, the character may have already earned a hero point in his career. Assume that there is a 10 percent chance per level that a character has a hero point when created. If above 10th level, he has 1 hero point and has a 10 percent chance per level above 10th to have another. If the character has the Born Hero feat, he starts with a hero point, and has a 10 percent chance per level to have another. If he has the Born Hero talent and is above 10th level, he starts with 2 hero points and has a 10 percent chance per level above 10th to have another.

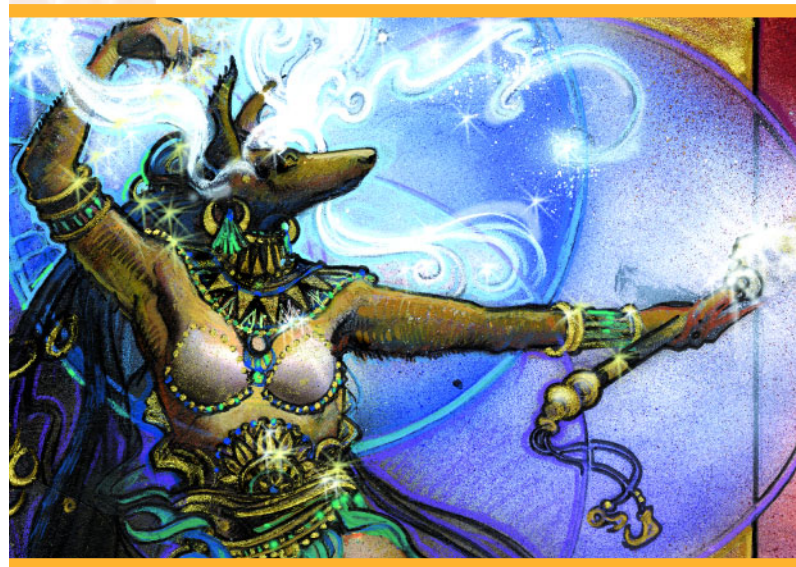




CHAPTER EIGHT:

Magic

Magic is a vital part of the fantasy world and an important part of every character's career—particularly for spellcasters. This chapter details all the facets of casting spells and dealing with their effects.



First, there are a few magic-related special terms you should keep in mind as you read this chapter and as you review Chapter Nine: Spells and Combat Rites. Some of them you may be familiar with, and others may be new to you.

Components: Spell components (see page 205) are aspects of a spell that can be *verbal* (spoken), *somatic* (motions or gestures), *material* (various physical ingredients), *mental* (thought only), or a *focus* (a specific object of power). Whether a character needs a certain type of component to cast a spell depends on her class or perhaps a spell template. Rarely, a specific required material or focus is mentioned in the spell description.

Diminished Spell: A spell cast using a spell slot one level lower than normal is called a *diminished spell*. Diminished spells have special effects explained in the spell's description.

Heightened Spell: A spell cast using a spell slot one level higher than normal is called a *heightened spell*. Heightened spells have special effects explained in the spell's description.

Laden Spell: A spell cast using two slots of the spell's level rather than just one is called a *laden spell* (see page 205).

Spell Slot: The various character class tables in Chapter Three show how many spells of each level a character can cast per day. The number of spell slots (see page 201) is modified by bonus spells awarded for high ability scores (see the "Bonus Spells and Combat Rites" table in Chapter One).

Spell Resistance: *Spell resistance* may negate the effect of certain spells when cast on someone with this special ability.

The Eight Schools of Magic: Every spell belongs to a *school of magic*. They are: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

KNOWING AND READING A SPELL

Before a spellcasting character can cast a spell, the player must determine which spells she knows and has readied.

SIMPLE, COMPLEX, AND EXOTIC SPELLS

There are three categories of spell: simple, complex, and exotic. Each category signifies how difficult a spell is to learn and cast, and how common it is among all spellcasters. If a character has access to a category of spells, she has all of the spells in that category on her list of known spells.

Simple spells are the easiest and most common. They require the least amount of understanding of the true nature of magic and the simplest words and gestures (if components are required). They are the spells that teachers and masters most commonly teach their students or apprentices.

Complex spells require a real understanding of the fundamental underpinnings of magic. They call for a more focused state of mind and more complex words and gestures. Most nonspellcasters cannot even mimic (in fun or in a disguise) complex casting—the words and gestures are too bizarre to form. Only magisters can cast complex spells without taking a special feat.

Exotic spells are the most complicated and the rarest spells of all. Often, these are new spells, recently conceived by an individual, and the knowledge hasn't yet had time to spread. In fact, at some point, as the exotic spell becomes more common, spellcasters might develop it further and figure out a more straightforward way to cast it. Thus, over many decades, or even generations, an exotic spell can become a complex or even a simple spell. (This, however, is usually out of the scope of a single campaign). Exotic spells are often very personal—only rarely do two spellcasters know the same exotic spells. Thus, many of them become "signature" spells that a particular caster is known for. Any spell that a caster creates personally through research is automatically an exotic spell.

Casters learn the spells they have access to by reading books, studying scrolls, and studying under others. This study is assumed to have occurred before the campaign, or during campaign down time. Casters do not need to maintain a "spellbook"

or any other token, although many have a nice library of books of spells and magic.

READYING SPELLS

All casters must *ready* spells before they can cast them. This simply means choosing the spells they will be able to access when the time comes to use their spell slots to cast them. In effect, the caster is mystically “boning up” on the spells she wants to be able to cast. Once a spell is readied, it does not become “unreadied,” unless the caster readies a new set of spells that does not include this spell. This is true even when a character gains a new level and access to new spells—she does not change her readied spell selection until she readies the new spells.

To ready new spells from those available to the caster, she must spend a full hour in study and meditation, after which time she can change which spells she has readied. Most of the time, it is assumed that the character has access to some appropriate books or notes on spells and magic during this period. DMs should feel free to make the readying process take longer or become impossible if the character is away from her notes or if conditions are not at all conducive to concentration and study.

For example, Yareth the mage blade, at 2nd level, can ready three 0-level spells and two 1st-level spells (he gets a bonus due to his high Charisma). He has access to simple spells only. He readies *contact*, *detect magic*, *hygiene*, *mind stab*, and *safe fall*. He can now cast any of these spells, in any combination, using the spell slots he has available, forevermore. Later, however, he realizes that *sense thoughts* would be more useful in an upcoming situation than *hygiene*, and he thinks he might need *acrobatics* and *lesser transfer wounds* as well. So Yareth spends another hour readying spells, and now has *contact*, *detect magic*, *sense thoughts*, *acrobatics*, and *lesser transfer wounds* readied. When Yareth gains a level, he should ready spells again, taking another hour, to take advantage of the fact that he can now ready three 1st-level spells.

USING SPELL SLOTS

A spellcaster has a limited amount of spell energy at his disposal to power the spells he knows and has readied. This power is represented by spell slots. Each caster has a number of slots for each level of spells he can cast. A 3rd-level spell requires the caster to use a 3rd-level slot to cast it. If he has two 3rd-level slots, he can cast only one more such spell before he can no longer cast 3rd-level spells—until he regains his spell slots.

A spellcaster regains used spell slots after a good night’s sleep, which amounts to eight hours of sleep with no more than one interruption. The caster cannot regain used spell slots more than once in a 24-hour period.

WEAVING SLOTS

Lower-level spell slots can be woven together to power a higher-level spell, if the caster can cast spells of the higher level. A caster can combine three slots of one level to cast one spell of the next higher level. For example, a 7th-level witch, able to cast 2nd-level spells, can use three 1st-level slots to power one 2nd-level spell. He could even take three 0-level slots, convert them

into a single 1st-level slot, and use that, along with two other 1st-level slots to power the 2nd-level spell.

A caster can use higher-level slots to power lower-level spells as well. One slot of a given spell level can be used to power two spells of the next lower level. Thus, the 7th-level witch could use one 2nd-level slot to power two 1st-level spells. The “exchange rate” of spell slots to power higher-level spells is not the same as that for spell slots powering lower-level spells, because magical energy is expended in the transfer. Further, lower-level spell slots resulting from a caster using the power of higher-level spells cannot be used to power spells of a lower level still. For example, if a greenbond uses a 6th-level spell slot to give herself two 5th-level spell slots, those slots cannot then be used to power multiple 4th-level spells.

SPELL FORMAT

Every spell in the next chapter is described using a standard format. This section discusses that format and some of the finer points of how spells work. Subsequent sections in this chapter elaborate on some of these spell parameters.

Name: This is the name by which the spell is generally known.

School, Subschool, and Descriptors: Listed first is the school to which the spell belongs. “Universal” refers to a spell that belongs to no school. If the spell is a subtype within a school—such as creation, a subschool of conjuration—the subschool appears here (in parenthesis).

Any applicable descriptors—terms such as “sonic” or “fire” that quantify a spell’s effect—are listed next [in brackets].

Schools: Abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

Subschools: Conjuration: creation and summoning; enchantment: charm and compulsion; illusion: figment, glamor, and phantasm.

Descriptors: Acid, air, cold, curse, darkness, dragon, earth, electricity, faen, fear, fire, force, giant, language-dependent, light, litorian, mind-affecting, negative energy, plant, positive energy, psionic, sibeccai, sonic, teleportation, truename, and water.

Level: Next comes the relative power level of the spell and its classification (simple, complex, or exotic).

Casting Time: The time required to cast a spell (see next page).

Range: The maximum distance from the character at which the spell can affect its target.

Target or Targets/Effect/Area: This entry lists the number of creatures, dimensions, volume, or weight the spell affects. The entry starts with one of three headings: “Target,” “Effect,” or “Area.” If the target of a spell is “You,” the caster does not receive a saving throw, and spell resistance does not apply. (These spell descriptions omit the “Saving Throw” and “Spell Resistance” parameters.)

Duration: How long the spell lasts.

Saving Throw: Whether a spell allows a saving throw, what type of saving throw it is, and the effect of a successful save.

Spell Resistance: Whether spell resistance (SR), a special defensive ability, resists this spell.

Descriptive Text: This portion of the spell description details what the spell does and how it works.



Diminished Effects: Describes changes to the spell if cast using a slot one level lower than normal. You must be able to cast a spell at its regular level before you can use the diminished effects. If you use a diminished effect, treat the spell as one level lower than listed for purposes of spell slot used, saving throw DCs, magic item pricing, and so on. Spells that are 0-level have no diminished effects.

Heightened Effects: Describes changes to the spell if cast using a slot one level higher than normal. If you use a heightened effect, treat the spell as one level higher than listed, for purposes of spell slot used, saving throw DCs, magic item pricing, and so on, regardless of what level slot you use. Spells that are 9th level have no heightened effects.

Magic Item Creation Modifiers: The cost modifiers for placing the spell in a magic item. The different types of item mentioned are single-use, spell-completion, charged, and constant. If this entry is missing from a spell description, assume there are no modifiers to creating a magic item from that spell. For rules on how to figure the cost of a magic item you create, see the item price listings in the “Item Creation Feats” section of Chapter Five. Sometimes, the modifier listed is “N/A,” meaning that the spell cannot be made into that type of magic item (for example, if it says “Constant N/A,” the spell cannot be placed into a constant item). Often, this is because the spell mimics some type of item creation that already has a special rule, such as items that add Armor Class bonuses, ability score bonuses, or attack and damage bonuses to weapons and armor.

Note: DMs may allow spells marked “Constant N/A” to be made into daily-use constant items but never always-active ones.

CASTING A SPELL

To cast a spell, the character must have the proper frame of mind (the spell’s mental component) and be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, the character must concentrate to cast a spell. See below for details.

Once the character has cast a spell, the casting counts against her daily limit for spells of that level. She can cast the same spell again if she hasn’t reached her spell-slot limit for that spell level.

CASTING TIME

Many spells have designated casting times of one standard action. A spell that takes “1 full round” to cast is a full-round action. It comes into effect just before the beginning of the character’s turn in the round after she began casting the spell. The caster then acts normally after the spell’s completion. A spell that takes “one minute” to cast comes into effect just before the character’s turn one minute after she began casting; each of those 10 rounds the character spends casting the spell as a full-round action.

Certain circumstances might break the character’s concentration when casting a spell, causing the spell to fail (see “Concentration,” page 206).

The character makes all pertinent decisions about a spell (its range, target, area, effect, version, etc.) when she finishes casting.

RANGE

A spell’s range indicates how far from the character it can reach, as defined on the “Range” line of the spell description. A spell’s range is the maximum distance from the character that the spell’s effect can occur, as well as the maximum distance at which the character can designate the spell’s point of origin. If any portion of the spell’s area would extend beyond the range, that area is wasted. Standard ranges include the following:

Personal: The spell affects only the caster.

Touch: The character must touch a creature or object in order to affect it.

Close: The spell can reach 25 feet away from the caster. The maximum range increases by 5 feet for every two full caster levels.

Medium: The spell can reach up to 100 feet + 10 feet per caster level.

Long: The spell can reach up to 400 feet + 40 feet per caster level.

Unlimited: The spell can reach anywhere on the caster’s plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

AIMING A SPELL

Upon completing the casting, the character must choose whom the spell is to affect or where the effect is to originate, depending on the type of spell.

Target(s): Some spells have a target or targets. The character casts such spells directly on creatures or objects, as defined by the spell description. The caster must be able to see or touch the target, and she must specifically choose that target. However, she does not have to select her target until the moment she finishes casting the spell.

If the character casts a targeted spell on the wrong sort of target, the spell has no effect. For example, if a litorian magister cast *charm* on a giant, when *charm* only allows casters to affect creatures of their type, the spell has no chance of affecting the giant.

If the target of a spell is the caster (“Target: You”), the character does not receive a saving throw, and spell resistance does not apply. (These spell descriptions omit the “Saving Throw” and “Spell Resistance” parameters.)

Effect: Some spells create or summon things, rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. For these spells, range determines how far away an effect can appear. However, if the created or summoned effect is mobile, it can move regardless of the spell’s range.

Ray: Some spell effects are rays. The character aims a ray as if using a ranged weapon, though typically she makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. The character doesn’t have to see the creature she is trying to hit, as she does with a targeted spell. Intervening creatures and obstacles, however, can block the character’s line of sight or provide cover for the creature she is aiming at.

If a ray spell has a listed duration, it is the duration of the effect that the ray causes, not the length of time the ray itself persists.

Area: Some spells affect an area. The character selects where the spell starts, but otherwise she doesn't control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually the area falls into one of the categories below.

Burst: As with a spread (see right), the character selects the spell's point of origin. The spell bursts out from this point, affecting whatever it catches in its area. A burst spell has a radius that indicates how far from the point of origin its effect extends.

Cone: When the character casts a spell with a cone area, the cone shoots away from the character in the direction she designates. A cone starts as a point directly before the character, and it widens as it goes. A cone's width at a given distance from the character equals that distance. Its far end is as wide as the effect is long.

Creatures: A creature is any living or animate thing (even undead), including characters. Some spells affect creatures directly, but they affect creatures in an area of some kind rather than individual creatures the character selects. The area might be a burst, a cone, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead. If a spell can affect only a limited number of targets, it ignores those it cannot affect.

Cylinder: As with a burst, the character selects the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots upward from the circle, filling a cylinder.

Emanation: Some spells, such as *detect scrying*, have an area like a burst, except that the effect continues to radiate from the point of origin for the duration of the spell.

Objects: An object is any nonliving and nonanimate thing—anything that is not a creature. Some spells affect objects within an area the character selects.

Spread: Some spells spread out like a burst but can turn corners. The character selects the point of origin, and the spell spreads out a given distance in all directions. Figure the limits of the spread by actual distance traveled, taking into account turns the spell effect takes.

The character must designate the point of origin for such an effect but need not have line of effect (see "Line of Effect," below) to all portions of the effect.

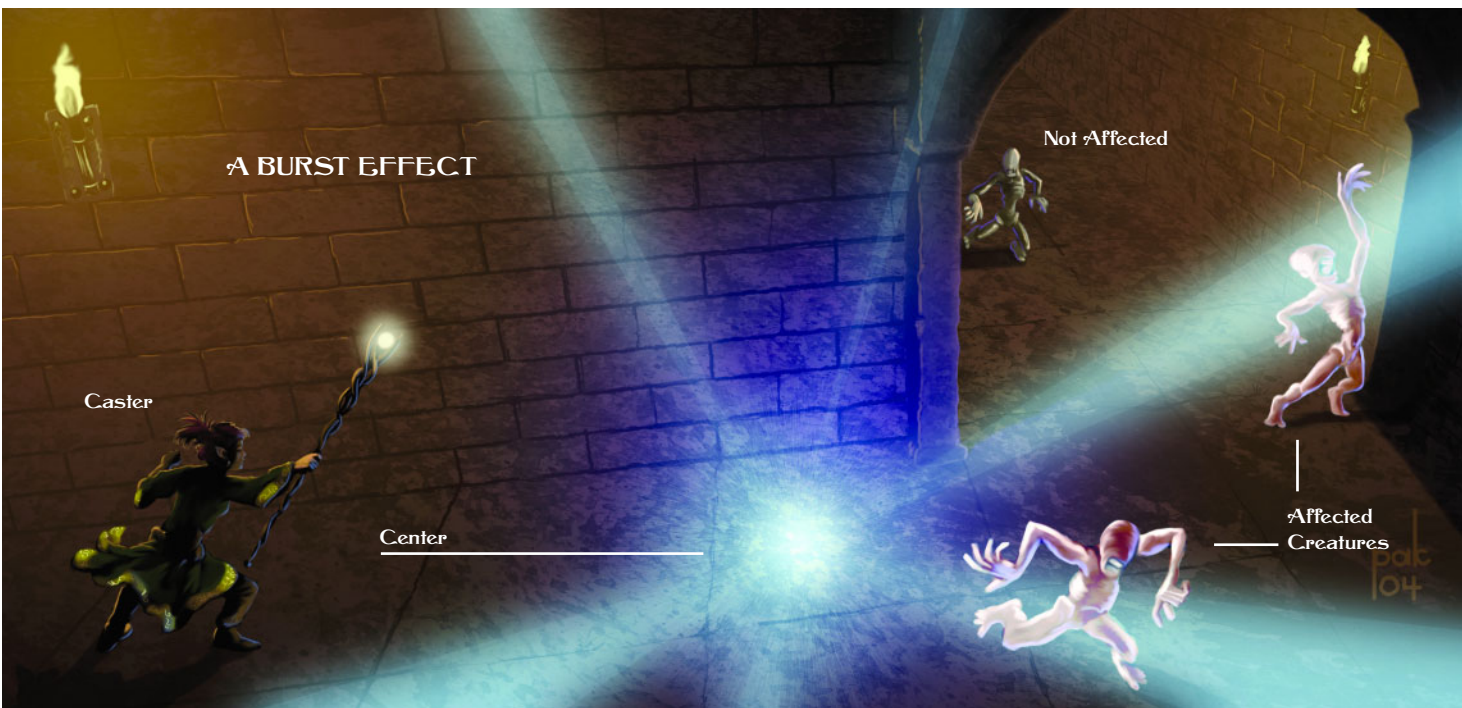
Other: A spell can have a unique area, defined in its description.

(S) Shapeable: If the "Area" or "Effect" entry in a spell description ends with "(S)," the character can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

LINE OF EFFECT

A *line of effect* is a straight, unblocked path that indicates what a spell can affect. It's like line of sight for ranged weapons, except it's not blocked by fog, darkness, and other factors that limit normal sight. A line of effect is canceled only by a solid barrier.

The character must have a clear line of effect to any target she casts a spell on or to any space in which she wishes to create an effect. The character must have a clear line of effect to the point of origin of any spell she casts. For bursts, cones, cylinders, and emanating spells, the spell affects only areas, creatures, or objects to which it has line of effect from its origin (a burst's center point, a cone's starting point, a cylinder's circle, or an emanating spell's point of origin).





An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening makes a 5-foot length of wall no longer considered a barrier for purposes of a spell's line of effect (though the rest of the wall farther from the hole can still block the spell).

SAVING THROW

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The "Saving Throw" line in a spell description defines the type of saving throw the spell allows (if any) and describes how saving throws against the spell work.

Negates: This term means that the spell has no effect on an affected target that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw lessens this effect.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

(Object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, etc.) by a creature resisting the spell; in this case, the object gets the creature's saving throw bonus, unless its own bonus is greater. This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects. A magic item's saving throw bonuses are each equal to 2 + half its caster level.

(Harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

ATTEMPTING SAVES

In order to succeed, a saving throw against a character's spell has to equal or beat the spell's Difficulty Class (DC 10 + the spell's level + the character's relevant ability score modifier).

A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell, the caster senses that her spell has failed. The caster does not sense when creatures succeed at saving throws against her effect and area spells.

A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this if she wants to.

ITEM SURVIVAL AFTER A SAVING THROW

Unless a spell's descriptive text specifies otherwise, all items carried and worn are assumed to survive a magical attack. If a character rolls a natural 1 on her saving throw, however, an exposed item is harmed (assuming the attack can harm objects).

The list below shows typical magic items in the order of most likely to be affected to least likely. The first four are the most commonly struck. Determine which four objects are most likely to be struck on the character in question, and roll randomly among them. The randomly determined item must make a saving throw against the magical attack and take whatever damage it deals.

1. Shield
2. Armor
3. Magic helmet
4. Item in hand (including weapon, wand, etc.)
5. Magic cloak
6. Stowed or sheathed weapon
7. Magic bracers
8. Magic clothing
9. Magic jewelry (including rings)
10. Anything else

If an item is not carried or worn and is not magical, it does not get a saving throw. Simply deal it the appropriate damage.

SPELL RESISTANCE

Spell resistance (SR) is a special defensive ability. If a creature with spell resistance is trying to avoid the effects of the character's spell, the character must make a caster level check (d20 + caster level). If the caster has the feat Brandish Magical Might, a few times per day she can make a caster power check (d20 + caster level + spellcasting ability score bonus) at least equal to the creature's spell resistance rating for the spell to affect that creature.

The defender's spell resistance rating works like an Armor Class against magical attacks.

The spell resistance line and descriptive text of a spell explain whether spell resistance protects creatures from it. In many cases, spell resistance applies only when a spell targets a resistant creature, not when a resistant creature encounters a spell that is already in place.

The terms "Object" and "Harmless" in a spell's "Spell Resistance" entry mean the same thing that they mean for saving throws. A creature with spell resistance must voluntarily drop it to receive the effects of a Harmless spell without the caster level check described above.

THE SPELL'S RESULT

Once the character knows which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any), she can apply whatever results a spell entails.

Many spells affect particular sorts of creatures, such as humanoids, magical beasts, outsiders, and so on. These terms, and terms like them, refer to specific creature types defined in Chapter Twelve: Creatures and the MM.

DURATION

A spell's "Duration" entry tells the character how long the magical energy of the spell lasts. Below are explanations of typical spell durations.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable, the DM rolls it secretly. If the caster of a timed duration dies, the duration ends immediately (assuming the duration is less than 24 hours).

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting. Self-sustaining instantaneous effects continue to be magical, but that magic cannot be suppressed or dispelled. For example, undead created by an *animate the dead* spell have a self-sustaining magical field around them that keeps them going after their creation. This field cannot be dispelled or suppressed.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*.

Concentration: The spell lasts as long as the caster concentrates on it. Concentrating to maintain a spell is a standard action that doesn't provoke attacks of opportunity.

Anything that could break the character's concentration when casting a spell can also break her concentration while she is maintaining one, causing the spell to end (see "Concentration," on page 206). The character can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell keeps going for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell, but she can't maintain it for more than a stated duration, in any event.

Discharge: A few spells last for a set duration or until triggered or discharged. Even if the caster dies, the spell remains until triggered.

(D): If the "Duration" entry ends with "(D)," the character can dismiss the spell at will. She must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. If the spell has no verbal component, the character dismisses the spell with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the character has to do to end the spell is stop concentrating).

SUBJECTS, EFFECTS, AND AREAS

If the spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed before their durations end. If the spell affects an area, then it stays with that area for the duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

TOUCH SPELLS AND HOLDING THE CHARGE

If the character doesn't discharge a touch spell on the round she casts it, she can hold the discharge of the spell (or "hold the charge") indefinitely.

The character can make touch attacks round after round. She can touch one friend (or herself) as a standard action, or up to six friends as a full-round action. If the character touches any-

thing with her hand while holding a charge, the spell discharges. If the character casts another spell, the touch spell dissipates.

CASTER POWER CHECKS

Various spells require the caster to overcome some force—usually another spell or caster. The might of the caster is represented by a *caster power check*. A caster power check is a d20 roll + the caster's level + the caster's spellcasting ability score modifier.

For example, a 7th-level magister's caster power check would be $d20 + 7$ + her Intelligence bonus. A 9th-level greenbond's caster power check would be $d20 + 9$ + his Wisdom bonus. Sometimes the spell sets the Difficulty Class for the power check, but usually the check is opposed by another caster's power check.



Air

LADEN SPELLS

Laden spells are those cast using two slots rather than one, granting the spell significantly more power than it normally would have. The two slots are always of the same level, so casting a 3rd-level laden spell requires two 3rd-level slots. Diminished and heightened effects can be laden. Lading the heightened effect of a 4th-level spell requires two 5th-level slots.

A spell can never be given two effects that both laden it—it cannot be "doubly laden." With the *Modify Spell* feat, you can laden a spell to lengthen its duration, or to increase its range or the damage it inflicts. With the *Quicken Spell* feat, you can laden a spell to cast it more quickly. Some spell templates (see page 210) can be applied only to laden spells. Without a feat or other special ability to take advantage of a laden spell, you gain no benefit from casting a spell this way.

COMPONENTS

A spell's components are determined by the caster's class and perhaps by any special feats or templates being used with the spell. Specifics for expensive material or focus components are given in a spell's descriptive text.

A *mental component* is a thought form or specific frame of mind the caster must have to cast the spell. This is the most basic—and most important—part of a spell. Even when all other components are discarded, a character still must have this mental component to cast a spell. If one could somehow eliminate this component from a spell, an automaton could cast it.

A *verbal component* is a spoken incantation. To provide a verbal component, the character must be able to speak in a strong voice. A *silent sheath* spell or a gag spoils the incantation (and thus the spell). A deafened spellcaster has a 20 percent chance to spoil any spell with a verbal component that she tries to cast.

A *somatic component* is a measured and precise movement of the hand or other body part. The character must have at least one hand free to provide a somatic component. Casters wearing armor face a spell failure chance for spells with somatic components.



A *material component* is a physical substance or object that is annihilated by the spell energies during the casting process. Unless a cost is given for a material component, the cost is negligible. Usually, only witches need material components, unless the caster is using certain spell templates or unless a spell catalyst is in effect (see Chapter Six: Equipment). Assume the character has all components (of negligible cost) needed as long as she has a spell component pouch (also called a witchbag).

A *focus component* is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. A magister's staff is a focus, and a mage blade's key weapon can be a focus as well. Some spells require a specific focus mentioned in the spell's descriptive text.

CONCENTRATION

To cast a spell, the character must concentrate. If something interrupts her concentration while she is casting, she must make a Concentration check or lose the spell. The more distracting the interruption and the higher the level of the spell the character is trying to cast, the higher the DC becomes. A character who fails the check loses the spell just as if she had cast it to no effect.

INJURY

Getting hurt or being affected by hostile magic while trying to cast a spell can break a character's concentration and ruin a spell. If, while trying to cast a spell, the character takes damage, fails a saving throw, or is otherwise successfully assaulted, she must make a Concentration check (DC 10 + points of damage taken + level of the spell being cast). A character who fails the check loses the spell without effect. The interrupting event strikes during spellcasting if:

- It occurs during the time between when the character starts and completes a spell (for a spell with a casting time of 1 full round or more); or
- It comes in response to the character casting the spell, such as an attack of opportunity provoked by the spell, or a contingent attack, such as a readied action.

If the character is taking continuous damage, such as from a *discorporate* spell, half the damage is considered to take place while she is casting a spell. The character must make a Concentration check (DC 10 + half the damage the continuous source last dealt + level of the spell being cast). If the last damage dealt was the last damage that the effect could deal, then the damage is over, and it does not distract the character. Repeated damage does not count as continuous damage.

SPELL

If the character is affected by a spell while attempting to cast her own spell, she must make a Concentration check or lose the spell being cast. If the spell affecting the character deals damage, the Concentration check's Difficulty Class is as follows: DC 10 + points of damage + level of the spell the character is casting. If the spell interferes with the character or distracts her in some other way, the Difficulty Class equals the spell's saving throw Difficulty Class + the level of the spell the character is

casting. For spells with no saving throw, use the Difficulty Class that the spell's saving throw would have if it did allow one.

GRAPPLING OR PINNED

The only spells the character can cast while grappling or pinned are those without somatic components and whose material components (if any) the character has in hand. Even so, the character must make a Concentration check (DC 20 + level of the spell being cast) or lose the spell.

VIGOROUS MOTION

If the character is riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, she must make a Concentration check (DC 10 + level of the spell being cast) or lose the spell.

VIOLENT MOTION

If the character is on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, she must make a Concentration check (DC 15 + level of the spell being cast) or lose the spell.

VIOLENT WEATHER

A character attempting to cast a spell in a high wind carrying blinding rain or sleet must make a Concentration check (DC 5 + level of the spell being cast). If the character is in wind-driven hail, dust, or debris, the Difficulty Class increases (DC 10 + level of the spell being cast). The character loses the spell if she fails the Concentration check. If the weather is caused by a spell, use the rules in the "Spell" subsection above.

CASTING DEFENSIVELY

If the character wants to cast a spell without provoking any attacks of opportunity, she needs to dodge and weave. To cast defensively, she must make a Concentration check opposed by the foe's attack bonus (or 10, whichever is higher) + the level of the spell she is casting. The character loses the spell if she fails this check.

ENTANGLED

If the character wants to cast a spell while entangled, she must make a Concentration check (DC 15) to cast the spell. The character loses the spell if she fails this check.

CASTER LEVEL

A spell's power often depends on its caster level, which is generally equal to the character's spellcasting class level.

The character can cast a spell at a lower caster level than normal, but the caster level must be high enough for her to cast the spell in question, and all level-dependent features must be based on the same caster level. Usually, the only reason a spellcaster would want to do this is to reduce the cost of a magic item she is creating, since magic item creation costs are based in part on caster level.

SPELL FAILURE

If a character ever tries to cast a spell whose parameters (range, area, etc.) cannot be made to conform to conditions, the casting fails and the spell is wasted.

Spells also fail if the character's concentration breaks, and they might fail if she is wearing armor while casting a spell with somatic components. (The armor and shields tables in Chapter Six: Equipment offer each item's percentage chance of spell failure.)

SPECIAL SPELL EFFECTS

Many special spell effects are handled according to the spell's school. Certain other special spell features are the same across spell schools. These include attacks, granted bonuses, and descriptors.

Attacks: Some spells refer to attacking. All offensive combat actions, even those that don't damage opponents, are considered attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks.

Bonus Types: Many spells give their subjects bonuses on ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the spell grants the bonus. Two bonuses of the same type don't generally stack (see the "Stacking Modifiers" sidebar in Chapter Seven: Playing the Game). With the exception of dodge bonuses, most circumstance bonuses, and enhancement bonuses placed on a harness of armor and a shield that a creature uses together, only the better bonus works. The same principle applies to penalties—a character suffering two or more penalties of the same type applies only the worst one.

Descriptors: Some spells have descriptors indicating something about how the spell functions. Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, and so on.

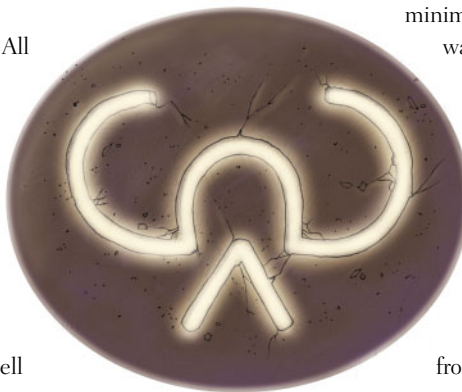
The descriptors are: acid, air, cold, curse, darkness, dragon, earth, electricity, faen, fear, fire, force, giant, language-dependent, light, litorian, mind-affecting, negative energy, plant, positive energy, psionic, sibeccai, sonic, teleportation, truename, and water.

SPECIAL DESCRIPTOR RULES

A spell with the curse descriptor cannot be dispelled. It can be removed only with a *remove curse* spell.

A language-dependent spell uses intelligible language as a medium. The spell fails if the target cannot understand the language the caster speaks.

A negative energy spell is one that, if cast, can adversely affect the caster, at least in respect to her interaction with others. For one week after casting a negative energy spell, the caster is "tainted." All Diplomacy, Gather Information, and Handle Animal checks made in regard to nontainted creatures suffer a -4 circumstance penalty. All Intimidate checks gain a +2 bonus.



Earth

Some creatures, like undead and demons, are permanently tainted (the DM decides which creatures are tainted).

A positive energy spell heals creatures or even brings them back to life. These spells draw positive energy from the mystical Green (see "Greenbond" in Chapter Three: Classes).

Truename spells require the caster to know the truename of the target(s). (See "Truenames," below.)

BRINGING BACK THE DEAD

Several spells have the power to restore slain characters to life. Any creature brought back to life usually loses one level of experience. The character's new experience-point total is midway between the minimum needed for her new level and the minimum needed for the next one. If the character was 1st level, she loses 1 point of Constitution instead of losing a level. This level loss or Constitution loss cannot be repaired by any mortal spell. Still, the revived character can improve her Constitution normally and earn experience by further adventuring to regain the lost level.

Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using *raise the dead* to restore the slain character to life. Casting *consume soul* prevents any sort of *revivification* or raising unless the soul is first released.

When a character dies and comes back, her truename changes, because her soul has been changed. The level loss represents a small bit of the character's soul, which is gone forever. After a character has been brought back from the dead more than six times, this loss becomes so great that the character effectively loses her unique truename altogether and simply takes on a "generic" truename from her race. In effect, this means that anyone wishing to use the character's truename can do so—it is automatically known to anyone wishing to know it. This is a dangerous situation for a character to be in. Such characters cannot choose to become Unbound.

Some casters refuse to bring back the dead of those unworthy, those who do not believe as they do, or those without a good reason. For example, most greenbonds will not cast *raise the dead* on a character without some unfinished task—and the task must be one that the greenbond also wishes to see accomplished. Greenbonds believe the gift of life is too precious to be handed out lightly. Casters casting a *raise the dead* spell for money usually charge up to five times the normal price (because the ability is such a valuable commodity).

TRUENAMES

Your truename is the name of your soul. It is different from your common name. Most people keep their truenames secret, for they can grant someone power over them—particularly a spellcaster.

Characters usually go through a ceremony, called a naming ceremony, in which they learn their own truename (although others are involved in the ceremony, they do not learn the truename). The



USING TRUENAMES

Casters should attempt to get the truenames of their close comrades, for many beneficial spells require them or at least are easier to cast with them than without them. Casters should also take the time to attempt to find out the truenames of important foes or opponents. Truenames are valuable in helping to overcome them, aiding all spells and enabling special spells to be used. Even noncasters can use the knowledge of a truename as a threat or a bargaining tool. Suggesting that you might give a foe's truename to a powerful enemy mage is a potent threat.

DMs should consider making truenames a special kind of treasure. An old tome with the truename of a powerful dragon with an impressive hoard is both valuable and useful to any who find it.

exception are the unnamed—the Unbound. They do not have truenames, do not go through the naming ceremony, and gain neither the benefits nor the drawbacks of having a truename. For more information on the Unbound, see Chapter Five: Feats and Talents.

Other living creatures, such as animals, dragons, and medusas, also have truenames, even though most do not go through a special ceremony. Many do not even know their own truenames, although creatures can meditate for weeks to discover what it is (should they be so inclined), with a successful Concentration check (DC 15).

No spell can compel a creature to reveal its truename or the truename of anyone it knows. Not *compelling question*, not *read thoughts*, not even *dominate*. However, a truename can be discovered through a *learn truename* spell.

Some spells have special effects that occur if the caster knows the target's truename, and other spells require the use of the target's truename. Anytime a spellcaster casts a spell using a verbal component that incorporates a target's truename, the target suffers a –1 penalty on his saving throw (if any).

When a creature dies and returns from the dead, either as an undead or because it has been raised, the creature's truename changes. Characters who went through a naming ceremony lose the feat gained in that ceremony but can redo the ceremony to gain it back. They can, however, choose a different ceremonial feat at that time, if they wish. They can even choose to become Unbound (and can gain a new talent after losing their 1st level ceremonial feat). Once a character is Unbound, she can never regain a truename, even if she dies and somehow comes back. Most undead are Unbound.

ELEMENTS AND ENERGY TYPES

The world is made up of four elements (air, earth, fire, and water) and five energy types (acid, cold, fire, electricity, and sonic), and spellcasters can learn to manipulate them. In general, elements are both easier to manipulate and easier to fend off when used as attacks than energy. Energy types (see illustration, page 215) are more difficult to use and less common. Fire, as both an element and an energy type, is one of the most common attack forms.

Negative energy and positive energy are special types of energy not covered in spells that deal with the standard five energy types. Positive energy heals and brings life, while negative energy brings corruption and death, and even unlife.

COMBINING MAGICAL EFFECTS

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, one spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains the effect.

Several other general rules apply when spells or magical effects operate in the same place.

STACKING EFFECTS

Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. Casting an *ability boost* spell twice on the same target does not grant her a double bonus or a bonus to two ability scores. Casting *slow* twice upon a foe does not make him doubly slow.

More generally, two bonuses of the same type (say, enhancement or armor) don't stack, even if they come from different spells—or from effects other than spells. The character uses whichever bonus gives her the better score.

The bonuses or penalties from two different spells do stack, however, if the effects have different types (say, enhancement and armor).

A bonus that isn't named (just a "+2 bonus" rather than a "+2 resistance bonus") stacks with any named bonus or any other unnamed one.

SAME EFFECTS

In cases when two or more identical spells are operating in the same area, but at different strengths, only the strongest effect applies.

The same spell can sometimes produce varying effects if applied to the same recipient more than once. In this case, none of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

MULTIPLE MENTAL CONTROL EFFECTS

Sometimes magical effects that establish mental control render each other irrelevant. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. A creature under the mental control of two or more creatures tends to obey each to the best of its ability (and to the extent of the control each effect allows). If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to see which one the creature obeys.

SPELLS WITH OPPOSITE EFFECTS

Spells that have opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other completely. This special effect is noted in a spell's description.

INSTANTANEOUS EFFECTS

Two or more magical effects with Instantaneous durations work cumulatively when they affect the same object, place, or creature.

SCHOOLS OF MAGIC

Almost every spell belongs to one of eight schools of magic. A school is a group of related spells that work in similar ways. Subschools are described under the schools they belong to. A small number of spells are universal, belonging to no school.

ABJURATION

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject to another plane of existence.

If more than one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The Difficulty Class to find evidence of such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, the barrier cannot be used to push away those creatures. A character who forces the barrier against such a creature feels a discernible pressure against the barrier. Continuing to apply pressure breaks the spell.

CONJURATION

Conjurations bring manifestations of objects, creatures, or some form of energy to the character or create such objects or effects on the spot. Creatures the character conjures usually, but not always, obey his commands.

A creature or object brought into being or transported to the character's location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range.

Calling: The spell fully transports a creature to the character's location. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (see below). The duration of a calling spell is Instantaneous, which means the called creature can't be dispelled.

Spells that call powerful creatures are most useful when the conjurer has a magical trap to hold the called creature. The simplest type of trap is a *magic circle* spell. When focused inward, a *magic circle* spell binds a called creature for a maximum of 24 hours per caster level, provided that the character cast the spell to call the creature within 1 round of casting the *magic circle*. However, if the circle laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If the character fails to overcome the spell resistance with a caster level check, the creature breaks free, destroying the circle. A creature capable of any form of

dimensional travel can simply leave the circle through that means. If successful, the anchor effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, etc.) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

The character can use a special diagram to augment the *magic circle* and make the trap more secure. Drawing the diagram by hand takes 10 minutes and requires a Spellcraft check (DC 20). The DM makes this check secretly. If the check fails, the diagram proves ineffective. The character can take 10 when drawing the diagram if she is under no particular time pressure to complete the task. This also takes 10 full minutes. If time is no factor at all, and the character devotes three hours and 20 minutes to the task, she can take 20. A successful diagram prevents anyone inside it from escaping via any sort of teleportation or dimensional travel abilities. The anchor holds any called creatures in the diagram for 24 hours per caster level. A creature cannot use its spell resistance against a trap prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap, the Difficulty Class increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature cannot disturb the diagram itself either directly or indirectly, as noted above.

Creation: The spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above for conjurations). If the spell has a duration other than Instantaneous, magic holds the creation together; and when the spell ends or is dispelled, the conjured creature or object vanishes without a trace. If the spell has an Instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its continued existence.

Summoning: The spell instantly brings a creature or object to a place the character designates. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it dies or drops to 0 hit points. It is not really dead, however. It takes 24 hours for the creature to reform in its place of origin, during which time it can't be summoned again.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast end (if they haven't already). A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells or use any spell-like abilities that would cost it experience points.



Fire



DIVINATION

Divination spells enable the character to learn secrets long forgotten, predict the future, find hidden things, and foil deceptive spells.

Many divination spells have cone-shaped areas. These move with the character and extend in the direction he looks. The cone defines the area that the character can sweep each round. If the character studies the same area for multiple rounds, he can often gain additional information, as noted in the spell's descriptive text.

ENCHANTMENT

Enchantment spells affect the minds of others, influencing or controlling their behavior. All enchantments are mind-affecting spells. Two types of enchantment spell grant the character influence over a subject:

Charm: The spell changes the way the subject views the character, typically making the subject see the character as a good friend.

Compulsion: The spell forces the subject to act in a certain manner or changes the way her mind works. Some spells determine the subject's actions (or the effects on the subject), some allow the character to determine the subject's actions when the character casts the spell, and others give the character ongoing control over the subject.

EVOCATION

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

ILLUSION

Illusion spells deceive the senses or minds of others. They make people see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened. Illusions come in three types: figments, glamers, and phantasms.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language the caster can speak. If the caster tries to duplicate a language she cannot speak, the figment produces gibberish. Likewise, the caster cannot make a visual copy of something unless he knows what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way other types of illusions can. They cannot cause damage to objects or creatures, support weight, offer nutrition, illuminate darkness, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly.

Glamour: A glammer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Phantasm: A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads, not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm at all. All phantasms are mind-affecting spells.

SAVING THROWS AND ILLUSIONS (DISBELIEF)

Creatures encountering an illusion effect do not receive saving throws to "see through it" until they study or interact with it.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

NECROMANCY

Necromancy spells manipulate the power of death. Spells involving undead creatures make up a large part of this school.

TRANSMUTATION

Transmutation spells change the properties of some creature, thing, or condition. A transmutation usually changes only one property at a time, but it can be any property.

SPELL TEMPLATES

Spell templates are special rules that characters can add to most spells to change their parameters or requirements. A caster can use one of these templates after gaining various feats, such as Elemental Mage, Energy Mage, or Psion, from certain classes, such as wind witch, and even from various races (dragon, faen, etc.). Occasionally, a character gains access to templates through a prestige class or the possession of a magic item.

A character with access to more than one template can add multiple templates to a given spell, as long as she can pay the costs (since a spell cannot be "doubly laden," it cannot have both the unraveling and psionic templates, for example).

Templates that apply a special effect to a spell do so once. If a magister attempts to use the electricity template on an *energy blade*, the stunning effect occurs only on the first strike.

Spell templates cannot be applied to spell-like abilities or spells cast from items.

ACID

Caustic casters use spells that are purely destructive. A foul, eye-watering odor accompanies the casting of spells with this template.

This template can be added to any spell that can inflict damage upon an object. If casting it at an object, the character can ignore the object's hardness for the purpose of the spell and destroy twice as much nonliving matter as normal. (A *disintegration* spell, for example, could affect two 10-foot cubes.) Spells with this template gain the acid descriptor. If the spell already

has the acid descriptor, the target is stunned for 1 round per 20 points of damage inflicted.

Cost: Material component (20 gp worth of a caustic substance).

Gained: From the Energy Mage feat or a *decanter of acid*.

AIR

The subtle spell effects of *air mages* travel on a whisper of wind. A mysterious, brief gust of wind or the breath of a breeze accompanies spells with this template.

The air template can be added to any spell with a range other than touch or personal. It doubles the spell's range. Further, if the spell allows a saving throw and has no obvious physical effect (a blast of fire, for example), a target that succeeds at the saving throw must make a Will saving throw against the spell's normal Difficulty Class even to realize that a spell was cast upon her. For example, if an air mage casts *greater dominate*, the victim makes a Will saving throw as normal. If she succeeds, she must make a second Will saving throw. If this second save fails, she never realizes that the caster tried to cast a spell upon her.

Spells with this template gain the air descriptor. If the spell already has the air descriptor, the range triples. Air elementals conjured with this template gain a +1 bonus to Armor Class, attack and damage rolls, and a +1 hit point bonus per Hit Die.

Cost: Material component (15 gp worth of incense).

Gained: From the Elemental Mage feat, 9th-level wind witch, or a *cloak of air and wind*.

BLESSED

As a gift of angelic beings from the higher realms, characters learn to cast benevolent spells on their friends with greater ability. Tainted individuals (see "Special Descriptor Rules," page 207) cannot use the *blessed* template.

Characters can add this template to spells that have beneficial effects, such as healing spells, *ability boost*, and so on. A caster who knows the truename of the target can double the range of the spell. Further, the caster can use this template to affect allies (whose truename she knows) within 25 feet with touch-only spells.

Spells with this template gain the positive energy descriptor. If the spell already has the positive energy descriptor, its range triples or it affects allies within 50 feet instead of 25 feet.

Cost: Verbal component (specific beautiful and pleasant sounds, which cannot be modified).

Gained: From the Blessed Mage feat.

COLD

Ice wizards cast spells that draw heat and steal life. A cold chill accompanies the casting of a spell with this template—you can see the caster's breath as he speaks the intonations.

Characters can add this template to any spell that inflicts damage. The target must make a Fortitude save against the spell's

original Difficulty Class or be *slowed* (as the spell) by the cold for 1 round per 10 points of damage, in addition to the damage.

Spells with this template gain the cold descriptor. If the spell already has the cold descriptor, the target is *slowed* for 1 round per 5 points of damage.

Cost: Material component (25 gp worth of diamond dust).

Gained: From the Energy Mage feat, 9th-level winter witch, or a *coat of cold and frost*.

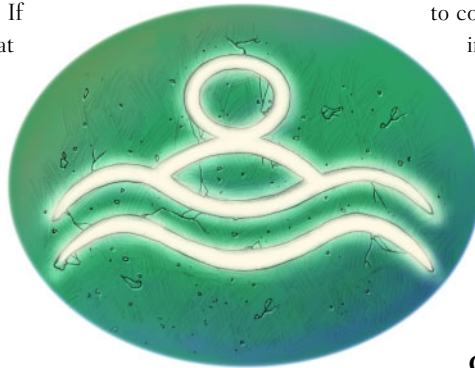
CORRUPTED

Using methods taught by demons, certain evil casters learn how to *corrupt* any spell with the taint of black magic. Spells of this template are accompanied by wisps of black and red energy and require a verbal component that includes chanting demon names and calling upon infernal powers.

Characters can add this template to any attack spell. If cast upon a living creature, the spell also uses vile energies to corrupt the target—causing her to flirt with insanity. The spell inflicts 1 point of temporary Wisdom damage in addition to its normal effects. This spell allows a Will saving throw to negate this damage (if the spell already allows a save, the corrupted spell requires two). The spell takes on the negative energy descriptor. If it already has the negative energy descriptor, it inflicts 2 points of temporary Wisdom damage instead of just 1 point.

Cost: Verbal component (specific guttural and evil sound, which cannot be modified).

Gained: From the Corrupt Mage feat.



Water

DRAGON

Dragon mages often use spells that help them defend themselves. An aura resembling that of a scaly hide or batlike wings appears momentarily around the caster when she casts spells with this template. This template can be applied to any spell that adds to the subject's Armor Class. The spell with this template adds an extra natural armor bonus of +1 to the subject's Armor Class in addition to the spell's normal effects. The spell takes on the dragon descriptor. If it already has the dragon descriptor, this template adds an extra natural armor bonus of +2 to the subject's Armor Class in addition to the spell's normal effects.

Cost: Material component (30 gp worth of dragon scales).

Gained: From the Dragon Mage feat, mojh 3rd racial level, being a dragon, or a mojh *figurine of the dragon*.

EARTH

Earth savants cast spells that are strong and resilient. Spells cast with this template release a deep, loamy smell. Characters can add this template to any spell that conjures or creates a physical object (not an effect—so a *wall of iron* can be affected, but an *eldritch wall* cannot). The template adds a +4 bonus to the object's hardness and break DC and doubles its hit points. Further, weapons created by spells, such as with *lesser conjure*



weapon, greater conjure weapon, or envenomed blade gain a +1 bonus to attack and damage rolls.

Spells with this template gain the earth descriptor. If the spell already has the earth descriptor, the increase to the object's hardness and break DC becomes a +6 bonus and its hit points triple.

Earth elementals conjured with this template gain a +1 bonus to AC and attack and damage rolls and a +1 hp bonus per Hit Die.

Cost: Material component (20 gp worth of powdered steel).

Gained: From the Elemental Mage feat or a *gauntlet of earth and stone*.

ELDRITCH

Casters who have trained in ancient *eldritch* arts can weave their spells in complex ways, making them devilishly difficult to resist.

Characters can add this template to any spell. The spell's saving throw Difficulty Class increases by +1. If the caster desires, she can laden the spell (using two spell slots) to increase the Difficulty Class by a further +2.

Cost: None, or the spell becomes laden (if the caster chooses to increase the DC by +2).

Gained: From the Eldritch Training feat.

ELECTRICITY

The *lightning mage's* interests usually lie more in power than in precision. The caster's eyes and hands flash with bolts of lightning when she casts her spell.

Characters can add this template to any spell that inflicts damage. The target must make a Fortitude save against the spell's original Difficulty Class or be stunned for 1 round, in addition to the damage. Spells with this template gain the electricity descriptor. If the spell already has the electricity descriptor, the target is stunned for 2 rounds.

Cost: Material component (blue or yellow gem worth 30 gp).

Gained: From the Energy Mage feat or a *rod of electricity and lightning*.

ENEMY BANE

Hunter mages learn to use their spells more effectively against a given type of creature. Choose from the following creature types:

- Aberrations
- Animals
- Constructs
- Dragons
- Elementals
- Fey
- Giants
- Humanoids (choose subtype)
- Magical beasts
- Monstrous humanoids
- Oozes
- Outsiders
- Plants
- Undead
- Vermin

Characters can add this template to any spell that inflicts hit point damage. Any spell that causes damage inflicts 50 percent more against creatures of the chosen enemy type. Some people claim to hear an intense cackling sound when an enemy bane spell strikes its intended target.

Cost: None.

Gained: From the Hunter Mage feat.

FAEN

Faen mages (also called *fey mages*) specialize in enchantments and beguiling magic. A flash of starlike motes appears in the caster's eyes with the use of this template. This template can be added to any enchantment spell. The saving throw DC increases by +1, and the duration doubles in length.

Spells with this template gain the faen descriptor. If the spell already has the faen descriptor, adding this template also increases the effective caster level by +1.

Cost: Material component (30 gp worth of silver dust).

Gained: From the Fey Mage feat, the loresong faen 1st evolved level, the spryte 3rd racial level, or the faen *figurine of the people*.

FIRE

Fire mages cast spells that are wild and dangerous. The caster's hands flicker with flames, and the spell produces a distinctive smell of sulfur.

Characters can add this template to any spell that inflicts hit point damage. The spell inflicts +1d6 points of fire damage in addition to its normal damage.

Spells with this template gain the fire descriptor. If the spell already has the fire descriptor, increase the extra damage by +2d6 points. Fire elementals conjured with this template gain a +1 bonus to Armor Class, attack and damage rolls, and a +1 hit point bonus per Hit Die.

Cost: Material component (a red gem worth at least 20 gp).

Gained: From the Energy Mage feat, the Elemental Mage feat, or a *ring of fire and heat*.

GIANT

Giantish mages (called the Ka-Namol in their own tongue) cast spells with huge effects. The caster grows about 25 percent in stature for a brief second as a spell with this template is cast. This template can be added to any spell with an area. The area of the affected spell increases by 50 percent. So a *sorcerous blast* cast by a Ka-Namol affects an area of a 30-foot-radius spread.

Spells with this template gain the giant descriptor. If the spell already has the giant descriptor, adding this template also increases the effective caster level by +1.

Cost: Material component (small gold rod worth 25 gp).

Gained: From the Giantish Mage feat, the giant 3rd racial level, or the giant *figurine of the people*.

LITORIAN

Casters using this template are sometimes called *noble shamans*. They conjure animal spirits to accompany their spells. When someone casts a spell with the litorian template, a ghostly shape of a fierce animal appears around his hand for a brief moment and creates snarling sounds. This template can be added to any spell that involves an attack roll. That is, a spell that requires an attack roll as a part of its casting, one that adds to the attack bonus of the subject, or one that grants the subject a new attack form requiring an attack roll that she did not already have (such as *litorian claws* or *lesser conjure weapon*). If the spell requires an attack roll, the caster gains a +1 bonus to the roll. If the spell

grants an attack bonus, the bonus is +1 higher. If the spell grants a new attack capability or a weapon, attack rolls made in conjunction with the weapon or ability gain a +1 bonus.

Spells with this template gain the litorian descriptor. If the spell already has the litorian descriptor, adding this template also increases the effective caster level by +1.

Cost: Material component (a necklace or bracelet of bones, teeth, feathers, and so forth, worth 5 gp).

Gained: From the Litorian Mage feat, the litorian 3rd racial level, or the litorian *figurine of the people*.

PERMANENT

Casters with the ability to give spells the permanent template are usually called *creator mages*. Characters can add this template to any noninstantaneous spell, changing the duration to Permanent. Permanent spells are vulnerable to *dispel magic* as normal. An object, area, or creature should have only one spell with this template cast on it at a time (DM's discretion).

Cost: The spell's level increases by +3 and the caster must pay an amount of experience points equal to $500 \times$ (the original level of the spell \times the magic item creation modifier for constant items (if any; see spell description)). If the creation modifier for constant items is N/A, the spell cannot be made permanent.

Spells of 8th level become laden 10th-level spells. This template cannot affect 9th- and 10th-level spells.

Gained: From the Creator Mage feat or the human *figurine of the people*.

PROGRAMMED

Casters able to give spells the programmed template are usually called *strategic mages*. Characters can apply this template to any spell, adding to the duration the concept of "until triggered" (although once triggered, the spell's duration reverts to normal). The programmed spell must be tied to an object, creature, or location, which becomes the "source" of the programmed spell when it is triggered. Triggering is based on some event set by the caster. The event can be as simple or elaborate as the caster desires, but she must determine the specifics of targets and placement beforehand. Special conditions for triggering a programmed spell can be based on a creature's name, identity, or observable actions or qualities such as race or "when the door opens." Intangibles such as level, class, Hit Dice, and hit points don't qualify.

An object, creature, or location should have only one spell with this template cast on it at any given time (DM's discretion).

Programmed spells are vulnerable to *dispel magic* as normal.

Cost: The spell's level increases by +3. Spells of 8th level become laden 10th-level spells. This template cannot affect 9th- and 10th-level spells. Further, a programmed spell requires a gem worth 500 gp per level of the spell.

Gained: From the Creator Mage feat.

PSIONIC

Psionic casters draw power from within themselves—they use their own mental energy to fuel their spells. Psionic spells have no visual cues, but often make the caster sweat at the temples or grimace as she focuses her mental energy.





Characters can add this template to any spell they can cast. A character casts such a spell with no components or focus (like a magister's staff)—it is purely a mental action. One could, for example, use a psionic spell while grappled or bound.

Spells with this template gain the psionic descriptor. If the spell already has the psionic descriptor, it need not be laden (see “Cost”).

Cost: The spell is laden.

Gained: From the Psion feat, 9th-level mind witch, or the *verrik figurine of the people*.

RUNIC

Users of this template who are not runethanes or rune lords are typically called *runecasters*. They reduce spells to mathematic formulas and complex symbols. When a runecaster casts a spell with this template, strange and arcane symbols appear to float in the air all around her. One can apply this template to any spell that requires a saving throw. It requires the spell's target to modify the saving throw with its Intelligence ability score modifier rather than the standard ability score (Constitution for Fortitude saves, Wisdom for Will Saves, Dexterity for Reflex saves), because it must deal with the overwhelming complexity of the spell's intricacy.

Cost: Standard-action spells have a casting time of 1 round. All other casting times are doubled.

Gained: From the Runecaster feat or 1st-level runethane or rune lord.

SANCTUM

Casters can declare a single area, no larger than a 20-foot radius per level, as their *sanctum*. Once chosen, the caster cannot change her sanctum without a special ritual that takes one week and costs 5,000 gp in material components.

Characters can add this template to any spell. The saving throw Difficulty Class (if any) for spells with this template cast within the character's sanctum increases by +1. The caster may double any noninstantaneous duration for spells with this template cast within the sanctum, and she may also double any range other than personal, touch, or 0 feet.

Cost: None other than described above.

Gained: From the Sanctum feat.

SIBECCAI

Casters using this template are called *savage savants*. They specialize in spells that affect themselves and increase their combat effectiveness (sometimes called “buffing spells”). When a savage savant casts a spell with the sibeccai template, a distant howling sounds, and the spell produces a heavy smell of musk. This template can be added to any spell that has the caster as a target

(either with Target: You or Target: One creature) and increases the target's attack bonus, damage bonus, Armor Class, Strength, Constitution, or Charisma (or those ability scores' bonuses). The spell's duration (unless Instantaneous) doubles, and the caster further gains a +1 bonus to attack and damage rolls for the duration (no longer than one hour per level).

Spells with this template gain the sibeccai descriptor. If the spell already has the sibeccai descriptor, it needs no material component (see below).

Cost: Material component (a vial of blood from a rare creature worth 10 gp).

Gained: From the Sibeccai Mage feat, the 3rd sibeccai racial level, or the sibeccai *figurine of the people*.

SONIC

Sound mages often carry tuning fork-like devices or musical instruments. Sonic templated spells always have some auditory aspect.

Characters can add this template to any spell that inflicts damage. The target must make a Fortitude save against the spell's original Difficulty Class or be deafened for one minute per point of damage inflicted, in addition to the damage. Spells with this template have the sonic descriptor and do not work at all in areas of magical silence. If the spell already has the sonic descriptor, the target becomes deafened for two minutes per point of damage.

Cost: Focus component (either a tuning fork-like device or a quality musical instrument; focus must be worth at least 100 gp).

Gained: From the Energy Mage feat or a *fork of sonic energy*.

SUBDUAL

Pacifist wizards do not wish to kill with their spells. Many believe that to use magic to slay a living creature is to turn otherwise white magic to black. (This, however, is an extreme viewpoint.) Subdual spells create a momentary warm yellowish glow around both caster and targets.

Characters can add this template to any spell that inflicts hit point damage. All such damage becomes subdual damage.

Cost: None.

Gained: From the Peaceful Mage feat.

UNRAVELING

Characters can add the *unraveling* template to any offensive spell. The spell attempts to dispel (as described in *dispel magic*) any and all spell effects on the target that directly interfere with it taking effect. For example, a character casts an unraveling *fireburst* at a foe with *protection from elements* (fire) upon him. The caster makes a caster power check (DC 11 + the caster level of the *protection from elements* caster). If the dispel succeeds, the spell is “unraveled” before the *fireburst* takes effect. Unraveling can only affect spells cast upon a creature or object. Independent spell effects, or those affecting an area—such as a *wall of fire*, a *null magic zone*, an illusion, or a conjured monster—cannot be dispelled, even if they prevent the templated spell from affecting the target.

A spell with this template can dispel effects specifically intended to foil the spell in question (*mental protection*) or spells that provide general protection from spells (*spell resistance*).

RACIAL TEMPLATES

Some races have their own templates, but dracha, humans, mojh, and verrik do not. Dracha and mojh mages use the dragon template as their “racial template.” Verrik gain the psionic template. Humans have no distinctive magic style based solely on their race and instead choose, say, an elemental or energy template to define their techniques.

Cost: The spell is laden.

Gained: From the Unraveling Mage feat.

WAR

War mages must have the ability to affect multiple targets with their spells. Their spells always make a loud noise when cast (this is a side effect, not a requirement). Characters can add this template to any spell with a target or targets (as opposed to an area or an effect). The spell affects 1d3+1 times the normal number of targets for the spell. For example, a war *charm* spell (cast at 3rd level) could affect 1d3+1 humanoids rather than just one.

Cost: The spell's level increases by +2. Spells of 9th level become laden 10th-level spells, but 10th-level spells cannot be affected.

Gained: From the Battle Mage feat.

WATER

Sea wizards usually live near large bodies of water and pass on their secrets only to those whom they trust and who know the way of the sea (or the river, or the lake, etc.) Water templated spells carry with them the smell of sea salt and brine.

If the caster casts a spell on the sea, in a boat at sea, or even on (or in) any large body of water such as a lake at least 2,000 feet across, all her spells are treated as heightened, even though she need not use a higher-level spell slot.

Spells with this template gain the water descriptor. If a spell already has it, the caster also may double its range and duration (if it has a range measured in feet and noninstantaneous duration). Water elementals conjured with this template gain a +1 bonus to Armor Class, attack and damage rolls, and a +1 hit point bonus per Hit Die.

Cost: In addition to the location requirement, the spell requires a material component (a blue or green gem worth at least 100 gp).

Gained: From the Elemental Mage feat, 9th-level sea witch, or a *staff of water and waves*.

WILD

Wild mages cannot control their own spells. Wild spells usually produce a bizarre flash of mixed colors or strange sounds, different each time. Whenever a wild spell is cast, there is a 50 percent chance that it produces the normal effect, a 25 percent chance that it produces the diminished effect, and a 25 percent chance that it produces the heightened effect. The spell always uses the standard slot—the effect of casting a wild *sorcerous blast* may vary, but it always takes a 3rd-level slot.

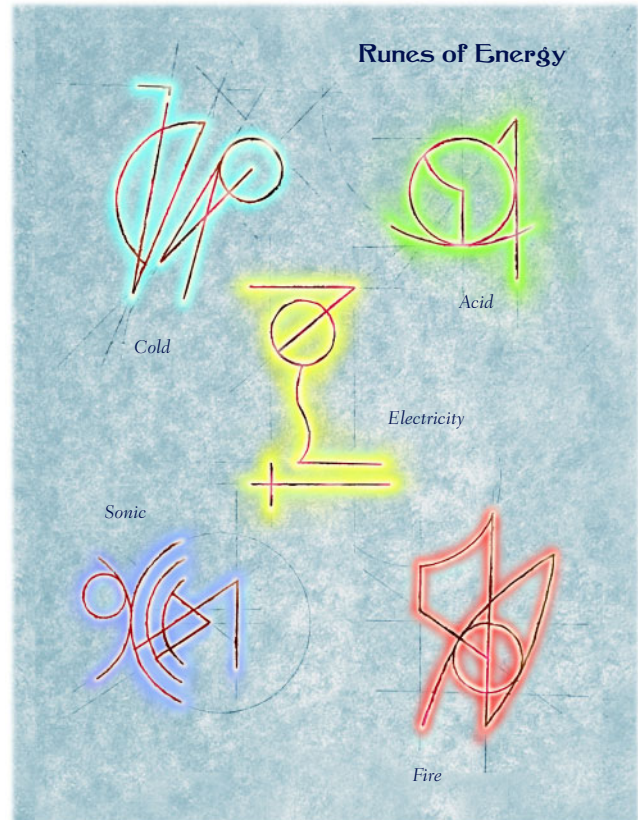
Cost: None.

Gained: From the Wild Mage feat.

MAGIC ITEMS

Magic items fuel excitement in the game. They provide players with interesting options they might not otherwise possess and serve as rewards for accomplishing great tasks.

Magic items also give a setting a very specific feel. The kinds of items that exist in a world, the kinds of artifacts that have woven themselves into its history, help define the world. This



section provides new items and artifacts for the Diamond Throne setting, as well as suggestions for items you can adapt from other sources.

If a magic item described in this section allows the use of a spell, it does not allow use of the heightened or diminished version of that spell, unless otherwise noted.

MAGIC ITEMS FROM THE DMG

Most items from Chapter Seven in the DMG are available in the Lands of the Diamond Throne, with a few exceptions based on some simple guidelines. The following items are not appropriate:

1. Any item based on alignment (items that detect alignment or depend on the alignment of the wielder or foe).
2. Any item based on creatures that do not exist in the Diamond Throne setting (orcs, eye tyrants, and so on).
3. Any item whose main feature revolves around a class that does not appear in *Monte Cook's Arcana Evolved*.
4. Any item that is made out of mithral, a material that does not exist in the Diamond Throne setting.
5. Any item whose main feature is an effect that does not appear in *Arcana Evolved* in any way, or that appears in a different version (*haste*, *resurrection*, *charm person*). The easiest thing to do is to convert these effects to *Arcana Evolved* effects: use *speed burst* rather than *haste*, *raise the dead* rather than *resurrection*, and *charm* rather than *charm person*. Some effects, such as barbarian rage or *wish*, do not appear in *Arcana Evolved*, but you could incorporate them into the game as special magic-item-only properties.



Specific examples of excluded items include *Boc's blessed book*, *boots of speed*, *druid's vestment*, *dwarven thrower*, *elven chain*, *holy avenger*, *horn of good/evil*, and *phylactery of faithfulness*.

Other items are fine, including but not limited to the following: +1 *keen short sword*, *bag of holding*, *bracers of armor*, *cloak of displacement*, *gauntlets of ogre power*, *gem of brightness*, *lyre of building*, *ring of evasion*, and *rod of security*.

DMG ITEM PREREQUISITES

Some perfectly allowable DMG items have as their prerequisites spells not found in Chapter Nine. Simply replace them with similar spells of the same level. Some items may have prerequisites for which Chapter Nine actually has a better spell prerequisite, such as *energy blade* for the brilliant energy weapon special ability.

DETERMINING TREASURE

Use all the rules and guidelines in the DMG for determining the treasure possessed by a creature or associated with an encounter. Likewise, if you wish, use the tables for generating magic items in Chapter Seven of the DMG; when you generate an inappropriate item, use one from this chapter instead. However, you may wish to consider, when using *Monte Cook's Arcana Evolved*, forgoing random treasure assignment altogether. It is easier for a DM to maintain control of a campaign when he assigns specific treasures of his choosing. Doing so allows him to decide whether a treasure should be a great boon to the characters or just a simple reward. He can also occasionally tailor the treasure found to the PCs involved. Perhaps most importantly, he can tailor the treasure to the NPCs involved, creating more logical treasure hoards.

PURCHASING MAGIC ITEMS

It is slightly more difficult to buy non-single-use magic items in the Lands of the Diamond Throne than implied in the core rules. Most such items spellcasters of the realm create for their own use and do not intend to sell (at least not originally); people of this setting have slightly less wealth than implied in the core rules—although not so much that the DM should change the PC wealth by level charts or the amount of treasure gained in an encounter. What the DM might change is the gold-piece limit of many (not necessarily all) communities, reducing the limit for towns and cities by 10 to 20 percent while leaving the limits of smaller communities and metropolises as they are.

MAGIC ARMOR

With the caveats presented above, most magic armors found in other works also work well for the Lands of the Diamond Throne. When adding magic armor into your campaign, remember that Chapter Six presents its own types of armor, many of them unique to this book.

ARMOR QUALITIES

Damage-Absorbing: This armor (not a shield) absorbs the first 10 points of damage a character takes in a given day.

Moderate abjuration; caster level 7th; Craft Magic Arms and Armor, *defensive field*; Price +1 bonus.

Energized: Anyone that strikes a character wearing *energized armor* (but not a shield) suffers 1d6 points of energy damage. The creator chooses the energy type at the time of the item's creation.

Moderate evocation; caster level 11th; Craft Magic Arms and Armor, *energy sheath*; Price +3 bonus.

Immunity: The wearer of this armor is immune to one of the following effects (both beneficial and harmful): compulsion spells, transmutation spells, illusions, negative energy spells, positive energy spells, a single element or energy type, poison, disease, or curses. The creator chooses the specific immunity effect at the time of creation.

Strong evocation; caster level 15th; Craft Magic Arms and Armor, *lesser immunity*; Price +5 bonus.

Runic: A runethane can place upon this armor or shield a single rune that does not count against his total number of runes that can exist at once. If the rune is of the touch-trigger variety, it also automatically has a password known to the runethane. The rune functions normally in all other respects.

Moderate transmutation; caster level 5th; Craft Magic Arms and Armor, creator must be a runethane; Price +1 bonus.

SPECIFIC ARMORS

Armor of Duplication: This +5 *definitive harness* allows the wearer to create a duplicate of himself and his gear (as the spell *duplicate*) three times per day. The duplicate cannot create further duplicates.

Strong transmutation; caster level 17th; Craft Magical Arms and Armor, Craft Constant Item, *duplicate*; Price 218,750 gp.

Bear Totem Armor: This +1 *hide armor* allows anyone with an empathic bond with bears (such as a 7th-level or higher bear totem warrior) to use it without suffering any maximum Dexterity or armor check penalties. It also allows the wearer to use the following spells each once per day: *lesser ability boost* (Strength), *lesser beastskin*, and *scent tracker*. When worn by such a character, *bear totem armor* is considered light armor.

Faint transmutation; caster level 5th; Craft Magic Arms and Armor, Craft Constant Item, *lesser ability boost*, *lesser beastskin*, *scent tracker*; Price 11,165 gp.

Hawk Totem Armor: This +1 *hide armor* allows anyone with an empathic bond with birds (such as a 7th-level or higher hawk totem warrior) to use it without suffering any maximum Dexterity or armor check penalties. It also allows the wearer to use the following spells each once per day: *flight* (self only), *reduce weight*, and *safe fall*. When worn by such a character, *hawk totem armor* is considered light armor.

Faint transmutation; caster level 5th; Craft Magic Arms and Armor, Craft Constant Item, *flight*, *reduce weight*, *safe fall*; Price 12,165 gp.

Ritual Armor: This +2 *Devanian chain shirt* grants wearers the ability to use one additional combat rite of the highest rank they have access to. Wearers who cannot use combat rites do not gain this bonus.

Strong transmutation; caster level 10th; Craft Magical Arms and Armor, *greater enhance magical flow*; Price 39,550 gp.

Shark Totem Armor: This +1 *hide armor* allows anyone with an empathic bond with fish (such as a 7th-level or higher shark totem warrior) to use it without suffering any maximum Dexterity or armor check penalties. It also allows the wearer to use the following spells each once per day: *lesser beastskin*, *protection from elements* (water only), and *water roil*. When worn by such a character, *shark totem armor* is considered light armor.

Faint transmutation; caster level 5th; Craft Magic Arms and Armor, Craft Constant Item, *lesser beastskin*, *protection from elements*, *water roil*; Price 13,165 gp.

Snake Totem Armor: This +1 *hide armor* allows anyone with an empathic bond with reptiles (such as a 7th-level or higher snake totem warrior) to use it without suffering any maximum Dexterity or armor check penalties. It also allows the wearer to use the following spells each once per day: *advance poison*, *lesser beastskin*, and *venomblade*. When worn by such a character, *snake totem armor* is considered light armor.

Faint transmutation; caster level 5th; Craft Magic Arms and Armor, Craft Constant Item, *advance poison*, *lesser beastskin*, *venomblade*; Price 21,165 gp.

Wolf Totem Armor: This +1 *hide armor* allows anyone with an empathic bond with wolves (such as a 7th-level or higher wolf totem warrior) to use it without suffering any maximum Dexterity or armor check penalties. It also allows the wearer to use the following spells each once per day: *scent tracker*, *silent sheath*, and *spirit of prowess*. When worn by such a character, *wolf totem armor* is considered light armor.

Faint transmutation; caster level 5th; Craft Magic Arms and Armor, Craft Constant Item, *scent tracker*, *silent sheath*, and *spirit of prowess*; Price 14,165 gp.

Wolverine Totem Armor: This +1 *hide armor* allows anyone with an empathic bond with wolverines (such as a 7th-level or higher wolverine totem warrior) to use it without suffering any maximum Dexterity or armor check penalties. It also allows the wearer to use the following spells each once per day: *acrobatics*, *scent tracker*, and *spirit of prowess*. When worn by such a character, *wolverine totem armor* is considered light armor.

Faint transmutation; caster level 5th; Craft Magic Arms and Armor, Craft Constant Item, *acrobatics*, *scent tracker*, *spirit of prowess*; Price 12,165 gp.

MAGIC WEAPONS

Keeping in mind the caveats presented at the beginning of this section, most magic weapons found in other works also work well for the Lands of the Diamond Throne. When adding magic weapons into your campaign, remember that Chapter Six: Equipment presents its own types of weapons, many of them unique to this book.

WEAPON QUALITIES

Crippling: When this weapon inflicts damage with a sneak attack or in conjunction with the First Strike feat, it also inflicts a point of temporary Strength damage.

Faint transmutation; caster level 3rd; Craft Magic Arms and Armor, *subtle steps*; Price +1 bonus.



Dark: This weapon inflicts an additional 1d6 points of negative energy damage. This damage does not harm objects or constructs, but it does harm living creatures. It heals undead.

Faint transmutation; caster level 3rd; Craft Magic Arms and Armor, *touch of disruption*; Price +1 bonus.

Elemental: This weapon inflicts an additional 1d6 points of damage of a chosen elemental type: air, earth, fire, or water. The type of element is chosen when the weapon is created and cannot change, so it is in fact four weapon qualities, not one. An air-based weapon cannot also be earth based. A fire-based weapon cannot also be water based. An elemental weapon cannot also be an energy weapon (see below). A weapon cannot carry the same quality twice, nor can it have both the elemental and raging elemental qualities (see below). These weapon special abilities replace similar abilities in the DMG.

Faint evocation; caster level 3rd; Craft Magic Arms and Armor, *fireburst*, *stone blast*, *water roil*, or *wind churn*; Price +1 bonus.

Elemental, Raging: As with the elemental quality, except that the additional damage is 2d6.

Moderate evocation; caster level 6th; Craft Magic Arms and Armor, *sorcerous blast*; Price +2 bonus.

Energy: This weapon inflicts an additional 1d6 points of damage of a chosen energy type: acid, cold, fire, electricity, or sonic. The type of energy is chosen when the weapon is created and cannot change, so it is in fact five weapon qualities, not one. An acidic weapon cannot also be an sonic weapon. A fire



weapon cannot also be a cold weapon. An energy weapon cannot also be an elemental weapon. A weapon cannot carry the same quality twice nor can it have both the energy and seething energy qualities (see below). These weapon special abilities replace similar ones in the DMG.

Faint evocation; caster level 3rd; Craft Magic Arms and Armor, *cold blast*, *destructive grip*, *fireburst*, *scream*, or *shock*; Price +1 bonus.

Energy, Seething: As with the energy quality, except that the additional damage is 2d6 points. (See illustration, previous page.)

Moderate evocation; caster level 6th; Craft Magic Arms and Armor, *energy bolt*; Price +2 bonus.

Preserving: Also known as a Green weapon, this weapon inflicts an additional 1d6 points of positive energy damage that harms undead. Once per day, the touch of this weapon can restore 1d6 hit points to a living creature.

Faint transmutation; caster level 3rd; Craft Magic Arms and Armor, *lesser battle healing*; Price +1 bonus.

Psionic: When used to damage a creature susceptible to mind-affecting attacks, this weapon inflicts an additional 1d6 points of subdual damage by blasting the foe's mind as well as his body.

Faint transmutation; caster level 3rd; Craft Magic Arms and Armor, *mind stab*; Price +1 bonus.

Rapid Reloading: This ranged weapon's reload time is "one step" faster than normal. A hand crossbow or light crossbow, which normally takes a move-equivalent action to reload, can be fired as quickly as a bow if it carries this quality—that is, reloading becomes part of the firing action, and a character can fire the weapon as many times in a round as he has attacks. A heavy crossbow with this quality can be reloaded as a move-equivalent action.

A character using a rapid reloading weapon with no reload time, such as a bow or a sling, can fire the weapon faster than normal. Five times per day, as part of a full attack action, he can make an additional attack with a base attack bonus of half his highest normal base attack bonus. This ability's effects do not stack with similar effects, such as those from the Rapid Reload feat.

Moderate transmutation; caster level 5th; Craft Magic Arms and Armor, *heightened lesser ability boost*; Price +1 bonus.

Rapid Striking: When the wielder of this melee weapon uses the full attack action, he can use it to make an additional attack with a base attack bonus of half his highest normal base attack bonus. This ability can be used five times per day. Its effects do not stack with similar effects (such as those from Rapid Strike).

Even if a character wields more than one weapon with this ability, only one rapid strike is possible in a round.

Moderate transmutation; caster level 5th; Craft Magic Arms and Armor, *heightened lesser ability boost*; Price +1 bonus.

Runic: A runethane can place upon this weapon a single rune that does not count against his total number of runes that can exist at once. If the rune is of the touch-trigger variety, it automatically has a password known to the runethane. The rune functions normally in all other respects.

Moderate transmutation; caster level 5th; Craft Magic Arms and Armor, creator must be a runethane; Price +1 bonus.

SPECIFIC WEAPONS

Blade of Poisons: This greenish-black, steel +1 *short sword* is always coated with a virulent poison. The poison deals 1d4 points of Constitution damage immediately and again a minute later. The Difficulty Class to overcome the poison is 16.

Faint evocation; caster level 5th; Craft Magic Arms and Armor, *advance poison*, *venomblade*; Price 67,310 gp.

Bow of Screams: When anyone pulls back on this blood-red +2 *longbow*, it screams as if it were alive. Likewise, arrows flying from the bow also make a shrill screaming sound. Anyone struck by an arrow from this bow must make a Fortitude saving throw (DC 13) or suffer 1 point of temporary Constitution damage.

Faint evocation; caster level 3rd; Craft Magic Arms and Armor, *scream*; Price 16,375 gp.

Crossbow of Vitrification: This crossbow appears to be made of glass. Despite its appearance, it functions as a normal +3 *heavy crossbow*, except that the bolts it fires—in addition to inflicting damage and whatever magical effects the bolt may have—force the target they strike to make a Fortitude save (DC 20) or turn to glass permanently.

Strong transmutation; caster level 15th; Craft Magical Arms and Armor, *heightened vitrification*; Price 200,350 gp.

Dragonclaw Mace: This +5 *dire heavy mace* appears to be surrounded with a huge, ghostly dragonclaw in battle. Rather than inflicting normal damage, the mace inflicts damage as if it were the claw of a Huge dragon with Strength 35 (ignore the wielder's normal bonuses to damage, even Strength, but not including the +5 bonus of the mace and the +2 bonus for being dire). Thus, the mace inflicts 2d6+12 points of damage (+7 for the magic of the mace and the dire quality). The wielder can also use the mace to make destructive Strength checks (such as battering down a door or breaking an item), with a Strength of 35 (+12 bonus) rather than his own Strength.

Strong transmutation; caster level 15th; Craft Magical Arms and Armor, *primal release*; Price 201,012 gp.

Ice Javelin: This blue-white, wooden +1 *javelin* turns to ice as soon as it is thrown. It inflicts 1d6 additional points of cold damage when it strikes. If the attack roll results in a miss that would have succeeded against the target's touch Armor Class, the javelin inflicts no normal damage, but the 1d6 points of cold damage do affect the foe.

Faint evocation; caster level 3rd; Craft Magic Arms and Armor, *icebolt*; Price 340 gp.

Lifethief: This +1 *battleaxe* heals the wielder half the amount of damage it inflicts on a foe (including bonuses from magic or Strength) three times per day.

Faint necromancy; caster level 5th; Craft Magic Arms and Armor, Craft Constant Item, *steal health*; Price 20,310 gp.

Magnetic Sword: This nondescript +1 *longsword* has a magnetic hilt and a selectively magnetic blade. When attacking a foe in metal armor (not leather jack, studded leather jack, hide, beastscale, or dragonscale armor), the sword strikes with a

–1 attack penalty (as it is more likely to hit armor than a vital unarmored spot) but a +4 damage bonus (as it strikes with more force).

A wielder wearing a metal gauntlet gains a +10 circumstance bonus to resist disarm attempts.

Faint transmutation; caster level 3rd; Craft Magic Arms and Armor, *magnetism*; Price 6,315 gp.

Slowing Whip: Each hit from this brown leather +1 whip reduces a struck foe's speed by 5 feet. The loss lasts 10 rounds.

Faint evocation; caster level 3rd; Craft Magic Arms and Armor, *lesser drain away speed*; Price 14,301 gp.

Tenblades: This +4 *crippling kopesh* can, five times per day, create nine other ghostly versions of itself that will all strike the same target that the wielder attacks. If the wielder hits, the extra blades inflict an additional 9d10+45 points of damage in addition to whatever normal damage the wielder inflicts. Although it is a free action to activate the *tenblades* effect, it cannot be used more than once per round.

Strong transmutation; caster level 18th; Craft Magical Arms and Armor, *duplicate*; Price 282,365 gp.

CHARGED ITEMS

The most common type of charged item is a *wand*. Wands hold a single spell that can be cast 50 times. Wands are spell-trigger items, which means the spell in the wand needs to be on your list of known spells for you to use it. “On your list of known spells” means that, if the spell is a simple spell, you need to be able to cast simple spells to use the wand. If the spell is complex, you need to be able to cast complex spells to use the wand (or have taken the Complex Spell feat for that level).

It's rare to find a wand of an exotic spell, because usually only the creator of the wand could use it. Further, the vast majority of wands contain low-level spells—usually those a mage needs to cast a lot, such as *lesser ability boost*, *lesser battle healing*, *lesser beastskin*, *cold blast*, *levitate*, *magic armor*, *magic weapon*, *sorcerous blast*, and so on.

Sometimes staves are charged items, but just as often they are constant items (unlike those found in the DMG).

SINGLE-USE ITEMS

Any character can use single-use items, but they always require some physical action (drinking a potion, breaking a seal, or rubbing on a salve) that provokes an attack of opportunity.

When the item is created, the creator usually makes all the choices about the parameters of the spell (the target is the person drinking the potion, and so on). The caster level of the item determines level-based aspects. However, a creator can choose to leave some of these parameters up to the end user (allowing the creation of a charm that, when rubbed, allows the user to cast *distraction* on anyone he wishes within range). This option doubles the cost.

Single-use items conform as nearly as possible to the spell they contain. For example, a spell that requires a foe's truenam still requires it when made into a potion. For twice the price, the user can specify the truenam, rather than the creator.

GETTING CREATIVE WITH SINGLE-USE ITEMS

Monte Cook's *Arcana Evolved* rules and the suggestions in this book encourage lots of different kinds of single-use items beyond just potions. Single-use items are fun and dynamic. It's interesting to give a nonspellcaster the ability to have a basilisk's gaze, create a wall of iron, or inflict a caustic burst on an enemy.

It's also interesting that the ability can also be used just once. The player must decide just the right moment to produce the magical effect. Single-use items are an effective way of “controlling” the level of magic in the game without reducing the amount of magical treasure.

DETONATIONS

Detonations are single-use items meant to affect another creature, usually an unwilling target(s). These magic items can take a wide variety of shapes: stone idols, runic plates, and so on. When they detonate, they do not damage a target with shrapnel, but instead affect the target with the spell they hold inside.

Sometimes a creator places a touch or ranged touch (or ray) attack spell in the detonation, or even a spell with no attack roll. These all function as ranged touch attacks in the detonation, where the detonation has a range increment of 10 feet; resolve missed attacks using the grenadelike weapons rules in Chapter Seven. (This becomes particularly important for such area effect attacks as *sorcerous blast*.)

Multiply the price of placing a touch spell into a detonation by 1.5, since it is effectively becoming a ranged touch attack.

Below are a few sample detonations, listed in order of ascending price:

Detonation Name	Caster Level	Price
Disorient	1st	37 gp
Mind stab	1st	50 gp
Charm	1st	75 gp
Shock	1st	75 gp
Touch of disruption	1st	75 gp
Touch of pain	1st	75 gp
Boil	3rd	300 gp
Lesser drain away speed	3rd	300 gp
Dazzlesphere	3rd	450 gp
Dispel magic	5th	750 gp
Sorcerous blast	5th	750 gp
Lesser resilient sphere	7th	1,400 gp
Sorcerous blast	10th	1,500 gp
Enfeebled mind	9th	2,250 gp
Freeze	11th	3,300 gp
Caustic burst	13th	4,550 gp
Finger of destruction	13th	4,550 gp
Vitrification	13th	4,550 gp
Psychic blast	15th	9,000 gp
Spell magnet	15th	13,500 gp



OILS

Oils are single-use items that you apply to a willing target, an item, or perhaps a small area.

A few sample oils appear on the table that follows, presented in order of ascending price. Below is one special oil:

Rune Oil: When this oil is applied to a creature, object, or surface, a runethane can place upon it a single rune that does not count against his total number of runes that can exist at once. The rune functions normally in all other respects.

Moderate transmutation; caster level 7th; Craft Single-Use Item, *greater enhance magical flow*; Price 1,000 gp.

Oil Name	Caster Level	Price
Lesser repair	1st	25 gp
Scent bane	1st	25 gp
Raiment	1st	37 gp
Magic armor	1st	50 gp
Magic weapon	1st	50 gp
Diminished lesser beastskin	1st	50 gp
Harden	1st	50 gp
Eldritch armor	1st	75 gp
Lesser beastskin	3rd	300 gp
Heightened magic armor	3rd	300 gp
Heightened magic weapon	3rd	300 gp
Invigorate item	3rd	450 gp
Sorcerous guise	3rd	450 gp
Cloak of darkness	3rd	600 gp
Lesser sealed door	3rd	600 gp
Lesser beastskin	5th	750 gp
Greater repair	5th	750 gp
Lesser animate undead	7th	1,400 gp
Gird the warrior	9th	2,250 gp
Open door	9th	2,250 gp
Revivification	9th	4,500 gp
Bloodblade	11th	3,300 gp
Energy sheath	11th	3,300 gp
Security	11th	3,300 gp
Phase door	13th	4,550 gp
Remove malady	11th	6,600 gp
Permanent rest	15th	9,000 gp
Stabilize soul	11th	13,200 gp
Lesser raise the dead	13th	19,200 gp

POTIONS

Potions are single-use items that you drink. The effects always affect you (as with *glamour*, *lesser transfer wounds*, or *flight*), although sometimes they grant you a special power that you can now manifest (such as *lesser telekinesis*).

The table on the next page lists some sample potions, presented in order of ascending price. Below are a few special potions:

Ability Boost: The creator of this potion determines ahead of time which ability score it affects, regardless of the imbiber. The potion confers a +2 enhancement bonus on the designated score for 30 minutes. So there are Strength boost, Constitution boost,

Dexterity boost, Intelligence boost, Wisdom boost, and Charisma boost potions.

Faint transmutation; caster level 3rd; Craft Single-Use Item, *lesser ability boost*; Price 300 gp.

Aura Potion: There are many different types of this potion, and each is keyed to a different spell template. The imbiber glows with a palpable aura, and anyone viewing him can make a Spellcraft check (DC 20) to determine which template the aura belongs to. The imbiber can use the spell template associated with the aura for one hour.

Faint transmutation; caster level 4th; Craft Single-Use Item, creator must have the feat that grants the specific spell template; Price 400 gp.

Greater Ability Boost: As the *ability boost potion*, but this one adds a +6 enhancement bonus to the ability score for two hours.

Moderate transmutation; caster level 11th; Craft Single-Use Item, *greater ability boost*; Price 3,300 gp.

Greater Aura Potion: These potions work just like *aura potions*, except they last 24 hours.

Moderate transmutation; caster level 8th; Craft Single-Use Item, creator must have the feat that grants the specific spell template; Price 1,600 gp.

Heightened Ability Boost: As the *ability boost potion*, but it adds a +4 enhancement bonus to the ability score for one hour.

Moderate transmutation; caster level 5th; Craft Single-Use Item, heightened *lesser ability boost*; Price 750 gp.

Heightening Elixir: The next spell one casts within an hour of drinking this potion is considered heightened. The drinker still must cast the spell normally, using a slot of the spell's regular level.

Faint transmutation; caster level 5th; Craft Single-Use Item, heightened *empower spell*; Price 800 gp.

Ladening Elixir: The next spell a spellcaster casts within an hour of drinking this potion is considered laden, even though he uses only one slot to cast it.

Faint transmutation; caster level 5th; Craft Single-Use Item, heightened *lesser enhance magical flow*; Price 600 gp.

Spellpower Elixir: The next spell a spellcaster casts within an hour of drinking this potion does not use a slot. This effect applies to spells of no higher than 4th level. The spell must be one the drinker knows and cannot be laden.

Moderate transmutation; caster level 7th; Craft Single-Use Item, *greater enhance magical flow*; Price 700 gp.

Sturdy Elixir: The character drinking this potion gains temporary hit points that last until lost or until one hour passes, whichever comes first. The temporary hit points do not stack with other sources of temporary hit points or multiple doses of this potion. The cost depends on the number of hit points gained.

Faint (10 or 20 hp) or moderate (30 hp) transmutation; caster level 3rd (10 hp), 5th (20 hp), or 7th (30 hp); Craft Single-Use Item, *lesser ability boost*; Price 300 gp (10 hp), 750 gp (20 hp), or 1,400 gp (30 hp).

Undead Healing: An undead creature that drinks this potion is healed 1d8+1 hit points. A living creature that drinks the potion suffers 1d8+1 points of damage.

Faint necromancy; caster level 1st; Craft Single-Use Item, *touch of disruption*; Price 50 gp.

TOKENS

Tokens are like detonations except that they are not attacks. They are small, usually fragile objects that release a creation or effect when broken. Here are few samples, in order of ascending price:

Token	Caster Level	Price
Lesser glowglobe	1st	25 gp
Greater glowglobe	3rd	600 gp
Lesser creation	5th	750 gp
Dimensional door	7th	1,400 gp
Wall of ice	7th	1,400 gp
Wall of iron	9th	2,250 gp
Wall of stone	9th	2,250 gp

CONSTANT ITEMS

Although most of the “rods,” “rings,” and “wondrous items” in Chapter Seven of the DMG are constant items available in the Diamond Throne setting, the following specimens were created specifically for use with *Monte Cook’s Arcana Evolved*.

SAMPLE POTIONS

Potion	Caster Level	Price
Lesser telekinesis	1st	25 gp
Reduce weight	1st	37 gp
Bash	1st	50 gp
Canny effort	1st	50 gp
Glamour	1st	50 gp
Lesser transfer wounds	1st	50 gp
Resistance	1st	50 gp
Saving grace	1st	50 gp
Acrobatics	1st	100 gp
Diminished lesser enhance magical flow	1st	100 gp
Precise vision	1st	100 gp
Scent tracker	1st	100 gp
Darkvision	3rd	300 gp
Lesser battle healing	3rd	300 gp
Levitate	3rd	300 gp
Reduce weight	10th	375 gp
Lesser enhance magical flow	3rd	600 gp
See invisibility	3rd	600 gp
Flight	5th	750 gp
Invisibility	5th	750 gp
Protection from elements (air)	5th	750 gp
Protection from elements (earth)	5th	750 gp
Protection from elements (fire)	5th	750 gp
Protection from elements (water)	5th	750 gp
Unknown	5th	750 gp
Water breathing	5th	750 gp
Greater telekinesis	7th	1,400 gp
Greater transfer wounds	7th	1,400 gp

Amulet of Spell Knowledge: This smooth-cut stone amulet contains a single complex or exotic spell that the wearer adds to his repertoire. He can now choose to ready this spell as if he had normal access to it.

Moderate transmutation; caster level varies (just high enough to cast spell implanted in stone); Craft Constant Item, varies (creator must know spell implanted in stone); Price (level of spell implanted) squared × 1,000 gp; Weight —

Bag of Needful Things: This leather shoulder bag seems about half-full all the time. Three times per day, the owner can reach into the bag and pull out any nonmagical object desired, as long as the object’s value is less than 50 gp and it normally could fit into the bag (approximately 14 inches by 12 inches by 4 inches). The bag cannot produce precious metals or gemstones.

Faint conjuration; caster level 5th; Craft Constant Item, *lesser creation*; Price 10,000 gp; Weight —

Boots of Tracelessness: The wearer of these leather boots has no scent (so creatures with the scent ability cannot track him) and leaves no tracks (so anyone with the Track feat cannot track him).

Faint transmutation; caster level 3rd; Craft Constant Item, *scent bane, subtle steps*; Price 8,000 gp; Weight 1 lb.

Potion	Caster Level	Price
Neutralize poison	7th	1,400 gp
Protection from energy (acid)	7th	1,400 gp
Protection from energy (cold)	7th	1,400 gp
Protection from energy (electricity)	7th	1,400 gp
Protection from energy (sonic)	7th	1,400 gp
Tongues	7th	1,400 gp
Greater transfer wounds	7th	1,400 gp
Protection from elements (imbiber’s choice)	5th	1,500 gp
Greater battle healing	9th	2,250 gp
Peer through matter	9th	2,250 gp
Spell resistance	9th	2,250 gp
Gaze of terror	7th	2,800 gp
Greater enhance magical flow	7th	2,800 gp
Protection from energy (imbiber’s choice)	7th	2,800 gp
Blindsight	11th	3,300 gp
Restoration (imbiber must know truename)	9th	4,500 gp
Lesser immunity	13th	4,550 gp
Mental protection	13th	4,550 gp
Transform into plant	11th	6,600 gp
Primal release	15th	9,000 gp
Spellmaster	15th	9,000 gp
Spirit of war	15th	9,000 gp
Gaze of the basilisk	13th	9,100 gp
Protect soul	11th	13,200 gp
Shapechange	17th	22,950 gp
Immortality	17th	34,425 gp



Burdenless Stone: For the purpose of determining weight for teleportation spells, the possessor of this small, polished stone weighs nothing. The item works upon whoever possesses it.

Moderate transmutation; caster level 10th; Craft Constant Item, *reduce weight*; Price 7,000 gp.

Burst Boots: These boots usually come in tough, hardy leather. They allow the wearer, five times per day, to make an additional move or move-equivalent action in a round. Although activating them is a free action, the boots can be used only once per round at most. The wearer must have on both boots to get any effect.

Faint transmutation; caster level 3rd; Craft Constant Item, *acrobatics*, *lesser ability boost*; Price 12,000 gp; Weight 1 lb.

Cloak of Air and Wind: Those wishing power over the element of air prize this white or light blue cloak. It is one of four items keyed toward the elements. If the wearer casts spells, she gains access to any spell with the air descriptor plus the ability to add the air template to spells. Further, she can use any of the following spells, in any combination, five times per day (so she can cast one spell five times, or one spell three times and another twice, and so on): *gusting wind*, *levitate*, *protection from elements* (air), and *wind churn*.

Faint evocation; caster level 5th; Craft Constant Item, *gusting wind*, *levitate*, *protection from elements*, *wind churn*; Price 32,000 gp; Weight 1 lb.

Coat of Cold and Frost: This fur-lined leather coat prevents the wearer from taking any environmental damage from cold weather. If the wearer casts spells, he gains access to any spell with the cold descriptor plus the ability to add the cold template to spells. Further, he can use any of the following spells, in any combination, five times per day (so he can cast one spell five times, or one spell three times and another twice, and so on): *cold blast*, *icebolt*, and *protection from energy* (cold).

Moderate evocation; caster level 7th; Craft Constant Item, *cold blast*, *icebolt*, *protection from energy*; Price 39,000 gp; Weight 3 lbs.

Decanter of Acid: This small gray jug has an iron stopper. It can, on command, produce three flasks' worth of alchemist's acid every day. If the wielder casts spells, he gains access to any spell with the acid descriptor plus the ability to add the acid template to spells. Further, he can use any of the following spells, in any combination, five times per day (so he can cast one spell five times, or one spell three times and another twice, and so on): *acid pit*, *destructive grip*, and *protection from energy* (acid).

Moderate evocation; caster level 7th; Craft Constant Item, *acid pit*, *destructive grip*, *protection from energy*; Price 50,000 gp; Weight 1 lb.

Dragonhelm: A tall, gold and silver gilded helmet of grand design, a *dragonhelm* conveys to the wearer a number of abilities, each of which can be used once per day. These abilities are: *everlasting terror*, *flight*, and *lesser beastskin*. Further, once per day, the wearer can breathe flame as if he were an evolved dracha with three racial and three evolved levels. (If the wearer is a dracha, this is in addition to any breath weapon abilities already possessed.)

Moderate transmutation; caster level 6th; Craft Constant Item, *everlasting terror*, *flight*, *lesser beastskin*, *sorcerous blast*; Price 30,000 gp; Weight 4 lbs.

Eldritch Amulet: This bronze amulet is covered in mystical symbols. The wearer gains a +4 enhancement bonus to his spellcasting ability score (or the score related to the spellcasting class of which he has the most levels) and grants him abilities as if he were continually affected by a *spellmaster* spell.

Strong transmutation; caster level 20th; Craft Constant Item, *spellmaster*, *greater ability boost*; Price 380,000 gp; Weight —

Enruned Scepter: This foot-long rod of gilt iron is covered with engraved runes that shift and change. The scepter can be used as a mace with a +1 enhancement bonus that, once per day, can flare with magical power, inflicting an additional +3d6 points of force damage. It also grants the wielder use of the runic template.

Faint transmutation; caster level 5th; Craft Constant Item, Craft Magic Arms and Armor, *forceblast*; Price 16,000 gp; Weight 3 lbs.

Figurine of the People: As a group of items, figurines of the people represent the various races of the Lands of the Diamond Throne (before the coming of the dragons and dracha).

Each is 3 inches tall, whether it is a giant or a spryte (they are not in scale with one another). They are made of various stones with excellent craftsmanship. Each has abilities tied to it directly, and each is more powerful in the hands of a member of the race in question.

Faen: This figurine comes in three forms. Each shows either a quickling, a loresong, or a spryte in a dramatic pose. Each grants a spellcasting character who has it in his possession the ability to use the faen spell template. If the possessor is a faen, he also gains a +1 luck bonus on any Dexterity-based skill checks. If he is a faen of the exact type depicted in the figurine, the luck bonus also applies to Reflex saving throws.

Giants: This figurine depicts a female giant dressed in armor with sword and shield. It grants a spellcasting character who has it in his possession the ability to use the giant spell template. If the possessor is a giant, he also gains a +1 luck bonus to any Wisdom-based skill checks and Will saves.

Humans: This figurine depicts an androgynous human striking a bold pose. It grants a spellcasting character who has it in his possession the ability to use the permanent spell template. If the possessor is a human, he gains a +1 luck bonus to all skill checks.

Litorians: The figurine of the litorians is a male litorian warrior crouching with a spear in hand. It grants a spellcasting character who has it in his possession the ability to use the litorian spell template. If the possessor is a litorian, he also gains a +1 luck bonus to all saving throws.

Mojh: The mojh figurine shows a mojh leaning heavily on a thick staff. It grants a spellcasting character who has it in his possession the ability to use the dragon spell template. If the possessor is a mojh, he also gains a +1 luck bonus to Armor Class.

Sibeccai: This figurine shows a snarling male sibeccai with a kopesh. It grants a spellcasting character who has it in his possession the ability to use the sibeccai spell template. If the possessor is a sibeccai, he also gains 1d8 temporary hit points that renew each day, and a +1 luck bonus to Fortitude saves.

Verrick: This figurine depicts a female verrik with simple clothing and no equipment. It grants a spellcasting character who has it in his possession the ability to use the psionic spell template.

If the possessor is a verrik, he also gains a +1 luck bonus to any Wisdom-based skill checks and Will saves.

Moderate transmutation; caster level 7th; Craft Constant Item, must belong to the race involved; Price 20,000 gp; Weight 1 lb.

Floating Deathskull: Rumors say that the most powerful of dramojh crafting mages first developed these horrific items, although necromancers and those dabbling in dark magic since then create them as well. A deathskull resembles a floating skull covered in etched black runes. The skulls were originally from humans, verrik, litorians, or faen, although giant and sibeccai skulls are now sometimes created. The deathskull floats around the owner, never straying more than 3 feet away (and not taking up space on the owner). As a free action, once per round, the deathskull can cast *wave of death*, affecting anyone with fewer than 20 HD. The skull can also be used to cast a *gaze of terror* from its eyes (not the owner's) three times per day.

Strong necromancy; caster level 20th; Craft Constant Item, *gaze of terror*, *wave of death*, creator must have the Quicken Spell feat; Price 700,000 gp; Weight 5 lbs. (effectively weightless)

Focus Stone: A user can affix this small greenish crystal to any wand. If the spell within the wand allows a saving throw, that spell's Difficulty Class increases by either +1 or +2, depending on the stone. The stone can be moved from wand to wand without damaging the stone or the wand(s).

Faint transmutation; caster level 3rd (for +1), 5th (for +2); Craft Constant Item, *invigorate item* (for +1), heightened *invigorate item* (for +2); Price 24,000 gp (for +1) 60,000 gp (for +2); Weight —

Fork of Sonic Energy: This two-pronged silver fork produces a perfect tone when struck. If used before a musical performance, it adds a +5 bonus to the Perform check. A wielder who casts spells gains access to any spell with the sonic descriptor plus the ability to add the sonic template to spells. Further, she can use any of the following spells, in any combination, five times per day (so she can cast one spell five times, or one spell three times and another twice, and so on): *protection from energy* (sonic), *scream*, and *silent sheath*.

Moderate evocation; caster level 7th; Craft Constant Item, *protection from energy*, *scream*, *silent sheath*; Price 39,000 gp; Weight —

Gauntlet of Earth and Stone: This leather glove is fitted with iron plates and studded with polished stones. It grants a +5 bonus to Climb checks to a wearer climbing up a stone or earthen surface. If the wearer casts spells, he gains access to any spell with the earth descriptor plus the ability to add the earth template to spells. Further, he can use any of the following spells, in any combination, five times per day (so he can cast one spell five times, or one spell three times and another twice, and so on): *earth burst*, *muddy ground*, *protection from elements* (earth), and *stone blast*.

Faint evocation; caster level 5th; Craft Constant Item, *earth burst*, *muddy ground*, *protection from elements*, *stone blast*; Price 32,000 gp; Weight 1 lb.

Gauntlets of Magnificent Battle: These items always come as a pair. Although they are individual magic items, they will not function unless both are worn at the same time by the same character. Each is an iron gauntlet inscribed with arcane symbols. The left gauntlet activates a *protective shell* at will as a standard action, while the right gauntlet can blast with a 42d6 *bolt of power* three times per day, also as a standard action (Reflex save, DC 25, for half). The bolts can pass through the protective shell.

Overwhelming abjuration; caster level 21st; Craft Constant Item, *protective shell*, *bolt of power*; Price 924,000 gp; Weight 2 lbs.

Glowglobe Lantern: This brass lantern looks simple but well made. However, if the owner casts *lesser glowglobe* into the lantern, the magical





effect moves with the lantern, despite the fact that the globe created is normally immobile.

Faint evocation; caster level 3rd; Craft Constant Item, *greater glowglobe*; Price 3,000 gp; Weight 2 lbs.

Lens of Analysis: Anyone looking through this round glass lens can identify magical items as though using an *analyze* spell. The lens measures about 4 inches across and is framed in brass.

Faint divination; caster level 1st; Craft Constant Item, *analyze*; Price 3,000 gp; Weight —

Loresight Lenses: You have free use of the *creature loresight*, *object loresight*, and *location loresight* spells while you wear these violet-tinted lenses on your eyes. However, after using one of the spells, you must rest your eyes (closing them) for a minute due to the strain or go permanently blind.

Faint divination; caster level 3rd; Craft Constant Item, *creature loresight*, *location loresight*, *object loresight*; Price 14,000 gp; Weight —

Manacles of Interrogation: Once per day, the owner of these iron and crystal manacles can force the wearer to answer one question, as described in the spell *greater compelling question*. The owner must touch the manacles while asking the question.

Faint divination; caster level 5th; Craft Constant Item, *greater compelling question*; Price 6,000 gp; Weight 2 lbs.

Psychokinetic Ring: This clear glass ring only functions when worn by someone with the Psionic Mage feat. The wearer can use *true telekinesis* three times per day as a standard action and *telekinetic shield* continually.

Overwhelming transmutation; caster level 21st; Craft Constant Item, *telekinetic shield*, *true telekinesis*; Price 924,000 gp; Weight —

Ring of the Blade: This silver ring is etched with the images of tiny swords. Upon command (requiring a standard action), an *energy blade* (whichever type the wearer wishes) appears in the hand that wears the ring. The *energy blade* remains until dispelled.

Faint evocation; caster level 3rd; Craft Constant Item, *energy blade*; Price 60,000 gp; Weight —

Ring of Fire and Heat: This gold band has tiny rubies set all around it. If desired, it can raise the temperature of the air 10 feet around it by 10 degrees. A wearer who casts spells gains access to any spell with the fire descriptor plus the ability to add the fire template to spells. Further, he can use any of the following spells,

in any combination, five times per day (so he can cast one spell five times, or one spell three times and another twice, and so on): *energy bolt* (fire), *fireburst*, and *protection from elements* (fire).

Faint evocation; caster level 5th; Craft Constant Item, *control temperature*, *energy bolt*, *fireburst*, *protection from elements*; Price 28,000 gp; Weight —

Ring of Magical Might: This silver band, worn by a spellcaster, adds a spell slot to the wearer's total. The strength, caster level, and price vary based on the slot provided. (See the table below.)

Craft Constant Item, caster must be of equal level to the caster level; see below.

Ring of Spellcasting: This bluish-silver band bears arcane runic etching. The wearer adds a +1 bonus to all saving throw Difficulty Classes of spells he casts (but not to the effects of magic items he uses).

Faint transmutation; caster level 3rd; Craft Constant Item, *lesser enhance magical flow*; Price 12,000 gp; Weight —

Rod of Electricity and Lightning: This iron rod is covered in lightning-blue runes that continually glow enough to light an area 5 feet in diameter. If the wielder casts spells, he gains access to any spell with the electricity descriptor plus the ability to add the electricity template to spells. Further, he can use any of the following spells, in any combination, five times per day (so he can cast one spell five times, or one spell three times and another twice, and so on): *energy bolt* (electricity), *protection from energy* (electricity), and *shock*.

Moderate evocation; caster level 7th; Craft Constant Item, *energy bolt*, *lesser glowglobe*, *protection from energy*, *shock*; Price 45,000 gp; Weight 5 lbs.

Rod of Kings: This bejeweled rod looks more like a scepter. It is worth 10,000 gp in jewels alone (and that is figured into the price and the cost to create directly). The wielder can issue a *compelling command* that can affect up to 10 targets rather than just one (effectively casting the spell 10 times at once). The Will save DC is 20, and the ability can be used at will as a standard action.

Strong enchantment; caster level 20th; Craft Constant Item, *compelling command*, creator must be 20th level; Price 350,000 gp; Weight 3 lbs.

Runeplate: This thin glass plate measures 5 inches to a side and a quarter inch thick. A runethane can place a rune on this

RING OF MAGICAL MIGHT SPELL SLOTS

Spell Slot	Strength and School	Caster Level	Price
1st level	Faint transmutation	1st	1,000 gp
2nd level	Faint transmutation	3rd	4,000 gp
3rd level	Faint transmutation	5th	9,000 gp
4th level	Moderate transmutation	7th	16,000 gp
5th level	Moderate transmutation	9th	25,000 gp
6th level	Moderate transmutation	11th	36,000 gp
7th level	Moderate transmutation	13th	49,000 gp
8th level	Strong transmutation	15th	64,000 gp
9th level	Strong transmutation	17th	81,000 gp
10th level	Overwhelming transmutation	21st	100,000 gp

plate (ideally at his leisure), then affix the glass to an object of at least the plate's size with only a move-equivalent action. So a runethane can take the time to place a *rune of blasting* on the plate and carry it with him. Should he encounter a pursuing troll, he can place the plate on the floor behind him so the troll runs over it, triggering the rune (unless the troll makes a Spot check [DC 20]).

Faint transmutation; caster level 1st; Craft Constant Item, creator must be a runethane; Price 500 gp; Weight —

Staff of the Greenbond: This wooden staff continues to live and grow, sprouting leaves in the spring and tiny vines all year long. It grants use of the following spells, each once per day: *aid plants*, *greenspy*, and *transform into plant*. In the hands of a greenbond, it adds a +4 bonus to the total of every use of the imbue with life ability and grants a +1 bonus to all checks made to deal with a nature spirit.

Moderate transmutation; caster level 11th; Craft Constant Item, creator must be a greenbond, *aid plants*, *greenspy*, *transform into plant*; Price 36,000 gp; Weight 1 lb.

Staff of Water and Waves: This thin wooden staff is laced with bluish-green steel. In the water it floats on command, supporting up to 500 lbs. If the wielder casts spells, he gains access to any spell with the water descriptor plus the ability to add the water template to spells. Further, he can use any of the following spells, in any combination, five times per day (so he can cast one spell five times, or one spell three times and another twice, and so on): *boil*, *protection from elements* (water), *water breathing*, and *water roil*.

Faint evocation; caster level 5th; Craft Constant Item, *boil*, *protection from elements*, *water breathing*, *water roil*; Price 27,000 gp; Weight 5 lbs.

Summoning Lens: This lens is a 4-inch-diameter circle of glass with a silver rim. It is activated when the wearer wills it, but there must be a source of light within 10 feet when he does so, or he must be outside during the day. Three times per day the user can create a creature of light as if casting a *conjure energy creature* spell (use electricity as the energy type). The level of the spell depends on the power of the lens; there are 10 different lenses, one for *conjure energy creature I*, one for *create energy creature II*, and so on through *conjure energy creature X*. These special creatures of light remain for 20 rounds, have a +4 dodge bonus to Armor Class, and have maximum hit points.

Varied conjuration; caster level 20th (except for *summoning lens X*, which is 21st); Craft Constant Item, *conjure energy creature* (various); Price 36,000 gp (*conjure energy creature I*), 72,000 gp (*conjure energy creature II*), 108,000 gp (*conjure energy creature III*), 144,000 gp (*conjure energy creature IV*), 180,000 gp (*conjure energy creature V*), 216,000 gp (*conjure energy creature VI*), 252,000 gp (*conjure energy creature VII*), 288,000 gp (*conjure energy creature VIII*), 324,000 gp (*conjure energy creature IX*), 378,000 gp (*conjure energy creature X*).

Wargloves: These gauntlets bear tiny silver symbols sewn into the black leather. The wearer can use all the following spells, each one per day: *touch of disruption*, *touch of fear*, and *touch of pain*.

Faint evocation; caster level 3rd; Craft Constant Item, *touch of disruption*, *touch of fear*, *touch of pain*; Price 1,600 gp; Weight 1 lb.

MAGIC ITEMS PRICED AT 200,000 GP AND HIGHER

Most magic items found in the DMG valued over 200,000 gp are considered lesser artifacts. In Arcana Evolved, however, with characters going up to 25th level, more expensive gear is needed to equip adventurers, and so a few examples are scattered throughout this section. If the DM wishes to have more, keep in mind that any constant spell item with the effect of an 8th-, 9th-, or 10th-level spell (even without magic item creation modifiers) will have a value of over 200,000 gp. DMs can also assume that any given artifact—purely for the purposes of judging appropriate character wealth, not for the ability to sell them—is worth around 300,000 gp.

Values appropriate to character wealth based on level are presented in the "High-Level Treasure and Gear" table in the "Classes and Levels" section of Chapter Three.

Witchery Cloak: This long, black leather cloak's magical properties function only when a witch wears it. In such a case, the witch can make the cloak (and his other clothing as well) appear to be anything he desires. This grants a +2 circumstance bonus to Disguise checks. More importantly, however, the cloak allows the witch to choose another manifestation type for his witchery powers.

Moderate transmutation; caster level 6th; Craft Constant Item, creator must be a witch, *raiment*; Price 18,000 gp; Weight 1 lb.

SPELL-COMPLETION ITEMS

Spell-completion items allow a spellcaster to cast additional spells at no extra cost to himself. They effectively "store" spells, or—to be more accurate—they store a portion of a spell, which a spellcaster can then finish to achieve the desired result. Only spellcasters can use spell-completion items, and even then the items must contain spells they could normally cast. A witch can use a scroll with a simple spell, but not one with a complex spell (unless he's taken the proper feat to allow him to cast a complex spell of that level). Spellcasters can attempt to use a spell-completion item that holds a spell normally too high for them to cast, but there is a chance of failure (see the DMG, Chapter Seven).

Spell-completion items come in two forms: charms and scrolls. Scrolls are written spells, not unlike runes but far less cohesive—more like complicated magical formulae. To use a scroll, one must read it, usually with a Spellcraft check or a *read magic* spell. Charms are tiny rune-covered trinkets, usually kept hanging from a user's bracelet, sleeve, or other handy place. They do not require the caster to read (and thus could be used in the dark), but they do require the user to touch them. It is also somewhat difficult to learn what spell a charm holds, although one can do so with a Knowledge (runes) check (DC 20 + spell level). Otherwise, the caster needs an *analyze* or *object loresight* spell. Do not let this item's name confuse you: Charms can hold noncharm spells.

ARTIFACTS

The rich history of the Lands of the Diamond Throne has produced a number of artifacts originating in past times, places, and conflicts. The following is a small sampling.



CAULDRON OF ZHAVIMIR

In the ancient homeland of the Vnaxians, where the Southern Wastes now lie, a powerful akashic witch named Zhavimir created a vast number of magical items, all of which are now lost or forgotten except for the 3-foot-diameter cauldron he forged from a strange silver-grey iron. About 2,000 years ago, a group of fortune-hunting verrik recovered the cauldron from a Vnaxian ruin after finding a reference to it in an ancient book. Defeating terrible guardians and bypassing numerous traps, they brought the cauldron back to Yrterot, where it remained for centuries—until unknown forces stole it. The last known sighting of the cauldron was in Noll more than 100 years ago, where the undead mage Alchest used it to fortify her small army before her eventual defeat.

The cauldron's main purpose is to extend the power of a potion, so that instead of affecting one person, it affects many. When a potion is poured into the cauldron along with 1,000 gp worth of secret ingredients (which must be researched, normally taking at least a month for a given potion) and then brewed for 1d6 days, the user may make an Alchemy check (DC 20 + the potion's caster level). If the check succeeds, the cauldron bubbles over with 5d20 doses of the original potion. These additional doses, along with the original dose, become inert after 1d4+1 days.

Overwhelming transmutation; caster level 19th; Weight 300 lbs.

COUNCIL STAFF

Once long ago, when the Council of Magisters was at the height of its power, the great giantish artisan Na-Reddik made a special staff for each councilor. Since the group's dissolution, three of the staves have disappeared, while the other four remain the subjects of much legend and speculation. The faen magister Faevor Greyportal seeks all the staves for his recreated council (see Chapter Ten), but currently he possesses only one. The seven staves, known collectively as *council staves*, each had a unique name and a special power, as well as sharing certain qualities and abilities in common.

Any Council Staff: +4 *magister's staff* that sizes itself suitably for the wielder. The wielder has DR 10/+1 (or 10/magic) and SR 20. The staff doubles the wielder's 0-level spell slots.

Descriditas (Fireflash): This staff allows the wielder to use the fire spell template at no cost.

Garitonitas (Waverider): This staff allows the wielder to use the water spell template at no cost and enables him to walk on water as though it were solid ground when he desires.

Harrith (Seeker): This staff allows the wielder to cast 10 levels of divination spells per day at no cost.

Kavisarit (Chaos): This staff allows the wielder to use the wild and unraveling spell templates.

Oristra (Grace): This staff provides a +3 luck bonus to all the wielder's saving throws and allows her to cast five levels of spells with the positive energy descriptor at no cost.

Vimiceratun (Softspeech): This staff allows the wielder to use the subdual spell template and provides a continual *tongues* effect.

Yevinaris (Hunter): This staff allows the wielder to use the enemy bane spell template. The wielder can change the chosen enemy each day at dawn.

When two council staves are together: When wielded by two different mages, two *council staves* touched together can create one or more of the following effects (once per round, requiring a standard action on the part of both wielders; no one power can be used more than once per day): *greater immunity*, *greater raise the dead*, *greater summon major elemental*, and *mass devastation*.

When all seven council staves are together: When wielded by seven different mages standing so that no two staves are more than 20 feet apart, the seven *council staves* automatically heighten every spell a wielder casts (unless he does not wish it) at no cost. Also, they ensure that all spells cast by their wielders overcome spell resistance and cannot be dispelled.

Overwhelming evocation and transmutation; caster level 20th; Weight 5 lbs.

KATHINLIN'S SWORD

Kathinlin was a human runethane who lived in Devania and studied the arts of crafting weapons. Kathinlin gained the reputation of being the greatest swordsmith who ever lived. His power was such that he could enrune objects with seemingly no limitation. His greatest creation, at the height of his long career, was a rune-covered longsword, created as a gift for a princess named Daliatha. However, Kathinlin was murdered and the sword—still not entirely complete—stolen. No one knows who committed these vile acts, but the sword disappeared from all histories for centuries. Some say it surfaced again on another plane—some claim it was a different time, still far in the future. Eventually, however, it re-entered the history books in the hands of the litorian mage blade Oleris at the Battle of the Serpent's Heart (see Chapter Ten). What's more, the unfinished sword was now finished, although no one knows by whose hand.

Kathinlin's sword is a +5 *dragonbane defending crippling longsword*. Once per day, when the wielder wishes, it blazes with white fire that strikes the wielder's foe and all within 20 feet with a 10d8 *sorcerous blast* (save DC 24), to which the wielder is immune for that round only. Once per day the sword casts *flight* on the wielder as a free action. The sword automatically blocks (negates) one incoming non-spell ranged attack per round, whether the wielder is aware of it or not. The sword is so sharp that it ignores all damage reduction and all object hardness.

Overwhelming evocation; caster level 25th



KOPESH OF JAGGUR

Far across the sea, when the giants raised up the sibeccai from the ranks of the beasts, the first among the new people was a warrior named Jaggur. Jaggur's prowess in battle and devotion to the giants knew no limits, it seemed, although an assassin attempting to kill a giantish prince finally slew him. Legend has it that when he died, Jaggur's spirit and prowess entered his kopesh. When the giants and sibeccai journeyed across the eastern sea, the sibeccai commander brought it with him. The weapon was lost, however, when

that commander fell in battle against the dramojh in the Rosewood Hills. The kopesh's only known appearance since then was in the hands of a sibeccai bandit king named Tarn the Ravager, who terrorized the Central Plains 200 years ago. The sibeccai see this weapon as a vital symbol of their heritage and would love to find it.

The *kopesh of Jaggur* is a +5 *keen, defending, dancing, rapid striking weapon* that grants the wielder a +2 enhancement bonus to Strength and the ability to cast heightened *greater battle healing* upon himself once per day.

Overwhelming transmutation; caster level 20th

LAERON'S JWELED EYE

When the faen explorer Namuel Skyrider found a mysterious blue gem, he pronounced it to be the eye of Laeron, god of serendipity. Whether this tale contains any truth remains a mystery, but the gem does indeed possess great powers—and also, seemingly, a curse. Anyone looking through the gem can see the thoughts of others. Peering through the gem at an intelligent individual, the user gains information as if he had used a *read mind* spell (no save allowed), except that he sees the thoughts displayed as images around the individual's head.

Further, the gem's user gains a +1 luck bonus to all attack and damage rolls, saving throws, and checks of any kind. He can use the gem to activate any of the following powers, each once per day: *peer through matter*, *see invisibility*, and *true seeing*. The user must look through the eye to access the powers.

There is one drawback. Each week a character has the eye, he must make a Will saving throw (DC 20). If he fails, he wishes only to look through the eye, usually affixing something around his head to hold the gem in place in front of one eye while covering the other. At this point, the eye begins to show him things that are not there. After two to three days, everything the eye shows him is false. He perceives only a fictional world, rendering him helpless and useless in the real one. Taking the eye away from him at such a time sends him into a terrible rage, causing him to attack anyone around. Only a successful *remove curse* spell returns him to normal.

Overwhelming divination and transmutation; caster level 25th; Weight —

MALLIDARINOS' KNOT

During the war between the giants and the dramojh, a small group of litorian mage blades and greenbonds gathered to help their giantish allies. They each created a long strand of thick hemp rope and tied them all together in an elaborate knot during a complicated ceremony. The knot, they explained as they granted it to the giantish general Ra-Kesseret, contained the power of all its creators, tied together. The powers are unlocked as a user attempts to untie the knot. The knot itself is magical, so even as someone unties it, it works itself into a knot more difficult than before. It is impossible to stop this behavior without destroying the item altogether. Someone wishing to untie the knot and activate a power must make an Intelligence check (DC 20); up to three others can try to aid another. This activity takes 1d6 rounds. If successful, the character undoes a bit of the knot and activates one of seven random powers. Roll 1d12 to see what occurs:

d12 Power

- 1–3 A *greater ability boost* spell affects all within 30 feet.
- 4–6 A *spell resistance* spell affects all within 30 feet.
- 7–8 A mobile *null magic zone* is created, centered on the knot.
- 9–10 An elder elemental appears as if brought by a *greater summon major elemental* spell cast by the primary untying character.
- 11 The primary untying character learns the truenam of a random extraplanar creature.
- 12 All within 20 feet are affected by a *greater immunity* spell (95% chance) or a *multiple personalities* spell (5% chance). This latter, rarer effect represents damage that the knot has sustained over the years.

If anyone attempts to untie the knot more than once in a day, the second attempt takes 1d6 minutes, the next attempt takes 10d6 minutes, the fourth attempt 1d6 hours, and the fifth attempt is impossible. The next day, however, the first attempt goes back to taking 1d6 rounds.

Overwhelming conjuration and transmutation; caster level 20th; Weight 5 lbs.

SLING OF HEAVEN'S SOUL

This +5 *sling* has black leather straps and a pocket woven of silver threads. In the days of the Kingdom of Sennes (see Chapter Ten), a powerful human mage-prince in the Central Plains sought to create a gift for Queen Adrilashe. This mage-prince, Tellialachus, used a potent (and now lost) spell to travel up into the night sky, where he claimed to have breached heaven itself. He used the power he found there to imbue a well-crafted sling with great star-spawned might.

When he returned from his fantastical trip, he realized he did not want to give his creation away. However the queen was already expecting the gift and sent her personal champions to collect it. Tellialachus fled and was never heard from again. The sling, however, surfaced about 10 years later in the hands of a faen unfettered, who used it to singlehandedly drive off the yeti hordes that came south during the Dark Winter. The *sling of heaven's soul* has surfaced a few times since, and apparently fell into dramojh hands for a time. Its current whereabouts remain a mystery.

When the user mentally wills it to be so (a free action), the sling's pocket fills with a sparkling silver orb, glistening and twinkling like a star. When thrown, this star fragment has one of two effects—again, as the user wishes.

1. The star fragment inflicts 10d6 points of damage (plus the sling's +5 bonus and any Strength bonus the wielder might have) to a single target struck.
2. The star fragment explodes on contact, inflicting 6d6 points of damage to all within 20 feet.

Damage inflicted by the star fragment is half fire and half force. The sling can be used only once per round.

Overwhelming evocation; caster level 20th



CHAPTER NINE:

Spells and Combat Rites

Spells are the tools that mages use to wield magic. They are not the sum total of magic, or even the only expression of magic, but they are the most common form that magic takes. Combat rites, though not magical, are equally useful tools in the hands of ritual warriors, oathsworn, warmains, and similarly skilled characters.



This chapter includes more than 300 spells and more than 50 combat rites, all of them either new or adjusted for the *Arcana Evolved* rules. Certain classes have access to certain types of spells or rites, and some feats offer access to others. Other feats grant special benefits to those who cast spells with certain descriptors.

SPELL LIST

In this section you will find short descriptions of all the spells in this book: simple, complex, and exotic, from 0 to 10th level. Only the base version of the spell is described in the list; for heightened or diminished effects, see the full spell description.

Each spell's descriptors are noted after the spell name; characters of certain classes (greenbond, mind witch), races (verrik), and with certain feats (Elemental Mage, Energy Mage) will find these helpful. A full list of the descriptors appears in the table on the next page.

0-LEVEL SPELLS

SIMPLE

- Bash [Ln, Si]** Caster gets a +2 competence bonus to next melee attack roll.
- Canny Effort** Caster gains +2 competence bonus on next skill check.
- Contact [MA, Ps]** Sends mental message to creature touched.
- Detect Disease** Detects and identifies a disease.
- Detect Magic** Detects and identifies magical auras.
- Detect Poison** Detects and identifies poisons.
- Enchanting Flavor [Fa, MA]** Gives food better flavor and caster +2 bonus to Charisma checks against diners.
- Ghost Sound** Creates illusionary sounds.
- Glowglobe (Lesser) [Fa, L]** Creates nonmoving magical globe of light.
- Hygiene** Cleans one creature and gives +1 circumstance bonus to saves against disease.
- Minor Illusion** Creates illusion of nonmoving object in caster's hand.
- Read Magic** Caster can read magical writing, including scrolls and runes.
- Repair (Lesser)** Repairs one small broken object and repairs 1d10 points of damage to damaged object.
- Saving Grace** Provides +1 luck bonus to one type of saving throw.
- Scent Bane [Ln, Si]** Negates scent ability.
- Seeker [Ln, Si]** Caster gets a +2 competence bonus to next ranged attack roll.
- Sense Thoughts [MA, Ps]** Reveals the location and emotional state of any target the caster cast *contact* upon in the last 24 hours.
- Touch of Weakness** Touch attack temporarily damages Strength by 1 point.

COMPLEX

- Appropriate Size [Fa, G]** Makes one object appropriate for the size of the person using it.
- Detect Creature** Detects the aura of a specified creature type.

Disorient	Target rerolls initiative and is flat footed until that time.
Door Warning [Dr]	Caster knows when door is opened and who opened it.
Telekinesis (Lesser) [Ps]	Caster moves 5 lb. object with his mind.
Touch of Nausea	Subject of touch attack can take only move action next turn.
EXOTIC	
Raiment	Changes caster's clothing into other clothing.
Reduce Weight [G]	Reduces target's weight by 20 lbs./caster level.

1ST-LEVEL SPELLS

SIMPLE	
Acrobatics [Fa]	Caster gets +5 competence bonus to Balance, Climb, Jump, and Tumble.
Animate Weapon	Allows weapon to attack on its own with caster's base attack bonus.
Charm [Fa, MA]	Caster gains +10 bonus to Charisma checks in relation to target.
Compelling Command [LD, MA]	Target must obey one of three simple commands.
Compelling Question (Lesser) [LD, MA]	Target must answer a question with a single-word answer.
Conjure Weapon (Lesser)	Creates a masterwork weapon.
Detect Secret Doors	Detects the presence of secret doors or compartments.
Glamour [Fa]	Illusion makes caster look attractive.
Illusory Object (Lesser)	Creates illusion of a static object.
Mind Stab [MA, Ps]	Ranged touch attack deals 1d6 points of subdual damage + 1 point/caster level.
Mudball [E, W]	Ranged attack deals 1d8 points of damage + 1 point/caster level and blinds target.
Obscuring Mist [A, W]	Cloud of vapor obscures sight and provides concealment.
Precise Vision [Si]	Caster gains +5 competence bonus to Spot and Search checks.
Predict Weather [Ln]	Provides details of the following day's weather.
Resistance	Grants +1 resistance bonus to saves +1/5 caster levels.
Safe Fall	Creatures and objects in 10-foot radius fall without taking damage.
Scent Tracker [Ln, Si]	Grants scent ability to caster.
Tears of Pain [C]	Target suffers -1 penalty to saves.
Touch of Fear [Fe]	Subject of touch attack is shaken.
Transfer Wounds (Lesser) [PE]	Heals 1d10 points of damage + 1. point/level; caster suffers half that amount in subdual damage.
Veil of Darkness [D]	Creates immobile area of magic darkness.

DESCRIPTORS	
The <i>Arcana Evolved</i> spell descriptors are as follows:	
A: air	L: light
Ac: acid	LD: language-dependent
C: curse	Ln: litorian
Co: cold	MA: mind-affecting
D: darkness	NE: negative energy
Dr: dragon	P: plant
E: earth	PE: positive energy
El: electricity	Ps: psionic
F: force	S: sonic
Fa: faen	Si: sibeccai
Fe: fear	T: truename
Fi: fire	Tp: teleportation
G: giant	W: water

COMPLEX	
Cold Blast [Co]	Ray attack deals 1d4 points of damage + 1 point of Strength damage + 1 Strength point/5 levels.
Conjure Energy Creature I [any energy]	Conjures a creature made of energy that fights for the caster.
Creature Loresight [Ps]	Provides one fact about creature touched.
Directed Charm [Fa, MA]	Creature caster chooses gains +10 bonus to Charisma checks in relation to target.
Distraction [MA, Ps]	Target takes no action for 1 round/caster level (can make new save each round).
Familiarity of Place (Lesser) [Dr]	Caster gains +1 bonus to saves while in immediate area.
Fireburst [Fi]	Foes in 10-foot radius suffer 1d6 points of damage + 1d6/2 levels.
Harden	Increases object's hardness by 50% (minimum +1).
Illusory Creature (Lesser)	Illusionary creature moves as caster wishes.
Magic Armor	Gives one armor harness or shield a +1 enhancement bonus.
Magic Weapon	Gives a weapon a +1 enhancement bonus.
Object Loresight [Ps]	Provides one fact about object touched.
Open Lock	Opens one lock with caster power check.
Protect Staff [F]	Adds hardness to staff and +3 hp/level.
Shock [EI]	Touch attack inflicts 1d4 points of damage + 1 point of temporary Dexterity damage + 1 point of Dexterity/5 levels.
Stone Blast [E]	Earth rips from the ground and inflicts 1d6 points of damage/2 levels on target.
Touch of Disruption [NE]	Touch attack deals 1d8 points of damage + 1 point/caster level; heals undead.
Touch of Pain	Subject of touch attack suffers -2 morale penalty to attacks, saves, and checks.
Water Roil [W]	Air breathers spend next action staying afloat, aquatic creatures suffer -2 penalty to attacks, saves, and checks.



Wind Churn [A] Fliers spend next action staying in the air; magical fliers suffer -2 penalty to attacks, saves, and checks.

EXOTIC

Analyze Caster learns one ability of a magic item.

Eldritch Armor [F] Target has +4 armor bonus to AC.

Identify With Flame [Fi] Identifies creatures of a designated type or class with harmless flame.

Increase Weight [Fa] Increases target's weight by 20 lbs./caster level.

Learn Secret (Lesser) Caster gains +5 insight bonus on next use of an item.

Plant Armor [P] Adds +4 armor bonus to AC.

Slip Between Sight [G] Caster gains +5 bonus to Sneak and loses all size penalties to Sneak checks.

True Strike [Si] Caster adds +20 insight bonus to next attack roll.

2ND-LEVEL SPELLS

SIMPLE

Ability Boost (Lesser) [Si] Target gets +2 enhancement bonus to highest ability score.

Aid Plants [P] Plants are protected from disease.

Battle Healing (Lesser) [PE] Target is healed of 1d6 points of damage +1 point/caster level (maximum 10).

Beastskin (Lesser) [Dr, Ln] Target gains +2 (or greater) natural armor bonus to AC.

Blinding Light [L] Target is blinded for 1 round/level.

Cloak of Darkness [D] Caster is surrounded by darkness, which provides 20% miss chance and a +5 bonus to Sneak checks.

Control Temperature [A, Co, Fi] Raises or lowers temperature by 10 degrees/caster level.

Darkvision Target can see 60 feet in total darkness.

Destructive Grip [Ac] Acid touch deals 1d6 points of damage.

Gentle Repose Keeps corpse from decaying and extends time limit on how long it can be dead before being raised.

Glowglobe (Greater) [Fa, L] Creates permanent nonmoving globe of light.

Gusting Wind [A] Wind puts out flames, knocks creatures down, and inflicts 2d6 damage.

Icebolt [Co] Ranged attack inflicts 2d6 points of damage + 1d6 points of cold damage + 1 point/caster level.

Levitate [A] Willing target moves vertically as caster directs, up to 20 feet/round.

Muddy Ground [E, W] Changes earth to mud, reducing movement through area by half and requiring Balance checks.

Protective Charm [Fa, MA] One creature/level will not attack caster.

Sealed Door (Lesser) [Dr] Makes door very difficult to open.

See Invisibility Caster can see invisible creatures and objects.

Spell's Edge (Lesser) Athame has stored within it a touch-attack spell, which it inflicts with one strike.

Startling Touch [MA, Ps] Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.

Subtle Steps [Ln] Caster gains +5 competence bonus to Sneak checks.

Wicked Barb [P] Thorn inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.

COMPLEX

Boil [Fi, W] Heats water in 10-foot radius to boiling, inflicts 1d6 points of damage/level on anything in water.

Bypass Ward Suppresses magical traps, wards, seals, and touch-triggered runes.

Conjure Energy Creature II [any energy] Conjures a creature made of energy that fights for the caster.

Drain Away Speed (Lesser) [Fa] Reduces Medium (or smaller) humanoid's speed by 30 feet.

Earth Burst [E] Transforms small rock into a bomb that inflicts 1d6 points of damage/caster level.

Eldritch Web [F] Creates magic web that entangles creatures.

Energy Blade [any energy] Creates blade that makes touch attacks and inflicts 1d8 damage + 1 point/2 caster levels.

Enhance Magical Flow (Lesser) Adds +1 bonus to caster's spells' saving throw DCs.

Greenspy [P] Plant stores sights and sounds for caster to experience later.

Location Loresight [Ps] Provides one fact about current location.

Magnetism Caster's hand becomes magnetic, providing a number of abilities.

Mark Allies [G] Protects allies from caster's spells of 3rd level or lower.

Read Mind [MA, Ps] Reveals surface thoughts of target.

Scream [S] Target suffers 1d8 points of sonic damage +1 point of temporary Constitution damage +1 Constitution point/5 caster levels.

Shield Companion Animates shield to defend you.

Silent Sheath [S, Si] Target makes no sound.

Staff Focus Caster gains +2 bonus with ranged touch attacks wielding staff.

Wolf Form [Si] Caster magically takes on the form of a wolf.



EXOTIC

Advance Poison [NE, Si]	Increases the save DC of a poison by 2 points.
Dazzlesphere [Fa, L]	Creatures in 10-foot radius are dazed for 1d4 rounds.
Deadly Spray [Dr]	Effect that is a line becomes a cone.
Dreaded Freeze [MA, Ps]	Target is motionless for 1 round.
Empower Rune	Makes one rune invested.
Empower Spell [F]	Caster's next spell either is treated as cast 2 caster levels higher than normal or inflicts +1d6 additional points of damage.
Guided Strike [Si]	Next attack gains +20 bonus.
Invigorate Item	Increases saving throw DC of magic item by +1.
Seeming of Form [Fa]	Object seems like something else.
Share Armor [Dr]	Caster transfers natural armor to subject.
Small Enough [Dr, Fa, G]	Target can fit through any opening larger than 6 inches.
Sorcerous Guise [Fa]	Illusion makes target look like another.

3RD-LEVEL SPELLS

SIMPLE

Compelling Question (Greater) [LD, MA]	Target must answer a question.
Conjure Repast	Creates food and water for three humans/level for one day.
Creation (Lesser) [G]	Creates nonmagical object of vegetable matter.
Earth's Clutches [E]	Stone hands reach up and grasp at touched foe.
Enhance Witchery	Witch gains additional use(s) or increased level for witchery power.
Hand of Battle [F]	Touch attack inflicts 1d6 points of force damage/caster level.
Illusory Object (Greater)	Creates illusion of an object with sound, smell, texture, and temperature.
Protection From Elements [any element]	Protects target against 12 points/level of specified elemental type.
Repair (Greater)	Repairs one shattered object and repairs 1d6 points of damage/caster level to damaged object.
Slow	One creature/caster level can take only limited actions and suffers a -2 penalty to AC, attacks, damage, and Reflex saves.
Spirit of Prowess [Si]	Caster gains +4 competence bonus on one attack + one attack/5 levels.
Summon Minor Elemental (Lesser) [any element]	Small elemental appears and attacks caster's foes.
Water Breathing [W]	Allows air-breathers to breathe water.
Weary Touch	Touch attack makes target exhausted.

Whisper of Madness [A, MA, S]	Target suffers 1d8 points of damage +2 points of Wisdom damage + 1 point of Wisdom/5 levels.
Wicked Barb [P]	Caster hurls thorn that inflicts 1d6 points of damage +1/caster level and remains in flesh.

COMPLEX

Acid Pit [Ac]	Creates 10-foot-square pit filled with acid that deals 1d6 points to those who touch it.
Arrow Reflection	One ranged attack/round aimed at caster attacks the attacker instead.
Attack From Within (Elemental) [any element]	Target suffers 1d6 points of damage/caster level.
Blast of Castigation [F]	Ray inflicts 1d8 points of force damage/3 caster levels for up to 1 round/level.
Carnivorous Plant Defense [P]	Plant attacks all foes that attack caster, inflicting 1d6+3 points of damage.
Clairaudience/Clairvoyance [Ps]	Caster can see or hear through magical sensor far away.
Clinging Shadows	Inflicts 2d6 damage on one target and entangles target.
Conjure Energy Creature III [any energy]	Conjures a creature made of energy that fights for the caster.
Dispel Magic	Dispels spells on area or target, or dispels specific spell effect.
Eldritch Wall (Lesser) [F]	Creates wall of force that can withstand 10 points of damage/caster level.
Flight [A, Dr]	Target can fly at speed 30 feet for its normal move rate.
Focused Power	Caster gains +5 bonus to caster power checks.
Illusory Creature (Greater)	Creates illusion of a creature with sound, smell, texture, and temperature.
Invisibility [Fa]	Target cannot be seen.
Invisibility Prohibition	All forms of invisibility suppressed in 5-foot/caster level radius.
Lion's Form [Ln]	Caster takes on the form of a dire lion.
Locate Object	Provides direction to object of a special type or to a specific object.
Magic Circle	Provides +2 deflection bonus to AC and +2 resistance bonus to saves against outsiders.
Remove Disease [PE]	Removes one disease from target.
Sanction Staff	Caster can cast touch spells through staff.
Sorcerous Blast [any element]	Blast inflicts 1d6 points of damage/caster level.
Steal Health [NE]	Target suffers 3d8 points of damage, and caster is healed a like amount.
Suggestion [LD, MA]	Target takes a course of action suggested by caster.



Tracer	Caster always knows distance and direction to object of the spell.
Unknown	Target is difficult to find with divinations.

EXOTIC

Blind the Mind [MA, Ps]	Caster becomes invisible to one target.
Burden	Target becomes encumbered.
Energy Bolt [any energy]	Inflicts 1d6 points of energy damage/caster level.
Everlasting Terror [Dr, Fe, MA]	Effects of dragon fear become permanent.
Forcebeam [F]	Inflicts 1d6 points of force damage/caster level and knocks foes down.
Litorian Claws [Ln]	Makes litorian's claws capable of inflicting damage as weapons.
Scales of Energy [Dr]	Natural armor bonus becomes deflection bonus.
Sibeccai Bite [Si]	Makes sibeccai bite capable of inflicting damage as weapons.
Venomblade [Si]	Creates weapon with poison that inflicts 1d4 Strength/1d4 Strength damage.

4TH-LEVEL SPELLS**SIMPLE**

Animate the Dead (Lesser) [NE]	Creates one undead creature.
Blooded Athame	An athame becomes a wounding weapon.
Curse of Vengeance [C, T]	Target suffers -2 morale penalty on attacks, saves, and checks and a random -10 penalty once/day.
Conjure Weapon (Greater)	Creates +1 or better weapon.
Dancing Rune	Touch-trigger rune animates and attacks.
Gaze of Terror [Fe]	Gaze attack panics targets, making them flee.
Living Athame	Athame becomes a dancing weapon.
Remove Curse [T]	Removes one curse from target.
Stamina to Defense [Si]	Caster suffers 2 points of Constitution damage but gains a +4 luck bonus to AC for armor.
Strength to Strike [Si]	Caster suffers 2 points of Strength damage but gains a +2d6 damage bonus for weapon.
Telepathy [LD, MA, Ps]	Caster and creature communicate mentally.
Tongues [G]	Target speaks and understands languages.
Touch of the Tempest [A, W]	Touch attack inflicts 1d8 points of damage/caster level and dazes foe for 1 round/4 caster levels.

Transfer Wounds (Greater) [PE]	Heals 4d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.
Wall of Ice [Co]	Creates barrier or hemisphere of ice.

COMPLEX

Attack From Within (Energy) [any energy]	Target suffers 1d6 points of damage/caster level.
Bind With Plants [P]	Constricting plant holds foe helpless.
Call Radont [G]	Calls a wild radont that will help caster.
Chains of Vengeance [Fi]	Chains of fire hold target and inflict 2d6 points of damage.
Conjure Energy Creature IV [any energy]	Conjures a creature made of energy that fights for the caster.
Detect Scrying	Notifies caster of attempts to scry or otherwise magically spy on caster.
Dimensional Door [Tp]	Caster moves up to long range instantly.
Elemental Trap [any element]	Traps one closable object to blast opener for 5d6 points of damage + 1 point/caster level.
Enhance Magical Flow (Greater)	Adds +2 bonus to caster's spells' saving throw DCs.
Locate Creature	Provides direction to creature of a specific type or specific individual.
Modify Memory [MA, Ps]	Changes, deletes, or adds one memory in target's mind.
Neutralize Poison [PE]	Removes poison from target's system.
Protection from Energy [any energy]	Protects target against 20 points/level of specified energy type.
Resilient Sphere (Lesser) [F]	Encases target in sphere that has 100 hp/level.
Stone Arm [E]	Petrifies target's arm.
Stone Leg [E]	Petrifies target's leg.
Telekinesis (Greater) [Ps]	Caster moves 25 lb./caster level object or creature with his mind.
Touch of the Harrid	Touch drains magic and grants +1d4 temporary hit points.

EXOTIC

Everlasting Charm [Fa]	Permanently charms target.
Expel From Lair [Dr, Tp]	Teleports intruder out of area.
Fly Like an Arrow [Dr]	Caster moves 10× speed in a straight line while flying.
Foretell Future	Provides answer to yes/no question.
Inner World [MA, Ps]	Target takes no actions and sees only phantasms.
Learn Secret (Greater)	Caster gains +2 insight bonus to use object forever.
Roses of Life [PE]	Creates one magical rose/level that heals 1d8 points of damage + 1 point/caster level.
Woodlands Prison [P]	Helpless or willing target is imprisoned forever in the forest.



5TH-LEVEL SPELLS

SIMPLE

Battle Healing (Greater) [PE]	Target is healed of 1d6 points of damage/caster level (maximum 15d6).
Creation (Greater) [G]	Creates nonmagical object of any material.
Dominate (Lesser) [MA, Ps, T]	Caster controls actions of any Medium (or smaller) humanoid.
Enfeebled Mind [C, Fa, MA, Ps, T]	Target's Intelligence drops to 1.
Ghost Weapon [F]	Weapon ignores armor and natural armor.
Open Door	Opens one door, no matter how sealed, barred, or locked.
Revivification [PE]	Restores temporary life to a dead creature.
Spell Resistance	Target gains SR 12 + caster level.
Summon Minor Elemental (Greater) [any element]	Medium elemental appears and attacks caster's foes.
Touch of Dire Doom	Touch attack inflicts 1d3 points of ability score damage to all scores.
Wall of Stone [E]	Creates barrier of stone.

COMPLEX

Conjure Energy Creature V [any energy]	Conjures a creature made of energy that fights for the caster.
Control Undead	Caster controls actions of undead creature.
Defensive Field	Caster is surrounded by protective field that absorbs up to 5 hp/level.
Drain Away Speed (Greater) [Fa]	Reduces target's speed by 40 feet.
Eldritch Wall (Greater) [F]	Creates wall of force that can withstand 100 points of damage/caster level.
Gird the Warrior [F]	Target gains +10 armor bonus to AC and +4 enhancement bonus to attacks and damage.
Massive Sword [F, G]	Creates sword of force that attacks as caster directs, inflicting 4d6+3 points of damage.
Remove Malady [PE, T]	Cures one unwanted condition.
Restoration [PE, T]	Restores ability score damage and lost level.
Scrying [Ps]	Caster views creature at any distance.
Sealed Door (Greater) [Dr]	Makes door almost impossible to open.
Teleport [Tp]	Caster and others move to a distant location instantaneously.
Wall of Iron	Creates barrier of iron.
Wall of Thorns [P]	Creates thick barrier of thorns that inflicts damage to anyone moving through it.

EXOTIC

Burst of Healing [PE]	All living allies within 20 feet heal 2d8 points of damage +1 point/caster level; undead are hurt by like amount.
Dragonform [Dr]	One mojh gains +4 bonus to Strength and +2 bonus to Constitution, increases natural armor by +2, and gains breath weapon.
Dreaded Burning Water [Ac, W]	Large area of water turns to acid.
Familiarity of Place (Greater) [Dr]	Caster gains benefits while in specific area.
Giant's Grip [G]	Doubles a giant's Strength bonus to grapple checks and break object checks.
Hunter Serpent [Dr]	Energy snake hunts specific type of creature, inflicts 1d6 points of damage/level.
Peer Through Matter Spines of Death	Caster can see through matter. Caster gains spines that can be used as melee or ranged weapons.
Unstoppable Energy	Elemental or energy attack ignores protection magic.

6TH-LEVEL SPELLS

SIMPLE

Ability Boost (Greater) [Si]	Target gets +8 enhancement bonus to highest ability score.
Beastskin (Greater) [Dr, Ln]	Target gains +6 (or greater) natural armor bonus to AC.
Blindsight	Target gains blindsight.
Call Guardian (Lesser)	Calls monster to serve caster.
Coma [MA]	Target is comatose for one hour/caster level.
Cursed Locale	All attacks, saves, and checks made in the affected area suffer a -2 morale penalty.
Learn Truename	Caster learns one creature's truename.
Protect Soul	Protects caster from soul-affecting spells and truename effects.
Wall of Sound [S]	Creates barrier of shrieking, solid sound that inflicts damage and hinders Listen checks.

COMPLEX

Animate the Dead (Greater) [NE]	Creates one powerful undead creature.
Bloodblade [Si]	Weapon inflicts 2 points of bleeding damage/round.
Conjure Energy Creature VI [any energy]	Conjures a creature made of energy that fights for the caster.
Disincorporate	Target takes 1d10 points of damage/round for 1 round/caster level.



Freeze [Co, W]	Freezes five 10-foot by 10-foot by 1-foot areas of water/caster level.
Resilient Sphere (Greater) [F]	Encases target in a sphere that has 200 hp/level and moves as caster directs.
Rouse Undead Spirit [NE]	Creates one incorporeal undead creature.
Security [Dr]	Area becomes proof against divination and teleportation spells.
Shape Element [any element]	Any one element conforms to caster's wishes.
Shaped Strike [Fi]	Blast of flame moves around corners and allies, inflicting 1d4 points of damage/caster level.
Stimulate [MA, Ps]	Grants a target +2 luck bonus to an ability score of caster's choice.
Transform into Plant [P]	Caster turns into any plant with the same or fewer HD.
Vitrification [E]	Target turns to glass.

EXOTIC

Devour Heart [Dr, Ln, Si]	Prevents dead target from coming back to life unless you die.
Energy Sheath [any energy]	Adds +2 bonus to AC and inflicts 1d6 points of damage +1 point/caster level to all touched.
Freezing Claw [Co, Ln]	Creates claw that makes touch attacks, freezing targets solid.
Roaring Defense [Dr, S]	Grants bonus to natural armor, SR, flight speed, or saves.
Spell of Challenge [G, MA, Ps, T]	Forces creature to come to your location.
Summoning Pact [Dr]	Summons one designated, willing target to you.
Teleport Other [Tp]	Target travels instantly to a place caster designates.

7TH-LEVEL SPELLS

SIMPLE

Curse of the Chaotic Mind [C, Fa, T]	Randomly lowers target's Intelligence, Wisdom, and Charisma to 1.
Finger of Destruction [NE]	Target suffers 5 points of damage/caster level.
Gaze of the Basilisk [E]	Gaze attack turns victims to stone.
Immunity (Lesser)	Target is immune to one dangerous type of spell, element, energy, or other threat.
Mental Protection [MA, Ps]	Caster makes caster power check to negate mental attacks on target.
Rock's Hand [E, G]	Hand of stone rises from the ground and grapples foe.
Song of Paralysis [S]	One creature/level is paralyzed.
Spell's Edge (Greater)	Athame has touch-attack spell stored within it, inflicting the spell with each strike.

Spirit of War [Si]	Caster gains +4 to Strength, Constitution, and Dexterity, and +1 to attack rolls/2 caster levels, but cannot cast spells.
Stabilize Soul [T]	<i>Revivified</i> creature remains alive.
Summon Major Elemental (Lesser) [any element]	Huge elemental appears and attacks caster's foes.
Transfer Wounds (Total) [PE]	Heals all damage; caster suffers half that amount in subdual damage.

COMPLEX

Burning Thorns [Fi, P]	Creates wall of thorns that also inflicts 1d6 points of fire damage to any within 10 feet.
Call Undead [NE, T]	Calls undead to appear before caster.
Caustic Burst [Ac]	Burst of acid inflicts 1d6 points of damage/caster level, also harms metallic objects.
Conjure Energy Creature VII [any energy]	Conjures a creature made of energy that fights for the caster.
Control Weather [A]	Changes weather in a two-mile radius.
Extend Life	Subtracts 10 years from caster's age when determining aging effects.
Incorporeal Form	Caster becomes incorporeal.
Null Magic Zone	Creates a 10-foot radius where magic does not work.
Phase Door	Creates a passage through walls only the caster and allies can use.
Raise the Dead (Lesser) [PE, T]	Cast seven times over seven days, this spell brings a dead creature back to life.
Ride the Lightning [El, Tp]	Caster fires bolt that inflicts 1d6 points of damage/caster level, and appears where it ends.
Spell Turning	Reflects back 1d4+6 levels of spells to attacking caster.
Spellmaster	Caster can shape spell areas, delay effects, and increase ranges.

EXOTIC

Cheat Death	Caster sends his soul away to safety rather than die.
Devil's Gate [Dr]	Creates doorway to hell through which one devil/round might appear.
Disintegration	Creatures suffer 100 points of damage; 10-foot cube of nonliving material vanishes.
Electrified Lair [Dr, El]	Creates area where unwanted creatures suffer 2d6 points of damage/round.
Feedback Strike [F, Fa]	Foes attacking caster suffer 3d6 points of damage +1 point/caster level.
Multiple Personalities [MA, Ps]	Creates 2nd, opposite personality in target that has control half the time.
Teleport Attack [Tp]	Creature is teleported into a solid surface, suffers 2d6 points of Constitution damage + 1 point/round.



8TH-LEVEL SPELLS

SIMPLE

- Curse of Languishing Death** [C, NE, T] Victim suffers 1d6 points of Constitution damage/day.
- Dominate (Greater)** [MA, Ps, T] Caster controls actions of one creature.
- Primal Release** [Ln] Target gains +10 to Strength and Constitution, +2 to Dexterity, -6 to Intelligence and Charisma, and -2 to Wisdom, and cannot cast spells.
- Roar of Courage** [G, Ln] Grants allies fear immunity and morale bonus.
- Unstoppable Strikes** [Si] Caster makes sneak attacks with every strike, inflicting +3d6 damage (or more).
- Wave of Death** [NE] Living creatures of lower HD than caster suffer 80 points of damage; undead are healed 5d6 points.
- Wave of Life** [PE] Undead of lower HD than caster suffer 80 points of damage; living creatures are healed 5d6 points.
- Whirlwind** [A] Creates cyclone that moves as directed, inflicting damage and tossing creatures and objects about.

COMPLEX

- Call Outsider** [T] Calls outsider to appear before caster.
- Conjure Energy Creature VIII** [any energy] Conjures a creature made of energy that fights for the caster.
- Freezing Cloud** [Co] Opaque cloud inflicts 3d6 points of cold damage and slows those within.
- Mass Devastation** [any element] All within 10-foot/level radius suffer 1d6 points of damage/level + elemental effect.
- Permanent Rest** [PE, T] Corpse cannot become undead and cannot be raised.
- Portal to Another Plane** [Tp] Creates doorway to another plane or dimension.
- Psychic Blast** [MA, Ps] Creatures in cone suffer 1d6 points of damage/caster level and 1d4 temporary points of Wisdom and Intelligence damage.
- Spell Magnet** Target of ray suffers -1 penalty/2 caster levels to saves against magic.
- Telekinetic Shield** [G, Ps] All within 5-foot radius gain +8 deflection bonus to AC.

EXOTIC

- Animate Undead Legion** [NE] Creates one undead creature/level.
- Bring Down the Moon** [Si] Heals, restores spell slots, and grants a +1 luck bonus to attacks, saves, and checks for allies.
- Disguise Soul** Creature appears to be other creature in respect to many spells.
- Hoard Ward** [Dr] Intruders into warded area are teleported to specific destination.

- Regeneration** [PE] Restores lost limbs and body parts.
- Vorpal Claws** [Dr, Ln] Target's claws inflict 50 points of extra damage on a critical to vulnerable foes.

9TH-LEVEL SPELLS

SIMPLE

- Call Guardian (Greater)** Calls monster to serve caster.
- Immunity (Greater)** One creature/4 levels is immune to one dangerous type of spell, element, energy, or other threat.
- Perfect Health** [PE] Heals all damage, ability score damage, and removes unwanted conditions.
- Shapechange** Caster takes on new forms.
- Summon Major Elemental (Greater)** [any element] Elder elemental appears and attacks caster's foes.

COMPLEX

- Conjure Energy Creature IX** [any energy] Conjures a creature made of energy that fights for the caster.
- Duplicate** Creates exact duplicate of caster, controlled by caster.
- Raise the Dead (Greater)** [PE, T] Cast seven times over a seven-day period, this spell brings a dead creature back to life.
- Temporal Stasis** Target is held in suspended animation permanently.
- Trap Soul** [T] Traps creature's (living or dead) soul in object; caster can force soul to answer questions.

EXOTIC

- Consume Soul** [NE, T] Unconscious creature dies and caster draws power in the form of a +2 luck bonus to attacks, saves, and checks.
- Immortality** [T] Target stops aging.
- Purge Akashic Memory** [Ps] Erases one event or fact from the akashic memory and possibly from the memories of all people.
- Shifting Sanctum** [Dr] Caster transfers portion of one location to another location.

10TH-LEVEL SPELLS

SIMPLE

- Curse of Damnation** [C, T] Exiles target to other plane.
- Fist of the Elemental Lord** [any element] Inflicts 1d6 points of damage/caster level and special effect.
- Protective Shell** Hemispheric shield moves with caster, making those inside impervious to attacks.
- Spirit of Triumph** [Si] Grants +10 luck bonus to attacks, damage, AC, saves, and checks.
- Summon Elemental Horde** [any element] Huge elemental/caster level attacks caster's foes.



COMPLEX

Bolt of Power [F]	Target suffers 2d6 points of damage/caster level.
Conjure Energy Creature X [any energy]	Conjures a creature made of energy that fights for the caster.
Perfect Ward [Te]	Anyone touching target or warded area is teleported away.
Rouse Ghostly Army [NE]	Creates one incorporeal undead/caster level.
Telekinesis (True) [Ps]	Caster mentally moves object or creature up to 1,000 lbs./caster level.
Undo	Caster reverses one effect.

EXOTIC

Consume Man [Dr, NE, T]	Humanoid is annihilated.
Invoked Apocalypse	All in 100-foot/level radius take 10d6 points of damage/round for 1 round/level.
Magical Fortress [Dr]	Creates a permanent castle or fortress to specification.

SPELL DESCRIPTIONS

For an explanation of the various elements of the spell description format used below, please see Chapter Eight: Magic.

ABILITY BOOST (LESSER)

Transmutation [Sibeccai]

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Your touch carries with it a vigorous bit of violet energy. The subject gains a +2 enhancement bonus to the highest ability score that does not already have an enhancement bonus (if the subject has two ability scores which are the same, he can choose which gets boosted). For example, if a character's highest ability score is Strength but he wears a *belt of*

strength +4, this spell adds +2 to the next highest ability score (unless, of course, it also has an enhancement bonus). Subjects who have enhancement bonuses on all their ability scores remain unaffected by this spell.

If Intelligence is boosted, the character's skill points are not affected. If a spellcasting ability score (Intelligence, Wisdom, or Charisma) is boosted, the character does not gain bonus readied spells or spell slots. All other derived aspects of ability scores, such as hit points, attack and damage bonuses, AC bonuses, skill bonuses, spellcasting DCs, and so on, are modified.

As with most spells, you gain no benefit from having this spell cast on you twice.

Diminished Effects: The spell's range is Personal and target is You.

Heightened Effects: The enhancement bonus becomes +4.

Magic Item Creation Modifier: Constant N/A

ABILITY BOOST (GREATER)

Transmutation [Sibeccai]

Level: 6 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

As *lesser ability boost*, but the subject gains a +8 enhancement bonus to the highest ability score that does not already have an enhancement bonus.

Diminished Effects: The enhancement bonus becomes +6.

Heightened Effects: The enhancement bonus becomes +10.

Magic Item Creation Modifier: Constant N/A

ACID PIT

Conjuration (Creation) [Acid]

Level: 3 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: A 10-foot by 10-foot pit with a depth of up to 1 foot/level

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

With a wave of your hands, amid an acrid odor, you create a pit in the floor filled with acid. You must place this *acid pit* within a solid, horizontal surface that can accommodate its size (a balcony with a floor 2 feet thick cannot accommodate a pit 2 or more feet deep). You cannot create a pit under a creature or object. The surface must be clear. Creatures touching the acid suffer 1d6 points of damage unless they are completely submerged, in which case they suffer 10d6 points of damage.

Diminished Effects: The pit lasts for only 1 round per level and has a maximum depth of 5 feet.

Heightened Effects: You can create the pit underneath a creature or object. Creatures get a Reflex save to leap to one side of the pit (where they leap to is up to them) and suffer no damage.

ACROBATICS

Transmutation [Faen]

Level: 1 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You gain a +5 competence bonus to Balance, Climb, Jump, and Tumble checks.

Diminished Effects: The bonus becomes +1.

Heightened Effects: The bonus becomes +10.

Magic Item Creation Modifier: Constant ×4, single-use ×2

ADVANCE POISON

Transmutation [Negative Energy, Sibeccai]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One dose of poison

Duration: One hour/level

With a flash of dark green light and a foul odor, this spell increases the saving throw Difficulty Class of one dose of poison by +2.

Diminished Effects: The Difficulty Class bonus becomes +1, and the duration is 10 minutes per level.

Heightened Effects: The Difficulty Class bonus becomes +1 per two caster levels (maximum +6).



Magic Item Creation Modifiers:
Constant ×1.5, single-use ×2

AID PLANTS

Transmutation [Plant]
Level: 2 (Simple)
Casting Time: 10 minutes
Range: Long (400 feet + 40 feet/level)
Area: 400 feet + 40 feet/level-radius globe, centered on you
Duration: Four months
Saving Throw: None
Spell Resistance: No
You stretch out your arms, and a warm glow spreads throughout the area. All non-intelligent and nonanimate plants in the area grow strengthened and able to resist disease. Casters use this spell mostly to aid crops, gardens, and forests.

If a disease or other magical effect specifically targeted at plants threatens those aided by this spell, the plants get a Fortitude saving throw (even if one is not normally allowed). The bonus is equal to the caster's Fortitude saving throw bonus. If the effect already allows for a saving throw, the plants use their own bonus or the caster's bonus, whichever is greater.

Diminished Effects: The spell affects one plant.

Heightened Effects: The spell can affect intelligent and animate plants.

ANALYZE

Divination
Level: 1 (Exotic)
Casting Time: Eight hours
Range: Touch
Target: One magic item
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Through careful study of a magic item, you learn one of its abilities that you did not already know and how to activate it. If you know all the item's capabilities, then you learn that fact as well. Either way, you also learn the number of charges or uses the item has.

Diminished Effects: You gain a +4 bonus to an Alchemy check to identify something made within the casting time. The target becomes one item or substance.

Heightened Effects: The casting time becomes one hour.

Magic Item Creation Modifiers:
Single-use ×2, spell-completion ×2

ANIMATE THE DEAD (LESSER)

Necromancy [Negative Energy]
Level: 4 (Simple)
Casting Time: One minute
Range: Touch
Targets: The corpse of one creature with fewer Hit Dice than you
Duration: Instantaneous (self-sustaining magic)
Saving Throw: None
Spell Resistance: No

This spell turns the bones or body of a dead creature into an abominable, walking undead. Enough of the corpse must be present to make for a passable undead creature—a skeletal structure, a great deal of flesh from one creature, etc. Sickly greenish light flows over these remains, and the soul of the creature is restored into a rotting but now-animate corpse.

Immediately, the creature must make a Will saving throw. If the save fails, the undead must obey your verbal commands. If successful, the creature remains in control of its own will. It can then attempt a second saving throw (if the DM deems that it would wish to). If the second save succeeds, the soul returns to its normal afterlife, and the corpse crumbles to dust.

The soul of a creature trapped in an undead body, if it was not twisted before, quickly becomes corrupt, bloodthirsty, and malevolent. An undead and uncontrolled creature attempts to slay its creator as quickly as it can. An undead creature has all the abilities it possessed in life, modified by the corporeal undead template (see Chapter Twelve: Creatures).

You can control only one undead creature at a time. Any attempt to animate a second undead while you have one under your control always frees the first one. The only exception to this are creatures whose truenames you knew when they were alive (they do not count against your total of one controllable undead at a time) or undead under the effects of a *control undead* spell.

Creatures whose souls are not available cannot be animated as undead. Thus, even if a large portion of the body of a still-living (or once again living) creature is available, it cannot be animated. Likewise, those

creatures with trapped or protected souls cannot be animated.

This spell requires 500 gp worth of special oils to be sprinkled on the corpse.

Diminished Effects: The undead moves at only half its normal speed, gains no Dexterity bonus (see creature template), and can take only one action per round, either move-equivalent or standard, but not both.

Heightened Effects: The undead gains +1 hp per Hit Die, a +1 natural armor bonus to Armor Class, and a +1 enhancement bonus to attack rolls. Casting time becomes 1 round.

Magic Item Creation Modifier:
Constant ×1.5

ANIMATE THE DEAD (GREATER)

Necromancy [Negative Energy]
Level: 6 (Complex)
Casting Time: One hour
Range: Close (25 feet + 5 feet/two levels)
Target: The corpse of one creature with fewer Hit Dice than you
Duration: Instantaneous (self-sustaining magic)
Saving Throw: None
Spell Resistance: No

This spell allows you to create more powerful undead than *lesser animate the dead*. Greater undead gain a +3 natural armor bonus, an additional +4 bonus to Strength, and two of the following special abilities:

- *Blood Drain (Ex):* The undead has fangs to suck blood from a living victim by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round that it maintains the pin.
- *Create Spawn (Su):* A creature slain by the undead creature's energy drain attack rises as an undead 1d4 days after burial. (This ability only works if the undead has energy drain, below.)
- *Resistance (Ex):* Cold and electricity resistance 20.
- *Damage Reduction (Su):* The undead body is tough, giving the creature damage reduction 15/+1 (or 15/magic).
- *Energy Drain (Su):* Living creatures hit by the undead creature's claw attack suffer one negative level.



- *Fast Healing (Ex)*: The undead heals 3 points of damage each round as long as it has at least 1 hit point.

Greater undead have a Challenge Rating equal to that of the base creature +3.

This spell requires 800 gp worth of special oils as a material component to be sprinkled over the corpse.

Diminished Effects: The undead moves at only half its normal speed, gains no Dexterity bonus (see creature template), and can take only one action per round, either a move-equivalent or a standard action, but not both.

Heightened Effects: The undead gains all of the stated bonuses as well as +1 hp per Hit Die, an additional +2 natural armor bonus to Armor Class, and an additional special ability.

Magic Item Creation Modifier: Constant $\times 1.5$

ANIMATE UNDEAD LEGION

Necromancy [Negative Energy]

Level: 8 (Exotic)

Casting Time: One day

Range: Close (25 feet + 5 feet/two levels)

Target: One corpse/level

Duration: Instantaneous (self-sustaining magic)

Saving Throw: None

Spell Resistance: No

This spell allows you to create and control one undead creature per caster level exactly as described in *lesser animate the dead*.

This spell requires 100 gp worth of special oils per corpse as a material component to be sprinkled over each undead created.

Diminished Effects: The undead move at only half their normal move rate, gain no Dexterity bonus (see creature template), and can take only one action per round, either a move-equivalent or a standard action, but not both.

Heightened Effects: The undead gain +1 hp per Hit Die, +1 natural armor bonus to Armor Class, and a +1 enhancement bonus to attack rolls.

Magic Item Creation Modifiers: Constant $\times 3$, single-use $\times 3$, spell-completion $\times 1.5$

ANIMATE WEAPON

Transmutation

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: A weapon you are proficient with

Duration: Concentration (up to 2 rounds/level)

Saving Throw: None

Spell Resistance: No

You direct the movement of one melee weapon with which you are proficient and could normally wield, making it fly through the air to any place within range that you can see. It moves and attacks as you would if you were wielding it. Thus, if you have a speed of 30 feet and an attack bonus of +10/+5, it could move up to 30 feet and make a single attack with a +10 bonus, or it could move 5 feet and make two attacks, one with a +10 bonus and the other with a +5 bonus.

The weapon threatens areas and can flank foes, just as if it were in your hands. Reach weapons have reach. The weapon also can provoke attacks of opportunity as if it were a creature.

The weapon can be targeted for attacks (AC usually based only on size), with hit points and hardness dependent upon the type. A few samples appear below.

Weapon	AC	Hardness	hp
Dagger	14	10	1
Short sword	12	10	2
Longsword	11	10	5
Greatsword	10	10	10
Handaxe	12	5	2
Battleaxe	11	5	5
Greataxe	10	5	10
Light mace	12	10	10
Heavy mace	11	10	25

Diminished Effects: The weapon can take only one action per round—either a standard or a move-equivalent action, but not both—and suffers a -2 penalty to attack rolls.

Heightened Effects: You may apply your Charisma, Wisdom, or Intelligence modifier (your choice) rather than your Strength modifier to attack and damage rolls.

Magic Item Creation Modifier: Constant $\times 2$

APPROPRIATE SIZE

Transmutation [Faen, Giant]

Level: 0 (Complex)

Casting Time: Standard action

Range: Touch

Target: One object

Duration: One minute/level (D)

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You ensorcel an object so that it becomes “appropriately sized” for whatever creature holds or wears it, up to size Huge and down to size Tiny creatures. For clothing and items that are worn, the “appropriate size” is fairly obvious. For weapons, the weapon becomes just big enough or just small enough to wield comfortably. For example, for a Medium human, a short sword, longsword, or greatsword do not change size under the effects of this spell. A Huge greatsword would shrink to the size of a normal greatsword, however. A Tiny longsword would remain dagger-sized for the human, but a Tiny short sword would grow to dagger size. Other objects change size only if it is impossible for the creature to use them properly unchanged. A Huge statue does not shrink (because a statue can be enjoyed at any size), but a very tiny book might grow large enough for a creature to read it without eyestrain.

Heightened Effects: The spell modifies objects for a creature of any size.

Magic Item Creation Modifier: Constant $\times 2$

ARROW REFLECTION

Transmutation

Level: 3 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

You can force one ranged physical (non-spell) attack back at its source each round as a free action in response to the attack. 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, not flat footed, however.



Diminished Effects: The attack misses you but misses the attacker as well.

Heightened Effects: If you hit, the attack's damage doubles.

Magic Item Creation Modifiers: Constant ×3, single-use ×2

ATTACK FROM WITHIN (ELEMENTAL)

Evocation [See Text]

Level: 3 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You summon an elemental force to appear within a creature or object. The element you choose at the time of casting (air, earth, fire, or water) determines the spell's descriptor. The target suffers 1d6 points of damage (of the appropriate elemental type) per caster level (maximum 10d6) as the air churns within it, the earth bursts out of it, the fire blazes deep inside it, or the water fills and expands it from within.

Diminished Effects: The spell inflicts a maximum of 5d6 points of damage, and a successful Fortitude save negates the attack.

Heightened Effects: The elemental conjuration extends out in a 5-foot-radius spread around the target. Anything or anyone within that area suffers half damage (Reflex saving throw negates).

ATTACK FROM WITHIN (ENERGY)

Evocation [See Text]

Level: 4 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You summon dangerous energy to appear within a creature or object. The energy type you choose at the time of casting (acid, cold, electricity, fire, or sonic) determines the spell's descriptor. The target suffers 1d6 points of damage (of the appropriate energy type) per caster level (maximum 15d6) as the energy bursts from within.

Diminished Effects: The spell inflicts a maximum of 10d6 points of damage.

Heightened Effects: The energy that bursts out of the victim extends out in a 10-foot-radius spread around the target. Anything or anyone within that area suffers half damage (Reflex saving throw negates).

BASH

Transmutation

[Litorian, Sibeccai]

Level: 0 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: Until discharged (no more than 1 round/level) (D)

Your eyes glow with silvery might until the spell ends. The next time you make a melee attack, add a +2 competence bonus to the attack and damage roll. Once used, the spell ends.

Heightened Effects: The bonus is +5.

Magic Item Creation Modifiers: Constant N/A, single-use ×2

BATTLE HEALING (LESSER)

Evocation [Positive Energy]

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

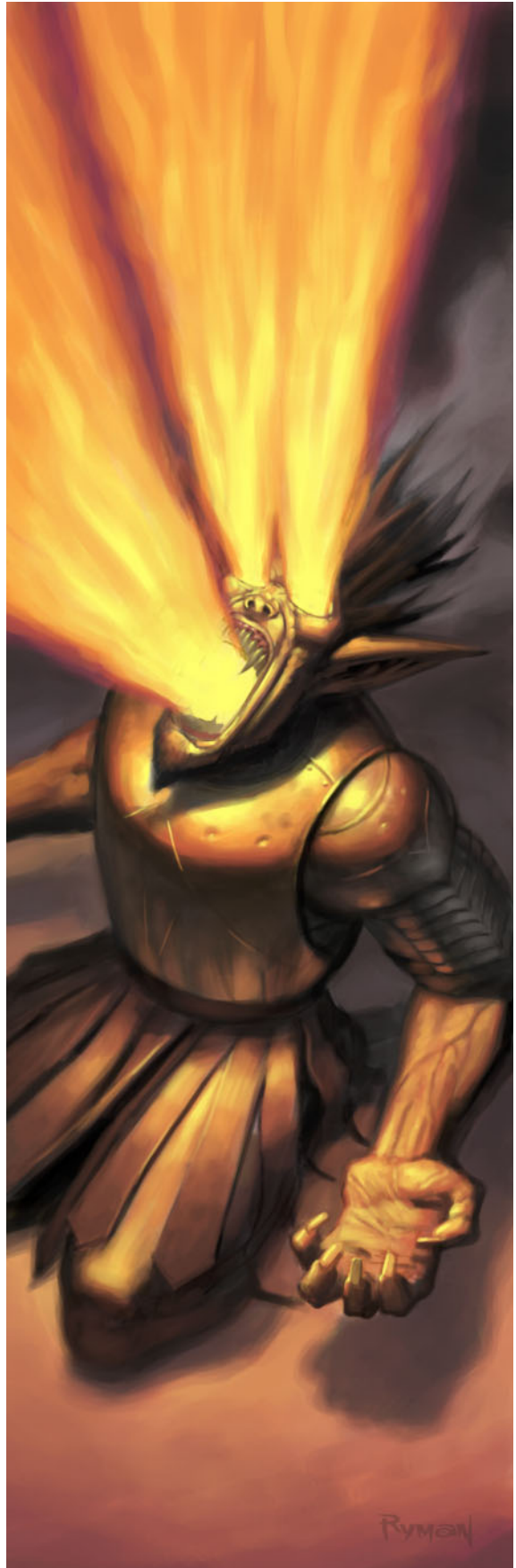
Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

Laying your hand upon a living creature, you infuse the subject





with positive (life) energy and cure 1d6 points of damage + 1 point per caster level (maximum +10 points). As you do, your hands take on a light green glow. Your touch feels cool and soothing.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will saving throw to take half damage.

Creatures healed with this spell often are left with scars appropriate to the amount of damage inflicted.

Diminished Effects: You heal 1 point of damage per level (maximum 5 points).

Heightened Effects: You heal 1d6 points of damage + 2 points per caster level (maximum +20 points).

Magic Item Creation Modifier: Constant ×2

BATTLE HEALING (GREATER)

Evocation [Positive Energy]

Level: 5 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

As *lesser battle healing*, except that you cure 1d6 points of damage per caster level, up to a maximum of 15d6.

Diminished Effects: You heal 2d6 points of damage + 2 points per caster level (maximum +30 points).

Heightened Effects: You heal 6 points of damage per level (maximum 120 points).

Magic Item Creation Modifier: Constant ×2

BEASTSKIN (LESSER)

Transmutation [Dragon, Litorian]

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

The creature's skin becomes tough, and either scaly or leathery and somewhat furred (your choice). *Lesser beastskin* grants a +2 natural armor bonus to Armor Class. This

bonus increases to +3 if you are 5th to 9th level and to +4 if you are 10th level and up.

Diminished Effects: The bonus becomes +1 to Armor Class regardless of caster level.

Heightened Effects: The duration becomes 12 hours.

Magic Item Creation Modifier: Constant N/A

BEASTSKIN (GREATER)

Transmutation [Dragon, Litorian]

Level: 6 (Simple)

Casting Time: Standard action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

As *lesser beastskin*, but this spell grants a +6 natural armor bonus to Armor Class.

This bonus increases to +7 if you are 15th to 19th level and to +8 when you are 20th level and up.

Diminished Effects: The bonus becomes +5 regardless of level.

Heightened Effects: The duration becomes 12 hours.

Magic Item Creation Modifier: Constant N/A

BIND WITH PLANTS

Transmutation [Plant]

Level: 4 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Target: One plant

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: No

You transform a plant into a grasping trap that immediately wraps around a single creature, up to two sizes larger than you.

The plant grows to conform to the size of the creature, which must be on the ground or within 5 feet of the plant. The plant holds the creature immobile and helpless.

The creature remains aware and breathes normally but cannot take any physical actions, even speech. It can, however, execute purely mental actions (such as casting a spell with only mental components).

Others can attempt to break the creature free, but this requires a Strength check (DC 28).

Diminished Effects: The creature can break free on its own with a Strength check (DC 22). The Strength check for others to free him becomes only DC 18.

Heightened Effects: The spell causes a plant to grow up under the target and grasp, allowing a character to cast it anywhere.

BLAST OF CASTIGATION

Evocation [Force]

Level: 3 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: A ray

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 touch attack roll against the target, which must be a creature. A successful strike inflicts 1d8 points of damage per three caster levels (maximum 5d8). You may then concentrate to continue blasting the target with a continuous beam of energy. Each round that you blast the target, the spell deals 1d8 points of damage per three caster levels (maximum 5d8). If you or the target moves so as to break the line of effect, even for a moment, the spell ends. You cannot switch the target of the spell, once cast.

Diminished Effects: The duration of the spell becomes instantaneous (there is no continuing blast effect).

Heightened Effects: The ray inflicts 1d8 points of damage per two caster levels (maximum 10d8).

BLIND THE MIND

Illusion (Figment)

[Mind-Affecting, Psionic]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You make yourself and your belongings (on you at the time of the casting) invisible to one target. This illusion affects the target's mind, so your actions do not affect whether the target can see you.

Items you drop or put down become visible; items picked up disappear if tucked into the clothing or pouches you wear. You are not magically silenced, and certain other conditions can render you detectable (such as stepping in a puddle).

Unlike many illusions, belief or disbelief does not factor into the saving throw. However, a *see invisibility* spell counters and dispels it, and *invisibility prohibition* suppresses the spell as long as the target (not you) remains in the area of the purge.

Diminished Effects: The duration is 1 round/level.

Heightened Effects: You are also magically silenced with regard to the target.

Magic Item Creation Modifiers: Constant $\times 4$, single-use $\times 2$

BLINDING LIGHT

Evocation [Light]

Level: 2 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You blast intense light from your fist. The target is blinded for 1 round/level. Creatures without eyes are immune to this spell.

Diminished Effects: The spell requires you to make a ranged touch attack, and the foe still gets a saving throw.

Heightened Effects: You can blast up to one extra target every three levels, as long as no two are more than 20 feet apart.

BLINDSIGHT

Transmutation

Level: 6 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: One minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

A creature you touch gains blindsight out to a range of 5 feet per caster level. The creature maneuvers and fights as if it can see within that range, regardless of circumstances. Invisibility and darkness are

irrelevant, though the creature still can't discern incorporeal beings. His eyes turn entirely violet for the duration.

Diminished Effects: The range becomes Personal, and the target becomes You.

Heightened Effects: The duration becomes 10 minutes per level.

BLOODBLADE

Transmutation [Sibeccai]

Level: 6 (Complex)

Casting Time: Standard action

Range: Touch

Target: One bladed weapon

Duration: One minute/level

Saving Throw: No (see text)

Spell Resistance: No

A bladed weapon you touch inflicts bleeding wounds that bleed 2 hit points per round with each strike until the victim gets magical healing or someone makes a Heal check with a Difficulty Class equal to this spell's save DC. Bleeding damage is cumulative. The blade drips with a drop of blood when not being used. In battle, it seems to absorb any opponent's blood that it touches.

Diminished Effects: The bleeding wounds bleed 1 hit point per round.

Heightened Effects: The bleeding wounds bleed 3 hit points per round.

BLOODED ATHAME

Transmutation

Level: 4 (Simple)

Casting Time: Standard action

Range: Touch

Target: Your athame

Duration: 1 round/level

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes (object, harmless)

You give your athame the wounding quality as described in Chapter Seven: Magic Items of the DMG, dealing 1 point of Constitution damage with each strike.

Diminished Effects: The weapon's wounding ability has only a 50 percent chance of working with each strike.

Heightened Effects: The weapon's wounding ability inflicts 2 points of temporary Constitution damage with each strike.

Magic Item Creation Modifier: Constant N/A

BOIL

Evocation [Fire, Water]

Level: 2 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 10-foot-radius spread in water

Duration: 1 round/level (D)

Saving Throw: Reflex half

Spell Resistance: Yes

This spell causes the water in the area to become very hot. Any creature at least 25 percent submerged in water in the area suffers 1d6 points of damage (half fire damage and half water damage) per caster level (maximum 5d6). Water in the area fills with bubbles and provides 50 percent concealment.

Diminished Effects: The spell affects the water around one submerged creature in range.

Heightened Effects: The spell boils the water within living creatures with any water content (DM's discretion), even if they are not in water. Creatures in the area suffer 1d6 points of damage per caster level (maximum 10d6). Creatures submerged in water suffer an additional +1d6 points of damage.

BOLT OF POWER

Evocation [Force]

Level: 10 (Complex)

Casting Time: Standard action

Range: Long (400 feet plus 40 feet/level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

From your clenched fist you emit a blast of pure magical force that inflicts 2d6 points of damage per caster level.

Diminished Effects: The spell inflicts 1d6 points of damage per level.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

BRING DOWN THE MOON

Transmutation

Level: 8 (Exotic)

Casting Time: Standard action

Range: 0 feet

Area: 5-foot radius/level centered on you

Duration: One minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes



This spell works only at night, with the moon visible in the sky. You seem to “call down the moon,” filling the area around you with a light, milky glow. All allies in the area feel completely refreshed and instantly regain hit points as if they have rested for one full day. Spellcasters have all spell slots available to them, as if they had rested for a night. All daily powers are available as if they had not been used for 24 hours. While your allies remain in the area, they enjoy a +1 luck bonus to attack rolls, saves, and checks, and all foes suffer a –1 luck penalty to attack rolls, saves, and checks. The area moves with you.

You can cast this spell only once per night. The duration ends early if day breaks.

This spell consumes a moonstone worth 500 gp as a material component.

Diminished Effects: The spell can affect only you and one other creature.

Heightened Effects: The duration becomes 10 minutes per level, and the area is a 10-foot radius per level.

Magic Item Creation Modifiers: Constant N/A, single-use ×2, spell-completion ×2

BURDEN

Transmutation

Level: 3 (Exotic)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature/three levels

Duration: One minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target suddenly feels burdened, as if she is carrying much more than she really is. The additional weight is 50 lbs. per caster level. If this additional weight puts the target in the range of her medium or heavy load, she suffers maximum Dexterity, check penalties, and a reduction in speed. If the additional weight puts the target over twice her maximum load, she cannot move more than 5 feet per round (as a full-round action) and loses all Dexterity bonuses to Armor Class. If the additional weight puts her load at more than five times her maximum load, she cannot move and is helpless. Of course, the target can drop gear or even armor to reduce her load. The mage who created this spell used it not to stop

thieves running out of his tower but to get them to drop valuables—both those they were stealing and those they brought in with them. He found it the height of ironic humor to force thieves to leave with less than they came with.

Diminished Effects: The extra weight is 10 lbs. per caster level.

Heightened Effects: The spell affects one creature per level within range.

Magic Item Creation Modifiers: Constant ×2, single-use ×2

BURNING THORNS

Conjuration (Creation) [Fire, Plant]

Level: 7 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Wall of thorny brush, up to one 10-foot cube/level (S)

Duration: 10 minutes/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell creates a *wall of thorns*, identical to the spell of the same name, except that the thorns burn with a greenish flame. The fire inflicts 1d6 points of fire damage per round to anyone within 10 feet of the wall. Anyone who attempts to pass through, cut through, or otherwise penetrate the wall suffers 2d6 points of fire damage in addition to any other damage they might sustain while doing so.

Diminished Effects: The spell does not inflict damage unless someone tries to penetrate the wall, in which case the fire damage is 1d6 points per round.

Heightened Effects: The spell inflicts 1d6 points of fire damage per round to all within 20 feet of the wall, 2d6 points to anyone within 10 feet, and 3d6 points to anyone within the wall itself.

BURST OF HEALING

Evocation [Positive Energy]

Level: 5 (Exotic)

Casting Time: Standard action

Range: 20 feet

Area: All living allies and undead within a 20-foot-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude half (harmless)

Spell Resistance: Yes (harmless)

Positive energy, like a light green wave of light, spreads out in all directions from the

point of origin, curing 2d8 points of damage +1 point per caster level (maximum +20) for nearby living allies. As with *battle healing* spells, the healing process is quick and imperfect, often leaving scars on those the spell heals.

Like cure spells, *burst of healing* damages undead in its area rather than curing them.

Diminished Effects: The area becomes a 10-foot radius, and the spell heals 1d8 + 1 point per caster level (maximum +15).

Heightened Effects: The area becomes a 30-foot radius, and the spell heals 3d8 + 1 point per caster level (maximum +20).

Magic Item Creation Modifiers: Constant ×1.5, single-use ×1.5

BYPASS WARD

Transmutation

Level: 2 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 20-foot-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

The area briefly glows with a moving wave of golden light. You suppress all magical traps and sealing or warding spells (like *elemental trap* or *lesser* (but not *greater*) *sealed door*) in the area for the duration, if you make a caster power check (DC 15 + the trap's CR or the spell's level). You can also suppress touch-trigger runes in the area with a caster power check; the DC is the same as it would be to identify them (see the runethane in Chapter Three). You do not need to be aware of a trap or ward to suppress it.

Diminished Effects: You can suppress only one trap, and you must be aware of it.

Heightened Effects: The spell suppresses (disables) mechanical traps too, with a successful caster power check (DC 10 + the trap's CR). The disabled traps resume function when the duration ends.

CALL GUARDIAN (LESSER)

Conjuration (Calling)

Level: 6 (Simple)

Casting Time: One minute

Range: Close (25 feet + 5 feet/two levels)

Effect: One creature



Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No (see text)

You conjure a creature from the list that follows, calling it from its normal habitat and home to bring it instantly and magically to you in a flash of crackling energy. If you burn 500 gp worth of incense as the creature appears, you can immediately give the creature one command of no more than one word per caster level. The creature can make a Will saving throw (spell resistance applies as well, although none of the monsters on the list normally have it) to resist that command. If they do resist, they can do as they wish, although they have no special power to return home immediately. They most likely will be very angry. If they do not resist, they are compelled to carry out the command until it is fulfilled or for a year and a day, whichever comes first.

Commands might include: “Follow me and attack anyone that attacks me,” or “Remain within 200 feet of this spot and attack anyone that comes near other than me.”

If you wish to give the creature further commands, you must use a spell like *suggestion* or *dominate*. The creatures are real and thus still need to eat, sleep, and so forth. Called guardians treated well might stay even after they are no longer compelled.

Choose the creature from this list: carrion crawler, gargoyle, giant stag beetle, griffon, harpy, minotaur, or tiger.

Diminished Effects: Choose the creature from this list: ankheg, dire ape, dream hunter*, giant eagle, hell hound, or rust monster.

Heightened Effects: Choose the creature from this list: basilisk, girallon, harrid*, manticores, troll, or wild radont*.

* See Chapter Twelve: Creatures.

CALL GUARDIAN (GREATER)

Conjuration (Calling)

Level: 9 (Simple)

Casting Time: One minute

Range: Close (25 feet + 5 feet/two levels)

Effect: One creature

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No (see text)

As *lesser call guardian*, except you choose the creature from this list: chimera, dire bear, eight-headed hydra, or medusa.

Diminished Effects: Choose the creature from this list: lamia, megaraptor (dinosaur), will-o'-wisp, or wyvern.

Heightened Effects: Choose the creature from this list: androsphinx, tyrannosaurus (dinosaur), 10-headed hydra, giant octopus, spirit naga, or xaaer (see Chapter Twelve: Creatures).

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

CALL OUTSIDER

Conjuration (Calling) [Truename]

Level: 8 (Complex)

Casting Time: 10 minutes

Range: Close (25 feet + 5 feet/two levels)

Effect: One outsider whose Challenge Rating is less than your level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

After minutes of quiet contemplation, you speak three times the truename of an outsider you know. A gateway appears for just a moment. The outsider arrives before you, within range, at a spot you choose. The outsider is not compelled to do anything other than remain for 1 round. You can use this time to trigger a trap, attempt to use another spell, attempt to use the Power of the Name feat, or something similar. Even if it would not normally have the power to do so, the spell grants the outsider the ability to return to its home after 1 round—unless it's somehow prevented (like with a *security* spell or a *magic circle*).

Called outsiders are usually annoyed and hostile.

Diminished Effects: The outsider's Challenge Rating can be only half your level.

Heightened Effects: There is no limit to the power of the outsider you can call.

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 1.5$



CALL RADONT

Conjuration (Calling) [Giant]

Level: 4 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One radont

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: No

You call a wild radont (see Chapter Twelve: Creatures) that is predisposed to like you. If you know the radont's true-name, it obeys your every command for the duration. Otherwise, it acts friendly to you, although not controlled. A friendly radont will allow you to ride it, it will fight for you (although it will not sacrifice its life for you), it will carry a heavy load for you, or it will carry a message for you.

Diminished Effects: The spell calls a domesticated radont.

Heightened Effects: The spell calls 1d3 wild radonts.

CALL UNDEAD

Conjuration (Calling)

[Negative Energy, Truename]

Level: 7 (Complex)

Casting Time: 10 minutes

Range: Close (25 feet + 5 feet/two levels)

Effect: One undead creature whose

Challenge Rating is less than your level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As the *call outsider* spell, except that you call an undead creature. Since most undead abandon their truenames (see the *raise the dead* spell), you can use an Unbound undead's former truename to get this spell to work. However, the undead creature is still not subject to other truename effects.

Called undead are always annoyed and hostile.

Diminished Effects: The undead's Challenge Rating can be only half your level.

Heightened Effects: There is no limit to the Challenge Rating of the undead you can call.

Magic Item Creation Modifier: Single-use ×2

CANNY EFFORT

Transmutation

Level: 0 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: Until discharged (no more than 1 round/level) (D)

Your eyes flash with a tiny sparkle until the spell ends. The next time you make a skill check of any kind, you get to add a +2 competence bonus to the roll. Once used, the spell ends.

Heightened Effects: The bonus is +10.

Magic Item Creation Modifiers: Constant N/A, single-use ×2

CARNIVOROUS PLANT DEFENSE

Transmutation [Plant]

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: One nonanimate plant

Duration: One minute/level (D)

Saving Throw: No

Spell Resistance: Yes

You transform an innocuous plant into an animate, carnivorous one that defends you. It wraps around you with leafy vines and grows one mouthlike structure for every three caster levels you have (maximum five).

When a foe attacks you in melee combat, the plant immediately retaliates with a bite that uses your base attack bonus (plus the plant's Strength bonus of +3) and inflicts 1d6+3 points of damage. The plant strikes only in retaliation and does so automatically (you cannot command it to stop). Each mouthlike structure can strike only once per round. The plant does not make attacks of opportunity and cannot take special attack actions such as grapple or disarm. The plant has 10 hp + 1/caster level and shares your Armor Class and saving throws.

Diminished Effects: The spell forms only one mouthlike structure, with a maximum attack bonus of +10.

Heightened Effects: The mouths each inflict 2d6+6 points of damage.

Magic Item Creation Modifier: Constant ×3

CAUSTIC BURST

Evocation [Acid]

Level: 7 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 25-foot-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a blast of acidic liquid that inflicts 1d6 points of damage per caster level (maximum 20d6). This acid is particularly damaging to metals, quickly making them weak and pitted. All unattended metallic items and metallic creatures (such as iron golems) suffer an additional +3d6 points of damage. Creatures that fail their saves with a metallic item in their possession must succeed at a second Reflex save or the item is destroyed. (Select a random item if there is more than one, although for characters wearing metallic armor, it's always the armor.) Despite the MM creature description, this spell does affect iron golems.

Diminished Effects: The spell inflicts a maximum of 15d6 points of damage and has no special effects against metal.

Heightened Effects: The spell also proves very damaging to eyes. Creatures in the area who have eyes but fail their saving throws are made blind.

CHAINS OF VENGEANCE

Evocation [Fire]

Level: 4 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature, size Large or smaller

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

Chains of fire wrap around the target, rendering her helpless and dealing her 2d6 points of fire damage each round. The target may attempt to break free with a Strength check (DC 25) or Escape Artist check (DC 30). These attempts, however, automatically inflict an additional 2d6 points of fire damage upon her. Others may try to help (see the "aid another" rules in Chapter Seven: Playing the Game), or they can attempt to break her free on their own (Strength check, DC 25), but those who try suffer 1d6 points of fire damage.

Diminished Effects: The target's Strength check becomes DC 18 and the Escape Artist check DC 23. The flames inflict 1d6 points of fire damage per round.

Heightened Effects: The spell can affect Huge creatures.

CHARM

Enchantment (Charm)

[Faen, Mind-Affecting]

Level: 1 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature of the same type as the caster

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell alters someone's mind temporarily to make you seem like a most charming being. You gain a +10 bonus to Charisma-related checks (including Intimidate) regarding that target only. This does not actually change your Charisma—you do not, for example, gain bonus spells if you are a mage blade.

The spell works on creatures of the same type as you. So if you are a litorian, the spell works on all humanoids. If you are a medusa, it works on all monstrous humanoids.

DMs should require charmed PCs to act accordingly.

Diminished Effects: The spell adds only a +4 bonus to Charisma-related checks and lasts only 1 round per level.

Heightened Effects: The spell affects any living creature.

Magic Item Creation Modifiers: Charged ×2, constant ×4

CHEAT DEATH

Necromancy

Level: 7 (Exotic)

Casting Time: One hour

Range: Personal

Target: You

Duration: Until triggered

You draw on ancient lore to allow yourself one chance to possibly avoid death, even when it otherwise would be inevitable. The next time you are dying (when your hit point total is between your negative Constitution bonus and negative Constitution score), there is a 5 percent chance per caster level

(never more than a 99 percent chance) that you send your soul for safekeeping into a magical receptacle in a pocket dimension. Your body remains; to all means of physical and magical examination, you appear dead. The soul remains in the receptacle for 1d100 days, minus your level in days (minimum one day). When that time ends, you appear on the plane where you were dying, at that very spot, at 0 hit points, regardless of what condition your body was in after your soul was safeguarded. For example, if a mage falls in battle and triggers this spell, and his foes burn his body, the body is reconstituted when the soul returns.

Cheat death requires an opal worth at least 5,000 gp as a material component.

Diminished Effects: There is only a 1 percent chance per level that this spell will function when you are dying.

Heightened Effects: You control when you return to the locale you departed from.

Magic Item Creation Modifiers: Constant N/A, single-use ×3, spell-completion ×2

CLAIRAUDIENCE/CLAIRVOYANCE

Divination [Psionic]

Level: 3 (Complex)

Casting Time: Standard action

Range: See text

Effect: Magical sensor

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

Clairaudience/clairvoyance enables you to concentrate upon some locale and hear or see (your choice) almost as if you were there. Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one, such as the other side of a door you're looking at. The spell does not allow magically enhanced senses to work through it: If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Lead sheeting or magical protection blocks the spell, and you sense that the spell is so blocked. The spell creates an invisible sensor that can be dispelled. The spell functions only on the plane of existence you currently occupy.

Once the spell is cast, the sensor cannot move. Only you can see through the sensor

(you see the images or hear the sounds in your mind).

Diminished Effects: Distance becomes a factor: You cannot see a location farther away than 10 feet per level.

Heightened Effects: The spell lets magically enhanced senses work through it.

CLINGING SHADOWS

Conjuration (Summoning)

Level: 3 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You launch a seething bolt of pure shadow at a single target that inflicts 2d6 points of impact damage. Further, a struck foe is entangled by the shadow-stuff, which clings to its body. The shadow-stuff cannot be broken or slipped out of, but it can be dispelled. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on attack rolls and a –4 penalty to its effective Dexterity score. An entangled creature attempting to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Diminished Effects: The spell inflicts no damage, but only entangles.

Heightened Effects: The shadows cling to the ground or other nearby solid surface (if any), holding the target in place (the creature can take actions but cannot move from its current position).

CLOAK OF DARKNESS

Evocation [Darkness]

Level: 2 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You create an area of magical darkness around you. All attacks against you have a 20 percent miss chance. Although you can see normally, you appear to be simply an ominous, cloak-shaped area of darkness, which grants you a +2 circumstance bonus to Intimidate checks (but the character you are trying to Intimidate cannot see you, which may negate other possible



modifiers). When in areas of shadow or darkness, or even a dimly lit area, you gain a +5 circumstance bonus to Sneak checks when opposing Spot checks but not Listen checks.

Diminished Effects: The duration becomes one minute per level, and the bonus to Sneak checks is only +2.

Heightened Effects: You can cloak all within 5 feet of you, as long as they remain that close.

Magic Item Creation Modifier: Single-use ×2

COLD BLAST

Evocation [Cold]

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: A ray

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You launch a blast of white energy from your eyes. You must make a ranged touch attack. Targets suffer 1d4 points of cold damage + 1 point of temporary Strength damage + 1 point of Strength damage per five caster levels.

Diminished Effects: The subjects suffer only 1d4 points of damage.

Heightened Effects: The subjects are stunned for a round as well.

COMA

Enchantment (Compulsion)

[Mind-Affecting]

Level: 6 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: One hour/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You put a living creature into a coma. The subject falls prone immediately—alive, but unable to take actions.

Diminished Effects: The target is asleep and can be awakened by someone spending a full round doing nothing but shaking him vigorously.

Heightened Effects: The spell's duration becomes permanent.

COMPELLING COMMAND

Enchantment (Compulsion)

[Language-Dependent, Mind-Affecting]

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You give a creature one of three commands, which it obeys to the best of its ability. The three possible commands are as follows:

- *Drop what you are holding:* The target drops whatever it is holding—even if it holds different objects in different hands—on its next action.
- *Fall to the ground:* The target falls prone on its next action and remains on the ground for 1 round.
- *Flee before me:* The target runs away from you as fast as possible for 1 round (the target won't run into obvious danger, like a pit or through an enemy's threatened area).

Diminished Effects: You must know the creature's truename in order for the spell to work. In this case, the spell takes on the truename descriptor.

Heightened Effects: The spell is entirely mental—no common language need be shared, and nothing is spoken aloud. In this case, the spell takes on the psionic descriptor.

Magic Item Creation Modifier: Constant ×2

COMPELLING QUESTION (LESSER)

Enchantment (Compulsion)

[Language-Dependent, Mind-Affecting]

Level: 1 (Simple)

Casting Time: 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 one simple question that it can answer with a single word. On the target's next turn, as a free action, it answers you as truthfully as possible. The DM is free to assign modifiers to the saving throw based on how impor-

tant 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.

Diminished Effects: You must know the creature's truename in order for the spell to work. In this case, the spell takes on the truename descriptor.

Heightened Effects: The spell is entirely mental—no common language need be shared, and nothing is spoken aloud. In this case, the spell takes on the psionic descriptor and is often called *lesser mind probe*.

Magic Item Creation Modifier: Constant ×2

COMPELLING QUESTION (GREATER)

Enchantment (Compulsion)

[Language-Dependent, Mind-Affecting]

Level: 3 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

As *lesser compelling question*, except that the answer may require up to 25 words. Answering the question remains a free action, and the details of the answer still modify the saving throw.

Diminished Effects: You must know the creature's truename in order for the spell to work. In this case, the spell takes on the truename descriptor.

Heightened Effects: The spell is entirely mental—no common language need be shared, and nothing is spoken aloud. In this case, the spell takes on the psionic descriptor and is often called *greater mind probe*.

Magic Item Creation Modifier: Constant ×2

CONJURE ENERGY CREATURE I

Conjuration (Creation) [See Text]

Level: 1 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One created creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

With a flash of power, this spell creates a monster out of pure energy. It appears where you designate and acts immediately, on your turn. If you do not give it a command, it attacks your opponents to the best of its ability. You can communicate with it and can direct it not to attack, to attack particular enemies, or to perform other actions. Conjured creatures act normally on the last round of the spell and disappear at the end of their turn.

You choose the creature's energy type (acid, cold, electricity, fire, or sonic). The spell takes on the descriptor of the energy type chosen. The monster, although energy, is nevertheless corporeal and solid. It uses the statistics of a monster of your choice from the list below, except for the following:

- It is immune to damage of its energy type.
- If it has more than 3 HD, it has DR 5/+1 (or 5/magic). If it has more than 10 HD, it has DR 10/+2 (or 10/magic).
- It has no Intelligence score or Constitution score. (If it has no opponents to attack and no commands to follow, it stands motionless.)
- It is a construct (immune to mind effects, poison, paralysis, stunning, disease, and necromantic effects). It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save. It is not subject to death by massive damage. It is destroyed (and disappears) when it reaches 0 hit points.
- It has darkvision with a range of 60 feet.
- It inflicts additional damage of its energy type equal to its Hit Dice (maximum +10) with each attack.

Choose the type of creature you want the spell to conjure from this list: dire rat, dog (animal), hawk (animal), or monkey (animal).

The creature is not real. It is a creation of magic.

Diminished Effects: You must concentrate on the creature's actions or it remains motionless.

Heightened Effects: The created creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

CONJURE ENERGY CREATURE II

Conjuration (Creation) [See Text]

Level: 2 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more created creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: eagle (animal), Medium shark (animal), octopus (animal), Tiny viper (animal), or wolf (animal).

Alternatively, you can create 1d3 creatures from the 1st-level list.

Diminished Effects: You must concentrate on the created creature's actions or it remains motionless.

Heightened Effects: The created creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

CONJURE ENERGY CREATURE III

Conjuration (Creation) [See Text]

Level: 3 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more created creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: black bear (animal), constrictor snake (animal), crocodile (animal), dire bat, giant lizard (animal), gorilla (animal), Large shark (animal), leopard (animal), or Small viper (animal).

Alternatively, you can create 1d3 creatures from the 2nd-level list.

Diminished Effects: You must concentrate on the created creature's actions or it remains motionless.

Heightened Effects: The created creature enjoys +1 hp per Hit Die, a +1 bonus

to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

CONJURE ENERGY CREATURE IV

Conjuration (Creation) [See Text]

Level: 4 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more created creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: ankhg, dire ape, dire wolf, giant eagle, hell hound, lion (animal), or Medium viper (animal).

Alternatively, you can create 1d3 creatures from the 3rd-level list.

Diminished Effects: You must concentrate on the created creature's actions or it remains motionless.

Heightened Effects: The created creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

CONJURE ENERGY CREATURE V

Conjuration (Creation) [See Text]

Level: 5 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more created creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: brown bear (animal), dire lion, dire wolverine, giant constrictor snake (animal), giant crocodile (animal), girallon, griffon, Huge shark (animal), Large viper (animal), orca, pegasus, tiger (animal), or whale (animal).

Alternatively, you can create 1d3 creatures from the 4th-level list.

Diminished Effects: You must concentrate on the created creature's actions or it remains motionless.

Heightened Effects: The created creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.



CONJURE ENERGY CREATURE VI

Conjuration (Creation) [See Text]
Level: 6 (Complex)
Casting Time: 1 full round
Range: Close (25 feet + 5 feet/two levels)
Effect: One or more created creatures, no two of which can be more than 30 feet apart
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: Huge viper (animal), manticore, megaraptor (dinosaur), six-headed hydra, or unicorn.

Alternatively, you can create 1d3 creatures from the 5th-level list.

Diminished Effects: You must concentrate on the created creature's actions or it remains motionless.

Heightened Effects: The created creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to its attack and damage rolls.

CONJURE ENERGY CREATURE VII

Conjuration (Creation) [See Text]
Level: 7 (Complex)
Casting Time: 1 full round
Range: Close (25 feet + 5 feet/two levels)
Effect: One or more created creatures, no two of which can be more than 30 feet apart
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: dire bear, eight-headed hydra, elephant (animal), giant octopus (animal), Huge monstrous spider (vermin), or triceratops (dinosaur).

Alternatively, you can create 1d3 creatures from the 6th-level list.

Diminished Effects: You must concentrate on the created creature's actions or it remains motionless.

Heightened Effects: The created creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

CONJURE ENERGY CREATURE VIII

Conjuration (Creation) [See Text]
Level: 8 (Complex)
Casting Time: 1 full round
Range: Close (25 feet + 5 feet/two levels)
Effect: One or more created creatures, no two of which can be more than 30 feet apart
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: dire tiger, giant squid (animal), Huge monstrous scorpion (vermin), roc, 10-headed hydra, or tyrannosaurus (dinosaur).

Alternatively, you can create 1d3 creatures from the 7th-level list.

Diminished Effects: You must concentrate on the created creature's actions or it remains motionless.

Heightened Effects: The created creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

CONJURE ENERGY CREATURE IX

Conjuration (Creation) [See Text]
Level: 9 (Complex)
Casting Time: 1 full round
Range: Close (25 feet + 5 feet/two levels)
Effect: One or more created creatures, no two of which can be more than 30 feet apart
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: frost worm, Gargantuan monstrous spider, kraken, lammasu, stone golem, or 12-headed hydra.

Alternatively, you can create 1d3 creatures from the 8th-level list.

Diminished Effects: You must concentrate on the created creature's actions or it remains motionless.

Heightened Effects: The created creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

CONJURE ENERGY CREATURE X

Conjuration (Creation) [See Text]
Level: 10 (Complex)
Casting Time: 1 full round
Range: Close (25 feet + 5 feet/two levels)
Effect: One or more created creatures, no two of which can be more than 30 feet apart
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

As *conjure energy creature I*, except you may pick from this list of creatures: Gargantuan monstrous scorpion, Colossal monstrous spider, iron golem, or purple worm. Alternatively, you can create 1d3 creatures from the 8th-level list.

Diminished Effects: You must concentrate on the summoned creature's actions or it remains motionless.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

CONJURE REPAST

Conjuration (Creation)
Level: 3 (Simple)
Casting Time: 10 minutes
Range: Close (25 feet + 5 feet/two levels)
Effect: Food and water to sustain three humans or one horse/level for one day
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell creates simple fare of your choice. The food decays at a normal rate. The created water is just like clean rainwater. It doesn't go bad as the food does.

Diminished Effects: The spell creates enough food for only one human.

Heightened Effects: The spell creates a sumptuous, delicious feast for up to 10 humans or three horses per level.

CONJURE WEAPON (LESSER)

Conjuration (Creation) [See Text]
Level: 1 (Simple)
Casting Time: Standard action
Range: 0
Effect: One weapon [see text]
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You create a masterwork weapon that you are proficient with, which appears in your hand. The weapon is appropriate for your

size—either as a light, one-handed, or two-handed weapon for you. If it is a ranged weapon that requires ammunition, you also create one arrow, bolt, or bullet (as appropriate) per level.

If given the earth spell template, the weapon (or the ammunition in the case of ranged weapons requiring them) gains an additional +1 attack and damage bonus, due to its elemental hardness.

You may give the weapon to someone else to wield or cast *animate weapon* on it.

Diminished Effects: You must concentrate each round or the weapon disappears.

Heightened Effects: At no cost, the weapon can be given an elemental or energy template, in which case it inflicts +1d6 and the spell gains the appropriate descriptor. Further, if you have the appropriate feats enabling you to wield such weapons, the weapon you create can have the dire or Devanian template.

CONJURE WEAPON (GREATER)

Conjuration (creation) [See Text]

Level: 4 (Simple)

Casting Time: Standard action

Range: 0

Effect: One weapon [see text]

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

As *lesser conjure weapon*, except that the weapon has an enhancement bonus of +1, plus +1 per five caster levels. At no cost, the weapon can be given an elemental or energy template, in which case it inflicts +1d6 points of damage and the spell gains the appropriate descriptor. Further, if you have the appropriate feats enabling you to wield such weapons, the weapon you create can have the dire or Devanian template.

Diminished Effects: The duration of the spell becomes 1 round per level.

Heightened Effects: The duration of the spell becomes 10 minutes per level.

Magic Item Creation Modifier: Constant N/A

CONSUME MAN

Necromancy

[Dragon, Negative Energy, Truename]

Level: 10 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One humanoid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Calling upon ancient pacts and forgotten powers, you utterly annihilate a humanoid target whose truename you know, causing the target to cease to exist. Only an *undo* spell can bring the humanoid back.

Targets who make their saving throws suffer 10d6 points of damage.

Diminished Effects: The spell inflicts 100 points of damage rather than automatic annihilation.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 2$, spell-completion $\times 2$

CONSUME SOUL

Necromancy [Negative Energy, Truename]

Level: 9 (Exotic)

Casting Time: 3 rounds

Range: Medium (100 feet + 10 feet/level)

Target: One unconscious creature

Duration: Instantaneous (see below)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You consume the soul of a creature who is unconscious (not just asleep) but still alive. This spell slays the creature. As a part of this spell, you must physically remove a meaningful portion of the creature from its body—the head, the brain, the heart, the eye—and store it in a crystal container worth at least 1,000 gp. The body part and container are set into stasis; they cannot be harmed and do not age. The target creature cannot be raised from the dead or revived except by someone who possesses the body part. The creature cannot become undead.

For as long as you possess the body part and the container, you can draw upon the power of the consumed soul.





This grants you a +2 luck bonus to all the attack rolls, saving throws, and checks you make.

You can cast this spell on a trapped soul (see *trap soul*) and gain the luck bonus benefit.

Diminished Effects: The target must be actually dying, and you gain a +1 bonus.

Heightened Effects: The luck bonus gained is +3, and you also have the option, instead of gaining the luck bonus, to use the soul to cast one extra spell of 7th level or lower each day, as though you had an extra spell slot.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 3$, spell-completion $\times 1.5$

CONTACT

Divination [Mind-Affecting, Psionic]

Level: 0 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Using this minor spell allows you to send a mental message, up to one word per caster level, to a creature you touch. You do not get a message back, but you do get an idea of the subject's emotional state. *Contact* does not reveal magical charms or compulsions on the subject.

Heightened Effects: The subject can send a mental message back, up to one word per caster level.

Magic Item Creation Modifier: Constant $\times 2$

CONTROL TEMPERATURE

Transmutation [Air, Cold, Fire]

Level: 2 (Simple)

Casting Time: Standard action

Range: 0 feet

Area: 50-foot radius centered on you

Duration: One hour/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You can raise or lower the temperature in the area around you by 10 degrees F per caster level, to a maximum of 110 degrees F and a minimum of 0 degrees. Temperatures already above or below this

range cannot be affected. When the temperature begins to change, it does so in 10-degree increments per round, until it reaches the desired temperature. You can readjust the temperature as many times as you want while the duration lasts.

Diminished Effects: The temperature rises or falls up to 20 degrees maximum.

Heightened Effects: The caster can affect temperatures above or below the range of 0 to 110 degrees F, but still cannot take a temperature within the range and raise or lower it out of that range.

CONTROL UNDEAD

Necromancy

Level: 5 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Target: One undead creature

Duration: 1 round/level (or 10 minutes/level, see text)

Saving Throw: Will negates

Spell Resistance: Yes

You control the actions of an undead creature. If you share a common language, you can force the undead to perform as you desire, within the limits of your abilities. If you share no common language, you can communicate only basic commands, such as, "Come here," "Go there," "Fight," and "Stand still." You gain no special knowledge of what the undead is experiencing, nor do you receive direct sensory input from it.

You need to see the undead to control it; if either of you move out of range, the control breaks.

A *magic circle* or a similar spell can prevent you from exercising control while the subject is so warded, but it does not prevent the establishment of control, nor does it dispel it.

If the subject of this spell is an undead creature that you animated, roused, or otherwise created, the duration becomes 10 minutes per level rather than 1 round per level.

Diminished Effects: The spell's range becomes Touch, so the caster must remain touching the creature for the duration. The undead obeys only basic commands (as described above), regardless of language. The undead must have fewer Hit Dice than the caster.

Heightened Effects: The caster need not be within sight of the undead and intuitively knows what the undead is experiencing. Once control is established, the caster need not remain within range.

Magic Item Creation Modifier: Constant $\times 2$

CONTROL WEATHER

Transmutation [Air]

Level: 7 (Complex)

Casting Time: 10 minutes (see text)

Range: Two miles

Area: Two-mile-radius circle, centered on you (see text)

Duration: 4d12 hours (see text)

Saving Throw: None

Spell Resistance: No

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The DM determines the current, natural weather conditions. You can call forth weather appropriate to your area's climate and season.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

You control the weather's general tendencies, such as the direction and intensity of the wind. You cannot control specific applications of the weather. When you select a certain condition to occur, the weather assumes that condition 10 minutes later (changing gradually). The weather continues as you left it for the duration or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Greenbonds casting this spell double the duration and affect a circle with a three-mile radius.

Diminished Effects: The spell's area becomes a 100-foot-radius circle, centered on you.

Heightened Effects: The spell's area becomes a 10-mile-radius circle, centered on you.

Magic Item Creation Modifier:
Single-use ×2

CREATION (LESSER)

Conjuration (Creation) [Giant]

Level: 3 (Simple)

Casting Time: One minute

Range: 0 feet

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cubic foot/level

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed at an appropriate Craft skill check to make a complex item, such as a longbow, which is made out of different materials.

Attempting to use any *created* object as a material component causes the spell to fail.

Diminished Effects: The duration lasts only one minute per level.

Heightened Effects: The object need not be of vegetable matter, but can be of any nonmagical matter. However, the item's value cannot exceed more than 5 gp per caster level.

CREATION (GREATER)

Conjuration (Creation) [Giant]

Level: 5 (Simple)

Casting Time: One minute

Range: 0 feet

Effect: Unattended, nonmagical object of nonliving matter, up to 1 cubic foot/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a permanent, nonmagical, unattended object of nonliving matter. The volume of the item created cannot exceed 1 cubic foot per caster level, and its overall value cannot exceed more than 50 gp per caster level. You must succeed at an appropriate Craft skill check to make a complex item, such as a crossbow or an hourglass.

Attempting to use any *created* object as a material component causes the spell to fail.

Diminished Effects: The item's value cannot exceed 5 gp per caster level.

Heightened Effects: The spell can create multiple items, up to one per caster level, each no larger than 1 cubic foot per caster level and each worth no more than 10 gp per caster level.

CREATURE LORESIGHT

Divination [Psionic]

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Target: One living creature or corpse

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You learn something significant about a creature (living or dead) that you touch. Go through this list, in order—the first bit of lore you don't know, you learn magically:

1. Creature's race or type.
2. Creature's name (if none, then skip).
3. Creature's class (if none, then skip).
4. How the creature died (if not applicable, skip).
5. Creature's most recent, basic goal (obtain food, carry out the orders of its superior, get some sleep, etc.).
6. Creature's attitude toward you.
7. Creature that this creature interacted with most recently (other than you).
8. Creature's most valuable possession, if any.
9. Location of the creature's home or lair, if any.
10. Creature's current thoughts.

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

Diminished Effects: N/A

Heightened Effects: Spell gains a range of Close (50 feet + 5 feet/two levels).

CURSE OF THE CHAOTIC MIND

Transmutation (Creation)

[Curse, Faen, Truename]

Level: 7 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Similar to *enfeebled mind*, this curse randomly lowers one mental ability score (Intelligence, Wisdom, or Charisma) for an hour; afterward, it restores the score and lowers a different one to 1. This cycle continues until the curse is removed (the *remove curse* spell does not repair the damage to the ability score currently at 1, however—this temporary damage heals normally).

Diminished Effects: The target suffers 1 point of permanent Intelligence, Wisdom, and Charisma drain. These cannot be restored by *restoration* until *remove curse* is first cast.

Heightened Effects: Intelligence, Wisdom, and Charisma scores all drop to 1. These cannot be restored by *restoration* or healed normally until *remove curse* is first cast.

CURSE OF DAMNATION

Transmutation [Curse, Truename]

Level: 10 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This, the most powerful of curses, sends a target whose truename you utter away from this plane and into a hellish dimension of your choosing. Even if the target has the ability to return (or to travel to any other plane), he cannot do so until the curse is removed. Otherwise, he must remain, condemned, forever.

Diminished Effects: The duration is Instantaneous, and the target can leave the plane if able.

Magic Item Creation Modifiers:
Single-use ×1.5, spell-completion ×1.5

CURSE OF LANGUISHING DEATH

Transmutation (Creation)

[Curse, Negative Energy, Truename]

Level: 8 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature



Duration: Permanent

Saving Throw: Fortitude partial

Spell Resistance: Yes

The target visibly shrivels as you shake your fist. The cursed target suffers 1d6 points of temporary Constitution damage and continues to suffer a like amount each day thereafter. The damage heals normally, but the continuing effect can be ended only by a *remove curse* (although the *remove curse* spell does not repair the damage). Even those who make the saving throw suffer 1 point of temporary Constitution damage.

Diminished Effects: The target suffers 1d3 points of temporary Constitution damage and 1d2 points each day thereafter.

Heightened Effects: The target initially suffers 1d6 points of temporary Constitution damage and 1d6 points of permanent Constitution drain (1d6 points of temporary Constitution damage each day thereafter). Those who succeed at the saving throw suffer 1d6 points of temporary Constitution damage.

Magic Item Creation Modifiers:

Single-use $\times 1.5$, spell-completion $\times 1.5$

CURSE OF VENGEANCE

Evocation [Curse, Truename]

Level: 4 (Simple)

Casting Time: 1 full round

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You utter the truename of a chosen foe, and that foe is followed forevermore by bad luck and misery. The target suffers a -2 morale penalty on attack rolls, saving throws, and checks. Further, once per day, at a random time the DM chooses, the target suffers a -10 additional circumstance penalty on one important attack roll, saving throw, or check.

Because this is a curse, it cannot be dispelled. *Remove curse* is the only means to remedy it.

Diminished Effects: The target does not suffer the random -10 penalty.

Heightened Effects: The target suffers a -4 morale penalty on attack rolls, saving throws, and checks, and the random penalty becomes -20 .

CURSED LOCALE

Evocation [Curse]

Level: 6 (Simple)

Casting Time: One minute

Range: Long (400 feet + 40 feet/level)

Area: Ten 10-foot cubes/level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You curse an area so that all attack rolls, saving throws, and checks made in the area suffer a -2 morale penalty. You are not subject to the curse, but everyone and anyone else is. Anyone with a Wisdom of 13 or higher can feel a cold chill or a feeling of “wrongness” in the area, although not with enough precision to determine the exact nature or boundaries of the area.

Because this is a curse, it cannot be dispelled. *Remove curse* is the only means to remedy it.

Diminished Effects: The morale penalty becomes -1 .

Heightened Effects: The area doubles, and the morale penalty becomes -3 .

DANCING RUNE

Transmutation

Level: 4 (Simple)

Casting Time: Standard action

Range: Touch

Target: One password-protected rune

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You make one touch-trigger rune that you have inscribed with the password quality rise up to dance in the air as a glowing symbol made of energy. It orbits around you for the duration (or until triggered). The rune never moves beyond 3 feet from you, but it moves as you direct it, striking at foes adjacent to you with a melee touch attack that uses your base attack bonus plus your Intelligence modifier as its attack bonus. Directing such an attack is a standard action. Once triggered, the *dancing rune* disappears.

You cannot make runes created by others dance.

You cannot have more than one *dancing rune* in effect at a time.

Diminished Effects: This spell affects only minor or lesser runes.

Heightened Effects: You can have up to one *dancing rune* per four caster levels in effect, if they are all heightened.

Magic Item Creation Modifier:

Constant $\times 5$

DARKVISION

Transmutation

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. *Darkvision* is black and white only, but otherwise like normal sight.

Darkvision does not grant one the ability to see in magical darkness. The subject's eyes become all white for the duration.

Diminished Effects: Subject gains low-light vision.

Heightened Effects: Subject can see 5 feet in magical darkness in addition to normal effects.

DAZZLESPHERE

Evocation [Faen, Light]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 10-foot-radius burst

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

With a blast of multicolored lights and sparkling motes, you daze everyone in the radius. Dazed characters can take no actions but are not stunned.

Diminished Effects: Subjects must have fewer HD than the caster to be affected.

Heightened Effects: Subjects are stunned rather than dazed.

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 1.5$

DEADLY SPRAY

Transmutation [Dragon]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Personal

Effect: You

Duration: One minute/level

Once this spell is cast, any time you create an effect that is a line (like an *energy bolt* or certain breath weapons), you can spray it back and forth, causing it to be a cone effect rather than a line. The choice between making the attack a line or a cone is up to you and can vary from round to round.

Diminished Effects: The spell affects only the first such effect in the duration.

Heightened Effects: The duration becomes 10 minutes per level.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 1.5$

DEFENSIVE FIELD

Abjuration

Level: 5 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You create a silver-blue energy field around yourself that can sustain 5 points of damage per caster level. Subtract all incoming damage (hit point damage—normal or subdual—but not ability score damage) from the field before any of it reaches you; as long as the field has any

hit points left, it absorbs the entire attack.

Thus, if a 9th-level caster casts *defensive field* upon himself, the field has 45 hp. If someone strikes the caster with a sword for 13 points of damage, the field has 32 hp left. If the caster then falls into a pit and suffers 20 points of damage, he takes no damage himself and the field retains 10 hp. If the unlucky caster then finds himself in the area of a *sorcerous blast* which inflicts 24 points of damage, the field is destroyed, but he emerges unscathed. The field also blocks any effect accompanying an attack that requires damage to be inflicted, such as a poisonous bite or the effects of an *axe of wounding*.

Damage from artifacts, spells of 7th level or above, and +5 weapons bypass the field. The field does not protect against nondamaging attacks like *wind churn*, gaze attacks, or *disintegration* (although it would absorb the damage inflicted by a *disintegration* spell if the subject's save succeeds).

Diminished Effects: The field sustains only 3 hit points per caster level.

Heightened Effects: The field regenerates 1 hit point per round.

Magic Item Creation Modifiers:

Constant N/A, single-use $\times 2$

DESTRUCTIVE GRIP

Evocation [Acid]

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature or object touched

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Your hand oozes a powerful acid. Your touch inflicts 1d6 points of acid damage. Since the duration is 1 round/level, you can make multiple touch attacks with this spell.

If you are grappling, your foe automatically takes 1d6 points of acid damage per round, regardless of what actions you attempt.

Diminished Effects: The spell inflicts 1d6 points of acid damage + 1 point per caster level, but it only works on a single touch.

Heightened Effects: *Destructive grip* inflicts 2d6 points of damage per touch.





DETECT CREATURE

Divination
Level: 0 (Complex)
Casting Time: Standard action
Range: 60 feet
Area: Quarter circle emanating from you to the extreme of the range
Duration: Concentration, up to one minute/level (D)
Saving Throw: None
Spell Resistance: No

You can detect the aura that surrounds a given type of creature. You must specify the type of creature being sought (giants, humanoids, dragons, and so on) when you cast the spell. Once chosen, you cannot change the type unless you cast the spell again. You cannot choose a specific creature (you can select humanoids, but not Grak the goblin). The amount of information the spell reveals depends on how long you study a particular area or subject:

- 1st Round:* Presence or absence of the specified creature.
- 2nd Round:* Number of specified creatures in the area and the strength of the strongest one present.
- 3rd Round:* The strength and location of each creature. If a creature is outside your line of sight, you discern its direction but not its exact location.

Aura Strength: The creature's Hit Dice determine the strength of its aura.

Strength	Hit Dice
Dim	0 (lingering aura)
Faint	1 or less
Moderate	2–4
Strong	5–10
Overwhelming	11+

Length Aura Lingers: How long the aura lingers depends on its original strength:

Strength	Duration
Faint	1d6 minutes
Moderate	1d6 × 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round you can *detect creatures* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Heightened Effects: All information comes in the first round.

Magic Item Creation Modifier: Single-use ×2

DETECT DISEASE

Divination
Level: 0 (Simple)
Casting Time: Standard action
Range: Close (25 feet + 5 feet/two levels)
Target or Area: One creature, one object, or a 5-foot cube
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can determine whether a creature, object, or area is diseased or carries a disease. You can tell the exact type of disease with a successful Wisdom check (DC 20). If you have the Heal skill, you may try a Heal check (DC 20) if the Wisdom check fails, or you may try the Heal check prior to the Wisdom check.

Detect disease can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Heightened Effects: N/A
Magic Item Creation Modifier: Single-use ×2

DETECT MAGIC

Universal
Level: 0 (Simple)
Casting Time: Standard action
Range: 60 feet
Area: Quarter circle emanating from you to the extreme of the range
Duration: Concentration, up to one minute/level (D)
Saving Throw: None
Spell Resistance: No

You can detect magical auras. The amount of information the spell reveals depends on how long you study a particular area or subject:

- 1st Round:* Presence or absence of magical auras.
- 2nd Round:* Number of different magical auras and the strength of the strongest one.
- 3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each.

(Make one check per aura, DC 15 + spell level, or 15 + half caster level for a non-spell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

Strength	Functioning Spell Level	Item Caster Level
Dim	0-level or lingering aura	Lingering aura
Faint	1st–3rd	1st–5th
Moderate	4th–6th	6th–11th
Strong	7th–9th	12th–20th
Overwhelming	10th-level, artifact, or deity-level magic	21st or higher

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

Length Aura Lingers: How long the aura lingers depends on its original strength:

Strength	Duration
Faint	1d6 minutes
Moderate	1d6 × 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, you can turn to *detect magic* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers.

Heightened Effects: All information comes in the first round.

Magic Item Creation Modifiers: Constant ×2, single-use ×2

DETECT POISON

Divination
Level: 0 (Simple)
Casting Time: Standard action
Range: Close (25 feet + 5 feet/two levels)
Target or Area: One creature, one object, or a 5-foot cube
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can determine whether a creature, object, or area has been poisoned or is poisonous. With a successful Wisdom check (DC 20), you can determine the exact type of poison. If you have the Alchemy skill, you may try an Alchemy check (DC 20) if the Wisdom check fails, or you may try the Alchemy check prior to the Wisdom check.

This spell penetrates barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Heightened Effects: N/A

Magic Item Creation Modifier:
Single-use ×2

DETECT SCRYING

Divination

Level: 4 (Complex)

Casting Time: Standard action

Range: 120 feet

Area: 120-foot-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

You immediately become aware of any attempt to observe you via *scrying* or *clairaudience/clairvoyance*. The effect radiates from you and moves as you move. The spell also reveals the use of *crystal balls* or other magic scrying devices. You know the location of every magical sensor within the area.

If the scrying attempt originates within the spell's area, you also know its location. If the attempt originates outside this range, you and the scrier immediately make opposed caster power checks. If you at least match the scrier's result, you get a visual image of the scrier and a sense of her direction and distance from you (accurate to within one-tenth the distance).

Diminished Effects: You cannot get the location nor the scrier's visual image.

Heightened Effects: You learn the scrier's identity and location automatically (and can try a check to get a visual image).

Magic Item Creation Modifier:
Single-use ×2

DETECT SECRET DOORS

Divination

Level: 1 (Simple)

Casting Time: Standard action

Range: 60 feet

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to one minute/level (D)

Saving Throw: None

Spell Resistance: No

You can detect secret doors, compartments, caches, and so forth. This spell discerns only passages, doors, or openings that have been specifically constructed to escape detection. The amount of information *detect secret doors* reveals depends on how long you study a particular area:

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each one. If an aura is outside your line of sight, you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal that you closely examine.

Note: Each round, you can turn to *detect secret doors* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Diminished Effects: N/A

Heightened Effects: All information comes in the first round.

Magic Item Creation Modifiers:
Constant ×2, single-use ×2

DEVIL'S GATE

Conjuration (Summoning) [Dragon]

Level: 7 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: A magical door leading to hell

Duration: 1 round/level (D)

Saving Throw: No

Spell Resistance: No

You create a doorway of balefire and brimstone. Once per round, a barbazu, kyton, or erinyes passes through the gate and arrives in your presence.

If you speak an Infernal word of greeting (a free action), there is a 50 percent chance the devil will remain and obey your commands for the duration of the spell. If it chooses not to stay, there is a 5 percent chance that it attacks you for the duration of the spell. Otherwise, it leaves. If you do not speak the word of welcome, the devil always chooses not to stay.

If the caster moves out of range of the gate, it ceases to exist and the spell ends (and any summoned creatures disappear).

Diminished Effects: There is a 25 percent chance that the devil decides to attack you if it chooses not to stay.

Heightened Effects: If you name any appropriate devils specifically with their truenames, they come through the gate and automatically choose to stay and obey your commands. This use of the spell gains the truename descriptor.

Magic Item Creation Modifiers:
Constant ×1.5, single-use ×2

DEVOUR HEART

Necromancy [Dragon, Litorian, Sibeccai]

Level: 6 (Exotic)

Casting Time: 1 full round

Range: Touch

Target: One corpse

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

The heart (or portion of a creature's body with similar symbolic importance) of a dead creature is torn from the corpse and placed in your hand, whereupon you must eat it. Thereafter, the dead creature cannot be brought back to life until you are slain.

Diminished Effects: You must know the dead creature's truename. This use of the spell gains the truename descriptor.

Heightened Effects: The dead creature cannot become undead, either.

Magic Item Creation Modifiers:
Constant ×2, single-use ×2, spell-completion ×2

DIMENSIONAL DOOR

Transmutation [Teleportation]

Level: 4 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Target: The caster and touched objects or touched willing creatures weighing up to 50 lbs./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The subjects instantly transfer from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this



spell, subjects can't take any other actions until their next turn.

If the subjects arrive in a place already occupied by a solid body, they become trapped in the invisible and intangible magical conduits that permit such travel. Each round the subjects remain trapped in this way, you must make a caster power check (DC 25) to escape to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, make a caster power check (DC 25) each minute to appear in a free space within 1,000 feet. If there's no free space within 1,000 feet, the subjects are stuck until rescued.

Diminished Effects: Range becomes Close (25 feet + 5 feet/two levels), and the destination must be within your sight when you cast the spell.

Heightened Effects: The range and weight limits double.

DIRECTED CHARM

Enchantment (Charm)
[Faen, Mind-Affecting]

Level: 1 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature of the same type as you

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell alters someone's mind temporarily to make a single creature you choose seem like a most charming being. You cannot choose yourself—you must direct the target's attraction to someone else. The creature you choose gains a +10 bonus to Charisma-related checks regarding the spell's target. This effect does not actually change the creature's Charisma, however.

The spell works on creatures of the same type as you. So if you are a litorian, the spell works on all humanoids. If you are a medusa, it works on all monstrous humanoids.

Diminished Effects: The spell adds only an effective +4 bonus.

Heightened Effects: The spell affects any living creature.

Magic Item Creation Modifier: Constant ×2

DISCORPORATE

Transmutation

Level: 6 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: A ray

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

A thin, red ray springs from your pointing finger, causing the creature or object it strikes to glow and slowly disassemble. Discorporating inflicts 1d10 points of damage per round as particles that comprise the target fall away. You must make a successful ranged touch attack to hit. The ray does not affect magical energy such as an *eldritch wall*. Damage inflicted upon an object ignores hardness. A creature or object that makes a successful Fortitude save takes no damage, but a new save is required each round.

The spell can affect only the first creature or object struck (that is, the ray affects only one target per casting).

Diminished Effects: The ray inflicts 1d6 points of damage per round.

Heightened Effects: The range becomes Close (25 feet + 5 feet/two levels), and the area becomes a cone. No ranged touch attack is needed to hit, but all in the area initially get Reflex saving throws to avoid the spell's effects altogether; Fortitude saves are then required each round to negate that round's damage (as described above).

DISGUISE SOUL

Necromancy [Truename]

Level: 8 (Exotic)

Casting Time: Standard action

Range: Touch

Target: You and one creature

Duration: One year/level

Saving Throw: No

Spell Resistance: Yes

This spell makes your truename appear to be the truename of another creature and vice versa to all spells that require true-names. The other creature can be affected by the spell using his truename even if he is not within range, but only if the caster of the truename spell is unaware of the switch. Thus, if a caster unaware that you had this spell cast attempted to cast *lesser*

dominate on you, she would not affect you, but could affect the other creature, no matter where that other creature was.

Diminished Effects: The spell lasts 24 hours.

Heightened Effects: You can cast this spell on two creatures, "switching" their truenames with each other's.

Magic Item Creation Modifiers: Constant ×2, single-use ×2, spell-completion ×2

DISINTEGRATION

Transmutation

Level: 7 (Exotic)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: A ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A thin, midnight-blue ray springs from your pointing finger, causing the matter it strikes to glow and vanish, leaving behind only a trace of fine dust. You must make a successful ranged touch attack to hit. If the target is a creature, the creature suffers 100 points of damage and 1d3 points of temporary Strength, Constitution, and Dexterity damage as portions of its physical form are disintegrated.

The spell affects up to a 10-foot cube of nonliving matter (no matter what type), so it disintegrates only part of any very large object or structure targeted. The ray affects even magical matter or energy of a magical nature. A creature or object making a successful Fortitude save suffers only partial effects: It takes 5d6 points of damage instead of disintegrating. *Disintegration* affects only the first creature or object struck (that is, the ray affects only one target per casting).

Diminished Effects: The ray inflicts 75 points of damage if the creature or object fails the saving throw, and 4d6 points if it succeeds.

Heightened Effects: You can opt to fill an empty 10-foot cube within range with disintegrating energy that lasts for 1 round per level. Anyone or anything entering this area becomes affected as if struck by the *disintegration* ray.

Magic Item Creation Modifiers: Constant ×1.5, single-use ×1.5

DISORIENT

Transformation

Level: 0 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** Until the creature's next turn**Saving Throw:** Will negates**Spell Resistance:** Yes

A creature you touch with your blue-glowing hand becomes disoriented. The target immediately rerolls its initiative. Until its next action, it is considered flat footed.

Heightened Effects: The target also suffers a –1 circumstance penalty to attack rolls, saving throws, and checks for 1d4 rounds.

DISPEL MAGIC

Abjuration

Level: 3 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target or Area:** One spellcaster, creature, or object; or 30-foot-radius burst**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. This spell can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. *Dispel magic* affects spell-like effects just as it affects spells.

Note: The effects of spells with instantaneous durations can't be dispelled, because the magical effect has already ended before *dispel magic* can take effect.

You must choose to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the spell. Make a caster power check against the target spell or against each ongoing spell currently in effect on the target object or creature (DC 15 + the spell's caster level).

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *conjure energy creature*), an opposed caster power check ends the spell that conjured the object or creature.

If the object you target is a magic item, make a caster power check (DC 15 + the item's caster level). If you succeed, you suppress all the item's magical properties for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An inter-dimensional interface is temporarily closed. Remember that a magic item's physical properties go unchanged. Artifacts and creatures of demigod or higher status remain unaffected by mortal magic such as this.

You automatically succeed at the dispel check against any spell that you cast.

Area Dispel: The spell affects everything within a 30-foot radius.

For each creature in the area that is the target of one or more spells, make a caster power check (DC 15 + the spell's caster level) against the spell with the highest caster level. If that fails, make checks against progressively weaker spells until you dispel one spell (which discharges the dispel so far as that target is concerned) or fail all your checks for that creature. The creature's magic items are not affected.

For each object that is the target of one or more spells, make caster power checks as with creatures. Magic items go unaffected by area dispels.

You may make a caster power check to dispel each ongoing area or effect spell centered within *dispel magic*'s area. For each ongoing spell whose area overlaps that of the area dispel, make a caster power check to end the effect, but only within the area of *dispel magic*.

If you target an area containing an object or creature that is the effect of an ongoing spell (such as a monster summoned by *conjure energy creature*), make a caster power check to end the spell that conjured the object or creature (returning it whence it came), in addition to attempting to dispel spells targeting that creature or object.

You may choose to succeed automatically at dispel checks against any spell that you cast.

Counterspell: The spell targets a spellcaster and is cast as a counterspell. (Refer to the Brandish Magical Might feat.) You must make an opposed caster power check to counter the other spellcaster's spell.

This spell cannot dispel curses.

Diminished Effects: Range becomes Touch, and only targeted dispels are possible. You make caster power checks at a –5 penalty.

Heightened Effects: When casting an area dispel, you can specifically state spell effects that you do not want to dispel. You must be aware of the effects to choose this option.

DISTRACTION

Illusion (Phantasm)

[Mind-Affecting, Psionic]

Level: 1 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature**Duration:** 1 round/level (see text)**Saving Throw:** Will negates**Spell Resistance:** Yes

You create a mental image in someone's mind of something the target will find distracting—because it is either annoying, alluring, or frightening. The target, not the caster, decides what form the phantasm takes. A failed save means the target takes no effective action for 1 round other than to defend herself. Instead, she interacts with the image in her mind—swatting at an imaginary fly, dodging an imaginary attack, staring in surprise at an imaginary loved one, and so on. A new saving throw is allowed each round, and once the target makes a successful save, the spell ends.

Diminished Effects: The spell lasts 1 round.

Heightened Effects: Once the target fails the first save, she cannot act effectively for the duration.

DOMINATE (LESSER)

Enchantment (Compulsion)

[Mind-Affecting, Psionic, Truename]

Level: 5 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One humanoid of Medium or smaller size**Duration:** One hour/level



Saving Throw: Will negates

Spell Resistance: Yes

You can control the actions of any humanoid of Medium or smaller size whose truename you know. (If you are not a humanoid, you can also dominate creatures of your type.) You establish a telepathic link with the subject's mind. If you share a common language, you generally can force the subject to perform as you desire, within the limits of his abilities. Without a common language, you can communicate only basic commands, such as, "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing but receive no direct sensory input from him.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously subjects do not carry out self-destructive orders. Once control is established, you can exercise it at any range, as long as you and the subject are on the same plane. You need not see the subject to control him.

Magic circle or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not stop you from establishing *lesser dominate*, nor does it dispel it.

Diminished Effects: The range becomes Touch, and the duration becomes one minute per level.

Heightened Effects: The spell affects up to size Medium creatures with fewer Hit Dice than you and lasts one day per level.

DOMINATE (GREATER)

Enchantment (Compulsion)

[Mind-Affecting, Psionic, Truename]

Level: 8 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature with fewer Hit Dice than you

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

As *lesser dominate*, but you can control the actions of any living creature with fewer Hit Dice than you.

Diminished Effects: The range is Touch; the duration is one hour per level.

Heightened Effects: The spell can affect any creature, regardless of Hit Dice.

Magic Item Creation Modifiers:

Single-use $\times 1.5$, spell-completion $\times 1.5$

DOOR WARNING

Divination [Dragon]

Level: 0 (Complex)

Casting Time: Standard action

Range: Touch

Area: One door, no larger than 10 feet by 10 feet by 2 feet

Duration: Until triggered (D)

Saving Throw: None

Spell Resistance: No

You cast this spell on a door. The next time that door is opened, you become aware of it, and you know the name of the one who opened it. If a creature without a name opened the door—or a natural force, like the wind—you learn the kind of creature or force it is. Once the door opens, the spell ends. You may have only one such spell active at any given time.

Heightened Effects: You may have two *door warnings* active at one time.

DRAGONFORM

Transmutation [Dragon]

Level: 5 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One mojh

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This exotic spell is usually known only to mojh, as it works only on members of their race. It furthers their magical transformation toward the draconic ideal—they become larger and more muscular (although they do not change size) and look more like dragons. They gain a +4 enhancement bonus to Strength, a +2 bonus to Constitution, and enjoy a +2 increase to their natural armor bonus. Once during the duration they can breathe a 50-foot cone of flame that inflicts 6d6 points of damage (Reflex save halves, use DC of spell).

Diminished Effects: The enhancement bonus to Strength is +2, and there is no modification to Constitution.

Heightened Effects: The subject also gains dragonlike wings that allow it to fly at twice its normal speed with average maneuverability.

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 1.5$

DRAIN AWAY SPEED (LESSER)

Transmutation [Faen]

Level: 2 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One humanoid of Medium or smaller size

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell surrounds the target in a brief nimbus of blurred, swirling shapes, then reduces its speed by 30 feet. If a target's speed falls to 0 or below, it is rooted to the spot and cannot take move actions. Actions that do not involve moving from the rooted spot, such as making melee attacks at nearby foes, casting spells, using ranged weapons, and so on, are not hampered.

Gravity continues to affect flying creatures in the air, but since they are not motionless, they can make a controlled (nondamaging) fall straight down.

Diminished Effects: The target's speed is reduced by 10 feet.

Heightened Effects: A subject whose speed falls to 0 or below becomes truly motionless. He cannot take actions and becomes helpless.

DRAIN AWAY SPEED (GREATER)

Transmutation [Faen]

Level: 5 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *lesser drain away speed*, except the spell affects any creature and reduces speed by 40 feet.

Diminished Effects: The target's speed is reduced by 20 feet.

Heightened Effects: A subject whose speed falls to 0 or below becomes truly motionless. He cannot take actions and becomes helpless.

DREADED BURNING WATER

Transmutation [Acid, Water]

Level: 5 (Exotic)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Area:** Two 10-foot cubes of water/five levels (S)**Duration:** One minute/level**Saving Throw:** Reflex half**Spell Resistance:** Yes

This spell transforms a large amount of water into a burning, caustic acid, although the acid emits no fumes or smell to betray its nature—it looks just like normal water. If cast upon an area of water that is part of a larger body of water, the water and acid do not mix. Thus, the spell can create an area of hidden danger in a lake or large pool. Anyone touching the water suffers 1d6 points of acid damage. Anyone immersed in it (including anyone swimming through the affected area) suffers 10d6 points of acid damage, although a successful Reflex save reduces the damage by half.

Diminished Effects: The spell affects only one 10-foot cube of water.

Heightened Effects: The duration becomes Permanent.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 1.5$

DREADED FREEZEEnchantment (Compulsion)
[Mind-Affecting, Psionic]**Level:** 2 (Exotic)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature/five levels**Duration:** 1 round**Saving Throw:** Will partial**Spell Resistance:** Yes

The target(s) of this spell freeze(s) motionless. It is unaware and in stasis as described in *temporal stasis* and thus cannot be harmed. It breathes normally but cannot take any actions, even speech. A winged creature who is frozen cannot flap its wings and falls. A swimmer can't swim and may drown. If the target makes his saving throw, he still suffers a -1 circumstance penalty to attacks, saves and checks for the duration.

Diminished Effects: Only one creature can be affected, and those who make their saves suffer no ill effects.

Heightened Effects: The spell lasts for 1 round per level, but affected creatures can make a new saving throw every round to throw off the effects.

Magic Item Creation Modifiers: Constant N/A, single-use $\times 1.5$

DUPLICATE

Necromancy

Level: 9 (Complex)**Casting Time:** 1 full round**Range:** Personal**Target:** You**Duration:** 1 round/level (D)

You create a temporary duplicate of yourself and your gear. 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, but independently. For example, if you are an 18th-level magister, so is the duplicate—you can both cast spells, use aspects of power and feats, walk across the room, use items, and so on. In any given round of the duration, you can both take independent actions, so the duplicate can cast a spell and you can 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 door 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 carries no lingering spell effects (neither beneficial ones such as *agility boost*, nor harmful ones such as *slow*), 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 easier than you could be commanded to harm yourself.

Spells cast by either the duplicate or you come from your spell total. For example, say you are a mage blade and have one 3rd-level spell slot left. When the duplicate casts a 3rd-level spell, that slot 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 death.

Diminished Effects: The link is imperfect. The duplicate acts with a -4 competence penalty to all attacks, saving throws, and checks.

Heightened Effects: The duplicate created is always in perfect health, with no diseases, curses, unwanted transmutations, enchantments or afflictions.

Magic Item Creation Modifiers: Single-use $\times 4$, spell-completion $\times 2$

EARTH BURST

Transmutation [Earth]

Level: 2 (Complex)**Casting Time:** 1 full round**Range:** Touch**Area:** 20-foot burst around a stone the caster touches**Duration:** 1 round/level or until discharged**Saving Throw:** Reflex half**Spell Resistance:** Yes

You transform a rock weighing between 1 and 5 lbs. into a dangerous weapon. Upon command, or when the spell's duration ends, the stone bursts, spraying bits of rock in a 20-foot radius. Anyone in the radius takes 1d6 points of earth damage per caster level (5d6 maximum). Once you've cast the spell, you can throw the rock, drop it, place it where you wish and run, load it into a catapult, and so on. Throwing the stone requires a Large sling.

Diminished Effects: The burst inflicts 1d4 points of damage per two caster levels (5d4 maximum).

Heightened Effects: The burst also creates a thunderous noise, deafening anyone in the area who fails the save. The spell then takes on the sonic descriptor.



EARTH'S CLUTCHES

Conjuration (Creation) [Earth]

Level: 3 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch causes a creature standing on earthen or rocky ground to be gripped by stony hands that come out of the earth. The creature is held in place until the hands suffer any damage (they have hardness 8) or the creature makes a Strength check (DC 15). Casting this spell multiple times on a single target does not alter the effects.

A caster using the earth template with this spell adds a +6 bonus to the hardness and requires the hands to suffer 3 points of damage before releasing the target. The template adds a +6 bonus to the Strength check's Difficulty Class as well.

Diminished Effects: The hands are brittle, with a hardness of only 3. The trapped creature need only make a Strength check (DC 12) to escape.

Heightened Effects: The hands are stronger than normal and have hardness 10. The Strength check Difficulty Class is 18.

ELDRITCH ARMOR

Conjuration (Creation) [Force]

Level: 1 (Exotic)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An invisible but tangible field of force surrounds the subject of *eldritch armor*, providing a +4 armor bonus to Armor Class. Unlike mundane armor, *eldritch armor* entails no armor check penalty, spell failure chance, or speed reduction. Since *eldritch armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Diminished Effects: The armor bonus is +1, and the spell lasts only 1 round per level.

Heightened Effects: The armor bonus becomes +5.

Magic Item Creation Modifiers:

Charged $\times 2$, constant N/A, single-use $\times 1.5$

ELDRITCH WALL (LESSER)

Evocation [Force]

Level: 3 (Complex)

Casting Time: 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 magical force. The wall cannot move. It has no hardness but can absorb up to 10 points of damage per caster level before being destroyed. *Disintegration* immediately destroys it. Spells and breath weapons cannot pass through the wall in either direction, although teleportation spells and effects can bypass the barrier. It blocks incorporeal creatures as well as material creatures (though incorporeal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through the wall.

The *eldritch wall* must be continuous and unbroken when formed. If any object or creature breaks its surface, the spell fails.

Diminished Effects: The wall lasts only 1 round per level and absorbs only 5 hit points per caster level before it is destroyed.

Heightened Effects: The wall inflicts 1d6 points of electricity damage to anyone that touches it (giving it the electricity descriptor as well).

ELDRITCH WALL (GREATER)

Evocation [Force]

Level: 5 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Wall with an area of up to one 10-foot square/level or a sphere or hemisphere with a radius of up to 1 foot/level

Duration: One minute/level (D)

Saving Throw: Reflex negates (see text)

Spell Resistance: No

As *lesser eldritch wall*, except for the wall's size and the fact that it can absorb up to 100 points of damage per caster level

before being destroyed. *Disintegration* immediately destroys it.

You can form the wall into a flat, vertical plane with an area of up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level. If you're trying to trap a creature within the hemisphere, it may attempt a Reflex save to move.

The *eldritch wall* must be continuous and unbroken when formed. If any object or creature breaks its surface, the spell fails. If a creature to be trapped in the hemisphere version of the spell makes a successful save, its movement breaks the surface and the spell fails.

Diminished Effects: The wall absorbs only 25 hit points per caster level before it is destroyed.

Heightened Effects: The wall inflicts 2d6 points of electricity damage to anyone that touches it (giving it the electricity descriptor as well).

ELDRITCH WEB

Conjuration (Creation) [Force]

Level: 2 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Webs in a 20-foot-radius spread on a single two-dimensional plane up to 40 feet across

Duration: 10 minutes/level (D)

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

You create a many-layered mesh of bluish energy beams that resemble the strands of a spider's web. Alternately, you create a two-dimensional barrier of energy webs. These strands trap those caught within them. The strands magically cling to anything they touch and are very strong. You must anchor the *eldritch web* to two or more solid and diametrically opposed points, or else the web collapses upon itself and disappears with a flash of light. Creatures caught within a web or simply touching its strands become entangled.

An entangled creature suffers a -2 penalty to attack rolls, suffers a -4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.



Anyone in the effect's area when the spell is cast must make a Reflex save. On a success, the creature is not stuck in the *eldritch web* and remains free to act. He also can freely move out of the area of the webs. If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding at a Strength check (DC 20) or an Escape Artist check (DC 25). Once loose, a creature may progress through the web very slowly. Each round devoted entirely to moving allows the creature to move 5 feet + 1 foot for each point of Strength above 10.

If the barrier version is used, those escaping or breaking free are completely free. Those wishing to pass through the barrier must make the same checks to get through. The *eldritch web* cannot be physically destroyed, although it can be dispelled, and *disintegration* brings it down immediately.

The *eldritch web* provides one-quarter cover for every 5 feet of web between the character and a foe. It offers one-half cover for every 10 feet of web, three-quarters cover for 15 feet, and total cover for 20 feet or more.

Diminished Effects: The effect becomes a 5-foot spread.

Heightened Effects: The energy strands inflict 1d4 points of electricity damage per round to anyone touching them (giving this spell the electricity descriptor as well).

ELECTRIFIED LAIR

Evocation [Dragon, Electricity]

Level: 7 (Exotic)

Casting Time: One minute

Range: 0

Target: Two 10-foot cubes/level

Duration: 1 round/level once triggered

Saving Throw: No

Spell Resistance: Yes

You create an area trapped with an electrified field. If anyone other than you or someone you designate at the time of casting (up to 1 individual creature per caster level) enters the area, the ward is triggered and the spell lasts for 1 round per caster level more. Each round, all creatures in the area who are not you or your designated allies suffer 2d6 points of electricity damage. (See illustration on the next page.)

Diminished Effects: The field inflicts 1d6 points of damage each round.

Heightened Effects: The field inflicts 3d6 points of damage each round.

Magic Item Creation Modifiers:

Constant ×2, single-use ×2

ELEMENTAL TRAP

Abjuration [See Text]

Level: 4 (Complex)

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

Elemental trap creates an explosion of fire, wind, water, or stony projectiles when an intruder opens the item that the spell wards. The *elemental trap* can ward any closeable item. When casting *elemental trap*, select a point on the item as the spell's center. When someone other than you opens the item, an explosion fills the area within a 5-foot radius around the spell's center. The elemental blast deals 5d6 points of elemental damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

The trapped item cannot have a second warding spell on it.

An unsuccessful *dispel magic* attempt does not detonate the spell.

As the caster, you can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" to an individual usually involves a password that you can share with friends.

The spell takes on the descriptor of whatever elemental type you choose.

Diminished Effects: The duration of the spell becomes one day per level, maximum.

Heightened Effects: The warding becomes devilishly tricky to remove, requiring two successful Disable Device checks, or two caster power checks, if using a *bypass ward* spell.



EMPOWER RUNE

Transmutation

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One rune you create

Duration: See text

Saving Throw: None

Spell Resistance: No

You touch a rune and do not trigger it. The rune now acts as though invested (see runethane class features in Chapter Three), though it counts as normal toward your total runes. The spell lasts as long as the rune does.

Diminished Effects: The spell lasts only a minute per level, even if the rune lasts longer.

Heightened Effects: Instead of the listed effect, the rune counts only half (minimum 1) toward the runethane's total.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 1.5$

EMPOWER SPELL

Transmutation [Force]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

You charge the next spell you cast within the duration with extra potency. You have two options when casting the charged spell. You may cast it as though you were two levels higher than your actual caster level, or (if the spell is damage inflicting) you inflict 1d6 points of additional force damage with the spell. You cannot take advantage of both options, however.

Empower spell affects only the next spell you cast, not all spells within the duration.

Diminished Effects: You cast the charged spell as if you were one level higher than your actual caster level (no chance for increased damage).

Heightened Effects: You cast the charged spell as if you were four levels higher than your actual level, or, if the spell is damage inflicting, you inflict 2d6 points of additional force damage with it. You cannot take advantage of both options, however.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 3$

ENCHANTING FLAVOR

Transmutation [Faen, Mind-Affecting]

Level: 0 (Simple)

Casting Time: 1 full round

Range: Touch

Target: One meal

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You give an intense and pleasant flavor to a single meal for up to four people. Once they have finished eating the satisfying meal, you receive a +2 circumstance bonus on a single Charisma-based check (Diplomacy, Bluff, etc.) against the diners.

Heightened Effects: You transfer the flavor directly into the mouth of your targets; the target becomes 1d4 creatures, and the range becomes Close (25 feet + 5 feet/two levels). You gain the +2 bonus immediately.

Magic Item Creation Modifier: Constant $\times 3$

ENERGY BLADE

Evocation [See Text]

Level: 2 (Complex)

Casting Time: Standard action

Range: 0 feet

Effect: Swordlike beam

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

A 3-foot-long beam of energy springs from your hand. You wield this bladelike beam as if it were a one-handed bladed weapon for you, threatening on a 19–20.

Attacks with the *energy blade* are melee touch attacks, and you are considered proficient with the weapon. The blade deals 1d8 points of damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage, which is all energy damage. You choose the energy type (acid, cold, electricity, fire, or sonic). Since this is energy damage, it ignores damage reduction.

The spell gains the descriptor of the energy type chosen.

Diminished Effects: The blade inflicts 1d6 points of energy damage.

Heightened Effects: The blade inflicts 1d10 points of energy damage +1 point per two caster levels (maximum +15) + your spellcasting key ability score bonus.

Magic Item Creation Modifier: Constant ×5

ENERGY BOLT

Evocation [See Text]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level) or 50 feet + 5 feet/level

Area: A line 5 feet wide to Medium range (100 feet + 10 feet/level); or 10 feet wide to 50 feet + 5 feet/level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful stroke of energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. You choose the type of energy (acid, cold, electricity, fire, or sonic) at the time of casting. And you can choose to make the bolt narrow for Medium range, or wider and half as long.

The *energy bolt* damages objects in its path. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect would.

The spell gains the descriptor of the energy type chosen.

Diminished Effects: The bolt inflicts 1d4 points of damage per caster level (maximum 5d4).

Heightened Effects: The bolt has an additional effect on those who fail their saves. Acid bolts inflict 1 point of temporary Strength damage, cold bolts *slow* creatures (as the spell) for 1d4 rounds, electricity bolts stun creatures for 1 round, fire bolts burn combustibles and inflict 1d6 points of damage the following round if the fire is not put out, and sonic bolts knock creatures down and daze them for 1 round (they may take no action).

Magic Item Creation Modifiers: Constant ×1.5, single-use ×1.5

ENERGY SHEATH

Evocation [See Text]

Level: 6 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You cover yourself in a seething sheath of energy that grants you a +2 deflection bonus to Armor Class. While sheathed, you can make melee touch attacks that deal 1d6 points of damage + 1 point per caster level (maximum +15). Anyone touching you with their unprotected flesh (an unarmed attack, a monster's claw, and so on) suffers damage as if you had touched them. You choose the energy type (acid, cold, electricity, fire, or sonic) at the time of casting. Since this is energy damage, it ignores damage reduction, but spell resistance still affects it.

The spell gains the descriptor of the energy type chosen.

Diminished Effects: The sheath inflicts 1d6 points of damage.

Heightened Effects: The sheath offers a +4 bonus to Armor Class and inflicts 1d6 points of damage +1 point caster level (maximum +15) + the caster's spellcasting ability score bonus.

Magic Item Creation Modifiers: Single-use ×3, constant ×3

ENFEEBLED MIND

Enchantment (Compulsion) [Curse, Faen, Mind-Affecting, Psionic, Truename]

Level: 5 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Permanent

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The target's Intelligence score drops to 1 and its eyes turn completely black (this does not alter its vision). Still, the target knows who its friends are and can follow them and even protect them. This temporary damage cannot be restored by *restoration* or healed normally until *remove curse* is first cast.

Diminished Effects: The spell inflicts 1d6 points of temporary Intelligence damage.

Heightened Effects: The target affected also suffers a -5 competence penalty to Will saving throws (making the creature easily *dominated*, for example).

Magic Item Creation Modifier: Single-use ×2

ENHANCE MAGICAL FLOW (LESSER)

Universal

Level: 2 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Your hands and eyes flare briefly with golden power each time you cast a spell during the duration. All the saving throw Difficulty Classes for your spells gain a +1 enhancement bonus.

Diminished Effects: The bonus to the Difficulty Class becomes +2, but it applies only to the next spell you cast during the duration.

Heightened Effects: In addition to the Difficulty Class increase, all spells you cast for the duration are treated as if you were one level higher than your actual caster level.

Magic Item Creation Modifiers: Charged ×2, constant ×2, single-use ×2

ENHANCE MAGICAL FLOW (GREATER)

Universal

Level: 4 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

As *lesser enhance magical flow*, but the Difficulty Class increases by a +2 bonus.



Diminished Effects: The bonus to the Difficulty Class becomes +4, but it applies only to the next spell you cast during the duration.

Heightened Effects: In addition to the Difficulty Class increase, all spells you cast for the duration are treated as if you were two levels higher than your actual caster level.

Magic Item Creation Modifiers:

Charged $\times 1.5$, constant $\times 1.5$, single-use $\times 2$

ENHANCE WITCHERY

Transmutation

Level: 3 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature with witchery powers

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You infuse a witch (a creature able to use witchery powers) with energy. The effect of the spell depends on the nature of the ability it is used with.

1. If the ability can be used once per day, such as hail of metal, this spell allows a single additional use.
2. If the ability can be used multiple times per day (but still a limited number of times), such as icefire, the spell allows 1d4+1 additional uses.
3. If the ability has a constant or ongoing effect, or no limit to its uses, such as nature's warding word, the witch uses the ability as if he or she were two levels higher than actual level, or enough levels higher as to improve the witchery ability, whichever increase is smaller. For example, a 5th-level wind witch would need to gain three levels to increase the deflection bonus from a wind blade.

Any additional use must take effect within the spell's duration, and any increase in effect due to virtual level increase (as described in option 3) lasts only as long as the spell's duration. For example, an Armor Class bonus increase from the spell affecting armor song ends when the spell ends, but the armor gained from armor song remains at its normal Armor Class bonus.

Diminished Effects: The spell's range is Personal and the target is You.

Heightened Effects: In effect 1, the spell grants two additional uses; in 2, the spell allows 1d6+2 additional uses; and in 3, the spell increases the effective witch level in the ability by five levels.

Magic Item Creation Modifier:

Constant $\times 3$

EVERLASTING CHARM

Enchantment (Charm)

[Faen, Mind-Affecting]

Level: 4 (Exotic)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature

Duration: Permanent (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You charm the target, convincing him that you are a good friend and trusted ally. If the target is currently being threatened or attacked by you or your allies, however, he receives a +5 bonus on his saving throw.

The spell does not enable you to control the charmed creature as if it were an automaton, but the target perceives your words and actions in the most favorable way. You can try to give the target orders, but you must win an opposed Charisma check to convince it to do anything one wouldn't ordinarily do. (Retries not allowed.) A charmed creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that threatens the charmed creature breaks the spell. Note also that you must speak the creature's language to communicate commands, or else be good at pantomiming.

As long as the target remains within range of you, the charm lasts. Further, if the target leaves the range and then returns, he must immediately make another Will saving throw or be "re-charmed," requiring no action on your part.

Diminished Effects: If the affected creature leaves the range of the spell, the spell ends.

Heightened Effects: Once affected, it no longer matters how far the target moves from the caster.

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 2$, spell-completion $\times 2$

EVERLASTING TERROR

Enchantment (Compulsion)

[Dragon, Fear, Mind-Affecting]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Target: One creature affected by a dragon's frightful presence

Duration: Permanent (see text)

Saving Throw: Will negates

Spell Resistance: Yes

Dragons are fearsome creatures and know much about inflicting terror. Only dragons can cast this spell.

Everlasting terror causes one creature already affected by a dragon's innate frightful presence (see Chapter Twelve: Creatures) to be permanently afraid of the dragon. Whenever the affected creature comes within range of the dragon (equal to the range of the spell from the dragon, even if the dragon did not cast the spell), it suffers a -2 morale penalty on saving throws and flees from the dragon for 1d6 rounds (or until it is out of range of the spell, whichever is longer). A panicked creature has a 50 percent chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers.

Diminished Effects: The affected creature can make a new saving throw every time it comes within range of the dragon. A successful save ends the spell.

Heightened Effects: The fear is so great that allies within 20 feet of the target when it becomes panicked must make Will saves or also become panicked whenever they close to within 20 feet of the dragon.

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 2$, spell-completion $\times 2$

EXPEL FROM LAIR

Abjuration [Dragon, Teleportation]

Level: 4 (Exotic)

Casting Time: 10 minutes

Range: 0

Area: Two 10-foot cubes/level

Duration: Until triggered

Saving Throw: Fortitude negates

Spell Resistance: Yes

Once this spell is cast, you gain a special ability while in that area. At any time, as a

standard action, you can teleport any creature in the area out of the area. The teleported creature ends up at the last spot it was in that lies outside of the area. It cannot reenter the area for one minute per caster level. Once the teleportation is attempted, whether successful or not, the spell ends.

Diminished Effects: The affected creature can re-enter the area at will.

Heightened Effects: The spell allows you to affect one creature per three levels, either all at once (with a single standard action) or individually.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 2$, spell-completion $\times 2$

EXTEND LIFE

Transmutation

Level: 7 (Complex)

Casting Time: 12 hours

Range: Personal

Target: You

Duration: Instantaneous

You subtract 10 years from your age for the purpose of determining physical (but not mental) age effects found in Chapter Two. This spell does not necessarily affect your actual age (it does not cure disease, for example). It also does not change your physical appearance—you still look your age.

This spell requires 10,000 gp in crushed gemstones that you must sprinkle over yourself as material components.

Diminished Effects: You subtract one year from your current age.

Heightened Effects: You subtract 30 years from your current age.

Magic Item Creation Modifiers: Single-use $\times 4$, spell-completion $\times 2$

FAMILIARITY OF PLACE (LESSER)

Divination [Dragon]

Level: 1 (Complex)

Casting Time: Standard action

Range: 0

Area: 10-foot radius/level

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

With a ripple of energy emanating from you, you tie yourself directly (metaphysically speaking) to the place in which you currently stand. While in that area, you gain a +1 luck bonus to saving throws you make.

Diminished Effects: The duration becomes 1 round/level.

Heightened Effects: The bonus to saving throws becomes +2.

Magic Item Creation Modifier: Constant $\times 2$

FAMILIARITY OF PLACE (GREATER)

Divination [Dragon]

Level: 5 (Exotic)

Casting Time: Standard action

Range: 0

Area: 50-foot radius/level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

As lesser familiarity of place, except as noted above. Also, the luck bonus to saving throws becomes +1 plus an additional +1 bonus for every five caster levels. Further, if you are within the radius, you have a 3 percent chance per level to be able to know the location and identity (name, race, and level) of all creatures in the radius, regardless of line of sight, visibility conditions, and so on—although spells that offer protection from divinations (such as *unknown*) still apply. It is a standard action to attempt to sense the location and identity of others in the radius.

Diminished Effects: The duration is one minute per level.

Heightened Effects: The area is a 100-foot radius/level.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 2$, spell-completion $\times 2$

FEEDBACK STRIKE

Abjuration [Faen, Force]

Level: 7 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Any creature that attacks you suffers magical feedback that inflicts 3d6 points of force energy damage + 1 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 to cast a curative spell), no attack roll occurs, so the action does not trigger

the *feedback strike* effect. Since the damage is magical, it ignores damage reduction, but spell resistance still applies. The *feedback strike* can affect more than one attacker at a time, but no attacker suffers the damage more than once per round.

Diminished Effects: Only physical melee attacks draw magical feedback in this use of the spell.

Heightened Effects: With this spell active, you can force feedback damage to strike a creature you touch, in addition to automatically damaging those that attack you.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 3$

FINGER OF DESTRUCTION

Necromancy [Negative Energy]

Level: 7 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You summon up some of the vilest, most foul energies in existence, whose very touch snuffs out life. From your fingertips comes black lightning (a ranged touch attack) that inflicts 5 points of damage per caster level on any one living creature within range. If the save succeeds, the target suffers 5d6 points of damage + 1 point per caster level.

Diminished Effects: The ray inflicts 10d6 points of damage + 1 point per caster level if the creature fails the saving throw, and 3d6 points of damage + 1 point per caster level if it succeeds. This ray does not affect objects, constructs, or undead.

Heightened Effects: The spell inflicts 10 points of damage per caster level. If the target dies, the body is consumed, except for a bit of dust. Creatures making successful saving throws suffer 6d6 points of damage + 1 point per caster level.

FIREBURST

Evocation [Fire]

Level: 1 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 10-foot-radius burst

Duration: Instantaneous



Saving Throw: Reflex half

Spell Resistance: Yes

With a simple gesture, you send a burst of fire out from an already burning flame (even a candle) within range. The *fireburst* inflicts 1d6 points of fire damage + 1d6 points per two caster levels (maximum 5d6). The burst is too quick to ignite flammable items (like cloth or paper) but it can still ignite combustibles (like oil).

Diminished Effects: The spell inflicts 1d4 points of damage rather than 1d6 points, and it does not increase with level.

Heightened Effects: The burst continues to blast the area for 1d4 rounds, inflicting its damage on all in the area each round. Flammable objects will catch fire in the area. Since the duration becomes 1d4 rounds, heightened *fireburst* can be dispelled.

FIST OF THE ELEMENTAL LORD

Conjuration (Summoning) [See Text]

Level: 10 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: A fist, size Large, of seething elemental force

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

You conjure a fist with a diameter of 8 to 9 feet made of roaring fire, churning air, solid stone, or seething water. The fist 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, with you making caster power checks as attack rolls. Directing the fist to attack in any given round, as opposed to just having it move, is a move-equivalent action. The fist inflicts 1d6 points of elemental damage per caster level (maximum 25d6) plus a special effect based on the element chosen:

Air: Creatures struck, regardless of size, must make a Fortitude save or be knocked back 10 feet and prone.

Earth: Creatures struck that are smaller than Gargantuan must make a Fortitude save 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 a Reflex saving throw 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 16 Fine creatures.

The spell takes on the descriptor of the element chosen.

If you so 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.

Diminished Effects: The fist inflicts 1d6 points of damage per two caster levels.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

FLIGHT

Transmutation [Air, Dragon]

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The spell's subject can fly at its normal ground speed or 30 feet (whichever is slower). The subject can fly up at half speed and descend at double speed. The flier's maneuverability rating is good. Using *flight* requires as much concentration as walking, so the subject can attack or cast

spells normally. The subject of *flight* can charge but not run. It cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the duration expire while the subject is still aloft, the flier drops to the ground immediately. Since dispelling a spell effectively ends it, the subject also falls in this way if the *flight* spell is dispelled.

Casting this spell on a subject that can already fly increases its maneuverability to perfect and adds 30 feet to its flying speed.

Diminished Effects: The spell does not confer flight but does increase the speed of a creature already flying (naturally or magically) by 20 feet.

Heightened Effects: The spell grants a speed of 60 feet regardless of ground speed.

FLY LIKE AN ARROW

Transmutation [Dragon]

Level: 4 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One hour/level

If you can fly (either with wings or from a spell or item), you can move at 10 times your normal speed—if you travel in a straight line and traveled at full speed in a straight line in the round previous. For example, a dragon mage using the *flight* spell casts *fly like an arrow*. He must move 90 feet in a straight line on one round. Then, on the next round and all subsequent rounds, he can move with a speed of 900 feet in a straight line. The caster can take no actions other than moving while using this spell, including such tactics as flyby attacks. If the caster ever stops, turns, or uses an action, his speed immediately returns to normal and remains so until he moves at full speed in a straight line again for a round.

If you cast *fly like an arrow* on a travel line (see Chapter Ten: Diamond Throne Gazetteer) and follow the travel line, the spell increases your speed by 20 times rather than 10 times.

Diminished Effects: You can move at five times your normal speed rather than 10.

Heightened Effects: In a round after you move at 10 times your normal speed,

you can make a special charge attack that grants a +10 damage bonus. You may make this charge only if you continued to move in the same direction you moved the previous round.

Magic Item Creation Modifiers:

Constant $\times 4$, single-use $\times 2$

FOCUSED POWER

Evocation

Level: 3 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

You call upon the ambient magic around you and focus it within yourself. You gain a +5 bonus to caster power checks.

Diminished Effects: The spell affects only one caster power check made during the duration.

Heightened Effects: The bonus to caster power checks is +5, plus a +1 bonus per three caster levels.

Magic Item Creation Modifiers:

Charged $\times 1.5$, constant $\times 3$

FORCEBEAM

Evocation [Force]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: Line 5 feet wide and up to Medium range long

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

From your hand you project a blast of pure magical force that deals 1d6 points of damage per caster level (maximum 10d6). Corporeal creatures size Large or smaller who fail the saving throw are knocked down. Because magical force harms incorporeal creatures and objects, some casters refer to this spell as *spiritslayer*.

Diminished Effects: The narrow *forcebeam* can affect only one target. It does not possess the strength to knock foes down.

Heightened Effects: The *forcebeam* deals 1d8 points of damage per caster level (maximum 10d8).

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 1.5$

FORETELL FUTURE

Divination

Level: 4 (Exotic)

Casting Time: One hour

Range: Personal

Target: You

Duration: Instantaneous

To cast this spell, you must meditate for one hour, inhaling special herbal smoke that costs no less than 50 gp. This divination spell can provide you with a useful piece of advice in reply to a question concerning a specific choice to be made within the next 24 hours. In asking your question, make an “if” statement, then provide two outcomes you think possible. The spell reveals which outcome is more likely. For example, you could say, “If I ask Lord Falross for the key to the vault, will he give it to me or will he get angry and attack me?”

The DM indicates which outcome is more likely, although “neither” is an acceptable result if both are equally likely or unlikely. Note that even if the most likely outcome is a third option not specified in the caster’s statement, the DM’s answer only assesses the two stated outcomes. The DM should not hint that you specified the wrong outcomes. In all cases, the DM controls what information you receive. Note that if your party doesn’t act on the information, the conditions may change to make the information no longer useful.

The base chance for a correct answer is 70 percent + 1 percent per caster level. The DM adjusts the chance if unusual circumstances require it (if, for example, extra precautions against divination spells have been taken). If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

Multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time.

Diminished Effects: The caster can ask a single yes or no question rather than the “if statement.” Chance for a correct answer is 40 percent + 1 percent per caster level.

Heightened Effects: The caster can ask one yes or no question per level rather



than the “if statement.” Chance for a correct answer is 100 percent.

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 3$

FREEZE

Transmutation [Cold, Water]

Level: 6 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: Five 10-foot by 10-foot by 1-foot areas of water/level

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

With a blue-white flash of light around your eyes, you freeze a large amount of water. The main use of this spell is to freeze the water’s surface, although one could stack the 10-by-10-by-1 squares atop one another to freeze a small body of water all the way down to the bottom. A 12th-level caster could create an ice bridge up to 600 feet long (10 feet wide and 1 foot thick) across a body of water, for a party to walk across. The water freezes over the course of 1 round. Creatures in the water can make a Swim check (DC 15) to get on top of the ice or swim down below it before the water completely freezes (assuming there is an unfrozen area large enough below the ice to accommodate them). Whether a creature moves up or down to avoid the ice is up to it. Creatures with a natural swim speed automatically succeed. Creatures that do not succeed are trapped, at least partially stuck in the ice. To get free, the ice around the creature needs to be destroyed (inflicting 36 points of damage on the ice will do so) or broken (Strength check, DC 15 + caster level to do so).

Diminished Effects: The water freezes over the course of 3 rounds. Creatures are never caught in the ice, although water breathers forced completely out of a small body of water may still be in real trouble.

Heightened Effects: The spell’s area becomes ten 10-foot by 10-foot by 2-foot areas of water per level.

FREEZING CLAW

Conjuration [Cold, Litorian]

Level: 6 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: A small claw of ice

Duration: Concentration (up to 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, making one ranged touch attack each round with your attack bonus. Those the claw touches suffer 3d6 points of cold damage and must make a Fortitude save. Failing the save freezes the 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 they’ve sustained the 20 points of damage). If the claw suffers 10 points of fire damage, the spell ends (the claw has AC 12).

Diminished Effects: The spell inflicts the stated damage but does not freeze victims.

Heightened Effects: The spell does not require concentration—the duration becomes 1 round/level, and directing the claw is a free action.

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 1.5$

FREEZING CLOUD

Conjuration (Creation) [Cold]

Level: 8 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Cloud spreads 30 feet wide and 20 feet high

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes (see text)

A bluish-white cloud of freezing vapors appears where you designate. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20 percent miss chance). Creatures farther away have total concealment (50 percent miss chance, and the attacker can’t use sight to locate the target). In addition, the freezing mist deals 3d6 points of cold damage to everything within it each round (half damage on a successful Reflex save). Anyone failing the saving throw is also slowed (as described in the spell *slow*) due to the cold for 1d4+2 rounds afterward.

Those remaining in the cloud must make a new saving throw each round.

The cloud moves away from you at 10 feet per round. Figure out the cloud’s new spread each round based on its new point of origin, 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud (actually its point of origin) move up to 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder’s spread thereafter.

A moderate wind (11 mph or more) disperses the cloud in 4 rounds; a strong wind (21 mph or more) disperses it in 1 round.

Diminished Effects: The mist deals 2d6 points of cold damage and slowed creatures are slowed only for 1d4 rounds afterward.

Heightened Effects: The cloud is shapeable and inflicts 4d6 points of cold damage.

Magic Item Creation Modifiers:

Single-use $\times 1.5$, spell-completion $\times 1.5$

GAZE OF THE BASILISK

Transmutation [Earth]

Level: 7 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: A globe with a radius of 25 feet + 5 feet/two levels

Duration: 1 round/two levels (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *gaze of terror* on the next page, but this spell gives you a gaze attack that petrifies all who meet your eye. Those affected turn to stone. All creatures within range of a gaze attack must attempt a saving throw each round at the beginning of their turn.

Diminished Effects: Petrified creatures return to flesh after 10 minutes per level.

Heightened Effects: You can focus this gaze on one target so completely that no one in that round need make a save but the chosen target. This target must save against a Difficulty Class with a +4 circumstance bonus. It is a standard action in that round for you to focus the gaze.

Magic Item Creation Modifier:

Constant $\times 3$

GAZE OF TERROR

Enchantment (Compulsion) [Fear]

Level: 4 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: A globe with a radius of 25 feet + 5 feet/two levels

Duration: 1 round/two levels (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell gives you a gaze attack that strikes fear into the hearts of all who meet your eye. Those affected become panicked; suffer a -2 morale penalty on all attack rolls, saving throws, and checks; have a 50 percent chance to drop whatever they are holding; and flee away from you as fast as they can for the spell's remaining duration. Each creature within range of a gaze attack must attempt a saving throw each round at the beginning of its turn.

An opponent can avert his eyes from your face, looking at your body, watching your shadow, or tracking you in a reflective surface. Each round, such an opponent has a 50 percent chance of not having to make a saving throw. You gain one-half concealment against the opponent (so any attack he makes against you has a 20 percent miss chance).

An opponent can shut his eyes, turn his back on you, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. You gain total concealment against the opponent as if you were invisible. Thus, any attack the opponent makes against you has a 50 percent miss chance, and he can't use sight to target attacks.

You can actively attempt to use the *gaze of terror* as an attack action. You simply choose a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50 percent chance for averting his eyes or 100 percent chance for shutting his eyes). An opponent might have to save against your gaze twice during the same round: once before his own action and once during your action.

Looking at your own image (such as in a mirror or as part of an illusion) does not subject you to the fear effect. You are immune to your own gaze attack.

If visibility is so limited (by dim lighting, fog, etc.) as to result in concealment, there is a percentage chance that an opponent won't need to make a saving throw in a given round. This chance is equal to the normal miss chance for the amount of concealment present. This chance is not cumulative with chances to avoid the gaze, but instead one rolls it separately.

You cannot use your gaze attack while you are invisible. Characters using darkvision in complete darkness are affected by a gaze attack normally.

Diminished Effects: The spell grants the gaze attack for only 1 round and can affect only one creature (once a creature is affected, the gaze attack fades). The affected creature flees for 1 round per level.

Heightened Effects: Even targets who make their saves (except those immune to fear effects) are shaken and suffer a -2 morale penalty on attack rolls, saving throws, and checks.

Magic Item Creation Modifier: Constant x3

GENTLE REPOSE

Necromancy

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Target: Corpse touched

Duration: One day/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You preserve the remains of a dead creature so they do not decay. Doing so extends the time limit on raising that creature from the dead: Days spent under the influence of this spell don't count against the time limit.

The spell also works on severed body parts and the like.

Diminished Effects: N/A

Heightened Effects: The duration is Permanent.

GHOST SOUND

Illusion (Figment)

Level: 0 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the spell creates when casting it, and you cannot thereafter change its basic character.

The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per caster level (maximum 20 humans). Thus, you can create talking, singing, shouting, walking, marching, or running sounds.

The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A lion's roar is equal to the noise from 16 humans, while a dire cat's roar equals the noise from 20 humans.

Heightened Effects: You may preprogram the sound so it occurs when a specific event triggers it (it lasts until triggered). Trigger events can be as general or as detailed as desired, although only visual and audible triggers work. Triggers react to what appears to be the case, so disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible. A spell cannot distinguish invisible creatures, level, Hit Dice, or class except by external garb. The range limit of a trigger is 15 feet per caster level. Regardless of range, the spell can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

GHOST WEAPON

Transmutation [Force]

Level: 5 (Simple)

Casting Time: Standard action

Range: Touch

Target: One melee weapon

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)



With a touch, a weapon becomes ghostly and translucent. A character can wield it normally, but its attacks ignore armor and natural armor bonuses to Armor Class. At the same time, treat its strikes as force damage when attacking incorporeal foes.

Diminished Effects: The weapon inflicts only half normal damage.

Heightened Effects: Incorporeal creatures can wield the *ghostly weapon*, allowing them to make attacks against corporeal opponents normally, still ignoring armor, while remaining incorporeal themselves.

Magic Item Creation Modifier: Constant N/A

GIANT'S GRIP

Transmutation [Giant]

Level: 5 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One willing giant

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell makes a single giant even better at grappling than she already is and increases her chance to break objects. A giant affected by this spell gains double her Strength modifier (if positive) when making grapple checks, rather than just her modifier. When attempting to break an object, the modifier also doubles. This spell doubles even modifiers that are magically increased.

Diminished Effects: The spell's range becomes Personal and the target is You. The caster must be a giant.

Heightened Effects: The giant gains triple her Strength modifier to grapple and break object checks.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 1.5$

GIRD THE WARRIOR

Transmutation [Force]

Level: 5 (Complex)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell enshrouds its subject with tangible, visible force energy in the form of

a mighty set of plate armor. The subject of this effect gains a +10 armor bonus to Armor Class and a +4 enhancement bonus to attack and damage rolls made with melee weapons.

The armor has no associated armor check penalties or spell failure chances, and it weighs nothing. A subject needs no proficiency to use this armor.

Diminished Effects: The spell grants a +8 armor bonus to Armor Class and no bonus to attack and damage rolls.

Heightened Effects: This version of the *gird the warrior* spell grants a +12 armor bonus to Armor Class, in addition to the +4 bonus to attack and damage rolls.

Magic Item Creation Modifiers: Charged $\times 2$, constant N/A

GLAMOUR

Illusion (Glamer) [Faen]

Level: 1 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You ensorcel yourself to appear beautiful to anyone looking upon you. Not only will they find you attractive, but all your Bluff, Diplomacy, and Gather Information checks against those looking at you gain a +5 circumstance bonus.

This spell does not change any specific details of your appearance, such as gender, race, and so forth. However, it does prove quite useful to cast in conjunction with *sorcerous guise*.

Diminished Effects: N/A

Heightened Effects: You also gain a +2 enhancement bonus to Charisma for the duration of the spell.

Magic Item Creation Modifier: Single-use $\times 2$

GLOWGLOBE (LESSER)

Evocation [Faen, Light]

Level: 0 (Simple)

Casting Time: Standard action

Range: 0 feet

Effect: Glowing sphere

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates a 3-inch sphere that glows softly with the light of a torch, shedding illumination in a 20-foot radius from the point you touch. The effect is immobile. A *lesser glowglobe* does not function in an area of magical darkness.

The globe can be covered and hidden but not smothered or quenched.

Heightened Effects: The *lesser glowglobe* moves as you will it. You control its movement as a free action. However, it never moves farther than 10 feet from your position.

GLOWGLOBE (GREATER)

Evocation [Faen, Light]

Level: 2 (Simple)

Casting Time: Standard action

Range: 0 feet

Effect: Glowing sphere

Duration: Permanent

Saving Throw: None

Spell Resistance: No

As *lesser glowglobe* except for the duration. Plus, a *greater glowglobe* cast in an area of magical darkness dispels the darkness, if it comes from a lower-level effect.

Diminished Effects: N/A

Heightened Effects: The *greater glowglobe* moves as you will it. You control its movement as a free action. However, it never moves farther than 20 feet from your position.

Magic Item Creation Modifier: Single-use $\times 2$

GREENSPY

Divination [Plant]

Level: 2 (Complex)

Casting Time: Standard action

Range: Touch

Target: One plant

Duration: One hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You make a plant into a spy of sorts. For the duration of the spell, all activities—sight and sound—that occur within 50 feet of the plant are “stored” magically within the plant. At any time afterward, you (and only you) can touch the plant and experience the information stored within it. Once you have accessed the



information, you cannot do so again. The plant's "senses" are normal—it cannot see in the dark, it cannot see invisible creatures, and so on.

Diminished Effects: The duration becomes only one minute per level.

Heightened Effects: The duration is Permanent.

GUIDED STRIKE

Divination [Sibeccai]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level or until used

Saving Throw: No

Spell Resistance: No

This spell guides your attack with supernatural knowledge. The next attack you make in the duration that misses its target gains a +20 bonus. The spell affects only one attack, then ends.

Diminished Effects: The attack gains a +10 bonus.

Heightened Effects: If the caster strikes the target using the additional bonus, make a normal attack roll to confirm a critical as if you had threatened with a critical (whether you did or not). If you confirm the critical strike, resolve it as if you had really rolled a critical hit.

Magic Item Creation Modifiers: Constant N/A, single-use $\times 1.5$

GUSTING WIND

Evocation [Air]

Level: 2 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Gust of wind (10 feet wide, 10 feet high) emanating out from you to the extreme of the range

Duration: 1 full round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a strong blast of air that originates from you and moves in the direction you face. The force of this gust automatically extinguishes candles, torches, and similar unprotected flames. The gust causes protected flames, such as those of lanterns, to dance wildly, and it has a 50 percent chance to extinguish these lights. Corporeal creatures size Large or smaller who fail the saving throw are knocked down. Creatures who are knocked down suffer 2d6 points of air damage. Any creature is entitled to a saving throw to ignore the gust's effects.

Gusting wind can do anything a sudden blast of wind would be expected to do.

Diminished Effects: The wind cannot knock down creatures.

Heightened Effects: The wind extinguishes even protected flames and continues to blow for 1d4+1 rounds (dismissible). Each round in the area, creatures must make saves or be knocked down.

HAND OF BATTLE

Evocation [Force]

Level: 3 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature or object

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Your hand turns red as you reach out to touch a foe and attack with a stab of force energy. The touch attack inflicts 1d6 points of damage (maximum 10d6) per caster level.

Diminished Effects: Damage inflicted becomes 1d4 points per level (maximum 10d4).

Heightened Effects: The spell also inflicts 1d3 points of Strength damage to those who fail the save.

HARDEN

Abjuration

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Area: One object or a 10-foot cube of matter

Duration: One hour/level (D)

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You increase an object's hardness by 50 percent or by +1, whichever is greater.



Diminished Effects: You increase the hardness by +1 no matter what, and the duration becomes 1 round per level.

Heightened Effects: You double the hardness.

HOARD WARD

Transmutation

[Dragon, Teleportation, Truename]

Level: 8 (Exotic)

Casting Time: 10 minutes

Range: Touch

Area: One 10 foot cube/level (S)

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You create a powerful protective ward throughout an area. If anyone other than you or those you name (using their true-names) at the time of casting enters the ward, the intruder is teleported to a specific location designated at the time of casting, with none of his equipment. The equipment remains in the ward (although intelligent magic items and artifacts are immune and do travel with the wielder, if they so choose).

This spell requires gold dust worth at least 1,000 gp as a material component.

Diminished Effects: The spell lasts until triggered and ends after one creature has been teleported.

Heightened Effects: After the spell has been cast, you can grant permission to others (if you know their truenames), allowing them to enter the area.

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 1.5$, spell-completion $\times 1.5$

HUNTER SERPENT

Evocation [Dragon]

Level: 5 (Exotic)

Casting Time: 1 round

Range: Personal

Affect: One magical serpent

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a serpent made of red energy that appears in your hand. You then whisper a type of creature (humanoid, fey, magical beast, etc.) into the *hunter serpent* (as a free action). The serpent immediately flies through the air at a speed of 90 feet toward

the nearest creature of that type. It travels until it reaches an appropriate target, no matter how far it must go, at which point it makes a touch attack with a +10 bonus. If it succeeds, it inflicts 1d6 points of damage per level (maximum 15d6) and 1d3 points of temporary Strength damage, as well. If it does not succeed, it disappears.

The *hunter serpent* always goes for the closest appropriate target, even if, as it travels toward one, the situation changes. In such a case, it immediately switches targets. The *hunter serpent* cannot travel through matter. If the nearest target of the named type is within a closed area (such as in a castle with all shut windows and doors), it waits for one hour outside the area. If still unable to find an appropriate target, it disappears. If, however, a closer appropriate and available target appears during that waiting period, it leaves to pursue that target.

There is a drawback to using the spell. As the *hunter serpent* strikes, it speaks. It names and describes you and gives your general current location—even if it has changed since you cast the spell. It speaks in whatever language is appropriate to the target, or Common, if the target has no language. For example, the *hunter serpent* might say, “I am sent by Talgorim, the Black Dragon, who waits six miles to the south in his lair.”

Diminished Effects: If the serpent’s target is within a closed area, the spell fails.

Heightened Effects: You can name someone specifically if you know the creature’s truename, and the serpent goes to that target. The spell gains the truename descriptor.

Magic Item Creation Modifiers:

Constant $\times 2$, single-use $\times 2$

HYGIENE

Transmutation

Level: 0 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You clean the subject creature, ridding it of dirt, sweat, contamination, foul odors,

and so on. This spell not only makes the subject presentable for fine company, it promotes better health.

For 24 hours after the casting, the subject gains a +1 circumstance bonus on all saves against disease.

Used frequently, this spell can help stave off tooth decay and other such minor maladies, although this has no in-game effect.

Heightened Effects: You can affect one creature per caster level.

ICEBOLT

Evocation [Cold]

Level: 2 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A bolt of razor-sharp ice launches from the palm of your hand at a single target. You must make a normal (not a touch) ranged attack roll; if you succeed, the bolt inflicts 2d6 points of piercing damage and 1d6 points of cold damage + 1 point per level (maximum +10). If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack missed as well, there is no effect.

Diminished Effects: The *icebolt* inflicts 1d6 points of piercing damage and 1d6 points of cold damage + 1 point per level (maximum +5).

Heightened Effects: You can create one *icebolt* per round and launch it as a standard action for 1 round per two caster levels (maximum five bolts).

IDENTIFY WITH FLAME

Divination [Fire]

Level: 1 (Exotic)

Casting Time: Standard action

Range: 50 feet

Targets: All creatures within range

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

When casting this spell, you designate one of the following:

- A specific creature type (aberration, undead, and so on);



- A specific creature subtype ([human], [humanoid], [litorian], [reptilian], and so on); or
- A specific class (greenbond, commoner, knight of the axe, and so on).

Once cast, the spell places a harmless flickering flame above the head of all creatures in range to whom the designated condition applies. For example, if you choose “magister” as the designator, flickering flames appear over their heads of all creatures with magister levels within 50 feet. The flame gives off the light of a torch but no heat and lasts 1 round per caster level.

This spell is useful for identifying disguised or shapechanged creatures, but spells that protect a creature from divinations (such as *unknown*) block it.

Diminished Effects: The flames last only 1 round.

Heightened Effects: You can select up to one designation per two caster levels, and different-colored flames appear above the heads of the various groups. For example, a 6th-level caster could have a green flame appear above all warmains, a red flame over all undead, and a blue flame over all faen.

ILLUSORY CREATURE (LESSER)

Illusion (Figment)

Level: 1 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Effect: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of a creature the way you imagine it looks. The illusion does not create sound, smell, texture, or temperature, but the *lesser illusory creature* can move as you direct. You can move the image within the limits of the size of the effect.

Diminished Effects: The spell’s duration has a maximum of 1 round per caster level, a range of Close (25 feet + 5 feet per level), and an effect the size of a single 10-foot cube.

Heightened Effects: The *lesser illusory creature* makes sounds appropriate to the illusion (but no more than you could create with a *ghost sound* spell).

ILLUSORY CREATURE (GREATER)

Illusion (Figment)

Level: 3 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Effect: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level (S)

Duration: One minute/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of a creature the way you imagine it looks. The illusion also creates sound, smell, texture, and temperature, and the *greater illusory creature* can move as you direct (requiring concentration). You can move the image within the limits of the size of the effect.

Diminished Effects: The spell’s duration has a maximum of 1 round per caster level, a range of Close (25 feet + 5 feet per level), and an effect the size of a single 10-foot cube.

Heightened Effects: You can create figments of multiple creatures within the area.

ILLUSORY OBJECT (LESSER)

Illusion (Figment)

Level: 1 (Simple)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Effect: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of a static, immobile, solid object the way you



imagine it looks. The illusion does not create sound, smell, texture, or temperature.

Diminished Effects: The spell's duration has a maximum of 1 round per caster level, a range of Close (25 feet + 5 feet per level), and an effect the size of a single 10-foot cube.

Heightened Effects: The *lesser illusory object* makes sounds appropriate to the illusion (as you could create with a *ghost sound* spell).

ILLUSORY OBJECT (GREATER)

Illusion (Figment)

Level: 3 (Simple)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Effect: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level (S)

Duration: One minute/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object or a force (such as a fire) the way you imagine it looks. The illusion also creates sound, smell, texture, and temperature. The *greater illusory object* can move as you direct (requiring concentration). You can move the image within the limits of the size of the effect.

Diminished Effects: The spell's duration has a maximum of 1 round per caster level, a range of Close (25 feet + 5 feet per level), and an effect the size of a single 10-foot cube.

Heightened Effects: You can create figments of multiple objects within the area.

IMMORTALITY

Abjuration [Truename]

Level: 9 (Exotic)

Casting Time: One day

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

The target stops aging. She continues to experience age effects as found in Chapter Two: Races, but has no maximum age. When casting the spell, make a caster

power check (DC 45). If you succeed, the target looks youthful and remains that way. If unsuccessful, she continues to look older and older as time passes, becoming a dreadful, shriveled husk.

Material Components: Casting this spell requires a jewel worth at least 5,000 gp.

Diminished Effects: N/A

Heightened Effects: N/A

Magic Item Creation Modifiers: Charged $\times 4$, constant $\times 6$, single-use $\times 6$, spell-completion $\times 3$

IMMUNITY (LESSER)

Abjuration

Level: 7 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You become immune to one of the following (your choice) for the duration: compulsion spells, transmutation spells, illusions, negative energy spells, positive energy spells, a single element or energy type, poison, disease, or curses.

Diminished Effects: The duration becomes 1 round per level.

Heightened Effects: You can make two choices from the list, or you can choose one with a duration of one hour per level.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 2$

IMMUNITY (GREATER)

Abjuration

Level: 9 (Simple)

Casting Time: Standard action

Range: Touch

Target: You and one creature/four levels

Duration: One hour/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *lesser immunity*, except this spell affects more creatures than just you.

Diminished Effects: The spell lasts only 10 minutes per level.

Heightened Effects: You can make two choices from the list in *lesser immunity*.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 1.5$, spell-completion $\times 1.5$

INCORPOREAL FORM

Transmutation

Level: 7 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level (D)

You become incorporeal, allowing you to move through matter, enjoy immunity to nonmagical weapons, and receive a 50 percent miss chance from all nonforce attacks.

Diminished Effects: The duration becomes 1 round per level, and your form is unstable. You suffer 1d6 points of damage per round while in your incorporeal form.

Heightened Effects: The range becomes Touch, and the target becomes one creature.

Magic Item Creation Modifiers: Charged $\times 1.5$, constant $\times 1.5$, single-use $\times 2$

INCREASE WEIGHT

Transmutation [Faen]

Level: 1 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One creature or object

Duration: 10 minutes/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

By altering the effect of gravity on one creature or object touched, you make the target effectively heavier by up to 20 lbs. per level. Extra weight on a creature counts against its own carrying limit. Creatures that cannot at least drag (5 \times maximum load) their own weight collapse in exhaustion, immobile. Weapons increased to double their weight or more, and carry a +1 circumstance bonus to damage. Weapons increased beyond that still have the bonus to damage but carry a -1 circumstance penalty to attack rolls, as they have become harder to wield. Hardness and durability are not affected. Weapons increased beyond a character's maximum load cannot be wielded. Creatures affected by this spell gain a -1 circumstance penalty to Jump checks.

Diminished Effects: N/A

Heightened Effects: The spell can increase a target's weight by 50 lbs. per level. Creatures affected by this spell

suffer a -2 circumstance penalty to Jump checks.

Magic Item Creation Modifiers:

Constant x3, single-use x1.5

INNER WORLD

Illusion (Phantasm)

[Mind-Affecting, Psionic]

Level: 4 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

With a single touch of your purplish glowing hand, you cast the target into a world of phantasm that only she can see. She can take no actions in the real world (but is not helpless). The nature of the phantasmal world is up to you, but if the DM deems it appropriate to the target (a world filled with the things she loves most, or fears most, and so on), the saving throw Difficulty Class increases by +2.

Diminished Effects: You must know the target's truename to affect her.

Heightened Effects: The target finds herself so consumed by the *inner world* that she is helpless.

Magic Item Creation Modifiers:

Constant x1.5, single-use x1.5

INVIGORATE ITEM

Transmutation

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One magic item

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Cast upon a magic item that allows a saving throw, this spell increases the Difficulty Class of the item's powers by +1. The affected item sparkles with a magical luster for the duration.

Diminished Effects: The item gains a +2 bonus, but the spell affects only the item's next single use.

Heightened Effects: The item gains a +2 bonus for the duration.

Magic Item Creation Modifiers:

Constant x2, single-use x1.5

INVISIBILITY

Transmutation [Faen]

Level: 3 (Complex)

Casting Time: Standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lbs./level

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

The creature or object touched becomes impossible to see with normal sight or even with darkvision. If the subject is a creature 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 can employ magic to do so.

Items that an invisible creature drops or puts down become visible; items an invisible creature picks up disappear if tucked into the creature's clothing or pouches. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item the subject carries that extends more than 10 feet from him becomes visible, such as a trailing rope.

The subject is not magically silenced, and certain other conditions can render him 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 subject's perceptions.) Actions directed at unattended objects do not break the *invisibility*. Causing harm indirectly is not an attack. Spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their areas. A subject that attacks directly immediately becomes visible, along with all gear.

Diminished Effects: The duration becomes Concentration (one minute per level maximum).

Heightened Effects: For 1 round per level, the invisible subject can make "attacks" and still not become visible. After this period the spell continues normally, but "attacks" end the *invisibility*.

Magic Item Creation Modifier:

Constant x2

INVISIBILITY PROHIBITION

Evocation

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Area: 5-foot-radius spread/level

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You fill an area with magical energy that negates all forms of invisibility. Anything that is invisible becomes visible while in the area. The area remains immobile.

Diminished Effects: You must make an opposed caster power check against the caster level of the invisibility effect in order to reveal a particular invisible creature or object.

Heightened Effects: You may cast *invisibility prohibition* upon a single creature or object (the subject gets a Will saving throw to avoid, and spell resistance applies), allowing the area to move with the creature or object.

Magic Item Creation Modifier:

Constant x2

INVOKED APOCALYPSE

Evocation

Level: 10 (Exotic)

Casting Time: 10 minutes

Range: One mile/level

Area: 100-foot-radius cylinder/level, 100 feet high per level

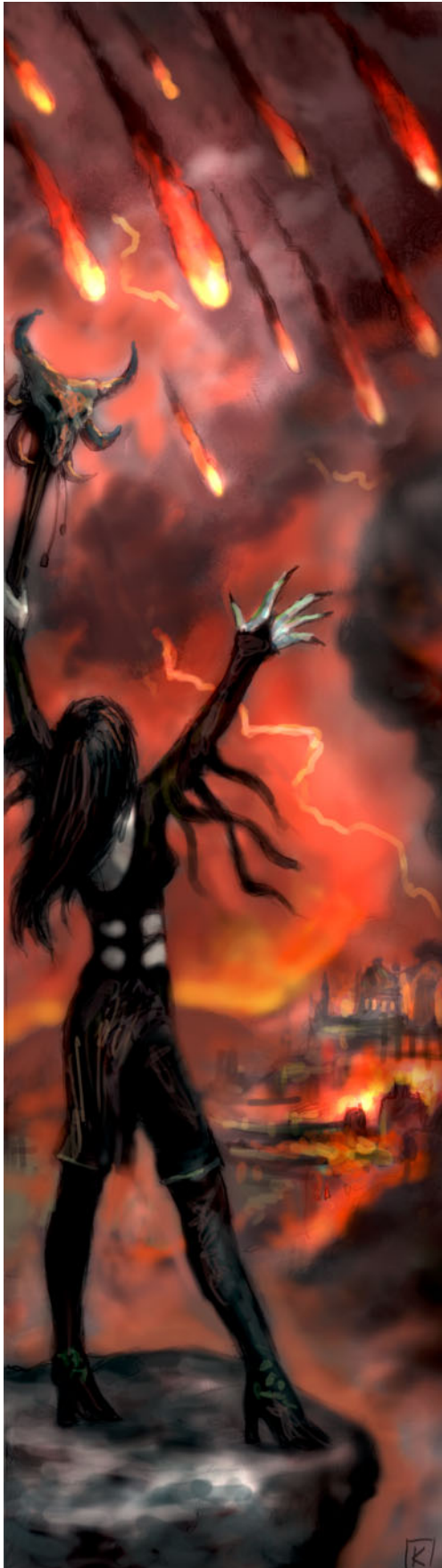
Duration: 1 round/level (D)

Saving Throw: Reflex half

Spell Resistance: Yes

In this, one of the most feared of all spells, you cause all elements and energy types to rain down upon an area in a conflagration of destruction. All within this storm of devastation suffer 10d6 points of damage per round. Characters in the area must make a new Reflex saving throw each round. When this spell is done, buildings (even an entire small town) usually are destroyed, forests flattened, small lakes boiled away or filled with detritus, and all life extinguished.

Despite the long range, you still must have line of sight on the target, so one



usually casts *invoked apocalypse* from atop a mountain or a high tower.

This spell is horribly draining on the caster. Once it is cast, you fall immediately into a coma for 1d4 days. Even magic cannot prevent this coma, nor can it cure it. Casters who might arguably be immune to energy draining or comas (such as liches) are reduced to 1 hit point, and the lost hit points cannot be restored for 24 hours by any means. If you cast this spell more than once in a year's time, the spell slays (or destroys) you.

Diminished Effects: N/A

Magic Item Creation Modifiers:

Constant $\times 2$, single-use $\times 6$, spell-completion $\times 3$

LEARN SECRET (LESSER)

Divination

Level: 1 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One object

Duration: 1 round/level or until triggered

Saving Throw: None

Spell Resistance: No

This spell is based on the idea that, just as creatures have truenames, objects have special, unique secrets impossible to learn by simple inspection and difficult to describe with common language. When you cast this spell, you learn a minor secret of one object. This secret allows you to intuitively know a way to use the object more effectively. The next time you attempt to use the object (if the duration of the spell continues), you gain a +5 insight bonus. Normally, this bonus applies to a standard use of the item—the secret of a lockpick lets you use it to pick a lock better, for instance. The secret of a battleaxe allows you to strike with it more accurately in combat. Sometimes, however, the bonus applies to attempts to overcome forces seeking to prevent you from using the object. For example, the insight bonus could apply to an attempt to force open a barred door.

Only you gain the bonus, no matter how hard you may attempt to commu-

nicate the secret to another. Once used, the fleeting, esoteric nature of the secret is forgotten. It is impossible to record the secret in any way. The insight bonus applies only to rolls you make, so it is never a bonus to Armor Class.

Diminished Effects: The insight bonus becomes +1.

Heightened Effects: The insight bonus becomes +10.

Magic Item Creation Modifiers:

Constant $\times 5$, single-use $\times 1.5$

LEARN SECRET (GREATER)

Divination

Level: 4 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You learn the secret of an object, as described in *lesser learn secret*, but you do not forget it. Also, instead of a single +5 insight bonus, you gain a +2 insight bonus to use a single object forever, no matter how many times you use it. Many casters learn the secret of their staff, their tools, and so on as soon as they acquire them.

Diminished Effects: N/A

Heightened Effects: The insight bonus becomes +3.

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 5$, spell-completion $\times 3$

LEARN TRUENAME

Divination

Level: 6 (Simple)

Casting Time: 12 hours

Range: Unlimited

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You learn the truename of a creature whose normal name you already know. You also must have some personal effect (a lock of hair, a possession owned for at least six months, etc.) of the target placed in a golden bowl worth 500 gp. The bowl is a



focus and is not consumed by the spell, but the personal effect is consumed as a material component.

Diminished Effects: N/A

Heightened Effects: N/A

Magic Item Creation Modifiers:

Constant ×3, single-use ×2, spell-completion ×2

LEVITATE

Transmutation [Air]

Level: 2 (Simple)

Casting Time: Standard action

Range: Personal or Close (25 feet + 5 feet/two levels)

Target: You or one willing creature or one object (up to 100 lbs./level total)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the target up or down as much as 20 feet each round; doing so is a move-equivalent action. You cannot move the target horizontally with *levitate*, but the target could clamber along the face of a cliff or push against a ceiling to move laterally (generally at half base speed).

A levitating creature who attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Diminished Effects: The spell's range becomes Personal, with You as the target. You cannot *levitate* more than 5 feet off the ground.

Heightened Effects: You can move up to 60 feet vertically and also up to 10 feet horizontally in a single round.

LION'S FORM

Transmutation [Litorian]

Level: 3 (Complex)

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 10 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 and 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 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 lion's feats and racial bonuses to skills (but not its skill ranks).

Equipment worn is subsumed into the *lion's form*, but it is nonfunctional.

Diminished Effects: You change into a normal lion rather than a dire lion.

Heightened Effects: You gain a +2 bonus to attacks and damage, natural armor bonus to Armor Class, saves, and checks while in the lion form. Magic items worn retain their powers if applicable (a *ring of protection*, but not a +2 *sword*).

Magic Item Creation Modifiers: Constant ×3, single-use ×2

LITORIAN CLAWS

Transmutation [Litorian]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One willing litorian

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell is rarely known by nonlitorians. It gives a litorian formidable claws that he can use in combat as natural weapons he is proficient with. The claws inflict damage based on your caster level:

Level	Damage
5 or lower	1d6
6–9	1d8
10–13	1d10
14–17	2d6
18–20	3d6
21–23	4d6
24–25	5d6

The litorian gains claws on both hands and can make off-hand attacks if he wishes (using the normal penalties). As with any melee weapon, the litorian adds his Strength bonus to any attack and damage rolls made with the claws.

Diminished Effects: The spell's range becomes Personal, with You as the target. The caster must be a litorian.

Heightened Effects: The spell grants an additional 1d6 points of damage with each claw attack.

Magic Item Creation Modifiers: Constant ×1.5, single-use ×1.5

LIVING ATHAME

Transmutation

Level: 4 (Simple)

Casting Time: Standard action

Range: Touch

Target: Your athame

Duration: 1 round/level

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes (harmless)

Your athame attacks on its own like a weapon with the dancing quality, as described in Chapter Seven: Magic Items of the DMG. This ability allows it to attack on its own using your base attack bonus.

Diminished Effects: The weapon suffers a -4 attack penalty.

Heightened Effects: The weapon gains a +4 luck bonus to attack rolls.

Magic Item Creation Modifier: Constant N/A

LOCATE CREATURE

Divination

Level: 4 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Area: A circle centered on you, with a radius of 400 feet + 40 feet/level

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Your eyes glow with a blue light as you sense the direction of a known or familiar living creature.

As you slowly turn, you sense when you're facing the direction of the creature you're trying to locate, provided the creature is within range. You also know which direction it is moving, if any.



The spell can locate a creature of a specific type (such as human or unicorn) or a specific creature you know. It cannot find a creature of a general type (such as humanoid or beast). To find a specific type of creature, you must have seen such a creature up close (within 30 feet) at least once. If more than one creature of this specific type is within range, you locate the nearest specimen. Attempting to find a specific creature requires a detailed and accurate mental image; if the image is not close enough to the actual creature, the spell fails. You cannot specify a unique character unless you have observed that particular character firsthand (not through divination).

This spell cannot detect objects. The Disguise skill and the *sorcerous guise*, *unknown*, and *shapechange* spells can fool it.

Diminished Effects: The spell can detect only a specific creature, and you must know its truename for the spell to work.

Heightened Effects: You may double the spell's range.

LOCATE OBJECT

Divination

Level: 3 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Area: Circle, centered on you, with a

radius of 400 feet + 40 feet/level

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

Your eyes glow with a blue light, and you sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder. You can search for general items such as a stairway, a sword, or a jewel; if more than one of its type is within range, you locate the nearest specimen. Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique object (such as "Baron Vulden's signet ring") unless you have observed that particular item firsthand (not through divination).

Lead blocks *locate object*. This spell cannot detect creatures.

Diminished Effects: You cannot detect specific objects, only general ones (you can look for swords, but not a specific sword).

Heightened Effects: You may double the spell's range.

LOCATION LORESIGHT

Divination [Psionic]

Level: 2 (Complex)

Casting Time: Standard action

Range: 0 feet

Area: 30-foot-radius spread

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You learn something significant about an area in which you stand. Although the area is a 30-foot spread, if indoors, the spell basically affects one room (the room where you stand). Go through this list, in order; the first bit of lore you do not know, you learn through this spell:

1. When the location was created (if man-made, otherwise skip).
2. Name of last creature to pass through location, if any (other than you).
3. Race of last creature to pass through location, if any (other than you).
4. Name of the location's creator (a natural location, like a glen, was created by nature).
5. Race of the location's creator, if any.
6. Name of the location's longest occupant, if any.
7. Race of the location's longest occupant, if any.
8. Name and race of the current owner or master of the location, if any.
9. Brief description of the most significant event to happen in the location.
10. Magical ability or property of the location, if any (random if more than one).

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

Diminished Effects: N/A

Heightened Effects: N/A

Magic Item Creation Modifiers: Charged $\times 2$, constant $\times 3$

MAGIC ARMOR

Transmutation

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Target: Armor touched (see text)

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic armor gives a harness of armor or a shield a +1 enhancement bonus to Armor Class. This spell can also be cast on a creature with no armor, giving a +1 armor bonus to clothing or flesh.

Diminished Effects: The spell lasts for 1 round per two levels (maximum 5 rounds).

Heightened Effects: The enhancement bonus bestowed by the spell stacks with the enhancement bonus of the armor, if any.

Magic Item Creation Modifiers: Charged $\times 2$, constant N/A

MAGIC CIRCLE

Abjuration

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Area: Emanates 10 feet from touched creature

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No (see text)

Beams of dark blue energy flash from your fingers to trace on the ground an intricate circle of magical symbols made of energy. This spell wards all creatures in the area from attacks by outsiders and from mental control. The subjects get a +2 deflection bonus to Armor Class and a +2 resistance bonus on saving throws. Both these bonuses apply against attacks made by outsiders.

The barrier blocks any attempt to possess a warded creature or to exercise mental control over the creature. The protection does not prevent a spell or effect that grants mental commands from being cast on the creature, but it keeps the caster of such a spell from mentally commanding the protected creature. If the warding effect ends before the mental control effect does, the caster would then be able

to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

This spell has a special function you may choose when casting it. You can focus a *magic circle* inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned creature. Creatures summoned inside a *magic circle* cannot cross the circle's boundaries. This is particularly useful in conjunction with the *call outsider* or *call undead* spells.

If a creature too large to fit into the spell's area is the subject of *magic circle*, the spell acts as normal for that creature only.

Diminished Effects: You can only focus the spell inward; thus it serves only as a magical prison.

Heightened Effects: If you know the truename of a creature, you can choose whether to allow the creature to cross the boundaries of the circle (either direction).

MAGIC WEAPON

Transmutation

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Target: Weapon(s) touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic weapon gives a melee or ranged weapon a +1 enhancement bonus to attack and damage rolls. You can also cast this spell on a natural weapon, such as an unarmed strike or a beast's claw attack, or on ranged weapon ammunition (one spell affects up to 50 pieces of ammunition—arrows, sling stones, bolts, shuriken, and so on).

Diminished Effects: The spell lasts for 1 round, allowing the wielder to make a single round's worth of attacks with it.

Heightened Effects: The bonus the spell bestows is a luck bonus, so it stacks with the weapon's enhancement bonus, if any.

Magic Item Creation Modifiers:

Charged ×2, constant N/A

MAGICAL FORTRESS

Abjuration [Dragon]

Level: 10 (Exotic)

Casting Time: 1 full round

Range: Medium (100 feet + 10 feet/level)

Effect: One magical castle

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This is a particularly strange spell, as you can cast it only once. With a grand display of magical energies, you instantaneously create a castle of your design that has two rooms per caster level. The entire square footage of the castle cannot exceed 100,000 square feet. The castle walls are made of stone, the doors of wood (with DC 30 locks), although the hardness of all materials is increased by +5.

The interior of the castle is fully furnished, and each room is magically lit with a brightness level that varies with your whim (from true daylight to magical darkness). The castle also automatically contains weapons (melee and ranged) and chain hauberks enough to outfit 50 guards or defenders.

In addition, you can choose one of the following options:

- The castle exists on another plane (an otherwise empty pocket dimension), with only the doorway existing on the plane on which you cast the spell.
- The castle floats in the air at a height of your choosing. The magic keeping the castle in the air cannot be dispelled.
- The castle is surrounded by a magical field through which one general type of creature, chosen by you, cannot pass (undead, aberrations, humanoids, etc.).

Lastly, you can choose to have any portion of the castle disappear or fall apart upon your death, or you can choose to have the whole place collapse at the time of your demise. If the castle floats, you can have it fall when you die.

If you wish to cast this spell a second time, you must take the Exotic Spell feat again.

Diminished Effects: N/A

Magic Item Creation Modifier: N/A

MAGNETISM

Transmutation

Level: 2 (Complex)

Casting Time: Standard action

Range: Touch

Target: You (your hand)

Duration: One minute/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Your hand becomes magnetic. If you hold a metal object, you gain a +10 circumstance bonus to resist attempts to disarm you of it. You also gain a +10 circumstance bonus to climb up a metal surface or object (like an iron pipe). Further, when you focus your attention (requiring concentration) on a metal or mostly metal object within 5 feet + 1 foot per caster level weighing less than 1 lb. per level, you drag it toward you at a rate of 1 foot per round.

Diminished Effects: The circumstance bonus becomes +5 for resisting disarm attempts and climbing. You cannot draw objects toward you unless they weigh less than 1 lb. and are no more than 5 feet away.

Heightened Effects: As much or as little of your body as you desire becomes magnetic, allowing you to hold in each hand a metal object that gains a +10 bonus to avoid disarm attempts. You gain a +10 circumstance bonus to climbing for each magnetic limb that clings to a metallic surface. You can attach a knife to your leg without straps, stand on a metallic plate on the ceiling, and so on.

MARK ALLIES

Transmutation [Giant]

Level: 2 (Complex)

Casting Time: Standard action

Range: Touch

Target: One ally/three levels

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch from your blue-haloed hand, you designate a creature (or creatures) as your ally. For the spell's duration, the designated creatures remain unaffected by any spell of 3rd level or lower that you cast unless they wish to be affected—as though they had spell resistance and you failed your check. Thus, they can stand in the middle of your *sorcerous blast*



unscathed, or walk through a *wall of ice* of your creation.

Diminished Effects: The spell affects one creature and protects it only from the next spell cast within the duration.

Heightened Effects: The spell affects one ally per level and protects them from all the spells you cast for the duration.

Magic Item Creation Modifier: Constant ×2

MASS DEVASTATION

Evocation [See Text]

Level: 8 (Complex)

Casting Time: 1 full round

Range: Long (400 feet + 40 feet/level)

Area: Burst with a radius of 10 feet/level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You blast the area with an element of your choice. The area fills with roaring flames, horrific winds, crashing waves, or falling rocks. No matter which element you choose, the spell inflicts 1d6 points of damage per level (20d6 maximum). Further, it creates a lasting effect based on the element chosen:

- *Air:* The incredibly strong winds knock prone all who failed their save, regardless of size. Flying creatures smash into the ground or walls (if present) and suffer an additional 5d6 points of damage. All flames are extinguished.
- *Earth:* The area fills with stony rubble, gravel, and dirt. Characters who fail their saves are buried and pinned as described in Chapter Three of the DMG under “Cave-Ins and Collapses.” All flames are extinguished.
- *Fire:* Flammable objects catch fire, including flammable characters who failed their saving throws.
- *Water:* The waves knock prone all who failed their saves, regardless of size. Non-water-breathers failing their saves must make a Constitution check (DC 15) or begin to drown. All flames are extinguished.

Diminished Effects: The spell inflicts a maximum of 15d6 points of damage, with no special after-effects (the stone and water disappear immediately, the fire

blazes out so quickly it cannot set objects alight).

Heightened Effects: The area becomes a burst with a radius of 20 feet per level.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

MASSIVE SWORD

Evocation [Force, Giant]

Level: 5 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: One sword

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a huge, shimmering sword made of force. The sword strikes at any opponent within its range, as you desire, starting the round that you cast the spell. The sword attacks its designated target once each round. Its attack bonus is your level + your spellcasting key ability score bonus with a +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of damage, with a threat range of 19–20 and critical damage of ×2.

The *massive sword* always strikes from your direction. It does not get a flanking bonus or help a combatant get one. If the sword goes farther from you than the spell range, if it goes out of your sight, or if you stop directing it, it returns to your side and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target. Physical attacks cannot harm the sword, but *dispel magic*, *disintegration*, and similar spells affect it. The sword's Armor Class against touch attacks is 13.

If an attacked creature has spell resistance, make a resistance check the first time the sword strikes the creature. A success at resistance dispels the spell. Otherwise, the sword enjoys its normal full effect on that creature for the duration of the spell.

Diminished Effects: You must physically wield the sword, so it can attack only adjacent foes (or those farther away, if you

naturally have reach). It requires normal actions to attack, using your attack bonus and Strength modifier; you are considered proficient with the sword, and damage remains 4d6+3 points.

Heightened Effects: The sword also inflicts +2d6 points of damage of a chosen energy type (acid, cold, electricity, fire, or sonic). The spell takes on the appropriate energy descriptor.

MENTAL PROTECTION

Abjuration [Mind-Affecting, Psionic]

Level: 7 (Simple)

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes

Mental protection wards a creature against mind-affecting spells, enchantment (compulsion) spells, and unwanted spell effects with the psionic descriptor. If someone attacks the protected creature in one of these ways during the duration, you make an opposed caster power check with the attacking caster. If you win, you foil the attacker's spell. If the attacking caster wins, the spell resolves normally (with saving throws, spell resistance, and so on, if applicable).

Diminished Effects: The duration becomes 10 minutes per level.

Heightened Effects: The duration becomes one day per level.

MIND STAB

Evocation [Mind-Affecting, Psionic]

Level: 1 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You focus your mind and create an invisible mental blast that emanates from your head and stabs the mind of another. You must make a ranged touch attack to use the blast to strike a foe. If it hits, you deal 1d6 points of subdual damage + 1 point per level (maximum +10).

Diminished Effects: You deal 1d4 points of subdual damage.



Heightened Effects: An affected subject also must make a Will saving throw or be dazed for 1 round. Dazed characters can't take actions—move, cast spells, use mental abilities, etc.—but they are not stunned.

MINOR ILLUSION

Illusion (Figment)

Level: 0 (Simple)

Casting Time: Standard action

Range: 0 feet

Effect: An image up to 6 inches on all sides

Duration: 1 round/level (D)

Saving Throw: Will negates (disbelief)

Spell Resistance: No

You create a tiny, immobile image—a very small dagger, a floating ball, a miniature face, etc.—in your open palm.

Heightened Effects: The object can move and moves with you, so you can pretend to wield a tiny illusory dagger or create the image of a tiny dancing monkey in your hand.

MODIFY MEMORY

Enchantment (Compulsion)

[Mind-Affecting, Psionic]

Level: 4 (Complex)

Casting Time: Standard action (see text)

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You reach into the target's mind and modify up to five minutes of her memory in one of the following ways:

1. Eliminate all memory of an event the target actually experienced. This spell cannot negate spells that affect the subject's mind.
2. Allow the target to recall with perfect clarity an event she actually experienced.
3. Change the details of an event the target actually experienced.
4. Implant a memory of an event the target never experienced.

Casting the spell takes a standard action. If the target fails the save, you proceed with the spell by spending up to five minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the target. If anything disturbs your concentration before the visualization is complete, or if the subject ever moves beyond the spell's range during this time, the spell is lost.

A *modified memory* does not necessarily affect the target's actions, particularly if it contradicts her natural inclinations. The target may dismiss an illogical *modified memory* as a bad dream or a memory muddled by too much wine. More useful applications of *modify memory* include

implanting memories of friendly encounters with you (inclining the target to act favorably toward you), changing the details of a superior's orders to the target, or causing the target to forget she ever saw you or your party. The DM reserves the right to decide whether a *modified memory* seems too nonsensical to affect the target significantly.

Diminished Effects: You can modify one minute of memories.

Heightened Effects: You can modify up to 30 minutes of memories.

Magic Item Creation Modifier:

Single-use x2

MUDBALL

Evocation [Earth, Water]

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A ball of grey-brown mud appears in your hand. You can throw this ball with no penalties up to the range of the spell, making a normal ranged (not touch) attack. If successful, the target suffers 1d8 points of earth and water damage (half each) + 1 point of damage per caster level (maximum +5). Further, if the target has eyes and does not have damage reduction, the attack blinds it for 1 round.



Diminished Effects: The *mudball* inflicts only 1d6 points of damage and has no other effects.

Heightened Effects: The *mudball* inflicts 1d8 points of earth and water damage (half each) + 1d8 additional damage per two caster levels (maximum 5d8).

MUDDY GROUND

Transmutation [Earth, Water]

Level: 2 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: One 10-foot square/level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Assuming the ground in the area is at least partially made of earth or stone, you turn the top 3 inches of the surface into mud. Creatures in the area move at half speed and must succeed at a Balance check (DC 15) each round that they take an action in the area; failure means they slip and fall prone in the mud. The mud disappears when the spell ends.

Diminished Effects: Because the mud is only 1 inch deep, movement is unaffected (Balance check, DC 10).

Heightened Effects: The mud in the area becomes 12 inches deep, cutting movement to a quarter normal.

MULTIPLE PERSONALITIES

Enchantment (Compulsion)

[Mind-Affecting, Psionic]

Level: 7 (Exotic)

Casting Time: Standard action (see text)

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You create a secondary, ever-present, and troublesome personality within the target's mind. Any time the target wishes to take an action (up to once per round), he must succeed at a Will saving throw or be faced with indecision and internal bickering; as the spell continues, this bickering becomes less internal—the target begins arguing with himself. A target that fails this Will save remains frozen with indecision for 1d4 rounds, then the player (or DM, if the target is an NPC) rolls d%. On

a roll of 1 to 50, the target can take the action. On a roll of 51 to 00, the secondary personality wins out and the target does the opposite of the intended action (or as close as possible). For example, if he wanted to attack a foe, he attempts to heal or help the foe for a round instead.

Diminished Effects: The spell lasts one hour per level.

Heightened Effects: Once affected, the target is automatically frozen with indecision for 1d4 rounds, and then must make the d% roll to see which personality is dominant.

Magic Item Creation Modifiers: Constant ×1.5, single-use ×3

NEUTRALIZE POISON

Transmutation [Positive Energy]

Level: 4 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature or object touched (up to 1 cubic foot/level)

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

If your caster power check beats the poison's Difficulty Class, you detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects end, but the spell does not reverse Instantaneous effects such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell also neutralizes the poison in a poisonous creature or object. A poisonous creature replenishes its poison at its normal rate.

Diminished Effects: The caster power check suffers a -3 penalty.

Heightened Effects: In addition to the normal effects, this spell heals damage inflicted by poisons within the last hour.

NULL MAGIC ZONE

Abjuration

Level: 7 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 10-foot-radius spread

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: See text

You create an immobile area where magic does not function. The area remains impervious to magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

A *null magic zone* suppresses any spell or magical effect used within, brought into, or cast into the area, but it does not dispel it. Time spent within a *null magic zone* counts against the suppressed spell's duration. Golems and other magical constructs, elementals, outsiders, and corporeal undead, still function in a *null magic zone* (though the *null magic zone* suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

If summoned or conjured creatures of any type, as well as incorporeal creatures, enter a *null magic zone*, they wink out. They reappear in the same spot once the zone goes away. Time spent "winked out" counts normally against the duration of the conjuration maintaining the creature. If you cast *null magic zone* in an area occupied by a conjured creature with spell resistance, you must succeed at a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out.

Normal creatures can enter the area, as can normal missiles. The spell has no effect on constructs that are imbued with magic during their creation and thereafter are self-supporting (unless they have been summoned, in which case treat them like any other summoned creatures). Undead and outsiders likewise remain unaffected unless summoned. The zone may temporarily nullify these creatures' spell-like or supernatural abilities, however.

Dispel magic does not remove the zone. Two or more *null magic zones* sharing any of the same space have no effect on each other. Laden 9th- and 10th-level spells remain unaffected by a *null magic zone* (see the individual spell descriptions). Artifacts and creatures of demigod or higher status go unaffected.

Note: Should a target creature be larger than the zone's area, any part of the



creature that lies outside the zone remains unaffected.

Diminished Effects: The area becomes up to a 1-foot-radius spread.

Heightened Effects: The area becomes a 20-foot-radius spread (S). This version works against all spells except 10-level spells.

Magic Item Creation Modifier: Constant ×5

OBJECT LORESIGHT

Divination [Psionic]

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Target: One object

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You learn something significant about an object you touch. Go through this list, in order; the first bit of lore you do not know, you learn through this spell:

1. Age of object.
2. Name of last creature to touch the object, if any (other than you).
3. Race of last creature to touch the object, if any (other than you).
4. Name of the object's creator (a natural object, like a rock, was created by nature).
5. Race of the object's creator, if any.
6. Object's purpose.
7. Material(s) that makes up the object.
8. Location of the object's creation.
9. Name of the most recent owner of the object, if any.
10. Magical ability of the object, if any (random if more than one).

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

Diminished Effects: N/A

Heightened Effects: N/A

Magic Item Creation Modifiers: Charged ×2, constant ×3

OBSCURING MIST

Conjuration (Creation) [Air, Water]

Level: 1 (Simple)

Casting Time: Standard action

Range: 30 feet

Effect: 30-foot-wide by 20-foot-high cloud centered on you

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

A misty vapor arises around the caster. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20 percent miss chance). Creatures farther away have total concealment (50 percent miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11 mph or more) disperses the fog in 4 rounds. A strong wind (21 mph or more) disperses it in 1 round. A fire spell burns away the fog in the explosive or fiery spell's area.

This spell does not function underwater.

Diminished Effects: The area becomes a 5-foot spread that is 8 feet high. The duration becomes 1 round per level.

Heightened Effects: The cloud moves as you direct, ignoring the wind, up to 10 feet per round.

OPEN DOOR

Transmutation

Level: 5 (Simple)

Casting Time: Standard action

Range: Touch

Effect: One door or similar closure

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause one door to open, regardless of how it is sealed, barred, or locked. Even if affected by multiple locks, an iron bar, and a *lesser sealed door* spell, the door opens. Even if a giant is holding the door closed, it opens. You still must overcome the resistance of a door sealed by *greater sealed door*. A door sealed by a heightened *greater sealed door* spell is immune to this spell.

Diminished Effects: The door can be no larger than 6 feet high, 3 feet wide, and 1 inch thick. It remains open for only 1 round per two caster levels (maximum 10 rounds).

Heightened Effects: The spell's range becomes Close (25 feet + 5 feet per two levels), and you can use this spell to affect doors for 1 round per two caster levels, opening up to one door per round.

OPEN LOCK

Transmutation

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Effect: One lock

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause one lock to unlock if your caster power check beats the lock's Difficulty Class. For a door affected by a *lesser or greater sealed door* spell, the caster power check must overcome the Difficulty Class in the spell's description.

Multiple locks require multiple castings of the spell. A magically sealed door that is also locked requires two castings.

Diminished Effects: The lock remains open for only 1 round per two caster levels (maximum 5 rounds).

Heightened Effects: You gain an additional +5 bonus to your caster power check.

PEER THROUGH MATTER

Divination

Level: 5 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: Concentration (up to 1 round/level)

With *peer through matter*, 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's no light at all. For example, if you look into a locked chest, you can see inside it even if it's dark within. This spell can penetrate matter based on your level and the type of material (see the table on the next page for more information).

You can 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. Alternately, 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 using *peer through matter*.



Substance	Thickness Scanned/Round*	Maximum Thickness
Organic matter (animal)	2 feet/5 levels	2 feet/level
Organic matter (vegetable)	1 foot/5 levels	2 feet/level
Stone	6 inches/5 levels	1 foot/level
Iron, steel, and so on	Half-inch/5 levels	1 inch/level
Lead, gold, platinum	Cannot penetrate	n/a

* Thickness penetrated per round of concentration

Diminished Effects: You can only see through organic matter (wood, leather, etc.).

Heightened Effects: The spell lasts 1 round per level with no concentration needed, and double the maximum thicknesses allowed.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 3$

PERFECT HEALTH

Evocation [Positive Energy, Truename]

Level: 9 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *lesser battle healing*, except that you cure all hit point damage as well as all ability score damage, you remove all diseases and poisons from the creature's body, as well as any unwanted conditions such as blindness, deafness, fear, nausea, stun, daze, negative levels, and so on. *Perfect health* even ends unwanted enchantments and transmutations if you make a caster power check (either opposed by the caster of each spell or with a Difficulty Class equal to each spell's save DC, whichever is appropriate).

This spell does not restore permanent ability score drain, lost levels, severed limbs, or lost body parts.

If you use this spell against an undead, the creature must make a successful Will save or be destroyed.

Perfect health requires the use of an ivory wand worth 800 gp as a material component.

Diminished Effects: You heal all hit point damage, but nothing else.

Heightened Effects: You can affect two creatures with this spell.

Magic Item Creation Modifiers: Single-use $\times 2$, spell-completion $\times 2$

PERFECT WARD

Abjuration [Teleportation]

Level: 10 (Complex)

Casting Time: 1 full round

Range: Touch

Target: One creature or object, or one 10-foot cube/caster level

Duration: 24 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 24 hours. The ward transports any creature touching the subject 1d100 \times 10 miles away instantaneously in a random direction unless the creature makes a Fortitude saving throw (spell resistance also applies). Even creatures who make their saving throws 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 midair (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 creature multiple times must make a saving throw each time.

If cast on an area, the duration is one day per level instead of 24 hours, and the ward affects anyone entering the area.

Diminished Effects: Creatures that succeed at the saving throw need not make another save to touch the warded creature.

Magic Item Creation Modifiers: Charged $\times 2$, constant $\times 5$, single-use $\times 3$, spell-completion $\times 3$

PERMANENT REST

Necromancy [Positive Energy, Truename]

Level: 8 (Complex)

Casting Time: One hour

Range: Touch

Target: One dead creature

Duration: Instantaneous

Saving Throw: Will negates (see below)

Spell Resistance: Yes

You cast *permanent rest* on a corpse that has neither been made into an undead creature nor raised back to life. This spell prevents the dead creature from being animated as undead or raised from the dead. If the DM determines that the dead subject's soul would not like this effect, the subject may make a Will saving throw, using the same bonus she had in life. Subjects with spell resistance get no choice—you must always check resistance for this spell.

Diminished Effects: The spell works only on dead creatures with willing spirits.

Heightened Effects: The effect offers no saving throw (but spell resistance remains).

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 1.5$, spell-completion $\times 1.5$

PHASE DOOR

Conjuration (Creation)

Level: 7 (Complex)

Casting Time: Standard action

Range: Touch

Effect: Ethereal opening measuring 5 feet by 8 feet and 1 foot/level deep

Duration: One usage/two levels

Saving Throw: None

Spell Resistance: No

This spell creates a passage through wood, plaster, or stone walls, but not other materials. The *phase door* is invisible and

inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *phase door* and reappear when you exit. (You may exit out the other side of the passage into the next room or outdoors, or exit back out the way you entered.) If desired, you can take one other creature, Medium or smaller, through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Even magic that reveals the presence of a *phase door* does not allow its use.

A *phase door* is subject to *dispel magic*. Anyone within the passage when it is dispelled is harmlessly ejected.

You can allow other creatures to use the *phase door* by setting a triggering condition for it. Such conditions can be as simple or elaborate as you desire. You can base them on a creature's name or identity, but otherwise you must base them on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

Diminished Effects: Only the caster can move through the door, and only once.

Heightened Effects: The *phase door* becomes Permanent, with as many uses as needed.

Magic Item Creation Modifier: Constant $\times 2$

PLANT ARMOR

Conjuration (Creation) [Plant]

Level: 1 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One hour/level (D)

You cover your body in conjured sheets of bark, shoots of bamboo, thick plant fiber, and leaves. This *plant armor* grants you a +4 armor bonus to Armor Class. This armor is form-fitting and astoundingly flexible, so it confers no armor check penalty or spell failure chance, and it has a maximum Dexterity of +6. It does not affect speed; Medium characters should treat it as light armor that weighs 10 lbs. (Those not proficient in light armor suffer a -2 armor check penalty and a 5 percent spell failure chance.) If you cast this spell again while it is

already in effect, you conjure a special wooden shield that provides a +2 shield bonus to Armor Class while conferring no armor check penalty, spell failure chance, or maximum Dexterity. It weighs 5 lbs. if you are of Medium size.

Diminished Effects: The Armor Class bonus becomes +1 only, and the duration becomes 1 round per level.

Heightened Effects: The armor gains a +5 Armor Class bonus and the shield a +3 shield bonus.

Magic Item Creation Modifiers: Constant N/A, single-use $\times 3$

PORTAL TO ANOTHER PLANE

Conjuration (Creation) [Teleportation]

Level: 8 (Complex)

Casting Time: Standard action

Range: Touch

Effect: A doorway to another plane that measures up to 10 feet square

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You create a glowing doorway in mid-air that leads to another plane of existence or an alternate dimension. You must have previously viewed the destination end of the doorway (on the other plane), either normally or through a spell. You can place the door on a wall, or in a normal doorway. You can deactivate it with a specific word that you choose or by the presence of a specific key that you designate. The portal is only one-way.

Diminished Effects: The portal lasts for only one hour per level.

Heightened Effects: The portal is two-way and can be made invisible, even when active, if you wish.

Magic Item Creation Modifiers: Single-use $\times 4$, spell-completion $\times 1.5$

PRECISE VISION

Transmutation [Sibcecai]

Level: 1 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You can see details, either small or distant, much more clearly than normal. In addition, you gain a +5 competence bonus to Spot and Search checks.

Diminished Effects: The bonus becomes only +1, and the duration becomes 1 round per level.

Heightened Effects: The bonus becomes +10.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 2$

PREDICT WEATHER

Divination [Litorian]

Level: 1 (Simple)

Casting Time: One minute

Range: Personal

Target: You

Duration: Instantaneous

You learn what type of weather the surrounding locality will experience tomorrow.

Diminished Effects: The spell has only a 50 percent chance of predicting the weather correctly. Casting it more than once yields the same result each time.

Heightened Effects: You can predict the weather for the coming week.

PRIMAL RELEASE

Transmutation [Litorian]

Level: 8 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature (not you)

Duration: 10 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). The creature can fight as though it had the Cleave (its normal and improved versions), Power Attack, and Improved Sunder feats.

Diminished Effects: The duration becomes one minute per level.

Heightened Effects: The target gains a +12 inherent bonus to Strength and Constitution, and a +4 inherent bonus to Dexterity. All its other modifications remain the same.



Magic Item Creation

Modifiers: Constant $\times 2$, single-use $\times 1.5$, spell-completion $\times 1.5$

PROTECT SOUL

Abjuration

Level: 6 (Simple)

Casting Time: One hour

Range: Personal

Target: You

Duration: One day/level

This spell protects your soul from harmful spells such as *consume soul* and *trap soul*, as well as from any spell that requires your truename—the name of your soul. It also protects your truename from the *learn truename* spell.

The *protect soul* spell does not end with your death; it prevents you from being animated as an undead creature or roused as an undead spirit. Any time a foe attempts to use such an effect against you, you must make opposed caster power checks. If you succeed, you are safe. If your foe succeeds, resolve the spell normally (with saving throws and spell resistance, if applicable).

Diminished Effects: The duration becomes 10 minutes per level.

Heightened Effects: The aspect of the spell that keeps you from becoming undead after death becomes permanent if you die with *protect soul* active.

Magic Item Creation

Modifier: Charged $\times 1.5$, constant $\times 2$, single-use $\times 2$

PROTECT STAFF

Abjuration [Force]

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Target: One staff

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

You create a protective force field around a staff, adding +1 to its hardness plus an additional +1 for every two caster levels you have

above 1st. Further, the staff gains temporary hit points equal to +3 per caster level.

Diminished Effects: The duration becomes 10 minutes per level. The hardness bonus has a maximum of +5, and the temporary hit points have a maximum of +30.

Heightened Effects: The staff adds +1 to its hardness per caster level and gains a bonus to saving throws equal to +1 plus an additional +1 for every three caster levels you have above 1st.

Magic Item Creation

Modifier: Constant $\times 2$

PROTECTION FROM ELEMENTS

Abjuration [See Text]

Level: 3 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes

This abjuration grants a creature temporary invulnerability to the selected elemental type (air, earth, fire, or water). When *protection from elements* absorbs 12 points of elemental damage per caster level, it is discharged. The spell protects the target's equipment as well as himself.

Protection from elements absorbs only hit point damage. The target could still suffer unfortunate side effects.

The spell takes on the descriptor of the chosen element.

Diminished Effects: The duration becomes one minute per level, and the protection covers only 6 points of elemental damage per caster level.

Heightened Effects: The spell provides 20 points of protection per caster level.

Magic Item Creation

Modifier: Constant $\times 1.5$

PROTECTION FROM ENERGY

Abjuration

Level: 4 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** 10 minutes/level or until discharged**Saving Throw:** None**Spell Resistance:** Yes

This abjuration grants a creature temporary invulnerability to the selected energy type (acid, cold, electricity, fire, or sonic). When *protection from energy* absorbs 20 points of energy damage per caster level, it is discharged. The spell protects the target's equipment as well.

Protection from energy absorbs only hit point damage. The subject could still suffer unfortunate side effects.

The spell takes on the descriptor of the chosen energy type.

Diminished Effects: The duration becomes one minute per level, and the protection covers only 12 points of energy damage per caster level.

Heightened Effects: The spell provides 30 points of protection per caster level.

Magic Item Creation Modifier: Constant $\times 1.5$

PROTECTIVE CHARM

Enchantment (Charm)

[Faen, Mind-Affecting]

Level: 2 (Simple)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** Up to one creature/level (of your general type), no two of which may be more than 30 feet apart**Duration:** 1 round/level**Saving Throw:** Will negates**Spell Resistance:** Yes

With a flash of bright light, you charm creatures so that they will not attack you. The spell alters their behavior in only one way: If they wish to attack you, they choose to do something else (move away, attack someone else, and so on, depending on the creature and the situation).

The spell works against creatures of the same general type as the caster. So if you are a litorian, the spell works against all humanoids. If you are a medusa, it works against all monstrous humanoids.

Diminished Effects: The spell affects only one target.

Heightened Effects: The spell affects any type of living creature.

Magic Item Creation Modifier: Constant $\times 1.5$

PROTECTIVE SHELL

Abjuration

Level: 10 (Simple)**Casting Time:** Standard action**Range:** 0**Area:** Up to 10-foot radius per level hemisphere centered on you**Duration:** One minute/level (D)**Saving Throw:** None**Spell Resistance:** No

You create a translucent blue protective hemispherical shell around yourself and your surroundings. The shell moves with you, and you can resize the shell as a free action every round, up to its maximum size. Those within the shell are impervious to all ranged attacks, whether physical (arrows, javelins, falling boulders) or magical (*icebolt*, *forceblast*, *psychic blast*, *mass devastation*, 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 is always safe and comfortable.

If you move, you do not “drag” creatures or objects with you. If your movement or reshaping 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.

Diminished Effects: The shell does not move. However, you must stay within its area or the spell ends.

Magic Item Creation Modifiers: Constant $\times 3$, single-use $\times 1.5$, spell-completion $\times 1.5$

PSYCHIC BLAST

Enchantment (Charm)

[Mind-Affecting, Psionic]

Level: 8 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** Cone**Duration:** Instantaneous**Saving Throw:** Will partial**Spell Resistance:** Yes

You blast out a cone of disruptive thoughts. Creatures caught in the cone suffer 1d6 points of damage per caster level (maximum 20d6). Those who fail their saving throws also suffer 1d4 points of temporary Wisdom damage and 1d4 points of temporary Intelligence damage.

Diminished Effects: The spell inflicts only hit point damage, not ability score damage.

Heightened Effects: *Psychic blast* inflicts 1d8 points of temporary Wisdom damage and 1d8 points of temporary Intelligence damage in addition to the usual hit point damage.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

PURGE AKASHIC MEMORY

Transmutation [Psionic]

Level: 9 (Exotic)**Casting Time:** One day**Range:** Close (25 feet + 5 feet/two levels)**Effect:** One fact or memory of an event**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You reach into the akashic memory and modify up to five minutes of collective memory or the details of a single fact in one of the following ways:



1. Eliminate all memory of an event that people still living actually experienced. All creatures (except for you and those you designate) forget the event. This use of the spell can even undo the effects of a mind-affecting spell cast during that event.
2. Erase the details of a fact that no one living (except perhaps you) remembers or knows, but which lies within the akashic memory. This use of the spell eradicates the fact forever. If someone living does know the fact, the spell fails, although it does reveal the name of the one who knows. A single fact includes the password to open an ancient tomb, the truename of a creature, or the location of a long-dead city.
3. Change the details of an event that no one living remembers or knows about, but which lies within the akashic memory. If someone living does know the details of the event, the spell fails, although it does reveal the name of the one who knows.
4. Implant a false memory of an event or a fact into the akashic memory. If this use of the spell results in multiple "answers" to a question that an akashic seeks in the akashic memory, the akashic has an equal chance of discovering any one of them. The character gets no warning that there are multiple answers.

Purge akashic memory does not affect written records. You do not have to be an akashic to cast this spell.

Casting this spell requires the breaking of a material component: a wooden staff worth 10,000 gp and prepared specially by an akashic of at least 15th level.

Diminished Effects: The *purge akashic memory* spell can erase (but not change) one minute of memories of an event, or one single fact in the akashic memory that no one knows or remembers, but it cannot affect living people's memories. If someone living does retain the fact or memory, the spell fails and provides no information.

Heightened Effects: You can alter or erase up to 15 minutes of a memory or the details of up to three facts.

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 4$, spell-completion $\times 3$

RAIMENT

Transmutation

Level: 0 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You change your current clothing (not armor or other gear) into a different style of clothing. For example, you could change your beautiful gown into a more practical tunic and breeches if you found yourself in danger or turn your ratty old cloak into a noble robe for a surprise meeting with the duke.

Heightened Effects: For the duration, you can make numerous changes to your clothing (up to one per round; each change requires a standard action to invoke). You can also disguise and hide (through illusion) your armor, weapons, and gear, although creatures that interact with you in a meaningful way can make a Will (disbelief) save to notice them. You cannot create armor, weapons, or gear with *raiment*. This version of this spell takes on the illusion (glamer) school.

Magic Item Creation Modifiers:

Constant $\times 2$, single-use $\times 2$

RAISE THE DEAD (LESSER)

Necromancy [Positive Energy, Truename]

Level: 7 (Complex)

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 creatures who have been dead only 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.

Lesser 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 (other than harmful curses and so forth) active on the subject—even permanent ones—are now gone. 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.

Lesser 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 had lost a level to an undead's energy drain. This level loss cannot be repaired by any spell. If the subject is only 1st level, he loses 1 point of Constitution instead.

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.)

Diminished Effects: The final spell has only a 50 percent chance of working, even if the subject's soul is willing. If it fails, the caster must begin the entire process again.

Heightened Effects: The spell can bring back those who have been dead for one week per caster level, and the subject is fully healed when the spell is done.

Magic Item Creation Modifiers:

All $\times 2$

RAISE THE DEAD (GREATER)

Necromancy [Positive Energy, Truename]

Level: 9 (Complex)

Casting Time: 12 hours

Range: Touch

Target: One dead creature



Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: Yes (harmless)

As *lesser raise the dead*, but you can raise creatures who have been dead up to one month per caster level.

You must have some piece of the dead body (even a hair will do) to restore it to life. This spell restores the subject to full health—it cures all hit points, ability score damage, and rids the subject of all poisons, diseases, and unwanted conditions.

Raise the dead cannot restore a subject who has been made an undead creature.

Each casting of this spell consumes as a material component a pearl worth at least 1,000 gp. (So restoring someone to life requires seven pearls.)

Diminished Effects: The spell requires that the dead body 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.

Heightened Effects: The spell works exactly like the diminished version of *lesser raise the dead*, except that you do not need to know the truename of the subject—in fact, the subject can be Unbound. The spell does not have the truename descriptor.

Magic Item Creation Modifiers: All ×2

READ MAGIC

Divination
Level: 0 (Simple)
Casting Time: Standard action
Range: Personal
Target: You
Duration: 10 minutes/level

By means of *read magic*, you can read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once you have cast the spell and read the magical inscription, you can thereafter read that particular writing without *read magic*. You can read at the rate of one page (250 words) per minute. The

spell also allows you to identify a rune created by a runethane.

Magic Item Creation Modifier: Single-use ×2

READ MIND

Divination [Mind-Affecting, Psionic]
Level: 2 (Complex)
Casting Time: Standard action
Range: Close (25 feet + 5 feet/two levels)
Target: One living creature
Duration: Concentration, up to one minute/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You can read the surface thoughts of another creature. When casting *read mind* upon a creature of animal intelligence (Intelligence score of 1 or 2) you can pick up only simple, instinctual thoughts.

Diminished Effects: The duration becomes 1 round.

Heightened Effects: You can switch targets during the duration; each target gets its own Will save. A target that makes a successful save cannot be affected later by the same casting.

Magic Item Creation Modifier: Constant ×2

REDUCE WEIGHT

Transmutation [Giant]
Level: 0 (Exotic)
Casting Time: Standard action
Range: Touch
Target: One creature or object
Duration: 10 minutes/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

By altering the effect of gravity on one creature or object touched, you make the target effectively lighter by up to 20 lbs. per level. You can't reduce a target to less than half its original weight; the spell does not affect creatures or objects weighing less than 1 lb. Weapons reduced to half their weight carry a –1 circumstance penalty to damage. Hardness and durability go unaffected. Creatures affected by this spell gain a +1 circumstance bonus to Jump checks.

Although you can use *reduce weight* to reduce a character's overall encumbrance or make a heavy bit of treasure easier to

carry away from where it was found, the spell becomes particularly useful when casting *teleport* and other weight-based spells.

Heightened Effects: The spell reduces weight by 50 lbs. per level and can reduce a target's weight to 1 lb., even if that is less than half its original weight. Weapons reduced to less than half their original weight inflict half damage (this affects only the weapon's actual die-roll result, not any modifiers due to Strength, magic, and so on). Creatures affected by this spell gain a +5 circumstance bonus to Jump checks.

Magic Item Creation Modifiers: Constant ×3, single-use ×1.5

REGENERATION

Transmutation [Positive Energy]
Level: 8 (Exotic)
Casting Time: 3 full rounds
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

The subject's severed body members, broken bones, and ruined organs grow back. After you cast the spell, it takes 1 round to complete the physical regeneration, assuming the severed members are present and touching the creature; it takes 2d10 rounds otherwise. The subject also heals 3 hit points per round for the next 2d10 rounds +1 round per caster level (up to +20), up to the character's maximum.

This spell does not restore ability score damage.

Diminished Effects: It takes 1d6+4 hours to fully regenerate lost body parts, broken bones, and ruined organs.

Heightened Effects: The subject regains 5 hp per round until fully healed, in addition to the normal regrowth of body parts.

Magic Item Creation Modifiers: Constant ×5, single-use ×3, spell-completion ×1.5

REMOVE CURSE

Abjuration [Truename]
Level: 4 (Simple)
Casting Time: Standard action
Range: Touch



Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove curse takes away all curses from an object or a person if you succeed at a caster power check (either opposed by the caster of each curse or with a Difficulty Class equal to the save DC of each curse, whichever is appropriate). *Remove curse* does not take the curse away from a cursed shield, weapon, or suit of armor, although the spell typically enables the character afflicted with any such cursed item to remove and get rid of it.

Diminished Effects: The spell does not remove the curse, but it does suppress the effects for 1d6 hours.

Heightened Effects: You gain a +5 bonus to the caster power check to remove the curse.

REMOVE DISEASE

Transmutation [Positive Energy]

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject suffers from if you succeed in a caster power check against the saving throw Difficulty Class of the disease. This spell also kills parasites.

Since the spell's duration is Instantaneous, it does not prevent re-infection if the subject is exposed to the same disease again later.

Diminished Effects: The caster power check suffers a -3 penalty.

Heightened Effects: In addition to the normal effects, the spell heals any damage inflicted by diseases within the last week.

REMOVE MALADY

Transmutation [Positive Energy, Truename]

Level: 5 (Complex)

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove malady takes away one horrible malady affecting a creature, such as paralysis, blindness, deafness, madness, petrification, vitrification, fear, a poison, or a disease. You must succeed at a caster power check against the caster of the spell that inflicted the malady or against the malady's Difficulty Class, whichever seems more appropriate. However, if the malady is the natural result of some other injury (paralysis due to spinal injury, blindness due to destroyed eyes, and so on), *regeneration* is the only recourse.

Diminished Effects: Even after a successful caster power check, there is only a 50 percent chance that the spell will work.

Heightened Effects: The casting time becomes one standard action.

Magic Item Creation Modifier:

Single-use ×2

REPAIR (LESSER)

Transmutation

Level: 0 (Simple)

Casting Time: Standard action

Range: 10 feet

Target: One object of up to 1 lb.

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You repair a broken or damaged object as it hums and glows with an orange light. For example, this spell will weld a broken ring, a chain link, a medallion, or a slender dagger. You can invisibly rejoin pieces of ceramic or wooden objects to be as strong as new. A hole in a leather sack or wineskin is completely mended with *lesser repair*.

If an object is damaged, this spell restores 1d10 of its lost hit points. The spell can repair a magic item but does not restore the item's magical abilities.

Heightened Effects: The object can weigh up to 10 lbs. per caster level; when restoring an object's lost hit points, the spell restores 2d6 points + 1 point per caster level.

REPAIR (GREATER)

Transmutation

Level: 3 (Simple)

Casting Time: Standard action

Range: 10 feet

Target: One object

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

As *lesser repair*, except that it can restore even an object shattered into bits, although the object must weigh no more than 50 lbs. per caster level in its finished form.

If an object is damaged, this spell restores 1d6 of its lost hit points per caster level (maximum 10d6), no matter what its size. *Greater repair* can repair a magic item but does not restore the item's magical abilities. You can even use this spell to repair ramshackle (but still relatively whole) buildings or breaches in a castle's walls, for example.

Diminished Effects: This spell can restore only broken or damaged objects up to 20 lbs. per caster level.

Heightened Effects: This spell can repair broken items of up to 100 lbs. per caster level, and it restores 1d8 hit points per level to a damaged object (maximum 15d8).

RESILIENT SPHERE (LESSER)

Evocation [Force]

Level: 4 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Sphere up to 1 foot/level in

diameter, centered around a creature

Duration: One minute/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

With a wave of your hand, a globe of force encloses a single creature (and only one), provided the creature is small enough to fit within the sphere. The sphere contains the subject for the spell's duration. The sphere can withstand 100 points of damage per caster level. Attacks on the sphere do not harm the subject. Nothing can pass through the globe, inside or out, though the subject can breathe normally. The subject may struggle, but the only effect is to move the sphere slightly—the subject cannot damage it. The globe can be physically moved, either by people outside it or by the struggles of those within.

Diminished Effects: The sphere has only 25 hit points per caster level.

Heightened Effects: The sphere has 200 hit points per caster level and can measure up to 2 feet per level in diameter.

RESILIENT SPHERE (GREATER)

Evocation [Force]

Level: 6 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Sphere up to 3 feet/level in diameter, centered around a creature

Duration: Permanent (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

As *lesser resilient sphere*, except the sphere can withstand 200 points of damage per caster level. Further, you can move the globe mentally (requires concentration), up to your normal speed.

Diminished Effects: The sphere has a duration of only one minute per level. It measures only 2 feet per level in diameter.

Heightened Effects: Damage inflicted upon the sphere is also inflicted upon the creature within.

Magic Item Creation Modifier:
Single-use ×2

RESISTANCE

Abjuration

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature or object

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target gains a momentary halo of soft violet light. For the duration, the target enjoys a +1 resistance bonus to all saving throws. For every five caster levels, the target gains an additional +1 to the resistance bonus (maximum +5).

Diminished Effects: The bonus never exceeds +1, and it applies only to the first saving throw made during the duration.

Heightened Effects: The duration becomes one hour per level.

Magic Item Creation Modifier:
Constant N/A

RESTORATION

Transmutation [Positive Energy, Truename]

Level: 5 (Complex)

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Restoration dispels any magical effects reducing one of the subject's ability scores. The spell also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if one day per caster level or less has passed since the subject lost it.

The spell cures all temporary ability damage, and it restores 1 point permanently drained from a single ability score (caster's choice if more than one is drained).

Restoration never restores levels or Constitution points lost due to death.

Diminished Effects: The spell cures only temporary ability damage in one score. It does not restore lost levels, though it does dispel negative levels.

Heightened Effects: The spell restores all lost levels and all points permanently drained from a single ability score.

REVIVIFICATION

Transmutation [Positive Energy]

Level: 5 (Simple)

Casting Time: Standard action

Range: Touch

Target: One dead creature

Duration: One minute/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

Your hands glow with bright green energy, which you transfer to a corpse you touch. The energy brings one dead creature immediately back to life. The target cannot have been dead for more than one minute per caster level. The target has 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 creature to be revivified 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.

The target stays alive for the duration, after which time it dies again (regardless of any healing gained) unless someone casts *stabilize soul* spell on the target. *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).

An undead creature targeted with this spell must make a Will saving throw or become normally dead once again.

Diminished Effects: The duration becomes only 1 round per level. The spell has no effect on undead.

Heightened Effects: The duration becomes one hour per level. If *raise the dead* is cast (once) on a target under the effects of this spell, the creature remains alive (as normal) and loses a point of permanent Constitution drain rather than a level. A 1st-level character loses a point of Constitution normally.

Magic Item Creation Modifiers:
Single-use ×4, all others ×2

RIDE THE LIGHTNING

Evocation [Electricity, Teleportation]

Level: 7 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Area: A 5-foot-wide line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You loose a bolt of lightning from your hand. It fills the area, while at the same time you disappear. Anyone in the area suffers 1d6 points of electricity damage per caster level (maximum 15d6). You appear again, safely, where the lightning bolt ended, having "ridden the lightning."

Diminished Effects: The spell inflicts a maximum of 10d6 points of damage, and the range is Medium (100 feet + 10 feet per level).

Heightened Effects: The spell inflicts a maximum of 20d6 points of damage, plus you can make the line 10 feet wide if you wish it—otherwise, the range doubles (800 feet + 80 feet per level).



ROAR OF COURAGE

Conjuration [Giant, Litorian]

Level: 8 (Simple)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Targets: All allies within range

Duration: 10 minutes/level

With a bellow of triumph, you inspire all those around you. You grant all allies near you an immunity to fear effects and a +2 morale bonus to all attack rolls, saves, and checks as long as you remain with the range. If targets leave the affected range they lose the benefits of the spell, but if they return they regain them.

Diminished Effects: The spell grants only the immunity to fear.

Heightened Effects: The morale bonus becomes +4.

Magic Item Creation Modifier: Constant ×2

ROARING DEFENSE

Evocation [Dragon, Sonic]

Level: 6 (Exotic)

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 10 minutes/level

With a mighty roar, you create a magical field of sonic energy around yourself. This energy provides one of the following benefits, chosen by you:

- A +10 bonus to your spell resistance, if you already have spell resistance.
- A +8 bonus to your natural armor bonus, if you already have a natural armor bonus.
- A +30 foot bonus to your fly speed, if you already have a fly speed.
- A +4 resistance bonus to all saving throws.

Diminished Effects: All bonuses provided in the benefit are one-half of their listed value.

Heightened Effects: You can choose any two of the benefits to have in effect at the same time

Magic Item Creation Modifiers: Constant ×3, single-use ×1.5

ROCK'S HAND

Evocation [Earth, Giant]

Level: 7 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: 10-foot-wide hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You create a large stone hand that rises up out of the ground where you wish (including under a foe). This hand can grapple one opponent that you select. The stone hand gets one grappling attack per round. Its attack bonus to make contact is half your level + 10 for the hand's Strength score (31) – 1 for being Large. Its grapple check is this same figure, except with a +4 bonus for being Large instead of –1. It holds but does not harm creatures it grapples.

The hand can interpose itself between you and your opponent. Interposing provides you with nine-tenths cover (+10 bonus to Armor Class) against that opponent. You can make the hand move by spending a move-equivalent action to direct it. It moves along the ground, limited to traveling atop the earth (it cannot, for example, cross water or a pit) at a speed of 10 feet. Its movement causes a wakelike disturbance in the ground that immediately repairs itself.

The *rock's hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you have when undamaged, and its Armor Class is 20 (–1 size, +11 natural). It suffers damage as a normal creature, but most magical effects that don't cause damage (like *gaze of fear* or *distraction*) do not affect it. The hand makes saving throws as if it were you.

You must cast *rock's hand* while standing upon the ground, underground, or upon a stony or earthen surface.

Diminished Effects: The hand is Medium in size, only 5 feet high. It has a Strength of 20 (+5 bonus) and can only grapple opponents of its own size or smaller. It has half of your total

number of hit points and AC 21. It cannot interpose or move from the spot where it was created.

Heightened Effects: Two hands rise up out of the ground within range. Each can act independently, or they can cooperate, attacking with a bonus equal to your character level + 10 for the hand's Strength score (31) – 1 for being Large. Their grapple check is this same figure, except with +4 for being Large instead of –1.

ROSES OF LIFE

Conjuration (Healing) [Positive Energy]

Level: 4 (Exotic)

Casting Time: 10 minutes

Range: Touch

Effect: One magical rose/level

Duration: One hour/level

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

You create roses made of glistening (positive) magical energy. Anyone can use one of these roses, at any time during the duration, to heal themselves of 1d8 points of damage plus 1 point per caster level as a standard action. Thus, you can keep the roses you create for later, use them immediately, or give them to allies. A single rose can also be used to make a touch attack against an undead creature that inflicts 1d8 points of damage plus 1 point per caster level as a standard action.

Crumbled rose petals and powdered ruby worth at least 300 gp are required material components of this spell.

Diminished Effects: The roses each heal 1d8 points of damage only.

Heightened Effects: The roses each heal 2d8 points of damage plus 1 point per caster level.

Magic Item Creation Modifiers:

Constant ×3, single-use ×1.5

ROUSE GHOSTLY ARMY

Necromancy [Negative Energy]

Level: 10 (Complex)

Casting Time: One entire night

Range: Medium (100 feet + 10 feet/level)

Target: One corpse/level

Duration: Instantaneous (self-sustaining magic)

Saving Throw: None

Spell Resistance: No

This spell allows you to create and control one incorporeal undead creature per caster level exactly as described in *rouse undead spirit*. This spell requires 1,000 gp in special oils per corpse as a material component to be sprinkled over each body.

Diminished Effects: The undead move at only half their normal move rate, gain no Dexterity bonus (see creature template in Chapter Twelve), and can take only one action per round, either a move-equivalent or a standard action, but not both.

Magic Item Creation Modifiers:

Constant ×3, single-use ×3, spell-completion ×1.5

ROUSE UNDEAD SPIRIT

Necromancy [Negative Energy]

Level: 6 (Complex)

Casting Time: One hour

Range: Close (25 feet + 5 feet/two levels)

Target: The corpse of one creature with fewer Hit Dice than you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You must cast this spell at night. *Rouse undead spirit* calls the soul of a dead creature and makes it into an undead spirit. Only a small part of the dead creature's body need be present for the casting, but multiple parts of a single dead creature cannot rouse more than one undead spirit. Black energy flows over the remains, and the spirit of the creature rises up out of the corpse. Immediately, the spirit must make a Will saving throw. If the save fails, the undead must obey your verbal commands. If it succeeds, the creature remains in control of its own will. It can attempt a second saving throw (if the DM deems that it would wish to). If the second save succeeds, the creature's soul returns to its normal afterlife, and the corpse crumbles to dust.

If it was not twisted before, the bodiless soul of the creature, now cursed to roam the physical world again, quickly becomes corrupt, vengeful, and malevolent. An uncontrolled undead spirit attempts to slay its creator as quickly as it can. An undead created by this spell enjoys all the abilities it possessed in life, modified by the incorporeal undead template (see Chapter Twelve).

You can control only one undead at a time. Any attempt to create a second

undead or rouse a second undead spirit while you already control one always frees the first undead created or roused. The only exceptions to this are undead whose truenames you know (these do not count against your total of one controllable undead at a time) or undead under the effects of a *control undead* spell.

Creatures whose souls are not available cannot be made into undead. Thus, even if a large portion of the body of a still-living (or once again living) creature is available, it cannot be roused as an undead spirit. Likewise, creatures with trapped or protected souls cannot be roused.

Casting this spell requires 1,000 gp worth of special oils to sprinkle over the corpse.

Diminished Effects: The undead spirit moves only at half its normal move rate and can take only one action per round, either a move-equivalent or a standard action, but not both.

Heightened Effects: The undead spirit gains +1 hp per Hit Die, and the creature gains the special ability described in Chapter Twelve.

Magic Item Creation Modifier:

Constant ×2

SAFE FALL

Transmutation

Level: 1 (Simple)

Casting Time: See text

Range: Close (25 feet + 5 feet/two levels)

Targets: Any free-falling objects or creatures in a 10-foot radius whose weight totals up to 300 lbs./level

Duration: Until landing

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The creatures or objects affected by this spell, even though they fall at the normal rate, suffer no damage if they fall less than 50 feet + 10 feet per caster level. A target that falls into sharp objects, like spikes, suffers half damage from them. This spell does not protect a target from damage sustained by falling into a hazardous substance, like lava or acid.

You can cast *safe fall* quickly enough to save someone who unexpectedly falls. Casting the spell is a free action and can be cast out of turn, although no more than once per round.



This spell has no special effect on a piece of ammunition from a ranged weapon unless it is falling quite a distance. If you cast *safe fall* on a falling item, the item deals half normal damage based on weight, with no bonus for the drop's height.

The spell works only on free-falling objects. It doesn't affect a sword blow or a charging or flying creature.

Diminished Effects: The spell affects only one creature or object (of up to Medium size); one can safely fall 10 feet per level (maximum 50 feet).

Heightened Effects: Affected creatures or objects can fall an unlimited distance without damage.

SANCTION STAFF

Transmutation

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: One staff

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

You empower a staff, allowing you to cast touch-range spells through it, as if it were a part of you. Thus, you can make a melee attack with your staff and also deliver a touch attack spell. The staff functions this way only in your hands. For example, you cannot cast this spell, cast a touch attack spell, and then hand the staff to someone else to use for the attack.

All touch spells are handled normally. This spell does not modify the duration of other spells.

Diminished Effects: The duration becomes 1 round per level.

Heightened Effects: The duration becomes 1 round per level. However, any touch spell cast into the staff has two uses, each usable only once per round.

SAVING GRACE

Abjuration

Level: 0 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One round/level (D)

A flash of violet surrounds your eyes momentarily. When you cast this spell, you must specify a saving throw type: Fortitude, Reflex, or Will. For the duration, you gain a +1 luck bonus to that saving throw category.

Heightened Effects: The duration becomes one minute per level, and the bonus is +3.

Magic Item Creation Modifiers: Constant N/A, single-use ×2

SCALES OF ENERGY

Transmutation [Dragon]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You transform your own natural armor (if any) into a visible magical aura. If you have scales, your scales turn into scintillating energy and float up and around your body, like thousands of tiny satellites. All your natural armor bonus to Armor Class becomes a deflection bonus to Armor Class, and thus protects against touch attacks.

Diminished Effects: You can transform only half your natural armor bonus into a deflection bonus.

Heightened Effects: The duration becomes one hour per level.

Magic Item Creation Modifiers: Constant ×1.5, single-use ×1.5

SCENT BANE

Abjuration [Litorian, Sibeccai]

Level: 0 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature or object

Duration: One minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The scent ability does not help creatures find targets of this spell; they have no scent.

Heightened Effects: The duration becomes 10 minutes per level.

Magic Item Creation Modifier: Constant ×3

SCENT TRACKER

Transmutation [Litorian, Sibeccai]

Level: 1 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You gain the scent ability (as described below) and can use it to help find creatures, track, and so on. You can identify familiar odors just as you do familiar sights.

You can detect opponents within 30 feet by sense of smell. For upwind opponents, the range increases to 60 feet; if they are downwind, it drops to 15 feet. You can detect strong scents, such as smoke or rotting garbage, at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When you detect a scent, you don't determine its exact source, only its presence somewhere within range. You can take a standard action to note the direction of the scent. If you move within 5 feet of the source, you can pinpoint that source.

You can follow tracks by smell, making a Wisdom check to find or follow a track. Following a fresh trail is typically DC 10 (no matter what kind of surface holds the scent). This Difficulty Class increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the trail's age. For each hour that the trail has grown colder, the Difficulty Class increases by 2. Otherwise, follow the rules for the Track feat, but ignore the effects of surface conditions and poor visibility.

Diminished Effects: Duration becomes 1 round per level.

Heightened Effects: The duration becomes one hour per level. You gain a +5 bonus to all checks to track with scent.

Magic Item Creation Modifiers: Constant ×3, single-use ×2

SCREAM

Evocation [Sonic]

Level: 2 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You let loose with a shrill scream. A target you designate (no attack roll needed) suffers 1d8 points of sonic damage + 1 point of temporary Constitution damage +1 point of Constitution damage per five caster levels.

Diminished Effects: The target suffers only 1d8 points of sonic damage.

Heightened Effects: The target is stunned for 1 round in addition to the spell's other effects.

SCRYING

Divination [Psionic]

Level: 5 (Complex)

Casting Time: One hour

Range: See text

Effect: Magical sensor

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

Succeeding at a caster power check allows you to see and hear another creature, who may be at any distance from you. The Difficulty Class of the check depends on how well you know the creature and what sort of physical connection (if any) you have to that creature (see tables, below). Furthermore, if the creature is on another plane, you suffer a -5 penalty on the caster power check.

Knowledge	DC
None*	30
Secondhand (you have heard of the subject)	25
Firsthand (you have met the subject)	20
Familiar (you know the subject well)	15

* You must have some connection to a creature you have no knowledge of (see below).

Connection	Caster Power Check Bonus
Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, nail clippings, etc.	+10

DC Mod.	Scrier's Circumstance
+10	Standing within 20 feet of a large energy or heat source
+5/attempt	Previous attempt at same subject failed

DC Mod.	Subject's Circumstance
+15	Standing within 20 feet of a large energy/heat source such as a pool of lava or an interplanar gateway
+10	Holding a source of magical power of at least lesser artifact strength
+10	Duplicate or shapechange (or similar spell) in effect
+5	Standing within 20 feet of a large amount of lead (at least 100 lbs.)
+5	Sorcerous guise in effect
*	Using the Disguise skill

* +1/point over a DC 25 check

This spell creates a magical sensor located near the subject; the sensor cannot move. Any creature with Intelligence 12 or higher can notice the sensor by making a Spot check (DC 20). However, only you may see through the *scrying* sensor.

Diminished Effects: Casting this version of the spell requires a focus component: a mirror worth at least 1,000 gp.

Heightened Effects: The caster may cast these spells through a *scrying* spell: *darkvision*, *read magic*, *read mind*, and *tongues*. *Detect magic* and *telepathy* have a 5 percent chance per caster level of operating correctly.

SEALED DOOR (LESSER)

Abjuration [Dragon]

Level: 2 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: One door, no larger than 10 feet by 10 feet by 2 feet

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

You create a magical seal around a door (or the lid of a chest or similar doorlike construction) that makes it difficult to open. This seal cannot be picked like a lock, nor can it be disabled like a trap. One can open the door by forcing it with brute strength (break DC 25).

If the door is already stuck, locked, or barred, *lesser sealed door* adds a +10 bonus to the normal break Difficulty Class. A character with the Brandish Magical Might feat can also open the door with a



successful caster power check (DC 25). *Bypass ward* can suppress this spell if a caster succeeds at a caster power check (DC 17).

Diminished Effects: The duration becomes one hour per level, with a break DC 20, or +5 normal.

Heightened Effects: The caster can set up a password or special key to allow anyone to negate the seal for 1 round.

Magic Item Creation Modifier: Single-use ×2

SEALED DOOR (GREATER)

Abjuration [Dragon]

Level: 5 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: One door, no larger than 20 feet by 20 feet by 3 feet

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

You create a magical seal around a door (or the lid of a chest or similar doorlike construction) that makes it difficult to open. Further, the door becomes virtually impervious to harm and resistant to magic. This seal cannot be picked like a lock, nor can it be disabled like a trap. One can open the door by forcing it with brute strength (break DC 35).

If the door is already stuck, locked, or barred, the *greater sealed door* spell adds a +20 bonus to the normal break Difficulty Class. A character with the Brandish Magical Might feat can also open the door with a successful caster power check (DC 35). Further, the door gains 20 points of hardness and SR 25 to resist spells that would affect it, such as *disintegration*, *bypass ward*, or *open door*.

You can set up a password or a special key to allow anyone to negate the seal for 1 round.

Diminished Effects: The door's hardness increases by +5, and the door gains no spell resistance.

Heightened Effects: The door's hit points double, and it has SR 30. It becomes immune to *open door*.

Magic Item Creation Modifier: Single-use ×2

SECURITY

Abjuration [Dragon]

Level: 6 (Complex)

Casting Time: One minute

Range: 0 feet

Area: Three 10-foot cubes per level

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

The warded area becomes proof against any spell or effect of the divination school or any spell with the teleportation descriptor. If someone attempts a divination against anything in the warded area, tries to teleport into the warded area, or attempts to cast a divination or teleportation spell in the warded area, the caster of the prohibited spell must beat you in an opposed caster power check.

Diminished Effects: The spell wards only against teleportation spells, not divinations.

Heightened Effects: The spell becomes Permanent and also keeps out incorporeal creatures (unless their caster power check beats yours).

SEE INVISIBILITY

Divination

Level: 2 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: Cone

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You see any invisible objects or beings as if they were visible normally. Invisible creatures appear to have a bit of a glow around them (so you know they must be invisible to others).

See invisibility does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

Diminished Effects: The duration becomes 1 round per level.

Heightened Effects: One other creature that is touching you can also see invisible objects or beings.

Magic Item Creation Modifiers: Constant ×2, single-use ×2

SEEKER

Transmutation [Litorian, Sibeccai]

Level: 0 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: Until discharged (no more than 1 round/level) (D)

Your eyes glow with golden power until the spell ends. Next time you make a ranged attack, add a +2 competence bonus to attack and damage rolls. Used once, the spell ends.

Heightened Effects: The bonus is +5.

Magic Item Creation Modifiers: Constant N/A, single-use ×2

SEEMING OF FORM

Illusion (Glamour) [Faen]

Level: 2 (Exotic)

Casting Time: One minute

Range: Touch

Target: One nonliving object no larger than the caster

Duration: One hour/level (D)

Saving Throw: Will negates (object) and Will disbelief (if interacted with)

Spell Resistance: Yes (object) and No

This illusion makes an object seem to all senses as if it were something else. You can change the shape, texture, color, and smell as you desire, and you can even change the size by one category. The spell even allows an object to have inherent qualities of another object—a chair can be wielded as a battleaxe, a table can serve as a hinged door, and a helmet can be used as a lockpick.

However, the object retains its original hardness and hit points. Objects that are not actually weapons but are used as such suffer a –1 attack and damage penalty. Magical abilities cannot be bestowed, nor can masterwork quality be granted. Magical qualities in an item are inaccessible while the illusion is in place and the character attempting to use the item believes in the illusion.

Unattended magical items and magical items in the possession of another get a saving throw to resist the affects of this spell.

Diminished Effects: The spell affects only nonmagical objects. Size categories cannot change.

Heightened Effects: The object can be one size category larger than you.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 2$

SENSE THOUGHTS

Divination [Mind-Affecting, Psionic]

Level: 0 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Concentration (up to 1 round/level)

Saving Throw: Will negates

Spell Resistance: Yes

After you have used *contact* on a creature, at any time for the next 24 hours you can cast *sense thoughts* if that creature were within range. You do not need to have line of sight to the creature. This spell reveals the creature's location and emotional state.

Heightened Effects: You do not need to have used *contact* on the target(s) previously—you become aware of the locations of all thinking beings within range who fail their saving throw.

Magic Item Creation Modifier: Constant $\times 2$

SHAPE ELEMENT

Transmutation [See Text]

Level: 6 (Complex)

Casting Time: Five minutes

Range: Close (25 feet + 5 feet/two levels)

Area: One 10-foot cube per level (S)

Duration: One minute/level (see text)

Saving Throw: None

Spell Resistance: No

You take any existing amount of one element (air, earth, fire, or water) and shape it. You can take the fire from a torch and shape it into a wall of fire (which inflicts no more damage than the torch) or create a safe passage through a forest fire. You can take earth from the ground and make it into a bridge or a statue, or create a passageway underground. You can take the air out of a room and shift it elsewhere. You can shape the air to form a continual *gusting wind* effect in the area. You can, by manipulating either air or water, create a bubble of air under the surface of a lake. You can make a statue out of water, or a wall or a dry passage through a pool. The finished shape remains as you left it for the

duration, and if it is a sustainable change, such as a stone wall with good support, or flames where flammable material can keep them burning, the change remains in effect afterward (as if the spell's duration were instantaneous). The spell takes on the descriptor of the element shaped.

Diminished Effects: The spell affects only a single 10-foot cube.

Heightened Effects: You affect five 10-foot cubes per level, with a range of Medium (100 feet + 10 feet per level). The duration is 10 minutes per level.

SHAPECHANGE

Transmutation

Level: 9 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You can assume the form of any single creature of less than deity status, or any one object. The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension. This spell allows you to assume an incorporeal form as well.

Upon changing, you regain lost hit points as if having rested for a day (though this healing does not restore temporary ability damage or provide other benefits of resting for a day; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You acquire the physical and natural abilities of the creature you have *shapechanged* into, while retaining your own mind. You gain the type of the new form. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, attack routines, and similar gross physical qualities. Natural abilities also include mundane movement capabilities, but not magical flight or other magical forms of travel. Extremely high speeds for certain creatures are the result of magical ability, so this spell does not grant them. Other nonmagical abilities (such as low-light vision) are considered natural abilities, so you retain them.

Any part of your body or piece of equipment that is separated from the whole remains changed.

Your new scores and faculties are average ones for the race or species into which you have transformed.

You retain your Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in your Constitution score), base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) You retain your extraordinary abilities, spells, and spell-like abilities, but not your supernatural abilities. You can cast spells, although you need a humanlike voice for verbal components and humanlike hands for somatic components, if that is a factor. You do not gain the spell-like or supernatural abilities of the new form. You do gain the extraordinary abilities of the new form.

Your equipment, if any, transforms to match your new form. If your new form is a creature that does not use equipment, the equipment melds into the new form and becomes nonfunctional. If the new form uses equipment, your equipment changes to match the new form and retains its properties.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. You can change into a member of your own species or even into yourself.

This spell effectively disguises you as an average member of the new form's race. If you use *shapechange* to create a disguise, you get a +10 bonus on your Disguise check.

You can become just about anything you are familiar with. You can change form once each round during the duration as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. You regain hit points as if having rested for a day only from the initial transformation, however.

Diminished Effects: You can only take one shape per casting of this spell.

Heightened Effects: If you take only one shape, you can keep it indefinitely—the spell's duration becomes Permanent (D).

**Magic Item Creation Modifiers:**

Single-use ×4, spell-completion ×2

SHAPED STRIKE

Evocation [Fire]

Level: 6 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Area:** 5-foot-wide line (S) no longer than the maximum range**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

You emit a blast of flame from your fingertips that moves as you wish, even around corners, around allies, or back on itself. The blast moves as long as the range will allow. Thus, a 12th-level caster can make a line 220 feet long—it could travel 50 feet, turn left around a corner, move 40 more feet, turn around completely and retrace that path, turn right at the caster, and move 40 more feet. Those within the area suffer 1d4 points of fire damage per caster level (maximum 15d4). Those struck by the blast more than once must make two saving throws (if either fails, the creature fails its save). No creature can be forced to make more than two saves or take damage more than once per casting.

Diminished Effects: The spell has Close range (25 feet + 5 feet per two levels).

Heightened Effects: The spell inflicts 1d6 points of fire damage per caster level (maximum 20d6).

SHARE ARMOR

Abjuration [Dragon]

Level: 2 (Exotic)**Casting Time:** Standard action**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

You transfer some of your natural armor bonus (up to half your total bonus) to the chosen target, who gains the benefit thereof. This natural armor bonus stacks with existing natural armor bonuses that the target may have, but it does not stack with multiple castings of this spell (whether from you or a different caster).

Diminished Effects: The number of targets is one per caster level, but each tar-

get can gain only 1 point of natural armor. You still cannot transfer more than half your total bonus.

Heightened Effects: You can transfer up to all of your natural armor bonus to the chosen target, retaining half of whatever you transfer for yourself.

Magic Item Creation Modifiers:

Constant ×2, single-use ×1.5

SHIELD COMPANION

Alteration

Level: 2 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** One shield**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

You create one unattended heavy shield, which floats magically around you, protecting you as if you were using it. You suffer none of the normal penalties for using a shield, such as check penalties, maximum Dexterity, and spell failure chances. For the rest of the duration, you have both hands free and need not devote any actions to making sure the shield protects you.

If anyone attempts to snatch the shield away, the spell resists it as if you were indeed wearing the shield, so a normal disarm attempt is necessary.

Diminished Effects: The shield is a light shield.

Heightened Effects: The shield also gains a +2 enhancement bonus to Armor Class for the duration.

Magic Item Creation Modifier:

Constant N/A

SHIFTING SANCTUM

Alteration [Dragon]

Level: 9 (Exotic)**Casting Time:** 12 hours**Range:** 0 feet**Area:** Up to one 10-foot cube per level (S)**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You transport yourself and an area chosen by you (and everything in that area) to another location that you have physically visited. The destination must be somehow befitting of the locale moved. Thus, if a dragon's lair is a system of caves built into

a cliff side, he 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) and fills in the space left behind (the old caves at the original location are filled in with natural 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).

If it fit within the spell's area, a whole building could be transported to a new location. 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 within the moved location travels with it. However, some environmental conditions must conform to the new locality. 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.

Diminished Effects: You transport only yourself and one 10-foot cube per two caster levels.

Heightened Effects: You transport the environment as well, so when shifting a castle underwater, the castle does not fill with water; if you transport it into the heart of a volcano, the interior of the castle retains its normal temperature.

Magic Item Creation Modifiers:

Constant ×2, single-use ×2

SHOCK

Evocation [Electricity]

Level: 1 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes



A creature you touch with your crackling, lightning-filled hand suffers 1d4 points of electricity damage + 1 point of temporary Dexterity damage, +1 point of Dexterity damage per five caster levels.

Diminished Effects: The subject suffers only 1d4 points of damage.

Heightened Effects: The subject is stunned for a round as well.

Magic Item Creation Modifier: Constant ×2

SIBECCAI BITE

Transmutation [Sibeccai]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One willing sibeccai

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell is rarely known by any non-sibeccai. It gives a sibeccai a formidable bite attack that he can use in combat as a natural weapon with which he is proficient. The bite inflicts damage based on your level:

Level	Damage
5 or lower	1d6
6–9	1d8
10–13	1d10
14–17	2d6
18–20	3d6
21–23	4d6
24–25	5d6

The sibeccai can use his bite attack as an off-hand attack in addition to a melee attack with a weapon in his hand. As with any melee weapon, the sibeccai adds his Strength bonus to any attack and damage rolls made with the bite.

Diminished Effects: This version of the spell becomes Personal in range, with You as the target. The caster must be a sibeccai.

Heightened Effects: The spell grants +1d6 points of damage with each bite attack.

Magic Item Creation Modifiers: Constant ×3, single-use ×1.5

SILENT SHEATH

Transmutation [Sibeccai, Sonic]

Level: 2 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Affected creatures are sheathed in silence and can make no sound. This effect proves useful to someone wishing to sneak around, but becomes a bane to anyone attempting to use verbal spell components or sonic abilities (both become impossible).

Diminished Effects: The spell only dampens sound. Affected characters gain a +10 bonus to Sneak checks used to oppose

Listen checks. Spellcasters attempting to use verbal spell components have a 25 percent spell failure chance. Sonic attacks go unaffected.

Heightened Effects: The spell affects one creature per two caster levels or lasts one minute per level.

SLOW

Transmutation

Level: 3 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature/level, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Affected creatures move and attack at a drastically slowed rate. A *slowed* creature can take either one move-equivalent action or one standard action each round, but not both. Additionally, it suffers a –2 penalty to Armor Class, melee attack rolls, melee damage rolls, and Reflex saves. *Slowed* creatures jump half as far as normal.

Diminished Effects: The spell affects only one target.

Heightened Effects: N/A

SLIP BETWEEN SIGHT

Illusion (Figment) [Giant]

Level: 1 (Exotic)

Casting Time: Standard action

Range: Personal



Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

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). Any size penalties as they apply to Sneak checks are negated.

Diminished Effects: The spell only negates size penalties to Sneak.

Heightened Effects: The bonus to Sneak becomes +10.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 1.5$

SMALL ENOUGH

Alteration [Dragon, Faen, Giant]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The target can fit through any opening or passage up to 6 inches wide, regardless of the target's actual size. While passing through the opening or passage, the target shrinks down to become small enough to fit. While shrunk, the target can take only move actions. As soon as he is once again in an area that can accommodate his size, he returns to normal, whether he wishes to or not. While his size is different, the caster gains appropriate Armor Class modifications based on size, but nothing else about him changes (Strength, hit points, and so on).

If the duration ends and the target is within a space too small for him, he is ejected out of the space into the nearest space that will accommodate him. If such a space is not available, the target remains small but suffers 1 point of damage per round. His surroundings also suffer that damage (ignoring hardness), so if the target has more hit points than the surroundings, eventually he will destroy them and grow to fit the space. For example, if a Huge dragon uses this spell to move through a narrow hole in a stone wall but foes plug up either end of the hole to trap her inside,

the dragon and the stone wall suffer 1 hp damage per round after the spell's duration ends. The dragon certainly has more hit points than the wall and eventually smashes out of it, most likely very angry.

Diminished Effects: The target cannot shrink down further than one size category.

Heightened Effects: The target can take standard actions (including attack actions) while shrunk.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 1.5$

SONG OF PARALYSIS

Necromancy [Sonic]

Level: 7 (Simple)

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Targets: One creature/level, no two of which can be more than 30 feet apart

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You sing a dirgelike melody (a verbal component of the spell, which you cannot avoid with special abilities or feats) that sets up sonic vibrations in living creatures with a discernable anatomy (those affected by critical hits). Those affected become paralyzed and cannot move. They are helpless.

Diminished Effects: The spell lasts for only 1 round per two levels.

Heightened Effects: Creatures immune to paralysis or not normally subject to this spell suffer 6d6 points of sonic damage instead (although the spell still has a maximum number of targets). The Fortitude saving throw still negates the effect.

SORCEROUS BLAST

Evocation [See Text]

Level: 3 (Complex)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Area: 20-foot-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a burst of elemental energy that detonates with a blast and deals 1d6 points of damage per caster level (maximum 10d6) to all creatures and unattended objects within the area. You must

choose the elemental type (air, earth, fire, or water) when you cast *sorcerous blast*; the spell takes on the appropriate descriptor.

You determine the range (distance and height) at which the burst occurs. A beam of light streaks from you and, unless it impacts upon a solid barrier prior to attaining the prescribed range, explodes in a blast of elemental energy. You can aim the beam like a ray at a specific target. If you successfully strike that target with a ranged touch attack, the target becomes the center of the blast and must make two successful saving throws in order to take half damage.

Diminished Effects: The beam of light does not cause a blast, but instead affects only the creature struck (who needs to make only one saving throw for half damage).

Heightened Effects: The spell inflicts 1d8 points of damage per caster level (maximum 10d8), and the caster can choose an energy type rather than an elemental type, if desired (the spell takes on the appropriate energy descriptor).

SORCEROUS GUISE

Illusion (Glamer) [Faen]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One creature or object

Duration: 10 minutes/level (D)

Saving Throw: Will negates (Disbelief)

Spell Resistance: No

You disguise one creature or object to appear to be something else. The subject can appear to be one size larger or smaller, shaped entirely different, with a different color and texture. Casting *sorcerous guise* on a creature grants a +10 competence bonus to Disguise checks. If someone interacts with a creature under the effects of this spell, first make a check opposing the Disguise check, and handle the disbelief saving throw only if the Disguise check fails. For example, say a human caster uses this spell to make herself look like a giant and then pretends to be a messenger from the queen. A foe first makes a Spot check to oppose the human's Disguise check. If the Spot check succeeds, the foe might suspect strongly that she is not a messenger from the queen. If he then makes his Will save, he knows she isn't even a giant.

This spell throws off *creature loresight*, *detect creature*, *detect magic*, *object loresight*, *locate creature*, and *locate object*.

Diminished Effects: The spell does not throw off any divinations, and the Disguise bonus becomes only +5.

Heightened Effects: The spell can make the target appear to be two sizes larger or smaller than normal.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 1.5$

SPELL OF CHALLENGE

Enchantment (Compulsion)

[Giant, Mind-Affecting, Psionic, Truename]

Level: 6 (Exotic)

Casting Time: 1 full round

Range: Unlimited

Target: One creature of no more than 2 HD/level

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell compels a specific creature whose truename you know to travel, using its fastest means possible (including magical items or spells if readied or available), to appear before you, standing close enough to touch. Once the creature arrives at that spot, the spell ends.

The creature may have to go through threatened or dangerous areas (passing by guards or moving through a *wall of thorns*) to get to you, or it even may have to break through a barrier (like a *wall of ice*). A barrier that requires more than 10 rounds to get through is considered impassable for the purposes of this spell. If the creature physically cannot reach you—including a situation forcing the creature to pass through an area that would, without a doubt, kill it—the spell ends immediately. For example, a creature with only 25 hp that must navigate a pool of lava to reach you is unaffected by the spell, as is a creature on another plane that has no planar travel ability. If you cast the spell and then move to a spot where the creature cannot reach you, you have freed it from the compulsion.

You cannot cast this spell on the same creature more than once.

Diminished Effects: The target creature can have no more Hit Dice than your own total.

Heightened Effects: The target creature does not travel, but instead appears immediately in front of you. This version of the spell gains the teleportation descriptor.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 1.5$

SPELL MAGNET

Abjuration

Level: 8 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature or object

Duration: One minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You fire a thin orange beam at the target. You must make a ranged touch attack against the target. If you hit, and the target fails the save, the target becomes extremely susceptible to magic—spells find it easy to make their way to and affect the target.

The target suffers a circumstance penalty to saving throws against spells, magic effects from items, and spell-like abilities equal to -1 per two caster levels. Further, the spell reduces the spell resistance of targets by a like amount (1 point per two caster levels).

Targets who succeed at the Will save still suffer a -1 penalty to affected saving throws.

Diminished Effects: The spell does not affect spell resistance, and there is no effect if the target makes the save.

Heightened Effects: The spell suppresses spell resistance completely for the duration.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

SPELL RESISTANCE

Abjuration

Level: 5 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you touch a creature with your red, glowing hand, it gains spell resistance equal to $12 +$ caster level.

Diminished Effects: The spell offers resistance only against 3rd-level spells or below. The spell resistance equals $5 +$ caster level.

Heightened Effects: The spell resistance equals $16 +$ caster level.

Magic Item Creation Modifier: Constant $\times 2$

SPELL TURNING

Abjuration

Level: 7 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: Until expended or 10 minutes/level (D)

Spells (and spell-like effects) targeted against you rebound on the original caster. This abjuration turns only spells that have you as a target. Effect and area spells go unaffected. *Spell turning* also fails to affect Touch range spells.

The turning affects from seven to 10 ($1d4 + 6$) spell levels. The DM secretly rolls the exact number. For each turned spell, subtract its level from the amount of *spell turning* left.

A spell might be only partially turned. When you don't have enough *spell turning* to turn an entire spell, divide your turnable spell levels by the level of the incoming spell to see what fraction of the effect you're able to turn.

For example, say you rolled $1d4+6$ for a total of 8 turnable spell levels. When someone casts a 6th-level spell on you, you turn it and are left with two remaining levels of *spell turning*. Now someone casts an 8th-level spell on you. You can turn two of those levels, so $2 \div 8$ offers a result of .25, meaning you can turn one-quarter of the incoming effect.

For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected. So, in the above example, if the 8th-level spell would deal $20d6$ points of damage, you turn one-quarter of that amount, or $5d6$, and take the remainder.

When *spell turning* effects ward both you and your spellcasting attacker, a resonating field results. In this instance, roll randomly on the following table:



d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Diminished Effects: The spell can turn only 3rd-level spells or below, affecting only 1d4+1 spell levels.

Heightened Effects: The spell affects 1d8+10 spell levels.

Magic Item Creation Modifiers: Constant ×1.5, single-use ×2

SPELLMASTER

Transmutation

Level: 7 (Complex)

Casting Time: 1 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 for 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 magister casts *spellmaster*, then *sorcerous burst*. 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 *sorcerous burst* up to 3 rounds (at which time, different creatures might be in the area), and he can choose who in the area must make a saving throw, and who suffers no damage at all.

Diminished Effects: N/A

Heightened Effects: N/A

Magic Item Creation Modifiers: Constant ×2, single-use ×2

SPELL'S EDGE (LESSER)

Transmutation

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Target: Your athame

Duration: One minute/level or until used

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You infuse your athame with an Instantaneous spell that requires a melee touch attack to deliver. You must cast the infused spell immediately after you cast this one. Then, the first opponent you strike with the blade has the spell cast upon him, as well as suffering whatever damage you normally would deal. The infused spell is resolved normally, with saving throws and spell resistance, if any, still applicable.

For example, you could infuse your athame with *touch of weakness* or *touch of fear*, or, if you had access to 1st-level complex spells, *touch of pain*. You could not infuse your athame with *destructive grip*, since it is not Instantaneous (unless you used the diminished version).

Diminished Effects: You can only infuse a melee touch spell of 0 or 1st level.

Heightened Effects: The duration of the spell becomes 10 minutes/level.

Magic Item Creation Modifier: Constant ×5

SPELL'S EDGE (GREATER)

Transmutation

Level: 7 (Simple)

Casting Time: Standard action

Range: Touch

Target: Your athame

Duration: 1 round/two levels

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You infuse your athame with a 0- to 3rd-level spell that requires a melee touch attack to deliver. You must cast the infused spell immediately after you cast this one. Then, for the remaining duration, each time you strike an opponent with the blade, but no more than once per round, you cast the spell upon him as well as inflicting whatever damage you normally would deal.

Diminished Effects: You can infuse only a melee touch spell of 0 to 1st level.

Heightened Effects: You can infuse a melee touch spell of 0 to 5th level into the athame.

Magic Item Creation Modifier: Constant ×5

SPINES OF DEATH

Conjuration (Creation)

Level: 5 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: No (see text)

Spell Resistance: No

This spell conjures eight spines to grow on your body—spines that you can hurl like longswords (no proficiency penalty), up to 6 at a time as a standard action; each spine requires its own attack roll. Multiple foes cannot be targeted in a single attack volley. Each spine deals 1d8 points of damage (plus your Strength modifier) and is poisoned with venom that inflicts 1d6 points of temporary Constitution damage as its primary and secondary effects. Those hit by the spines must make a Fortitude save to avoid the effects of the poison.

In melee, you can make attacks with the spines as a non-reach weapon that you are proficient with. You deal 1d8 points of damage + your Strength modifier no matter how many spines you currently have. Each successful strike with a spine in melee potentially injects poison as well.

If you throw a spine, you grow a new poisoned spine each round of the spell's duration, or until you have eight (you can never have more than eight spines at once). So if, on the first round, you hurl six, you have two left. But next round you grow another, so you have three. You can wait three more rounds—perhaps making melee attacks during that time—to get six spines, then hurl them all at once, or hurl three now and one each round thereafter, and so on.

If you are grappled, the grappler automatically suffers spine damage and must attempt a save to resist the poison.

Diminished Effects: The spell creates only one spine at a time.

Heightened Effects: You can make a caster power check rather than an attack roll with the spines, if desired, and add

your spellcasting key ability score modifier (Intelligence for magisters, Charisma for mage blades, etc.) rather than your Strength modifier to determine damage, if desired.

Magic Item Creation Modifiers:

Constant $\times 2$, single-use $\times 1.5$

SPRIT OF PROWESS

Transmutation [Sibeccai]

Level: 3 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level or when used

A faint aura of shimmering energy surrounds you as you call upon spiritual powers to aid you in combat. You gain a +6 competence bonus to two attack rolls of your choice. Choosing to use this bonus is a free action that you must take before you make your attack roll, and you can only do it once per round. You must make the attacks before the spell's duration ends.

At 10th caster level, you gain an additional +6 bonus to one attack roll (so the spell modifies three attacks). At 15th level you can modify four attacks; at 20th level you modify five attacks; and at 25th level you can modify six attacks.

Diminished Effects: The bonus to the attacks becomes +3, and the spell lasts only one minute per level.

Heightened Effects: The bonus becomes +10.

Magic Item Creation Modifiers:

Charged $\times 1.5$, constant N/A, single-use $\times 2$

SPRIT OF TRIUMPH

Transmutation [Sibeccai]

Level: 10 (Simple)

Casting Time: 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.

Diminished Effects: The bonus granted by the spell becomes +5.

Magic Item Creation Modifiers:

Constant N/A, single-use $\times 1.5$, spell-completion $\times 1.5$

SPRIT OF WAR

Transmutation [Sibeccai]

Level: 7 (Simple)

Casting Time: Two minutes

Range: Personal

Target: You

Duration: 24 hours

You give yourself a new, temporary nature by calling a warlike spirit to join with your own. For the duration, you gain a +4 enhancement bonus to Strength, Dexterity, and Constitution; proficiency with all weapons and armor; and a bonus to attack rolls equal to half your level. However, you cannot cast spells or use spell-completion or spell-trigger items.

Diminished Effects: After the spell ends, you feel drained; you cannot cast spells or use spell-completion or spell-trigger items for another 24 hours.

Heightened Effects: The enhancement bonus to the three ability scores becomes +6, and you gain the benefit of one feat that you qualify for (after ability score adjustments) found on the warmain bonus feat list (see Chapter Three).

Magic Item Creation Modifiers:

Constant $\times 2$, single-use $\times 2$

STABILIZE SOUL

Transmutation [Truename]

Level: 7 (Simple)

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 *revivification*), the creature remains alive even after the *revivification* spell ends, and suffers a 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 undead must make a successful save or be returned to the afterlife.

Diminished Effects: The spell has a range of Personal and the target is You (obviously, the function that works only on corpses does not apply).

Heightened Effects: Casting time becomes one standard action.

Magic Item Creation Modifiers:

Single-use $\times 4$, all others $\times 2$

STAFF FOCUS

Transmutation

Level: 2 (Complex)

Casting Time: Standard action

Range: Touch

Target: One staff

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

You channel magical power into a staff so that it serves as a focus for your spells. With your staff in hand, ranged touch attacks that you make while casting your spells gain a +2 attack bonus.

Diminished Effects: The attack bonus becomes +1.

Heightened Effects: The attack bonus becomes +3.

STAMINA TO DEFENSE

Transmutation [Sibeccai]

Level: 4 (Simple)

Casting Time: Standard action

Range: Touch

Target: One armor or shield

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

To cast this spell, you must cut yourself, devoting 2 points of your own Constitution (which you suffer as temporary damage) to dripping your blood onto an armor harness or shield. That armor gains a +4 luck bonus to Armor Class for the spell's duration.

Diminished Effects: The luck bonus to Armor Class becomes +2.

Heightened Effects: The luck bonus to Armor Class becomes +6.

Magic Item Creation Modifiers:

Charged $\times 1.5$, constant N/A

STARTLING TOUCH

Enchantment (Compulsion)

[Mind-Affecting, Psionic]

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

With a sudden mental jolt passed through your touch, you inflict 1 point of temporary Wisdom damage on a creature and stun it



for 1 round. A stunned creature drops everything held, can't take actions, suffers a -2 penalty to Armor Class, and loses all Dexterity bonus to Armor Class (if any).

Diminished Effects: The creature suffers only the Wisdom damage and is not stunned.

Heightened Effects: The creature remains stunned for 1d3 rounds.

STEAL HEALTH

Transmutation [Negative Energy]

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your hand crackles with blood-red lightning. You inflict 3d8 points of damage on the touched target, then heal that many points of damage on yourself.

Diminished Effects: The spell inflicts (and heals) 1d8 points of damage.

Heightened Effects: The spell inflicts (and heals) 5d8 points of damage.

Magic Item Creation Modifier: Constant ×2

STIMULATE

Compulsion [Mind-Affecting, Psionic]

Level: 6 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: One minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You hold out your hand and stimulate the mental, muscular, and nervous systems of a target's body. The target creature gets a +2 luck bonus to one ability score of your choosing.

Diminished Effects: The range is Personal and the target is You.

Heightened Effects: The luck bonus becomes +4.

Magic Item Creation Modifier: Constant N/A

STONE ARM

Transmutation [Earth]

Level: 4 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a flash of yellow light, you transform one arm of a foe from flesh to stone. The arm becomes unusable. If the arm was holding something, that object is now held fast, requiring a Strength check (DC 25) to remove it.

Diminished Effects: The duration becomes one minute per level.

Heightened Effects: Two arms are petrified.

STONE BLAST

Evocation [Earth]

Level: 1 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

With a simple gesture, you cause a mass of earth and stone to tear itself from the ground (or other source of stone within 20 feet) and fly at a designated target. You make a ranged attack (not a touch attack) to strike the target. The *stone blast* inflicts 1d6 points of earth damage per two caster levels (maximum 5d6).

Diminished Effects: The spell inflicts 1d4 points of damage and does not increase with level.

Heightened Effects: The spell inflicts 1d8 points of damage per two caster levels (maximum 5d8) and also knocks down creatures of size Medium or smaller who fail a Fortitude saving throw.

STONE LEG

Transmutation [Earth]

Level: 4 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a flash of yellow light, you transform one leg of a foe from flesh to stone. The leg becomes unusable. The foe moves at one-quarter speed (unless it has more than two legs, in which case it moves at half speed; creatures with more than 10 legs are unhindered). Round to the nearest multiple of five, so a character with speed 30 now moves at 10. Creatures with all their legs petrified cannot move and fall prone.

Diminished Effects: The duration becomes one minute per level.

Heightened Effects: Two legs are petrified.

STRENGTH TO STRIKE

Transmutation [Sibeccai]

Level: 4 (Simple)

Casting Time: Standard action

Range: Touch

Target: One weapon

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

In casting this spell, you sweat a drop of blood, devoting 2 points of your own Strength (which you suffer as temporary damage) and dripping the blood onto a weapon. That weapon inflicts +2d6 points of damage for the duration of the *strength to strike* spell.

Diminished Effects: The bonus to damage becomes +1d6.

Heightened Effects: The bonus to damage becomes +3d6.

Magic Item Creation Modifiers: Charged $\times 2$, constant N/A

SUBTLE STEPS

Transmutation [Litorian]

Level: 2 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One hour/level

You gain a +5 competence bonus to Sneak checks.

Diminished Effects: The bonus becomes +1.

Heightened Effects: The bonus becomes +10.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 2$

SUGGESTION

Enchantment (Compulsion)

[Mind-Affecting, Language-Dependent]

Level: 3 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: One hour/level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

You influence the actions of the enchanted creature by suggesting a course of activity (limited to a sentence or two). You must word the *suggestion* in such a manner as to make the activity sound reasonable.

The suggested course of activity can continue for the entire duration. If the target can complete the suggested activity in a shorter time, the spell ends when the enchanted creature finishes it. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the target does not perform the activity.

A very reasonable *suggestion* causes the target to make the save with a penalty (such as -1 , -2 , etc.), at the DM's discretion.

Diminished Effects: The spell's duration becomes one minute per level.

Heightened Effects: Whether or not the target makes the save, she must make a second Will saving throw. If the second save fails, the target has no idea that you cast a spell on her and does not remember the *suggestion* at all.

SUMMON ELEMENTAL HORDE

Conjuration (Summoning) [See Text]

Level: 10 (Simple)

Casting Time: 1 full round

Range: Medium (100 feet + 10 feet/level)

Effect: One Huge elemental/caster level, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *lesser summon minor elemental*, except that you summon one Huge elemental per caster level instead. Alternatively, you can summon 1d3 elder elementals.

Diminished Effects: You must concentrate on the summoned elementals' actions, or they remain motionless.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

SUMMON MAJOR ELEMENTAL (LESSER)

Conjuration (Summoning) [See Text]

Level: 7 (Simple)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more summoned creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *lesser summon minor elemental*, except that you summon a Huge elemental instead. Alternatively, you can summon 1d3 Large elementals.

Diminished Effects: You must concentrate on the summoned elemental's actions, or it remains motionless.

Heightened Effects: The summoned elemental is a greater elemental.

SUMMON MAJOR ELEMENTAL (GREATER)

Conjuration (Summoning) [See Text]

Level: 9 (Simple)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One or more summoned creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *lesser summon minor elemental*, except that you summon an elder elemental instead. Alternatively, you can summon 1d3 greater elementals.

Diminished Effects: You must concentrate on the summoned elemental's actions, or it remains motionless.

Heightened Effects: You summon 1d3 elder elementals.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$



SUMMON MINOR ELEMENTAL (LESSER)

Conjuration (Summoning) [See Text]
Level: 3 (Simple)
Casting Time: 1 full round
Range: Close (25 feet + 5 feet/two levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons an elemental. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the elemental, you can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned elementals act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one Small elemental. You choose which kind to summon and can change that choice each time the spell is cast. The spell takes on the descriptor of the type of elemental summoned: air, earth, fire, or water.

Diminished Effects: You must concentrate on the summoned elemental's actions, or it remains motionless.

Heightened Effects: The summoned elemental enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

SUMMON MINOR ELEMENTAL (GREATER)

Conjuration (Summoning) [See Text]
Level: 5 (Simple)
Casting Time: 1 full round
Range: Close (25 feet + 5 feet/two levels)
Effect: One or more summoned creatures, no two of which can be more than 30 feet apart
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

As *lesser summon minor elemental*, except that you summon a Medium elemental instead. Alternatively, you can summon 1d3 Small elementals.

Diminished Effects: You must concentrate on the summoned elemental's actions, or it remains motionless.

Heightened Effects: The summoned elemental is Large.

SUMMONING PACT

Conjuration (Calling) [Dragon]
Level: 6 (Exotic)
Casting Time: 1 full round
Range: Close (25 feet + 5 feet/two levels)
Effect: One living creature
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You must predesignate a creature before casting this spell. To designate a creature, you must touch the creature and say its name. The creature must be willing and have fewer Hit Dice than you.

When cast, this spell conjures the designated creature, which appears where you choose, at any spot within range. The creature must appear on a flat, stable surface that does not pose an immediate danger (not atop a pit trap or in a pool of lava).

The conjured creature can act immediately upon appearing. It acts of its own free will and, regardless of its actions, it returns from where it was called when the spell's duration ends. If it carries gear at the time of conjuration, the spell calls the gear as well, but it all returns with the creature at the end of the spell, even if it is no longer in the creature's possession.

Diminished Effects: You must know the designated creature's truename. This version of the spell gains the truename descriptor.

Heightened Effects: There is no limit to the number of Hit Dice the designated creature can have.

TEARS OF PAIN

Evocation [Curse]
Level: 1 (Simple)
Casting Time: Standard action
Range: Close (25 feet + 5 feet/two levels)
Target: One living creature
Duration: One day/level
Saving Throw: Will negates
Spell Resistance: Yes

You create this minor curse when you take one of your own tears and crush it between your fingers. The target suffers a -1 circumstance penalty to saving throws, due to wracking pain that flares up whenever he is threatened. As a side effect, however, the spell acts as an "after-the-fact" sort of danger sense. (This provides little benefit, because targets almost

always know when they have to make saving throws.)

Since this is a curse, it cannot be dispelled. Only *remove curse* can deal with it.

Diminished Effects: The duration becomes only 1 round per level.

Heightened Effects: The target suffers a -2 penalty to saves.

TELEKINESIS (LESSER)

Transmutation [Psionic]
Level: 0 (Complex)
Casting Time: Standard action
Range: Close (25 feet + 5 feet/two levels)
Target: Nonmagical, unattended object weighing up to 5 lbs.
Duration: Concentration
Saving Throw: None
Spell Resistance: No

You can point a finger at an object and lift and move it at will from a distance. As a move-equivalent action, you can move the object up to 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. You have no fine manipulation skills. You cannot use the spell to move levers or untie knots.

Heightened Effects: The spell can affect magical objects.

TELEKINESIS (GREATER)

Transmutation [Psionic]
Level: 4 (Complex)
Casting Time: Standard action
Range: Long (400 feet + 40 feet/level)
Target: One creature or object weighing up to 25 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 *greater telekinesis* spell provides a gentle, sustained force, moving a creature or object weighing up to 25 lbs. per caster level up to 20 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 *greater 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 object is

forced beyond the range. If you cease concentration for any reason, the object 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. *Greater telekinesis* cannot be used to wield a weapon.

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 plus your Intelligence modifier.

Diminished Effects: Decrease the weight limit by half. No delicate activity or manipulation is possible.

Heightened Effects: The spell can be used to wield a weapon using your base attack bonus and your Intelligence modifier instead of your Strength or Dexterity modifier (depending on whether it is a ranged or melee attack).

TELEKINESIS (TRUE)

Transmutation [Psionic]

Level: 10 (Complex)

Casting Time: 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)

As *greater telekinesis* except that you can affect up to 1,000 lbs. per caster level and move it up to 100 feet per round. If you use the telekinesis to exert force, you make a caster power check as its Strength check. The spell can be used to wield a weapon using a caster power check as the attack roll (ranged or melee), with a +15 bonus to the damage roll.

Diminished Effects: Decrease the weight limit by half. If using the spell to wield a weapon, use a caster level check as the attack roll and add a +8 bonus to the damage roll.

TELEKINETIC SHIELD

Abjuration [Giant, Psionic]

Level: 8 (Complex)

Casting Time: Standard action

Range: 0 feet

Area: 5-foot-radius centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With a wave of your hand, you set up a telekinetic repulsion field. All creatures and objects within the area gain a +8 deflection bonus to Armor Class.

Diminished Effects: The deflection bonus becomes +4.

Heightened Effects: The spell affects only allies, and the Armor Class bonus is +10.

Magic Item Creation Modifiers:

Constant $\times 2$, single-use $\times 1.5$, spell-completion $\times 1.5$

TELEPATHY

Divination [Language-Dependent, Mind-Affecting, Psionic]

Level: 4 (Simple)

Casting Time: Standard action

Range: One mile/level

Target: You and one familiar creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to communicate mentally with a familiar creature within range. The communication, though mental, is done entirely with words, so you must speak the same language as the creature.

Diminished Effects: The creature to communicate with must remain in sight.

Heightened Effects: The communication includes pictures, concepts, and emotions, so the spell is no longer language dependent. Casters can receive a mental picture clear enough to allow them to scry a person or *teleport* to a place as though they had viewed the person or place once (for teleporting, this does not count as "currently viewed," even if the *telepathy* spell functions concurrently with the *teleport* spell).

Magic Item Creation Modifier:

Constant $\times 2$

TELEPORT

Transmutation [Teleportation]

Level: 5 (Complex)

Casting Time: See below

Range: Personal and Touch

Target: You and touched objects or other touched willing creatures weighing up to 50 lbs./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell instantly transports you to a designated destination. Distance is not a factor, but interplanar travel is not possible. The characters teleporting travel through invisible magical pathways, known only to powerful spellcasters, that crisscross the world in a mazelike pattern. You must mentally plot a path through these magical conduits ahead of time to successfully use them.

You can bring along objects and willing creatures totaling up to 50 lbs. per caster level. As with all spells where the range is Personal and the target is You, you need not make a saving throw, nor does spell resistance apply. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

Obviously, you must have some clear idea of the location and layout of the destination, and your current spatial relation to the destination (if you do not know where you are, you can't teleport from there). The clearer your mental image and the more time you take developing a magical path to get there, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

In order to successfully plot the course and *teleport* to it, make a caster level check to which you also add your Intelligence modifier. To determine the check's difficulty, compare your familiarity to the amount of time you invested in developing a path, then consult the table on the next page to find the Difficulty Class.

If you attempt to *teleport* to a place that doesn't exist or that isn't where you thought it was (or if you aren't where you thought you were), the check automatically fails. This can happen because of faulty information.



Failure: If you fail the check, roll d% and consult the following table:

d%	Result
01–25	You and anyone else teleporting with you have gotten “scrambled.” The travelers each take 1d10 points of damage, and you all go nowhere.
26–60	You and anyone else teleporting with you have gotten terribly “scrambled.” The travelers each take 10d6 points of damage, and you all go nowhere.
61–75	You and anyone else teleporting with you have gotten “scrambled.” The travelers each take 1d10 points of damage, and you all go to a random location that is similar in some way to the desired location.
76–90	You and anyone else teleporting with you have gotten terribly “scrambled.” The travelers each take 10d6 points of damage, and you all go to a random location in some way similar to the desired location.
91–99	You and anyone else teleporting with you have gotten terribly “scrambled.” The travelers each take 10d6 points of damage. If more than one person is teleporting, each goes to a different random location.

100 You end up dead, imbedded in an object in a random location. Anyone else teleporting with you has gotten terribly “scrambled.” Those travelers each take 10d6 points of damage, and they go nowhere.

If a teleporter ends up in a random location, the DM should choose the closest similar location to the intended destination. If the caster was attempting to teleport to a temple, he might end up in the closest nearby temple. In truth, the DM should feel free to choose any location he wishes.

Diminished Effects: All Difficulty Classes increase by 10, and the weight limit decreases by half.

Heightened Effects: All Difficulty Classes decrease by 10, and the weight limit doubles.

TELEPORT ATTACK

Transmutation [Teleportation]

Level: 7 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One creature or object touched, weighing no more than 50 lbs./level

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You teleport a target creature or object into a solid surface or object that you can

see within close range (25 feet + 5 feet/two levels). If the spell succeeds, the subject suffers 2d6 points of temporary Constitution damage + 1 point of Constitution damage per round until freed and is helpless. It becomes half imbedded in the surface or object.

Diminished Effects: You can *teleport* the target to a spot within close range that you can see, but not into a solid surface or object.

Heightened Effects: N/A

Magic Item Creation Modifiers:

Constant ×1.5, single-use ×1.5

TELEPORT OTHER

Transmutation [Teleportation]

Level: 6 (Exotic)

Casting Time: See text

Range: Touch

Target: One creature or object touched, weighing no more than 50 lbs./level

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You send an object or creature away to a location you can currently see (either normally or through magic) or one with which you are very familiar or have studied carefully. “Very familiar” is a place you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you have been there often or because you have used other means to study the place.

The teleporting characters travel through invisible magical pathways, known only to powerful spellcasters, that criss-cross the world in a mazelike pattern. You must mentally plot a path through these magical conduits ahead of time to use them successfully.

The clearer your mental image and the more time you take developing a magical path to get there, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous than normal or even impossible.

In order to plot the course and teleport to it successfully, make a caster level check to which you also add your Intelligence modifier. To determine the check’s difficulty, compare your familiarity to the amount of time you invested in

TIME SPENT DEVELOPING A TELEPORT PATH

Familiarity	1 Round	1 Minute	1 Hour	1 Day	1 Week	1 Month
Currently viewed	DC 10	DC 5	DC 0	DC 0	DC 0	DC 0
Very familiar	DC 20	DC 15	DC 10	DC 5	DC 0	DC 0
Studied carefully	DC 25	DC 20	DC 15	DC 10	DC 5	DC 0
Seen casually	DC 35	DC 30	DC 20	DC 15	DC 10	DC 5
Viewed once	DC 45	DC 40	DC 30	DC 20	DC 10	DC 5
Description	DC 60	DC 50	DC 40	DC 30	DC 25	DC 20

- “Currently viewed” is a place you can see from where you are at the time of casting, either normally or magically.
- “Very familiar” is a place you have been very often and where you feel at home.
- “Studied carefully” is a place you know well, either because you have been there often or have used other means 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 that you have seen once, possibly using magic.
- “Description” is a place whose location and appearance you know through someone else’s description, perhaps even from a precise map.

TIME SPENT DEVELOPING A TELEPORT OTHER PATH

Familiarity	1 Round	1 Minute	1 Hour	1 Day
Currently viewed	DC 5	DC 0	DC 0	DC 0
Very familiar	DC 10	DC 5	DC 0	DC 0
Studied carefully	DC 15	DC 10	DC 5	DC 0

developing a path, then consult the table above to find the Difficulty Class.

Failure means that the target creature or object goes nowhere.

Diminished Effects: All Difficulty Classes increase by 10, and the weight limit decreases by half.

Heightened Effects: All Difficulty Classes decrease by 10, and the weight limit doubles.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 1.5$

TEMPORAL STASIS

Transmutation

Level: 9 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

After you succeed at a melee touch attack, the subject becomes rigid, surrounded in a nimbus of blue light. You place the subject into a state of suspended animation.

For the subject, time ceases to flow, and the creature's condition becomes fixed. The subject does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until a successful *dispel magic* spell removes the transmutation.

Diminished Effects: The duration of this version of the spell lasts only one day per level, and the subject may attempt a Fortitude save to resist.

Heightened Effects: Range becomes Close (25 feet + 5 feet per two levels) in this version of the spell, and it requires a ranged touch attack.

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 1.5$

TONGUES

Divination [Giant]

Level: 4 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell grants the subject the ability to speak and understand the language of any intelligent creature. The subject can speak only one language at a time, though she may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. This spell does not predispose any creature addressed toward the subject in any way.

Diminished Effects: The subject can understand the language of any intelligent creature, but not speak it.

Heightened Effects: In addition to speaking the languages, the subject can read them.

TOUCH OF DIRE DOOM

Evocation

Level: 5 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Your hand fulgurates with wild energy. When you touch a creature, that creature suffers 1d3 points of temporary damage to all ability scores. Those making a successful saving throw still suffer 1 point of damage to two random ability scores.

Diminished Effects: The creature suffers only 1 point of damage to all scores; a successful saving throw negates the effect.

Heightened Effects: The creature suffers 1d6 points of damage to all scores.

TOUCH OF DISRUPTION

Transmutation [Negative Energy]

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The touch of your temporarily blackened hand disrupts a creature's body. The target suffers 1d8 points of damage + 1 point per level. Undead are not harmed by this spell; they are healed.

Diminished Effects: The target suffers 1d4 points of damage.

Heightened Effects: The target is stunned for a round as well.

Magic Item Creation Modifier: Constant $\times 2$

TOUCH OF FEAR

Enchantment (Compulsion) [Fear]

Level: 1 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

With a flash of black energy, you instill fear in a creature you touch. The creature becomes shaken and suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Diminished Effects: N/A

Heightened Effects: The subject also becomes frightened and tries to flee from you for the spell's duration.

TOUCH OF THE HARRID

Transmutation

Level: 4 (Complex)

Casting Time: Standard action

Range: Touch

Target: One creature touched

Duration: One round/level

Saving Throw: None

Spell Resistance: No

With a touch attack, you can drain and consume magic. Should you touch a creature that has a spell effect cast upon it, your touch dispels the effect (the highest-level effect, if multiple spells are operative). Make a caster power check against



the target spell (DC 15 + the spell's caster level) to succeed. If the creature is a spellcaster but has no spells active upon it, you drain its highest-level spell slot still available, as if the slot were used for that day. This spell has no effect upon non-spellcasters with no spells active upon them.

You can choose to touch an item rather than a creature. If the item has a spell effect upon it, it is drained just like a character's. If it has no spell effects upon it but it is a magic item, you suppress the item's powers for 1d4 rounds.

You cannot drain the magic from an in-place spell effect, like a *lesser eldritch wall* or an *electrified lair* spell.

In any case, if you successfully drain some kind of magic, you gain +1d4 temporary hit points. They last until lost or for one hour, whichever comes first.

Diminished Effects: You gain one touch (the spell's duration is Instantaneous).

Heightened Effects: You gain +1d8 temporary hit points per drain.

Magic Item Creation Modifier: Constant ×2

TOUCH OF NAUSEA

Transmutation

Level: 0 (Complex)

Casting Time: Standard action

Range: Touch

Target: One creature touched

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

As the spell emits a foul odor and a low moan, a creature you touch is filled with nausea. The target can take only a single move action on its next turn.

Heightened Effects: The duration becomes 1 round per two levels.

Magic Item Creation Modifiers: Charged ×2, constant ×2

TOUCH OF PAIN

Transmutation

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Target: One creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

While your eyes flash with red power, a creature you touch is wracked with pain. The target suffers a –2 morale penalty on attack rolls, saving throws, and checks.

Diminished Effects: N/A

Heightened Effects: The subject suffers a –4 morale penalty.

TOUCH OF THE TEMPEST

Evocation [Air, Water]

Level: 4 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Your hand suddenly is surrounded by churning air and water. Your touch inflicts 1d8 points of damage per caster level (10d8 maximum) to any creature touched, half of which is air damage and the other half is water damage. Further, those failing the saving throw are also dazed for 1 round per four caster levels. Dazed characters cannot take actions but suffer no penalty to Armor Class.

Diminished Effects: The spell inflicts 1d6 points of damage per caster level.

Heightened Effects: Those failing their saves are dazed for 1 round per two caster levels.

TOUCH OF WEAKNESS

Transmutation

Level: 0 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You inflict 1 point of temporary Strength damage on a creature you touch. The damage is healed when the duration ends.

Heightened Effects: The damage heals normally. The duration of the spell becomes Instantaneous.

TRACER

Divination

Level: 3 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** One object touched**Duration:** One day/level (D)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

For the duration, you remain aware of the distance and direction of the target object's location.

Diminished Effects: The object can be a maximum of 10 miles per level from you. If the object leaves this area, the spell ends.

Heightened Effects: The spell also works on creatures.

TRANSFER WOUNDS (LESSER)

Transmutation [Positive Energy]

Level: 1 (Simple)**Casting Time:** 1 full round**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Will half (harmless)**Spell Resistance:** Yes

Laying your hand upon a living creature, you cure 1d10 points of the target's damage + 1 point per caster level (up to +5). You then immediately suffer half that amount as subdual damage. If you cast this spell upon yourself, you transmute 1d10 points of damage + 1 point per caster level (up to +10) to half that amount of subdual damage.

You can use this spell offensively against an undead creature, who suffers 1d10 points of damage + 1 point per caster level (up to +10), but you suffer half that amount as subdual damage. An undead creature can attempt a Will save to take half damage.

When the damage heals, neither you nor the target are left with any scars or traces of injury.

Diminished Effects: You heal 2 points of the target's damage and suffer 1 point of subdual damage.

Heightened Effects: You heal 2d10 points of the target's damage + 1 point per caster level (up to +10), and suffer half that amount as subdual damage.

TRANSFER WOUNDS (GREATER)

Transmutation [Positive Energy]

Level: 4 (Simple)**Casting Time:** 1 full round**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Will half (harmless)**Spell Resistance:** Yes

As *lesser transfer wounds*, but you cure 4d10 points of the target's damage + 1 point per caster level (up to +20). You then immediately suffer half that amount as subdual damage.

Diminished Effects: You heal 3d10 points of the target's damage + 1 point per caster level (up to +15), and suffer half that amount as subdual damage.

Heightened Effects: You heal 5d10 points of the target's damage + 1 point per caster level (up to +25), and suffer half that amount as subdual damage.

TRANSFER WOUNDS (TOTAL)

Transmutation [Positive Energy]

Level: 7 (Simple)**Casting Time:** 1 full round**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Will half (harmless)**Spell Resistance:** Yes

As *lesser transfer wounds*, but you cure all a target's hit point damage. You then immediately suffer half that amount as subdual damage.

Diminished Effects: You heal 6d10 points of the target's damage + 1 point per caster level, and suffer half that amount as subdual damage.

Heightened Effects: You also heal all a target's temporary ability score damage. You suffer half the temporary ability score damage immediately.

TRANSFORM INTO PLANT

Transmutation [Plant]

Level: 6 (Complex)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** One hour/level (D)

You can change yourself into an average specimen of any kind of plant of which you are aware. The plant may have no

more than your total Hit Dice. *Transform into plant* can increase or decrease your size by two size categories.

While in the new form, you have all the plant's physical characteristics (ability scores) and extraordinary abilities. You retain your own mental ability scores, hit points, and perceptive abilities. (You can see and hear as if you were in your normal form, even if the plant form has no eyes or ears.) You cannot use the spells, spell-like abilities, and so on that you possess in your normal form. Your gear is absorbed into your plant form.

If a plant is non-animate, so are you in the new form.

Diminished Effects: You can take on the form of a non-animate, non-intelligent plant only (although you retain your own Intelligence).

Heightened Effects: The spell's range becomes Touch, and the target becomes one willing, living creature.

Magic Item Creation Modifier:

Single-use x2

TRAP SOUL

Necromancy [Truename]

Level: 9 (Complex)**Casting Time:** 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 they had in life). If the creature is alive, the 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 trapped cannot be raised from the dead.

Trapped souls can take no actions. You can use the trapped soul for the spell *consume soul*, offer it 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").



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 it sends the soul back to its rightful place—its body if it was a living soul, the afterlife if dead.

Diminished Effects: You can only trap the souls of living creatures and incorporeal undead spirits.

Heightened Effects: You do not need to know the truename of the subject—in fact, the subject can be Unbound. This version of the spell does not have the truename descriptor.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

TRUE STRIKE

Divination [Sibeccai]

Level: 1 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: See text

Your next single attack roll—if you make it before the end of the next round—gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attacks against a concealed target.

Diminished Effects: The insight bonus becomes +5.

Heightened Effects: The insight bonus becomes +30.

Magic Item Creation Modifiers: Constant N/A, single-use $\times 6$, all others $\times 2$

UNDO

Transmutation

Level: 10 (Complex)

Casting Time: 1 full round

Range: Touch

Target: One 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 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 an *energy bolt* spell, the caster of the *energy bolt* really did cast it (and used the spell slot), but the damage is all repaired.

Effects from 7th-level or higher spells (or the equivalent) require that you make a caster power check to undo them. The DC for the caster power check is 20 + spell level (or equivalent) + one half of the caster level of the effect's creator. Thus, if you wish to undo the effects of a 24th-level magister who cast *consume man* on your ally, you must make a caster power check with a Difficulty Class of 42 (20 + 10 + [24 ÷ 2]).

Diminished Effects: If the effect involves other creatures, including the creator of the effect and any victims, you must know the truenames of all involved. The spell gains the truename descriptor.

UNKNOWN

Abjuration

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature or object touched

Duration: One hour/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination. *Unknown* also prevents location by such magic items as *crystal balls*. If someone attempts a divination against the warded creature or item, the divination's caster must beat you in an opposed caster power check. If you cast *unknown* on yourself or on an item currently in your possession, your caster power check for this opposed check gains a +5 bonus.

If cast on a creature, *unknown* wards the creature's gear as well as the creature itself.

Diminished Effects: The spell affects only objects.

Heightened Effects: You can choose to ward a non-mobile area (and everything in

it as well) up to one 10-foot cube per level in size.

Magic Item Creation Modifier: Constant $\times 2$

UNSTOPPABLE ENERGY

Transmutation

Level: 5 (Exotic)

Casting Time: 1 full round

Range: Personal

Target: The caster

Duration: Until triggered (maximum 10 minutes/level)

The next time the caster releases any kind of discharge of element, energy, or magical blast—whether it be a breath weapon, a *sorcerous blast* spell, or a *force-blast* from a wand—the energy ignores any protection offered by *protection from elements* or *protection from energy* spells (or similar effects). Innate resistance to the energy type is also ignored, but immunities are not.

Diminished Effects: The discharge of energy affected by the spell inflicts only half its normal damage.

Heightened Effects: The spell's duration is only 1 round/level, but every discharge you create is affected.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 1.5$

UNSTOPPABLE STRIKES

Transmutation [Sibeccai]

Level: 8 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

A silvery, metallic glow runs down your weapon. For the duration, your attacks strike their targets from unexpected and strange angles, as if the opponents were flanked or surprised. Your foes are denied their Dexterity bonuses to Armor Class (if any), and you inflict +3d6 points of sneak attack damage with each strike. If you normally can make sneak attacks, your bonus damage stacks with the damage granted by this spell. Foes immune to sneak attacks are immune to the effects of this spell.

Diminished Effects: The bonus sneak attack damage is +1d6.

Heightened Effects: The bonus sneak attack damage is +4d6. The blows



cannot be parried, so foes are denied any bonus to Armor Class due to the parry ability, fighting defensively, or all-out defense.

Magic Item Creation Modifiers:

Constant $\times 5$, single-use $\times 1.5$, spell-completion $\times 1.5$

VEIL OF DARKNESS

Evocation [Darkness]

Level: 1 (Simple)

Casting Time: One action

Range: 0 feet

Area: 10-foot-radius spread

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You create an immobile area of magical darkness in which even creatures that normally can see in the dark cannot see. Normal lights do not work, nor do spells with the light descriptor of a lower level than this spell. A light spell of the same level as this one counters and cancels out a *veil of darkness* (but is then cancelled itself). Light spells of a higher level than the *veil of darkness* spell dispel the darkness.

Diminished Effects: The duration is one minute per level, and the darkness is “normal” darkness—creatures with dark-vision can see in it. Normal lights, such as lanterns or torches, however, still shed no light in the area.

Heightened Effects: The area becomes a 20-foot radius spread, and the range is Medium (100 feet + 10 feet/level).

VENOMBLADE

Conjuration (Creation) [Sibbeccai]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Personal

Effect: One poisoned slashing weapon

Duration: 10 minutes/level (D)

Grey mist from your hands takes the shape of any slashing weapon desired (no magical or masterwork properties). This weapon is coated with a poison that inflicts 1d4 points of temporary Strength damage and 1d4 more a minute later. If you successfully attack with the created weapon, the victim must make a Fortitude saving throw against the poison (as with all poisons). The save DC is the same as the Difficulty Class of a 3rd-level spell that you would cast upon the victim. The blade lasts until it inflicts a wound or until the duration expires, whichever comes first.

Diminished Effects: The poison inflicts only 1 point of temporary Strength damage (and 1 point more a minute later).

Heightened Effects: The blade persists and remains coated with the poison for the duration, poisoning with every strike.

Magic Item Creation Modifiers:

Constant $\times 3$, single-use $\times 3$

VITRIFICATION

Transmutation [Earth]

Level: 6 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell turns into glass, as if it were a mindless, inert statue. (The target’s possessions do not transform.) Should the glass get broken or damaged, the target has similar damage or deformities if ever returned to its original state.

The target is not dead (its soul doesn’t pass on), but when viewed with spells that detect life, it does not seem to be alive, either. A *remove malady* or *perfect health* spell can restore a target. Normal curative magic does not heal any damage to the glass figure, but *lesser* or *greater repair* does.

Diminished Effects: In this version of the spell, the target remains made of glass for one hour per caster level.

Heightened Effects: The glass statue shatters 1 round after it forms in this version of the spell.



VORPAL CLAWS

Alteration [Dragon, Litorian]

Level: 8 (Exotic)

Casting Time: Standard action

Range: Touch

Effect: One creature's claws

Duration: 1 round/two levels

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

One creature's claws become magically sharp and prone to decapitating foes.

Upon a successful critical hit, the claws attempt to sever the opponent's head, if it has one. Some creatures (like many abominations and all oozes) have no head. Others (like golems and undead other than vampires) are not affected by the loss of their heads. Most other creatures, however, suffer an additional 50 points of slashing damage after such a loss. If the additional damage is enough to kill the creature, the creature is beheaded.

Diminished Effects: The additional damage is only 30 points.

Heightened Effects: The spell can also be cast upon a weapon that inflicts slashing damage.

Magic Item Creation Modifiers:

Constant N/A, single-use $\times 1.5$, spell-completion $\times 1.5$

WALL OF ICE

Evocation [Cold]

Level: 4 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Anchored plane of ice, up to one 10-foot square/level, or hemisphere of ice with a radius of up to 3 feet + 1 foot/level

Duration: One minute/level

Saving Throw: See text

Spell Resistance: Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire can melt a *wall of ice*: It deals full damage to the wall (instead of the half damage that objects normally suffer). Suddenly melting the *wall of ice* creates a great cloud of steamy fog that lasts 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level magister can create a *wall of ice* 100 feet long and 10 feet high, or a wall 50 feet long and 20 feet high, etc.). You can orient the plane in any fashion as long as you anchor it. A vertical wall need only be anchored on the floor, but you must anchor a horizontal or slanting wall on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. Someone trying to break through the wall with a single attack must succeed at a Strength check (DC 15 + caster level).

Even when the ice has been broken, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level.

Ice Hemisphere: The wall takes the form of a hemisphere with a maximum radius of 3 feet + 1 foot per caster level. It is as hard to break through as the ice plane form, but those who go through a breach suffer no damage.

You can create a hemisphere so that it traps one or more creatures, though they can avoid being trapped inside by making successful Reflex saves.

Diminished Effects: Only the ice plane option is available in this version of the spell, and it measures only 1 inch thick per two caster levels.

Heightened Effects: The ice inflicts 1d6 points of cold damage anytime it is touched or struck.

WALL OF IRON

Conjuration (Creation)

Level: 5 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Iron wall whose area is up to one 5-foot square/level (see text)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

The character causes a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving

material, if its area is sufficient to do so. You cannot conjure the wall to occupy the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

The *wall of iron* measures 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness. Creatures can hit the wall automatically, but it is so hard that it ignores the first 10 points of damage from each blow. A section of wall whose hit points drop to 0 is breached. Someone trying to break through the wall with a single attack must succeed at a Strength check (DC 25 + 2 per inch of thickness).

You can choose to create the wall vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50 percent likely to tip in either direction if no one pushes it. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must succeed at a Strength check (DC 40) to push the wall over. Those with room to flee the falling wall may do so with successful Reflex saves. Large and smaller creatures who fail take 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this one is subject to rust, perforation, and other natural phenomena.

Diminished Effects: The wall can measure no more than 2 inches thick. It must be attached to a surface (thus it cannot be tipped over).

Heightened Effects: The wall measures 1 inch thick per two caster levels.

WALL OF SOUND

Evocation [Sonic]

Level: 6 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Sonic wall whose area is up to one 5-foot square/level (S)

Duration: Two minutes/level (D)

Saving Throw: See text

Spell Resistance: No



This spell creates a wall of invisible but tactile and solid sonic energy. The *wall of sound* measures 1 inch thick, up to one 5-foot square per level. You cannot conjure the wall to occupy the same space as a creature or another object. It continually emits a shrill noise, increasing by +10 all Listen check Difficulty Classes within 20 feet of it (or Listen checks made anywhere to hear noises within 20 feet of the wall).

You can create a *wall of sound* in almost any desired shape. The wall created need not be vertical, nor rest upon the ground—it is not affected by gravity.

Anyone within 20 feet of the wall suffers 1 point of sonic damage per caster level per round. Anyone within 10 feet suffers 5d6 points of sonic damage + 1 point per level per round. A successful Fortitude saving throw reduces this damage by half. Anyone touching or striking the wall forgoes the saving throw.

The *wall of sound* has 50 hit points per caster level.

Diminished Effects: The wall must be created vertically, and it has only 20 hit points per caster level.

Heightened Effects: The caster can choose to make this a *wall of silence* instead. No sound is possible within 20 feet of the wall, thus negating all sonic effects, making verbal spellcasting components impossible to use. The caster can concentrate to reshape the *wall of silence* or make it move anywhere in range, although it cannot move through objects or creatures.

WALL OF STONE

Conjuration (Creation) [Earth]

Level: 5 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Stone wall whose area is up to one 5-foot square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. The *wall of stone*, measuring 1 inch thick per four caster levels, is composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. You

cannot conjure the wall to occupy the same space as a creature or another object.

You can create a *wall of stone* in almost any desired shape. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. You can use it to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. You can crudely shape the wall to allow for crenellations, battlements, and so forth (to offer cover) by likewise reducing the area.

Each 5-foot square has 15 hit points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that it ignores the first 8 points of damage from each blow. A section of wall whose hit points drop to 0 is breached. Someone trying to break through the wall with a single attack must succeed at a Strength check (DC 20 + 2 per inch of thickness).

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

Diminished Effects: The wall must be created vertically, and it can be no more than 2 inches thick.

Heightened Effects: When a section of the wall is breached, it explodes, spraying bits of stone in a 20-foot cone toward the force that caused the breach. The explosion inflicts 1d6 points of damage per caster level (maximum 10d6).

WALL OF THORNS

Conjuration (Creation) [Plant]

Level: 5 (Complex)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Wall of thorny brush, up to one 10-foot cube/level (S)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature forced into or attempting to move

through the *wall of thorns* takes 25 points of damage per round of movement –1 point for each point of the creature's Armor Class. Dexterity and dodge bonuses to Armor Class do not count for this calculation, but Dexterity penalties do. (Creatures with AC 25 or higher take no damage from contact with the wall.)

You can make the wall as little as 5 feet thick, which allows you to shape it into a number of 10-by-10-by-5-foot blocks equal to twice the caster level. This has no effect on the damage inflicted by the thorns, but any creature attempting to break through can force its way through the barrier in less time.

Creatures can force their way slowly through the wall. To make any progress, a creature must succeed at a Strength check (DC 20). A successful creature moves a number of feet that round equal to its Strength check result –19. Of course, moving or attempting to move through the thorns inflicts damage as described above. A creature trapped in the thorns can choose to remain motionless to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and was caught inside. In order to escape, it must push its way free or wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at their normal speed without taking damage.

Slow, careful work with edged weapons can breach a *wall of thorns*. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Creatures within the wall suffer damage if they take actions requiring movement (like making attacks). All creatures in the wall are considered to have half cover. Creatures can see through the wall enough to allow line of sight.

Diminished Effects: A creature moving through the wall suffers only 15 points of damage per round (minus Armor Class).

Heightened Effects: The thorns become like iron. Use the description (and size) for the *wall of iron* spell, above, except that anyone touching the wall



suffers 1d6 points of damage from the iron thorns. The spell's duration remains 10 minutes/level (D).

WATER BREATHING

Transmutation [Water]

Level: 3 (Simple)

Casting Time: Standard action

Range: Touch

Target: Living creatures touched

Duration: Two hours/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures all have sea-green eyes and can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Diminished Effects: The spell affects only you, and the duration becomes one hour per level.

Heightened Effects: Those whom this version of the spell affects do not need to breathe at all. They also become immune to poison gases or inhaled contaminants or dangers.

WATER ROIL

Evocation [Water]

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Creatures in the water in range

Duration: 1 round

Saving Throw: Reflex negates

Spell Resistance: Yes

You cause the water around you to roil. Creatures in the water find themselves tossed about. All creatures in the water failing their saving throws must spend the next full round keeping themselves afloat. Anyone who does not keep afloat begins to drown. Creatures who can breathe water merely suffer a –2 circumstance penalty to attack rolls, saving throws, and checks during that round.

Diminished Effects: The spell affects water around one swimming creature in range.

Heightened Effects: The spell also inflicts 1d6 points of water damage per two caster levels (maximum 5d6) to all creatures in the water in range, although succeeding at the Reflex saving throw negates all damage.

WAVE OF DEATH

Necromancy [Negative Energy]

Level: 8 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a wave of your hand, you send a blast of sickly grey energy outward in a cone. All living creatures in the area with

fewer Hit Dice than you suffer 80 points of damage.

The energy heals undead in the area of 5d6 points of damage.

Diminished Effects: The spell only affects creatures whose Hit Dice total no more than 3 HD lower than yours, and it inflicts only 50 points of damage. It heals undead of 3d6 points of damage.

Heightened Effects: Even those creatures that succeed at the saving throw suffer 7d6 points of damage.

Magic Item Creation Modifiers:

Single-use $\times 1.5$, spell-completion $\times 1.5$

WAVE OF LIFE

Evocation [Positive Energy]

Level: 8 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a wave of your hand, you send a sheet of green and golden energy outward in a cone. All undead in the area with fewer Hit Dice than you suffer 80 points of damage.

The energy heals living creatures in the area of 5d6 points of damage.

Diminished Effects: This version of the spell only affects creatures whose Hit Dice total no more than 3 HD lower than

yours, and it inflicts only 50 points of damage. It heals living creatures of 3d6 points of damage.

Heightened Effects: Even those creatures that succeed at the saving throw suffer 7d6 points of damage.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

WEARY TOUCH

Transmutation

Level: 3 (Simple)

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

With a touch attack, you exhaust one creature. An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After one hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted again by doing something else that would normally cause fatigue. A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. After eight hours of complete rest, fatigued characters are no longer fatigued.

Characters who make a successful saving throw become only fatigued, and only for one hour.

Diminished Effects: The creature touched becomes fatigued rather than exhausted. A successful Fortitude save negates the effect.

Heightened Effects: A creature with fewer Hit Dice than you that fails its saving throw falls unconscious for 1 round per four caster levels and cannot be revived by nonmagical means. Afterward, the creature remains exhausted.

WHIRLWIND

Evocation [Air]

Level: 8 (Simple)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Effect: Cyclone 10 feet wide at base, 30 feet wide at top, and 30 feet tall

Duration: 1 round/level (D)

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action. The *whirlwind* always moves during your turn in the initiative order. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering you or your allies—and then dissipates (you can't regain control of the *whirlwind*, even if it comes back within range).

Any Large or smaller creature that comes in contact with the *whirlwind* must succeed at a Reflex save or take 3d6 points of damage. Medium or smaller creatures who fail their first save must succeed at a second one or find themselves picked up bodily by the *whirlwind* and held suspended in its powerful winds, taking 1d8 points of damage each round with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the *whirlwind* happens to be when you make the command.

Diminished Effects: Once created, the *whirlwind* moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering you or your allies—and then dissipates.

Heightened Effects: The spell affects creatures one size larger than described above. The cyclone itself is twice as large.

Magic Item Creation Modifiers: Single-use $\times 1.5$, spell-completion $\times 1.5$

WHISPER OF MADNESS

Evocation [Air, Mind-Affecting, Sonic]

Level: 3 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You create a swirling wind filled with maddening whispers. A target you select (no attack roll needed) suffers 1d8 points of damage + 2 points of temporary

Wisdom damage + 1 point of Wisdom damage per five caster levels. Hit point damage inflicted is half air and half sonic.

Diminished Effects: The target suffers 1d8 points of damage and 1 point of temporary Wisdom damage.

Heightened Effects: The target is stunned for 1 round per five caster levels as well as the other effects.

WICKED BARB

Conjuration (Creation) [Plant]

Level: 2 (Simple)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

With a distinctive gesture, you create and hurl a barbed thorn about 1 foot long like a weapon. This requires a normal ranged attack roll. If successful, the barb inflicts 1d6 points of piercing damage + 1 point of damage per caster level. Further, the barb itself throbs and pulses once it sticks into the flesh of a creature, inflicting its damage each round it remains stuck in the target, up to 1 round per three caster levels. If the target spends a full-round action, it can remove the barb and suffer no harm that round.

Diminished Effects: The barb inflicts only 1d6 points of damage with no bonus based on caster level.

Heightened Effects: The barb inflicts 1d6 points of damage per caster level (maximum 10d6) on the first round, and 1d6 points of piercing damage + 1 point of damage per caster level on subsequent rounds.

WIND CHURN

Evocation [Air]

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Flying creatures in range

Duration: 1 round

Saving Throw: Reflex negates

Spell Resistance: Yes

You cause the air around and above you to churn. While creatures on the ground merely feel a breeze, the chaotic winds buffet those in the air. All flying creatures



who fail the saving throw must either land or spend the next full round keeping themselves righted. If a flying creature does neither, it falls. Creatures flying magically do not fall but merely suffer a -2 circumstance penalty to attack rolls, saving throws, and checks during that round.

Diminished Effects: This version of the spell affects one flying creature in range.

Heightened Effects: The spell also inflicts 1d6 points of air damage per two caster levels (maximum 5d6) to all flying creatures in range, although the Reflex saving throw negates all damage.

WOLF FORM

Transmutation [Sibeccai]

Level: 2 (Complex)

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 10 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 score 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 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).

Equipment worn is subsumed into the wolf's form, but it is nonfunctional.

Diminished Effects: The duration becomes 1 round/level. You do not heal when you change form.

Heightened Effects: You change into a dire wolf instead of a normal wolf.

Magic Item Creation Modifiers: Constant $\times 3$, single-use $\times 2$

WOODLANDS PRISON

Transmutation [Plant]

Level: 4 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One helpless or willing creature of Large size or smaller

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: Yes

You must cast this spell in an area thick with plants, some of which must be at least Medium in size (a wooded area, a thick garden, etc.). You create a cocoonlike prison, hidden among natural plants, to hold a subject motionless. While so imprisoned, the target grows no older and her body functions virtually cease. She cannot use any abilities, even purely mental ones. Those affected by the spell must be either helpless or willing (often, when granted the option of this type of imprisonment or death, a target submits to the spell). For up to one hour per day, you can mentally communicate with her, although she is in no way compelled to answer any questions or even respond.

Locate creature or similar divinations can find an imprisoned target. A *dispel magic* spell can free her.

Diminished Effects: The duration becomes one day per level.

Heightened Effects: The spell affects creatures of any size.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 3$

COMBAT RITES

Combat rites are special abilities accessed through careful ritual by characters like ritual warriors, oathsworn, warmains, and those with the Ritual Combat feat. Each rite is a focused ceremony that takes practically no time but allows one to access one's inner strength; the rites' effects manifest with physical results.

Combat rites have no components or "casting" times. They cannot be woven or laden like spells. They do not prompt saving throws or spell resistance checks. They have no schools or descriptors. In fact, they are not magical at all.

There are four ranks of combat rite, each one more powerful than the ones before it.

You can use any combat rite from among those presented here, provided you can use rites of that rank. There is no need to "prepare" rites ahead of time or select them from a subset of this list. Each is a free action to use, although you can never activate more than one combat rite in a round. You cannot activate a combat rite if you are flat footed.

Characters use their Wisdom score to determine bonus combat rites per day, much in the same way casters use their spellcasting key ability scores to determine bonus spells per day.

RANK 1 COMBAT RITES

The first rank of combat rites includes 16 new methods to increase battle prowess.

BATTLE FOCUS

You gain a +1 combat rite bonus to your attack rolls this round. Use this rite at the beginning of your turn.

CALMNESS OF THOUGHT

You make a Concentration check with a DC equal to 10 + all circumstance penalties applied against you currently. If you succeed, you ignore the penalties for 1 round. You cannot take 10 or 20 on the check. Use this rite at the beginning of your turn.

CANNY STRIKE

You gain a +1d6 sneak attack damage bonus to your attack if you attack an opponent who has lost his Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not) or if you flank the opponent. This ability stacks with sneak attack or First Strike damage bonuses. Use this rite at the beginning of your turn.

COILS OF THE SNAKE

You gain a +2 bonus to a grapple check made this round. Use this rite at any time during the round.

DEADLY CHARGE

You gain a +2 damage bonus to the single attack you make at the end of a charge action. Use this rite at the beginning of your turn.

**DEFENSIVE FOCUS**

You gain a +1 dodge bonus to Armor Class this round. Use this rite at the end of your turn. It lasts until the start of your next turn.

DISARMING STRIKE

You gain a +2 bonus to disarm attempts made this round. Use this rite at any time during the round.

MYSTIC STRIKE

The attacks you make this round strike as though you have a +1 weapon (or a magic weapon in general) for purposes of damage reduction (not attack or damage bonuses). Use this rite at the beginning of your turn.

OPPORTUNISTIC ASSAULT

If a foe is flanked, even if not by you, you gain a +2 combat rite bonus to your attack rolls against the opponent this round. Use this rite at the beginning of your turn.

POWER FOCUS

You gain a +1 combat rite bonus to your damage rolls this round. Use this rite at the beginning of your turn.

REACTION OF THE VIPER

You can make an additional attack of opportunity this round if a foe provokes the attack. You still cannot make more than one attack of opportunity per provocation. Use this rite at any time during the round.

RESISTANT FOCUS

You gain a +1 combat rite bonus to one saving throw during this round. You must be aware of the attack or effect forcing you to make a save. Use this rite at any time.

RHINO CHARGE

You gain a +2 bonus to bull rush attempts made this round. Use this rite at any time during the round.

SPEED OF THE WIND

You gain a bonus of +10 feet to your ground speed (or flying speed, if you have wings) this round. Use this rite at the beginning of your turn.

STEALTH FOCUS

You gain a +4 bonus to a single Sneak skill check made this round. Use this rite at the beginning of your turn.

TAKE DOWN

You gain a +2 bonus to trip attempts made this round. Use this rite at any time during the round.

RANK 2 COMBAT RITES

The power of the 14 combat rites in the second rank has escalated, as have the martial skills of those who can use them.

BATTLE FOCUS, GREATER

You gain a +2 combat rite bonus to your attack rolls this round. Use this rite at the beginning of your turn.

CANNY STRIKE, GREATER

You gain a +2d6 sneak attack damage bonus to your attack if you attack an opponent who has lost his Dexterity bonus to Armor Class (whether he actually has a Dexterity bonus or not) or if you flank the opponent. This ability stacks with sneak attack or First Strike damage bonuses, but not with the 1st-rank combat rite Canny Strike. Use this rite at the beginning of your turn.

CRITICAL HIT

If you make an attack roll within the threat range of your weapon this round, you can automatically make it a critical hit (as if you confirmed the critical). You decide to use this rite before you attempt the confirmation roll, but after you have determined that one attack is a potential critical.

DEFENSIVE FOCUS, GREATER

You gain a +2 dodge bonus to Armor Class this round. Use this rite at the end of your turn. It lasts until the beginning of your next turn.



DISTRACTING SHOVE

You punch, kick, elbow, or otherwise shove an opponent, knocking him off balance. You make a touch attack against one foe who is no more than one size category larger than you. If you succeed, he suffers a –2 circumstance penalty to Armor Class for 1 round. Use this rite at the beginning of your turn.

GREAT CHARGE

You gain a +4 damage bonus to the single attack you make at the end of a charge action. Use this rite at the start of your turn.

IGNORE CONDITION

You make a Concentration check to ignore one unwanted, noncurse condition (such as blindness, fatigue, paralysis, or even vitrification). If your Concentration check beats the effect's original save DC, you ignore the condition for 1 round. If the effect has no save DC attached to it, the DC is 25. You can make only one attempt per condition, and you cannot take 10 or 20 on the check. Use this rite at any time during the round.

MISSILE DEFLECTION

When you normally would be hit with a ranged weapon, you deflect it so that you take no damage from it. You must be aware of the attack to use this combat rite, and you must have at least one hand free (holding nothing) as well.

Unusually massive ranged weapons, such as boulders hurled by giants, and ranged attacks generated by spell effects can't be deflected. Use this rite at any time.

POWER FOCUS, GREATER

You gain a +2 combat rite bonus to your damage rolls this round. Use this rite at the beginning of your turn.

PRECISION

You ignore the penalty for firing into a melee this round. If you already have the Precise Shot feat, you gain a +2 attack and damage bonus with ranged attacks this round. Use this rite at the beginning of your turn.

QUICK RETRIEVAL

You can produce anything from your pack or anything you have stowed (unless the

DM rules it is too inaccessible), including a weapon, as a free action. Use this rite at any time during your turn.

REFLEXES OF THE CAT

You gain a +10 bonus to a single Tumble, Jump, or Balance check made this round. Use this rite at any time during the round.

RESISTANT FOCUS, GREATER

You gain a +2 combat rite bonus to one saving throw this round. You must be aware of the attack or effect that is forcing you to make a save. Use this rite at any time.

SPEED OF THE WIND, SUSTAINED

You gain a bonus of +10 feet to your ground speed (or flying speed, if you have wings) this round and the next 2 rounds afterward. Use this rite at the beginning of your turn.

RANK 3 COMBAT RITES

Learning to use the 16 rites of the third rank involves long practice to increase one's speed and accuracy in battle.

BATTLE FOCUS, TRUE

You gain a +4 combat rite bonus to your attack rolls this round. Use this rite at the beginning of your turn.

CANNY STRIKE, TRUE

You gain a +4d6 sneak attack damage bonus to your attack if you attack a foe who has lost his Dexterity bonus to Armor Class (whether he actually has a Dexterity bonus or not) or if you flank the opponent. This ability stacks with sneak attack or First Strike damage bonuses, but not with the 1st-rank combat rite Canny Strike or the 2nd-rank combat rite Greater Canny Strike. Use this rite at the beginning of your turn.

CLEAVING STRIKE

If you deal a foe enough damage with a melee attack to make it fall (typically by knocking it unconscious or killing it, etc.), you can make an immediate extra melee attack against another creature within your reach. You cannot take a 5-foot step before making this extra attack. You must make the extra attack with the same weapon and at the same bonus as the one that dropped the previous creature. You can do this only once, even if you drop the second creature struck.

If you already have the Cleave feat, you can continue to make multiple cleaving attacks. If you already have the improved level of Cleave, the cleaving attacks gain a +2 attack and damage bonus this round. Use this rite at any time during the round.

COMPLETE DEFENSE

If you have a shield and do nothing but move this round, you gain an additional +5 shield bonus to Armor Class. Use this rite at the beginning of your turn.

DEEP STRENGTH

You call upon some reserves of strength within you and gain a +6 combat rite bonus to a single Strength check, such as to batter down a door. Use this rite at any time during the round.

DEFENSIVE FOCUS, TRUE

You gain a +4 dodge bonus to Armor Class this round. Use this rite at the end of your turn; it lasts until the beginning of your next turn.

FLESH OF STONE

Until your next action, you have DR 5/–. Use this rite at any time during the round.

GREAT RANGE

You increase the range increment of any ranged weapon you use this round by 1.5. If you have the Far Shot feat, you double the range increment. Use this rite at the beginning of your turn.

INTERCEPT BLOW

Any melee or ranged attack aimed at a target within 5 feet of you hits you automatically, rather than the intended target. You sustain the damage normally dealt by the attack. Use this rite at any time during the round.

KEEN SENSES

You gain a +10 bonus to a Spot or Listen check this round. Use this rite at any time during the round.

MARTIAL SPEED

You gain an additional attack this round at your highest attack bonus. Use this rite at the beginning of your turn.

**OPPORTUNISTIC ASSAULT, TRUE**

If a foe is flanked, even if not by you, you gain a +2 combat rite bonus to your attack rolls against him this round and can make sneak attacks or use the Canny Strike, Greater Canny Strike, or True Canny Strike rites against him, as if you were flanking him. Even though normally you can use only one combat rite in a round, you can use this rite along with any of the Canny Strike rites. Use this rite at the beginning of your turn.

POWER FOCUS, TRUE

You gain a +4 combat rite bonus to your damage rolls this round. Use this rite at the beginning of your turn.

RESISTANT FOCUS, TRUE

You gain a +4 combat rite bonus to one saving throw this round. You must be aware of the attack or effect forcing you to make a save. Use this rite at any time.

SPEED OF THE WIND, TRUE

You gain a bonus of +30 feet to your ground speed (or flying speed, if you have wings) this round. Use this rite at the beginning of your turn.

STRIKE OF IRON

When you strike an object this round, you ignore its hardness. Use this rite at the beginning of your turn.

RANK 4 COMBAT RITES

The sizable bonuses and significant combat benefits of the highest rank's rites are available mainly to ritual warriors.

BLURRING SPEED

You gain an extra move action this round. Use this rite at any time during your turn.

CRITICAL HIT, TRUE

One attack that you make successfully this round is automatically a critical hit (as if you rolled in your threat range and confirmed the critical hit). Use this rite at the beginning of your turn.

FLESH OF STONE, SUSTAINED

For this round and the next 2 rounds afterward, you have DR 5/-. Use this rite at any time during the round.

GATHER RESERVES

You force yourself to recover from your wounds, instantly healing 4d6 points of damage to yourself. Use this rite at any time during the round.

HURL ATTACK

As a standard action, you can throw any object you can pick up as a ranged attack with a range increment of 10 feet. If the object is a weapon, the attack inflicts the amount of damage the weapon would normally inflict, plus your Strength modifier. If it is not a weapon, the attack inflicts 1d6 points of damage per 100 lbs. of the object's weight, plus your Strength modifier. Use this rite at the start of your turn.

LEAP BACK

As a free action, even if you have already moved this round, you can leap back up to 15 feet after making an attack (ranged or melee). This leap does not provoke attacks of opportunity. Use this rite at any time during your turn.

OVERCOME CONDITION

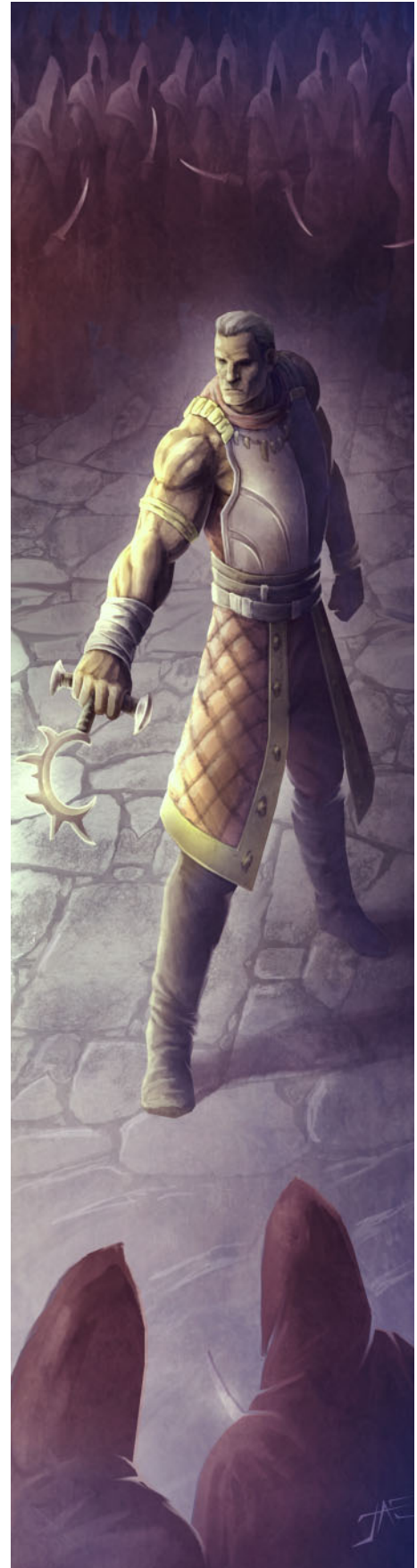
You make a Concentration check to throw off one unwanted, noncurse condition (such as blindness, fatigue, paralysis, or even vitrification). If your Concentration check beats the effect's original save DC, you remove the condition. If the effect has no save DC attached to it, the Difficulty Class is 25. You can make only one attempt per condition, and you cannot take 10 or 20 on the check. Use this rite at any time during the round.

SPEED OF THE WIND, SUSTAINED TRUE

You gain a bonus of +30 feet to your ground speed (or flying speed, if you have wings) this round and for the next 2 rounds afterward. Use this rite at the beginning of your turn.

WICKED SLASH

One attack you make successfully this round deals 1 point of temporary Strength damage in addition to the normal damage inflicted. The foe must have a discernable anatomy and be subject to critical hits. Use this rite at the beginning of your turn.





CHAPTER TEN:

Diamond Throne Gazetteer

Although the nature of Monte Cook's Arcana Evolved is such that DMs can use the races, classes, and other features in it to create their own campaign world, the Diamond Throne is a ready-made setting designed specifically around all the concepts from this book.



Here you will find not only the giants, litorians, akashics, unfettered, and others that you are already familiar with, but a full description of the history of the dramojh, the coming of the giants, the return of the dragons, and the backgrounds that suggest why the races interact the way they do.

THE WORLD

Every culture has its own name for the world, but in the Common tongue of humans it is known as Serran. Deep in all racial consciousness, known also as the akashic memory, lies the truth of the creation of the world, although the exact date of that event is contested.

A single moon hangs high in the Serran sky. On clear nights, most people perceive it as having a light blue hue. In the middle of summer, however, it is bright white. The moon shares the night sky with five planets. During the day, the sun is a warm yellow.

The Lands of the Diamond Throne are but a (large) part of a single continent on Serran, which in turn is part of a larger land mass (see map on page 327). The most explored portions are frequently called “the realm” in addition to the “Lands of the

Diamond Throne.” Historically, the area was called Terrakal, and before that, the entire continent was simply “the Land of the Dragons.” The giants of today call it Dor-Erthenos.

The southernmost edge of this continent lies about 700 miles above the world's equator. In recent days, more has become known about the continents of Pallembor—the Mysterious West—and Skaraven, where the wicked avian humanoids known as harrids come from (see Chapter Twelve: Creatures). And at least one other continent is known to exist, to the far east, from which the giants and sibeccai originally hail.

KEEPING TIME

The Serran day is 24 hours long, although no one has names for the actual hours. People refer to noon and midnight, as well as dawn and dusk, and then measure time from there. “Two hours after noon,” they say, or “an hour before dusk.”

The year lasts 364 days. There are 13 months of 28 days each. Most often, the months are simply called “Firstmonth,” “Secondmonth,” and so on, all the way to “Lastmonth.” The giants have their own names for the months, however, as do the faen and others. The giant month names are “official,” and many people adopt the evocative, flavorful names the faen use.

The days of the week also have a variety of names, but the common names are used so widely, they are the only ones worth noting. There are seven days in each week, each with a shortened or slang form often used as well:

- Dawnday/Dawday
- Waterday/Waday
- Earthday/Erday
- Halfweekday/Hawday
- Skyday/Skiday
- Firesday/Firday
- Restingday/Resterday

IMPORTANT DAYS

Although there are many festivals, sacred days, and days of ceremonial importance to the people of the realm, these are the most important ones:



- **Runecurse:** On this, the supposed anniversary of the death (or disappearance) of the Rune Messiah, all living creatures suffer a –1 luck penalty to attack rolls, saving throws, and checks. Curse spells gain a +1 bonus to their saving throw DCs. This observance occurs on the 10th of Firstmonth.
- **Remembrance:** The 17th of Secondmonth is the anniversary of the last day of the Battle of the Serpent’s Heart, when the giants defeated the dramojh. This day people remember the heroes of that struggle and those slain or tortured by the evil dramojh. This is typically a day of solemn celebration.
- **Landwarding:** On the 3rd of Thirdmonth, folks observe the importance of the land. People work to plant on this giantish holiday, nurturing life in the soil. They also take special care of animals.
- **Moon’s Eve:** On the 12th day of Fourthmonth, witches (and others) celebrate the magical significance of the moon. At night, from dusk until midnight, all simple spells are one slot lower than normal to cast (0-level spells remain unaffected).
- **Narasanight:** The 15th of Fifthmonth is a giant festival day—although the festivities really happen at night. On this evening, giants gather to sing and tell stories. Many important ceremonies take place then as well.
- **Solstices:** The summer solstice occurs on the first day of Seventhmonth, and the winter solstice on the last day of Lastmonth. Each of these days is considered sacred, and most people treat them with solemn reverence. The only ceremonies on these days are those devoted to giving thanks to the land. Greenbonds in particular hold solstice days as special; those able to do so often spend these holidays in the company of the spirits of nature, who are said to celebrate in fantastic and unimaginable ways.
- **Bladesong:** On this day, also known as Warrior’s Day, the populace celebrates and honors those who excel with skill at arms. Usually this day, the 10th of Tenthmonth, features combative competitions and tournaments. All characters

SERRAN VS. EARTH

Serran is ever so slightly smaller than the Earth on which we live. The main portion of the region shown on the map on page 341—the realm—is about the same area as the United States, albeit configured very differently.

This helps explain why most people living in Dor-Erthenos know little to nothing about the Free Cities of the South, and vice versa. Given travel times and the hardships involved (without magic), few travelers make it such a distance, and to do so can take months.

proficient in martial weapons gain a +1 morale bonus to attack rolls, saving throws, and checks.

- **Landsmilk:** This harvest festival is celebrated in most lands, although it has a few different names, like Karatul and Bountyfest. It occurs on the 14th of Eleventhmonth.
- **Vaddinalakin:** The last day of Eleventhmonth is the day most sacred to witches. On this day, all witches cast spells and use their witchery powers as if they were one level higher than normal.

THE PEOPLE

The lives of the people in these lands—whether they be human, faen, giant, verrik, or any of the other races—are grounded in such concepts as duty, personal integrity, and the importance of one’s word or oath. Obviously that doesn’t mean that everyone has a great deal of integrity or a strong sense of duty. It simply means that, when judging one’s character, these are the criteria used. Although people use words like “good” and “evil,” they’re just as likely to use “honorable” or “untrustworthy.”

Generally speaking, then, people in the Lands of the Diamond Throne value their own personal honor and the actions that shape others’ opinions of them. Giving one’s word means something to these folks, as do bonds of trust and duty. They are an emotional people who do not often give in to frivolity or laziness.

MONTHS OF THE YEAR

Common	Giant	Faen	Litorian*	Dragon
Firstmonth	Iu-Tarthes	Sunshadow	Snow	Wisdom
Secondmonth	Ae-Noman	Frostglint	Mist	Goldspell
Thirdmonth	Ai-Gebbon	Windlion	Birth	Silverscale
Fourthmonth	Ko-Fenas	Fathereye	Rain	Coppertail
Fifthmonth	Ji-Naras	Bloomkiss	Sun	Bronzewing
Sixthmonth	Rin-Taras	Neverstar	Leaves	Brasseye
Seventhmonth	Pal-Henach	Brightsong	Sky	Whitegreed
Eighthmonth	Yun-Feerna	Skyhome	Reeds	Blackbreath
Ninthmonth	Te-Carob	Mothereye	Gift	Greenclutch
Tenthmonth	Na-Vesto	Flameleaf	Twilight	Bluetooth
Eleventhmonth	Al-Gerran	Kinspeak	Stars	Redclaw
Twelfthmonth	On-Heccan	Chillmoon	Sleep	Slumber
Lastmonth	In-Dearam	Wolfhowl	Moon	Platinumshine

* The litorian calendar considers Birth the first month of the year.



These traits vary from individual to individual and can show marked differences among the various races. For example, faen normally are more emotional and quicker to be a bit frivolous than others, while sibeccai are less emotional and even less frivolous.

CEREMONIES

Again generally speaking, the people of the Lands of the Diamond Throne value ritual and ceremony. They take pride in following tradition and respecting careful, deliberate, and meaningful rites and formal customs.

The ceremonies held to be important in these lands say a lot about the nature of the people that value them. Although some ceremonies carry game benefits—ceremonial feats, for example—the following list discusses only ceremonies of cultural significance (with the exception of the naming ceremony).

NAMING CEREMONY

Most important of all ceremonies, the naming ceremony occurs for almost every individual at a time of maturity. For humans, verrik, and litorians, this is around age 14; for giants and faen, around 20; and for sibeccai, it can be as early as age 9 or 10. (Mojh normally do not go through a naming ceremony as mojh, but as humans, for most mojh do not become mojh until they are adult humans.) At this time, one goes into a trance and delves deep within to learn one's own truename. This also serves as a rite of passage ceremony.

This ritual often involves a large part of the community in which the individual lives—sometimes as many as 50 people participate. It takes about an hour and is normally followed by a feast and various entertainments: singing, dancing, comedy, and so on.

Characters who are Unbound—or, as they are sometimes called, unnamed—do not go through this ceremony. This is obviously a rare occurrence; an adult usually reaches maturity without a truename only under special circumstances. Sometimes, people reject their truenames, while other times they were merely ignorant of the principles or the process (some claim that certain people are just born without truenames). It is possible, however, to have a truename without going through the naming ceremony.

Even bestial or primitive creatures, such as goblins, rhodin, or chorrin, have their own versions of this ceremony. Monstrous intelligent creatures such as lamias, sphinxes, and hags often learn their truenames on their own.

OTHER RITUALS

Brotherhood Ceremony: Very similar to a joining ceremony (see below), someone entering into a partnership, alliance, or any kind of joint venture with another (or one group allying itself with another) may hold a brotherhood ceremony. Sometimes small, informal groups like adventuring parties hold brotherhood ceremonies to fortify their relationship. Usually brotherhood ceremonies require the participation of only those involved in the relationship and perhaps a witness. However, sometimes these ceremonies are vast, as two tribes or kingdoms ally with one another.

When celebrated between a few individuals, the participants often tell each other their truenames as a sign of complete trust.

Disavowal Ceremony: The opposite of a joining or a brotherhood ceremony, the disavowal rite is performed when it comes time to end a relationship. This might be a divorce, the end of a partnership, or a family member disavowing another publicly for some wrongdoing. Sometimes, when performed by a ruler toward another ruler, this ceremony marks the beginning of a war.

Farewell Ceremony: Similar to the welcoming ceremony (see below), this rite sends travelers off on voyages and visitors back on their way home. This ceremony is usually large and sometimes accompanies a feast.

Funeral Ceremony: When someone dies, this daylong ceremony is held in the person's honor, to wish his soul a quick and safe journey to the afterlife.

Healing Ceremony: When someone is ill, this ceremony is performed to ritually cleanse both the patient and the room she occupies of illness. This is not considered magical healing (and it confers no such benefit), but it is thought to put the patient in the correct frame of mind to encourage natural healing. Some spellcasters will not attempt to use *remove disease* or a similar spell without first performing this short ceremony.

Joining Ceremony: Unlike the naming ceremony, the joining ceremony varies greatly from race to race and culture to culture. These ceremonies join two people in marriage, signifying their physical and spiritual union.

Faen and giants are both fiercely monogamous, while sibeccai rarely mate for life, instead preferring to have multiple spouses over the course of their relatively short lives. Humans, litorians, and verrik vary in their opinions, and mojh utterly reject marriage and joining—as well as love and sex. Sprytes, it should be noted, still hold onto their faen ideals regarding love and marriage even though they cannot reproduce.

Lifquest Ceremony: Often when apprentices finish their apprenticeships, or students finish their studies, a ceremony congratulates them and commemorates their setting out on the path of their life. These are usually small and informal ceremonies.

Luck Ceremony: When someone begins a new venture or takes on a quest, this ritual helps ensure that he finds only good fortune. It often is held with just one person in addition to the person needing luck. One never holds this ceremony for oneself.

Mourning Ceremony: In contrast to a victory or thanksgiving ceremony (see below), the mourning ceremony is performed when one or more of the participants has experienced a great loss or a defeat. This is an extremely long ritual, sometimes extending over multiple days. It can also follow a funeral ceremony.

Oath Ceremony: When someone swears an oath or takes a vow stating that she will (or sometimes will not) do something, she often states the vow before witnesses in a short but very formal ceremony.

Resurrection Ceremony: In the rare cases when magic brings someone back to life, this ceremony welcomes her back to the land of the living and solidifies and calms her soul after its harrowing journey.

Thanksgiving Ceremony: Sometimes accompanying a victory ceremony and sometimes simply held when something fortunate happens, this ritual usually involves as many people as the



participants can muster. The bigger the blessing, the bigger and longer the ritual. Many cultures use a form of this ceremony at times of harvest, when a drought breaks, and so on.

Victory Ceremony: This celebratory ritual not only allows someone who has achieved a great feat to be honored, but it is an opportunity for the victor to give thanks to those who helped him. This ritual usually coincides with a great feast or party.

Welcoming Ceremony: This very short rite welcomes newcomers into a home or important dignitaries into a kingdom or a city. It often involves the exchange of small gifts. A form of this ceremony is used when a new baby is born into a family.

THE MAJOR RACES

The major races of the Lands of the Diamond Throne are giants (left), humans, faen, litorians, sibeccai, verrik, and mojh. Other minor races, such as goblins, rhodin, chorrim, hags, and so on make too small an impact on the lands to be considered major races, and dracha are too newly arrived. The lands referred to in this section and the next are shown on the map on page 327.

RACIAL DEMOGRAPHICS

Humans are the most numerous and widespread race in the Lands of the Diamond Throne. With the exception of the deepest reaches of the Harrowdeep (and the frozen wastes beyond), and the heart of Zalavat, where they are not welcome, humans live throughout the entire realm, at least in small numbers. (There are certainly areas of the Bitter Peaks, Thartholan, and the Wildlands of Kish, for example, that offer dangers too great for settlers, and the only humans in Skaraven are slaves.)

The giants, as a race, never stray far from the water—the love of ships and sailing runs too deep in their blood. Thus, the vast majority of giants live on the coast or along the banks of the largest river in the land, the Ghostwash. Giants are known only by reputation south of the northern edge of Fallanor (except for along the coast), in most of Zalavat, and west of the Bitter Peaks.

Although sibeccai usually dwell near giants, they have gone farther afield in the last hundred years or so, spreading south into the Southern Wastes and into the mountains to the east and west. They are virtually unknown as far south as Fallanor, the Wildlands of Kish, and most of Zalavat.

Faen dwell mostly in the north, in and around the Harrowdeep. In addition to their own isolated hamlets and villages in the forest, they frequent the Crystal Fields, the northern Elder Mountains, and cities such as Navael and Thayn. However, being fairly curious and daring, faen individuals can be found anywhere.

Most people think of litorians as keeping to the Central Plains, but in fact they range throughout the lands south of the Harrowdeep, even into Zalavat, Fallanor, and the Jungles of Naveradel. They are not unknown in Verdune, Thartholan, Kish, and into Pallembor, the Mysterious West. Litorians are second only to humans in their propagation and population.

Verrik hail from the South, specifically Zalavat. To find a verrik in the North, particularly north of the Ghostwash, is a surprising circumstance. Elsewhere, particularly in the warm



climes of the South—Fallanor, the Free Cities, the Wildlands of Kish, and the Jungles of Naveradel—verrik thrive in numbers. Many also dwell in the island kingdom of Noll.

Mojh live in small numbers almost anywhere that humans dwell. They favor remote locales and seem rather impervious to climate, so one could look for a small mojh colony high above the snow line in the mountains, in the dry Southern Wastes, or in the Wildlands of Kish and probably find one.

RACIAL DIFFERENCES AND INDIFFERENCES

None of the major races—giant, human, faen, sibeccai, litorian, mojh, and verrik—are broadly recognized as outright enemies. However, certain races get along with some better than others.

Giants and faen get along about as well as members of two races possibly could. The predilections of both folk complement each other. Both appreciate the importance of balancing duty with celebration and relaxation. Really, though, giants look at all races with the same sort of “little brother attitude” (as the human philosopher Dionest once put it).

Faen hate it when people look down on them because of their size. They normally go into any relationship assuming they will be treated as equals. They only feel resentful when others prove them wrong. Thus, more than any other race, they are likely to judge people as individuals rather than react to them based on their race. (Dionest once put it another way: “Faen ignore the race of those they meet and treat everyone the way they would treat another faen. Of course, that means they are continually surprised when others do not act like faen.”)

Sibeccai remain somewhat distant from all races save the giants. In particular, however, they do not mix well with faen and often find themselves resentful of litorians. They frequently make no attempt to conceal these feelings, but change their behavior only when individuals prove their worthiness of respect.

Litorian philosophy encourages them to look upon all creatures with the same amount of respect (although initial wariness is always in order). However, their natural inclination was to resent giants, as some humans do, even if they show it more subtly. But over the years, the giants have gradually won their respect. These same instincts make them somewhat hostile to mojh and sibeccai at first, but they try to overcome them.

Mojh look at almost every race with the same slight distrust.

Verrik are inscrutable and stoic. While they believe their way of thinking is best, they are less likely than, say, humans to judge members of other races for their differences. They perhaps understand giants and humans best of the other races, finding litorians and faen a bit bewildering at times. Verrik also deal well with mojh and sibeccai, but find them, in general, a little dangerous.

Some humans resent giants as outsiders who have “taken over.” Generally they are wary of the harsh, sometimes cynical sibeccai and the mojh—humans who willingly gave up their humanity. Like the other races, humans are a bit disturbed by the verrik, despite the fact that in the history of the realm, humans and verrik have never actually come into conflict. Humans like faen but sometimes do not take them as seriously as they should, much to the humans’ loss and the faen’s displeasure.

DRAGONS AND DRACHA

Dragons cannot be ignored as prominent inhabitants of the Lands of the Diamond Throne—a region once called the Land of the Dragons. The dragons left this land for the far-off West thousands of years ago, but have recently returned. In their absence, the dragons changed—not that anyone remembers the dragons of old to notice the differences.

Gone are the clear-cut distinctions between chromatic and metallic dragons. Now each dragon has its own individual powers and abilities not based at all on their appearance.

The dragons make no apology for their absence during the time of the dramojh. They express gratitude toward the giants for taking care of that problem (see “The History,” page 332) but make it clear that they wish to invoke ancient pacts between their kind and the giantish realm that forbade a giantish presence in their ancestral homeland. “Thank you,” they have said to the giants, “but now it is time for you to leave.” The dragons, by right of history, heritage, and power, claim the Lands of the Diamond Throne (a name they do not use, of course).

Obviously, the giants have no interest in leaving. They shed blood to defeat the dramojh—creations of the dragons, no less—and now feel a sense of stewardship over the land. Giantish allies stand firm behind them.

However, not all the peoples of the Diamond Throne harbor much love for the giants, whom they still consider usurpers. Some of these see the reemergence of the dragons as an omen; others, simply an opportunity. Either way, they side with the dragons. Others are tempted to the dragons’ side because of what they offer.

The dragons bear with them the otherworldly tenebrian seeds that can be used to “evolve” creatures, granting them great power through draconic ceremonies (see “Evolved Levels” in Chapter Two: Races). Members of all races save the giants have willingly undergone the process of tenebrian evolution in exchange for their sympathies to the dragon’s cause. (Others, knowing that it was those very seeds that created the dramojh, reject the “evolution” process as abhorrent before nature and all that is good.)

With the dragons came the dracha. These draconic humanoids were the heralds and harbingers of the dragons’ return and have quickly spread throughout the Lands of the Diamond Throne. They can be found anywhere, but only in very small numbers. Plenty of the folk of the Diamond Throne lands have not yet laid eyes on a dracha (although they may have heard of them). The dracha are more common in the near West, such as in Verdune and Thartholan, or in the South, including the Southern Wastes, than in the Central Plains or the Devanian coast.

REGIONAL DIFFERENCES

In addition to the people’s racial differences, the area in which they live encourages cultural differences as well. Humans display this variety most clearly, but it is true—in general—of other races as well. In fact, one cannot entirely divorce racial and regional differences, since the attitudes and cultural distinctions of people from the South exist at least in part due to the presence of the verrik, while those of the North are influenced by the faen.





LIFE IN THE NORTH

The Devanian coast, the Harrowdeep, and most land north of the Ghostwash are known collectively as the North. Generally speaking, this region includes the “heart” of the Lands of the Diamond Throne, and the towns and cities there are among the safest and most orderly places in the realm. Northern folk consider themselves a bit more sophisticated than those of other regions, although most would not make such a claim out loud.

Generally speaking, Northerners appreciate elegant food and wine, the arts, and communal activities. They are gregarious by nature and usually polite and hospitable. They value aesthetics and convenience very highly. Northern society is somewhat stratified, with a strict hierarchy of low-, middle-, and high-class people. They see occupations as very compartmentalized—a Northern farmer is more likely to hire workers to fix his fence than to do it himself because that’s not “his job.”

Few people live in the land between the Elder Mountains and the sea. This region gets a lot of rain and cold weather and sometimes is called “the new frontier.” Although once the home of one of the continent’s oldest kingdoms (Devania), it has become a wilderness grown over the ruins of that ancient civilization. The people are mostly herders, trappers, hunters, and miners. They have a quiet, calm, and thoughtful manner. These men and women are far less gregarious than others in the North.

LIFE IN THE SOUTH

People refer to the lands south of the Ghostwash, down through the Southern Wastes and most of Zalavat, as “the South.” This region is marked by contrasts. The verrik maintain an orderly, ancient society of their own, but the members of other races in the South are more free-wheeling and rough. Many dwell in the region because they or their ancestors moved southward to find a less structured, more free-spirited home. Cities such as Khorl, Jerad, and Xavel are known to be fairly lawless, with less direct control by the representatives of the Diamond Throne—although in comparison to other places (such as the Free Cities of the South) this reputation is usually overstated.

Southerners seem less particular about art, food, drink, and other such “sophisticated” concerns than their Northern neighbors. Their concerns are both more base (simple survival, particularly in small villages and hamlets) and more philosophical (freedom, rights of the individual, a person’s rightful place in the world, and so on).

Entertainment in the South is usually bawdy and the humor broad. Ale is a more common drink than wine (although verrik always prefer wine).

It is more likely that a litorian would find a home of his liking within the bounds of a Southern city than one in the North. They take to the less structured, freer lifestyle in such places over the stricter, more “refined” communities of the North.

LIFE IN THE FAR SOUTH

Also known as the Distant South, this region includes Fallanor, the Free Cities of the South, the Jungles of Naveradel, and even the Wildlands of Kish. People under the rule of the Diamond

Throne know little about these faraway places. The occasional trader or sailor brings back tales of the Free Cities or Fallanor: stories of wild, exotic locales, lawless cities and races, and beasts unknown in regions farther north. Only the hardiest and most intrepid explorers can relate information about Kish or Naveradel. These unsettled lands are strange and filled with exotic creatures and amazing wonders.

Outside the direct rule of the Diamond Throne, the people of the Far South are much less cohesive than those of other regions. Traits of the population include self-reliance, a distrustful nature, and far less value placed on community, honor, and keeping one’s word. This is a rough-and-tumble place. Customs vary from city to city and change quickly with the rise of new rulers or sudden trends.

LIFE IN THE NEAR WEST

The near West—Verdune and Thartholan—continues to rebuild from the devastation and changes wrought by the dramojh. Communities are few and far between, and most are governed by paranoia and fear due to the undead and otherplanar creatures still inhabiting the region. Cities and towns here have high walls and take curfews seriously. You’ll hear people here say things like “better careful than dead” and “trust is earned, not given.”

For the most part, these folk remain quiet, somber, and slightly nervous. Yet they are determined and stubborn as well. Most do not have the luxury of convenience or sophistication.

LIFE IN PALLEMBOR

If the people dwelling in Pallembor have some relation to the folk of the Lands of the Diamond Throne, it is tenuous and ancient. In Pallembor, humans and dracha commingle without hesitation, and the sight of a dragon is cause for welcome rather than alarm. The people of the Mysterious West, whether human or dracha, look upon the dragons as powerful guardians and patrons.

Villages, towns, and cities of Pallembor are old and sophisticated, filled with statues, colonnades, and fountain-filled plazas. Most have some kind of available roost or castle made especially for dragons who might visit from time to time. The people in these communities are welcoming and friendly unless given a reason not to be. Those who raise the ire of the locals can never hope to regain their welcome, for their memory is long.

The people of Pallembor do not speak the Common tongue but instead have their own language. Also, many speak Draconic.

LIFE IN SKARAVEN

A harsh land of fierce weather and predatory beasts, Skaraven is ruled by the vulturelike harrids (see Chapter Twelve). Members of the major races (humans, litorians, sibeccai, faen, and so on) dwell here only because they were taken as slaves from their homes and brought here or because their ancestors were taken in a similar fashion. The harrids are harsh masters and force their slaves to carry out all their physical labors, as the harrids themselves are too preoccupied with study and research. Most slaves never live to be very old, between the harrids’ cruel whips and the backbreaking work.

Skaraven is mainly a desolate wilderness. Its few cities are fairly large and walled for protection. Whether harrid, human, sibeccai, or another race, most people in Skaraven seem paranoid and pessimistic. Harrids rule virtually all the settlements of Skaraven.

The people of this land speak Harrid and a bit of Common.

PASTIMES

Despite the contents of the previous chapters of this book, life in the Diamond Throne lands isn't all about fighting, spellcasting, and going on adventures. The people of the realm have fun as well.

FESTIVALS

Festivals and celebrations occur all the time, particularly on important dates and holidays and when ceremonies are performed (see "Ceremonies" on page 324 and "Important Days" on page 322). They often involve music, dancing, games, contests, and—of course—food. It's not at all uncommon for a traveler to arrive in a community and find residents engaged in a festival she's never heard of. Many are very localized.

GAMES

Of course games are a favored pastime for folks of all races. In addition to the few examples listed below, people frequently have contests of prowess or skill—footraces, hitting a target with an arrow, leaping, juggling, rope-walking, riddle solving, and so on. Litorians pit tribe against tribe in rough team sports. Fierce bloodsports, from gladiatorial-style combats to beast pitfighting, are common among the sibeccai.

- **Dancing Bones:** A betting game played with dice.
- **Kings and Kingdoms:** An elaborate strategy game with a board and many pieces.
- **Spit and Bobber:** A game of manual dexterity played for small amounts of money.
- **Three's Your Uncle:** A game of throwing daggers at a target for points.
- **Witch Stones:** A strategy game played with a set of tiles bearing symbols.

THEATRE

Theatre has a long and distinguished history in the Lands of the Diamond Throne. From a lone minstrel or traveling storyteller to troupes of actors, dancers, and clowns moving from town to town in wagons to officially sanctioned works in huge, permanent auditoriums, theatre delights many. Some performances are clearly aimed at commoners, while others are meant for more sophisticated tastes. Most everyone, however, enjoys a good show.

Mojh and sibeccai are rarely actors. Giants, faen, and humans take to performing the most, and litorians occasionally try but are rarely any good (except at singing, at which many excel). Verrick attempt to incorporate magic or psychic abilities into all their performances.

WARRIOR GREETINGS

A common practice among warriors of any type is to greet someone with one's weapon: "My sword greets you," for example, or the even friendlier, "My axe sings your praises." Likewise, an unfriendly greeting is only slightly different: "Tell it to my blade," or "Everything I have to say to you, I'll say with my spear."

Similar in tone, some warriors say this to a character they distrust: "I'll trust you/like you better/sleep better when you're dead and buried in the cold ground."

COLLOQUIALISMS

A wonderful way to understand a people is to listen to how they talk, and even how they curse. Here are a few examples:

A Giant's Reach: Something about 10 feet long (technically). More generally, something that is distant, but still visible. "The other side of the cave's only about a giant's reach from here."

Ale-Addled: Drunk.

Angel's Wings: Extreme luck. "He was saved by angel's wings."

Between Midnight and Death: A phrase used by many to mean "in deep trouble." As in, "We're between midnight and death down here!"

Biter: Someone weak, attempting to be strong. "Little biter" is the most common use. Often used by crude members of other races to describe a faen, particularly a faen warrior.

Bitter Suns: A curse. When directed to another, it means, "May the rest of your days be painful and sad."

Bobber: A copper piece.

By Malleus' Beard: An exclamation. The phrase refers to the great human hero Malleus, whose point of pride was his beard.

Cack: Nonsense.

Deuce: A silver piece.

Far From Home: Originally a litorian saying ("Araansha," in the native tongue), this means anything strange or alien.

Farther West: A term that means "keep looking" or "keep trying." Referring to the fact that for so long no one really knew what lay to the distant west, people use this phrase when someone makes an incorrect guess or can't find something that's lost. "Farther west, friend," one might say to such a person.

Feykin: What giants often affectionately call faen.

Gob-Friend: A shortened form of "goblin friend," this term is a pejorative descriptor for someone, implying that the person likes disgusting, low-class, or otherwise nasty things.

Little Brother: What giants often call a well-liked human.

Logsleeper: A stupid person.

Maggot: A devious person.

Meadfoot: Someone able to hold his liquor.

Niashra's Gift: A blessing, or something truly excellent. A *greater battle healing* spell, a sack of 1,000 gp, or a masterwork sword, given from one individual to another, can be referred to as Niashra's gift.

Queen's Coin, or a Queen: A gold piece.



Race-Traitor: What some humans call mojh. This is a particularly offensive term.

Rarer Than a Dragon's Scale: Something very uncommon, or something precious.

Royal: A platinum piece.

Spell-Brained: Stupid.

Strong as a Magister's Staff: Something that is nearly unbreakable.

Witch-Headed: Crazy. Witches do not care for its use.

THE GODS AND RELIGIONS

In the opinion of many, the gods of the world are gone, or so faded in power that they no longer hold a significant position in the cosmology. The argument goes that if the gods were so powerful (or real at all) as to be worthy of worship, they never would have abandoned so many to the dramojh for so long.

Giants and litorians do not worship gods. Neither do the ver-rik, although they do believe that after they die they can ascend to near godhood. The faen and the sibeccai have many gods, although each has its own brand of spirituality. Moch mostly worship dragons and dragonkind. Dracha worship the dragon god Erixalimar. Humans are split fairly evenly, with about half either disbelieving in or resenting all deities and the rest at least a little faithful in their chosen religion.

Because of this attitude toward religion, most temples are old, and many are in poor repair. A great number are abandoned altogether.

THE GODS OF THE DENOTHOLAN

Denothol was a great human hero who used legendary perseverance and magic to travel to the mystical realm where the gods lived. His story and his catalogue of the gods, their portfolios, and their relationships is recorded in a book called the *Denotholan*. The deities described within are called the Gods of the Denotholan. Although there are other gods, they are usually quite minor. The Gods of the Denotholan are those that hold (or held) large numbers of worshippers as well as great sway over their lives.

NIASHRA

The chief deity of the Denotholan pantheon, Niashra takes two forms. The first is that of the goddess of nature, or of the land, in which she appears as a beautiful human woman with flowing golden hair and wearing leaves, vines, and flowers. The second is that of the goddess of motherhood and life, in which she looks like a very large, pregnant woman with middle-aged features and children at her feet.

Niashra is the goddess of life, of nature, and of loving and caring emotions. She is the most popular of gods, and her temples are usually wide expanses of marble and statuary, with many pools and fountains. The majority stand in populated areas, although some are secluded in more natural surroundings. Her symbol is a woman's face made of leaves.

VEKIK, THE RUNEGOD

Lord of science, alchemy, and magic, Vekik as often as not is portrayed as a disembodied, ever-changing mathematical formula. Other times, he appears as a thin, bald male human whose flesh is covered in runes and symbols.

Vekik is enigmatic, and his doctrine requires years of study to truly understand. His way stresses logic over emotion and brains over brawn. His worshippers claim that the powers the runechildren possess are gifts from Vekik. He is said to be responsible for maintaining the laws that govern the physical world. His temples are small but usually tall, like towers. His symbol is a composite of various magical and mathematical symbols.

MOWREN

Mowren's duties include overseeing conflict, strife, and war, as well as fate and chance. He appears as a particularly small quickling faen with dice in his hand. When two forces of any kind go up against each other, whether it be two contestants in a game of witch stones, two armies at war, or the force of a river smashing against a rock in the riverbed, Mowren determines the outcome.

People revere Mowren out of a sense of need rather than want. The truth is, most people see him as a meddling trickster who can't be trusted. Mothers tell their children that Mowren is hiding under their bed and will curse them if they don't behave.

Mowren's temples are small—shrines, really. Few people worship Mowren exclusively, instead paying him homage when they feel they need his blessings. His symbol is a pair of dice.

IDONIS

Truth, beauty, and love: These are the prime aspects of Idonis' worship. This androgynous deity has both a male and a female aspect and is called both "him" and "her." Statues of Idonis depict a beautiful human of indeterminate gender with a book in one hand and a zither in the other. His/her worshippers fill their temples with music, poetry, and acts of love. The temples themselves are always round structures and usually brim with statues and flowers, thick carpets, and lavish tapestries.

The cult of Idonis is a popular one, although many fear it, believing the worshippers to be drug-addled fools without sense of responsibility. Idonis' symbol is a hand holding a flower.

HETRAGARIN

Hetragarin appears as a stern-faced female human dressed in a long silver gown. She watches over time itself, and the flow and order of all things—the passing of child to adult, the passing from skilled to unskilled, and even the passing from life to death. She is extremely regimented and particular, and so are her priests. Her temples are well-ordered structures built in concentric circles, forcing one to follow a specific path to get to the central altar. The tenets of the religion are very strict and quite humorless. Nevertheless, she is a popular patron of many—travelers, students, those wishing to master a craft or skill, and so on. Her symbol is an hourglass.

JOHRD IRONTHUMB

God of craftsmanship, building, and engineering, Johrd Ironthumb is closely related to Vekik, although his worshippers usually find him and his dogma easier to understand than the Runegod's. Iconography pictures Johrd as a massive male human, or perhaps a giant. His temples are well-constructed buildings, often incorporating some feat of engineering, such as a mighty arch or a seemingly gravity-defying monument. Worshippers of Johrd Ironthumb are laborers, craftspeople, engineers, architects, and, strangely enough, warriors. His symbol is an obelisk.

RALLONCH THE GIVING

Not a part of the Denotholan pantheon, Rallonoch is looked upon as a savior deity by his followers. Through Rallonoch's blessings and teachings, a mortal can earn her way into the heavenly realms, rather than going to a hellish eternity. Rallonoch is known for his compassion and his desire to save all mortals. He is depicted as a stout, bearded man with a jovial smile and welcoming hands outstretched.

The most important sacrament of Rallonoch's religion is his holy oil. This blessed elixir, with its merest touch, ensures mortals' passage into a heavenly reward, unless they sin after receiving it. (Thus, priests usually administer it to the dying.)

Anointing the faithful with this oil is the central point of all Rallonoch's ceremonies and services.

Typically, adherents of this religion are monotheists and do not believe any of the other gods worshipped in the Lands of the Diamond Throne are real (or, at best, they think they are conniving demons seeking to turn people from the truth of Rallonoch). Most of the god's followers are fervent in their beliefs and solid in their faith. So convinced are they in Rallonoch's blessings, and so willing are they to carry on their deity's compassionate ways, that when they go into battle, they carry Rallonoch's oil with them to anoint their fallen enemies and send them to heaven.

Rallonoch's temples are usually long stone structures, not particularly ornate. They contain ample supplies of holy oil and bear passages from Rallonoch's scriptures engraved on the walls. The religion has no fewer than 88 holy books (eight being a sacred number for Rallonoch).

ERIXALIMAR, DRAGONLIEGE

It would be incorrect to think of Erixalimar as anything less than a god, though once he was only a dragon—the greatest of all dragons, but a dragon nonetheless. In ancient days, Erixalimar forged the treaties and pacts with the giants of the lands across the sea to the east. He oversaw the creation of the Dragon Conclave, a ruling body which still exists today to watch over and direct the actions of all dragonkind. Erixalimar explored the regions in the Mysterious West before any others and defeated the Demon of the Deeps that threatened that region millennia ago.

The dragons of today believe that Erixalimar no longer maintains a corporeal presence in the world. He did not die, but instead ascended fully to godhood. According to their teachings,

he still watches over all of his kind and their lands. It is in Erixalimar's name that the dragons have returned to reclaim their ancestral lands.

Only the dragons and the dracha worship Erixalimar. The ceremonies and complexities of dragon worship are unknown to most nondragons, but the dracha rites and sacraments are straightforward, as are all things dracha. In Pallembor and the dragon cities of the West stand grand temples to Erixalimar that are beyond human scale. The dracha, however, keep no temples, for they are always on the move in the service of dragonkind. Their priests carry necessary paraphernalia and sacraments with them wherever they roam.

CULT OF THE FLESHRUNES

Founded almost 1,800 years ago in ancient Sennes (see "The Rise of Human Kingdoms" on page 334), this cult reveres the runechildren—or, more specifically, the somewhat mysterious power inherent in the land that grants them their runes and power. The religion can claim only a handful of worshippers today, but ruined temples of the cult remain in isolated areas. They are marked by walls covered in relief sculpture of life-sized people showing their runechild runes.

Some cultists also revere the historical figure known as the Rune Messiah. They saw this female litorian as a savior who would bring peace and order to the world, and they believe that she will return, albeit perhaps in a different form.

Throughout the cult's history, humans comprised the majority of its membership. In fact, some small sects have denied that nonhumans can become runechildren at all. They claim that nonhumans sometimes use other (often suggestively sinister) types of magic to allow them to masquerade as runechildren. These racially prejudiced humans understandably draw a lot of venom from nonhuman races, because they use their religion as a way to channel their bigotry. Not surprisingly, these sects of the religion do not believe in the Rune Messiah, since she was not human (see page 335).

There is, however, a growing resurgence of the cult, but not among humans—among the mojh. They see the power of the runes as somehow related to the inherent power of dragonkind and thus think of it as "dragon divinity."

CULT OF THE BRIEF RESPITE

Membership in this rather bleak faith is small. These people consider life but a brief respite from eternal torment, both before and after a person lives in the world. Members of this cult believe that the greatest good one can do is to prevent another from dying, and that anyone with the power to raise the dead should do so as much as possible, no matter what the cost or the circumstances. Not surprisingly, they fear death with an abject certainty and will do anything to avoid its horrible clutches.

This religion has no temples or shrines, only a handful of holy scriptures that get passed around from believer to believer, often used to convince nonbelievers. Those that can get over their fear of death use the religion as a license to live life to its fullest.



THE DEAD GODS (HANAVERE TRINITY)

The Hanavere Trinity were three beings of awesome power. In the eyes of most, they were gods. The three of them, Nalos, Tayana, and Seron, lived in a fantastically huge citadel in the Elder Mountains, on the edge of the Southern Wastes. Once, near the beginning of time, they were three mortal humans who discovered a major power cyst (see page 345) so potent that they used its mystic energies to ascend to godhood—or virtually so. The story goes that they then traveled the various planes of the multiverse, exploring and learning even more about the truth of reality. Eventually, the trinity returned to the world of Serran, built their citadel, and shut themselves within it, only occasionally offering audience to outsiders.

When the dramojh began their invasion of the east in Common Year 180, the Hanavere Trinity were alarmed. They took their time, however, marshaled their forces (they had an army of human followers as well as lammasu, centaurs, and giant eagles), and made careful plans. In Common Year 182 they met the advancing dramojh army in the Fields of Yallatonan. Although the trinity inflicted terrible losses upon the dramojh—more than anyone other than the giants, who would come a thousand years later—the malevolent conquerors used powerful artifacts found in their interplanar raids to bind and slay the godlings.

Now known as the Dead Gods, the Hanavere Trinity lost most of their faithful servants and worshippers that day as well. Most people have forgotten them, other than the occasional attempt to use them as vague examples that “the gods are dead,” when bitterly rejecting religion.

There are still those who worship the Dead Gods, however. The faithful travel hundreds of miles to risk the perils of entering the Citadel of the Dead Gods (as their fortress is now called) because they believe that, once in its highest tower, in the innermost sanctum, one can still commune with them and learn some of the secrets of the universe.

XYPHON

Now banished from this plane, Xyphon once was a self-actualized god worshipped by the ancient verrik. Little more is known about him, but his symbol is that of an eye within an eye.

THE HISTORY

Long before the coming of the giants or the invasion of the dramojh, the human inhabitants of this land called it Terrakal in their own language, the basis of which today forms the common tongue. It was a peaceful land. Most humans eked out an existence as farmers alongside litorian hunters. The faen were a mysterious sylvan race that kept its distance, and the verrik lived far to the south, virtually unknown.

TIMELINE

Two dating systems are still used today. Although most people use the system developed by the humans, known as Common Years, the giants retain their traditional, much older system of dating, which nongiants simply call “Giant Time.” It is worth

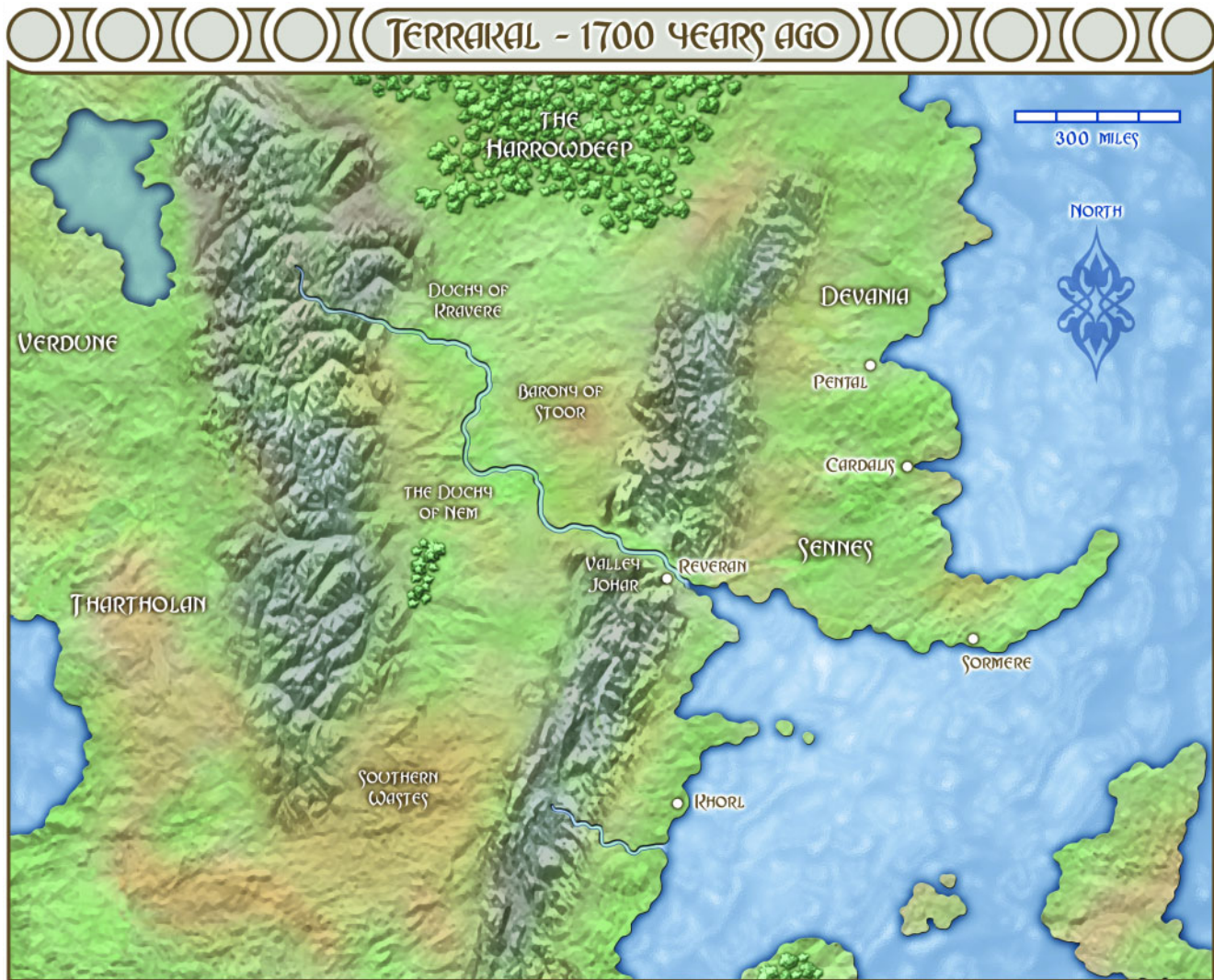
noting that officially the verrik use neither system, and refer to past dates only in terms of today. (“One day 751 years ago...”).

Giant Time	Common Years	
c. -1875	c.-7085	Beginning of the world (according to the verrik)
c.-1000	c.-6210	Beginning of the Vnaxian Empire
c.-980	c.-6190	Beginning of the world (as described in the <i>Denotholan</i>)
c.-330	c.-5540	Fall of the Vnaxian Empire
0	c.-5210	Beginning of the world (as described in the <i>Giantish Histories</i>)
c. 100	c. -5110	Denothol reportedly returns from his travels with knowledge of the gods
c. 200	c.-5010	The Dragon War begins; dramojh created
c. 850	c.-4360	Rise of the first runechildren
c. 1000	c.-4210	The “Demise of the Dragons”
5210	0	Queen Adrilashe of Sennes unites the tribes of Terrakal
5214	3	The first of many wars between Thartholan and Verdune begins
5221	10	The Dark Winter comes, bringing cold and ice to virtually the whole realm for almost a year
5248	37	Sennes crumbles, and the nations of Terrakal fracture
5381	170	Invasion of the dramojh
5384	173	Verdune and Thartholan devastated
5391	180	The dramojh begin their war against the lands east of the Bitter Peaks
5393	182	The Battle of the Fields of Yallatonan, death of the Hanavere Trinity
6314	1103	Birth of the sibeccai
6439	1228	Giants land at Khorl
6618	1407	The Battle of the Serpent’s Heart, final defeat of the dramojh
6631	1420	Council of Magisters formed
6692	1451	Order of the Axe founded
6879	1668	Council of Magisters disbands
6969	1758	The dragons return from the Mysterious West
6970	1759	Today

PREHISTORY/ANCIENT HISTORY

In the dim mists of time, some legends tell of a very different world, where gods played a much more direct role in the fates of mortals, and there was contact between the east and west. The western continent was known as the Land of the Dragons, while the continent to the east was the Land of the Giants.

This is the time of myth—the time when the legendary Denothol supposedly traveled among the planes and worlds to learn more of the gods and of creation. This is when the acts of the gods created volcanoes and earthquakes, and when they taught mortals to use magic (although many say the dragons did that) and how to grow crops and build cities. Some of this might be true, but even akashics have difficulty delving back so far.



The area now known as the Lands of the Diamond Throne has known many names: the realm, Terrakal, and, earliest of all, the Land of the Dragons. In those ancient days, it is said, the dragons ruled supreme, and the sky was dark with their wings. These wyrms were rivals of the giants across the sea to the east.

The dragons were of many species, each belonging to one of two categories. There were the chromatic dragons, known for their selfishness and cruelty, and there were the nobler metallic dragons. Despite their various natures, the dragons lived in relative harmony with each other. A conclave of the greatest and oldest dragons ruled over their brethren, settling disputes regarding territory and other matters. At the head of the conclave was the demigod Erixalimar, the greatest of the dragons. No dragon could think to disobey his rulings or edicts. No dragon would ever dare challenge him.

Centuries passed in this fashion. It seemed that the dragon age would never come to an end.

Then one fateful day, Erixalimar, after decades of parlaying with the giants, finally created a treaty that would keep the Hu-Charad to the east and dragons to the west forevermore. Afterward, the great dragon felt the need to get away, not only

from giantish emissaries, but from his fellow dragons as well. He decided to fly farther west and discover what lay in that uncharted region.

The chromatic dragons saw Erixalimar's absence as an opportunity to further themselves and their agendas. They made a bid to take control of the Dragon Conclave. They failed, and what resulted was a terrible, cataclysmic war between the two dragon camps. The Land of the Dragons erupted in bitter conflict that threatened to destroy it. The conclave continued to attempt to sow peace, but it repeatedly failed.

Then a dragon named Nithogar rose to prominence and eventually joined the conclave. Some records say Nithogar was a black dragon, while others claim a red. A few suggest that he might have even been a copper or gold, although as dragons are understood today, that is difficult to believe. In any event, Nithogar dipped his claws into other realms and worlds as easily as a man might dip his hands into pools of water. He spent his days, his years, his centuries plying otherworldly spaces to see what he could find. Although it is certain that he found many things, it is only known that he found something called the tenebrian seeds. Most likely, the dragon encountered them hidden



away in some hellish netherworld or locked within some prison plane or vault dimension. Regardless, he brought the tenebrian seeds to this world to study them.

If only the dragons had not been embroiled in a war. If only Erixalimar had been there when Nithogar presented the tenebrian seeds to the conclave. But alas, they were, and he was not.

Nithogar interested some of his chromatic brethren in the tenebrian seeds, for any dragon could see they were objects of great potential power and magic. Dragon eyes are keen in that way—power is like a color or shape to them, as visible and tangible as anything else they might see.

Nithogar and his fellows discovered that they could implant portions of their own draconic essence within the tenebrian seeds. Although many of the conclave advised against it, Nithogar and several others experimented with a few of the seeds, infusing them with their “dragon-ness.” Soon thereafter, something emerged from the seeds.

The dramojh were born.

Part dragon and part otherworldly creature, the dramojh—meaning “dragon scions”—fascinated the conclave. The dragons found the dramojh, like themselves, to be quick studies with a real aptitude for magic. They taught their creations what they knew, and still the dramojh hungered for more. Moreover, the dragons sensed the dramojh’s thirst for battle and death-dealing, a thirst far beyond that of even the darkest-hearted dragon. The dramojh, they thought, would make excellent warriors. Without the metallics’ knowledge, the chromatics created more of the creatures. Soon there were thousands of terrible demon-dragons.

The dramojh horde, wielding destructive and corrupt spells, washed over the already battle-weary metallic dragons. Though the dragons held out for years, it became clear that soon every last one of them would be dead.

But then Erixalimar returned. He found his homeland in flames, befouled dragon half-breeds slaying his folk. The great dragon brought peace to all dragonkind, but the dramojh would not be quelled. Erixalimar called upon nondraconic gods—the Lords of the Denotholan—to aid him in exterminating the dramojh. In return for their help, he promised them the dragons would leave their land, and travel to the far West, where Erixalimar had spent these last many years. An agreement was reached, and the cooperative efforts of the gods wiped the dramojh from the world. Erixalimar kept his word and he led his people away. Only a few stragglers remained, hidden away in caves, in distant palaces, or deep under the earth.

As they left, Erixalimar declared that, when the ancient treaties came to an end, he and his people would return to reclaim their lands.

The same period saw the birth of the runechildren (see Chapter Two). Throughout the Land of the Dragons, human, faen, verrik, and litorian heroes began finding themselves blessed with magical runes that appeared on their flesh and granted them supernatural powers. These unique individuals used their abilities to combat evil—at first, the dragons and the dramojh, but when they ceased to be a threat, the runechildren fought other dangers. At the time, sages believed the runes were a lega-

cy the metallic dragons left behind to allow the fight against the chromatic dragons to continue. This theory was further validated millennia later when the giants and the sibeccai arrived from across the sea and discovered the runechildren. They had no concept of such things in their own lands. But eventually, some of those giants and sibeccai living in the Lands of the Diamond Throne also took on the mantle of runechild.

With the help of the runechildren, the Land of the Dragons became a safe and prosperous place and remained so for thousands of years. They called the land Terrakal, meaning simply “Land of the People.”

THE RISE OF HUMAN KINGDOMS

As time passed, the humans built towns and eventually great cities, while most litorians rejected such a life and kept to the wilderness. The human settlements grew, but remained divided into rival tribal territories. Along the coast of the Great Eastern Sea, however, two mighty human kingdoms flourished: Devania and Sennes (pronounced Sen-NAY). Devania occupied the area around modern-day Ao-Manasa and northward, while Sennes stretched from just south of there, around modern Ka-Rone to south of Khorl. The Elder Mountains sheltered both of these lands from the tribes of humans and litorians to the west, except for the Valley Johar, through which the Ghostwash now flows (then it was called the Grand River).

While the Devanians were content to focus on craftsmanship and developing knowledge of magic and science, the people of Sennes wanted more. Eventually, through both warfare and politics, they united most of Terrakal under the banner of Sennes and its queen, Adrilashe. In particular, Sennes built an impressive navy and used it to control the coast and settle the island of Noll. Their capital, Reveran, at the mouth of the Grand River, was easily the largest and most elegant city of its day. A massive castle rose in the center of the city, known as the Palace of a Thousand Banners. From here, Queen Adrilashe could enjoy her kingdom’s growing wealth and prosperity.

While Devania remained an unsubjected ally, all the tribes of the land paid fealty to Sennes. Inland, various small baronies and duchies divided the land of Terrakal, with most centered along the shores of the Grand River. Farther west, beyond the Bitter Peaks, twin sisters Verdan and Tharthol (both runechildren) gathered followers and founded their own territory, free from Sennes’ rule. The sisters soon quarreled and split, each taking a portion of their new community with them. Their respective groups settled apart and eventually became known as the kingdoms of Verdune and Thartholan.

The time of Sennes’ domination did not last long. The kingdom quickly crumbled from within. Corruption tore the queen’s court apart, and after she died, her young son ruled for only a few years before his assassination. Yet even as Sennes fell apart, the culture of the Kingdom of Devania spread throughout Terrakal. Where Sennes conquered with swords and spears, Devania conquered with knowledge, art, and commerce. Thus the human language, now simply called the Common tongue, arose from Devanian, not from the far more complex and difficult tongue of Sennes.

THARTHOLAN AND VERDUNE

Meanwhile, to the west, the kingdoms of Thartholan and Verdune began a series of wars that would last for nearly a hundred years. Fought with spell as well as sword, these wars honed Verdune into a land of stalwart warriors. Thartholan, on the other hand, relied more and more on its ranks of magisters, runethanes, and mage blades. Toward the end of this turbulent period, around Common Year 100, King Vord II declared spellcasting illegal in Erdina, the capital of Verdune. His magehunter assassins scoured the land for spellcasters. At the same time, Queen Navasha of Thartholan used magic to build a floating palace-city in the sky near the former capital of Balatosh.

Back in the East, the now independent baronies and duchies were forced to rule themselves. The Central Plains were divided into no less than two dozen different lands, most of which were hostile toward at least one, if not more, of their neighbors. Bandit kings and land-grabbing monarchs came out of nowhere, menacing all. Devania managed to maintain order along most of the coast for a time, but when Sennes fell apart, the nobles who once served Adrilashe's court fomented strife as they struggled for power. This strife came to an end as a magister named Teliar cast *invoked apocalypse*, destroying not only Reveran but all that remained of the Sennes fleet, which anchored in the harbor. Assassins soon killed Teliar in revenge. After this, it was all Devania could do to keep its own borders safe.

THE RUNE MESSIAH

In Common Year 42, in the city of Jerad, a litorian named Sarel made herself known by single-handedly banishing a plague known as Blackheat. She quickly achieved cult status, with rumors of her powers spreading quickly. Although the term was never used then, Sarel is known today as the Rune Messiah. A runechild, Sarel wielded powers far beyond those of any other runechild ever known. She could cure any disease, control the minds of dozens of people at once, change the course of rivers, and direct the weather.

Some began worshipping Sarel as a savior, semi-divine, or at least divinely favored. They believed she would bring order out of the political chaos of the time and create a realm of everlasting peace. (It may be important to note that Sarel herself never made such claims.)

Sarel disappeared mysteriously. A few accounts spoke of creatures both spidery and reptilian attacking and slaying her in a narrow plaza in Jerad. The descriptions fit that of slassans perfectly (see Chapter Twelve: Creatures), but many sages doubt these claims because slassans, creations of the dramojh, did not appear in the realm until more than 100 years later. To believe that Sarel's slayers were slassans would be to suggest that the dramojh were aware of, and involved in, events long before common lore places them on the scene. It also suggests that they had some particular fear of Sarel—so great a fear that they were willing to risk exposing themselves and their magically crafted servants far earlier than they had wanted.

HISTORICAL SOURCES

The 543 volumes of the Bru-Nothan, or the "Giantish Histories," is certainly one of the most reliable and complete historical documents available today. However, it deals mostly with giantish events before they came to the western continent and established the Diamond Throne.

The Denotholan offers an insight into ancient history, but most scholars consider much of it myth rather than historical fact. This is a book that details early times, but deals mostly with the gods.

Although their civilization and ability to write extends back much farther than that of many other races, the verrik keep only spotty historical records, because they have always had the akashics to carry all knowledge. Verrik records, therefore, exist mostly in ceremonial or decorative inscriptions.

Litorians keep only oral histories. Sibeccai rely on the Giantish Histories. Faen have extensive records of the history of their own race.

INVASION OF THE DRAMOJH

Sixteen hundred years ago, the terrible creatures called the dramojh returned in force. Most believe that for the previous few hundred years, they had hidden in another dimension, preparing for their invasion. They swarmed out of the Bitter Peaks region, where they made their initial beachhead. These ancient, winged quadrupeds, whom some say were as much demon as dragon, fielded vast armies of powerful spellcasting warriors.

First to fall were the already war-weary Verdune and Thartholan. The invasion came too quickly for them to end their own disputes, and the dramojh were ruthless. They decimated these kingdoms, using the inhabitants in hideous magical experiments and breeding procedures, the results of which inhabit the world today as lamias, harpies, medusas, manticores, slassans, and other hybrid monstrosities. When they were finished with these lands, they loosed necromantic energies into Verdune. This evil magic animated many of the dead there into marauding undead who wandered the ruined cities and towns. The dramojh set up a powerful artifact called the *phase heart* in the scattered ruins of Thartholan's crashed palace-city, which once floated in the sky as sure as the clouds. The *phase heart* opened portals to other planes in a controlled sequence throughout the kingdom, allowing the dramojh to steal objects, creatures, and sometimes whole cities from other worlds. They hoped in this way to find even better weapons and more potent magic.

Eventually, the monsters moved east over the mountains and into the Central Plains and the Harrowdeep. Their terrible armies swelled with ranks of the creatures they had created, as well as those who decided to serve rather than die—trolls, rhodin, goblins, and worse. They also marshalled rank upon rank of undead creatures and even magical war machines. These dread armies brought disease, fire, and darkness with them. Wherever they went, they enslaved humanity and the faen, conquering them with magical might and brute force. Powerful beings known as the Hanavere Trinity made the greatest attempt to stop the push of the dramojh eastward, at the Fields of Yallatonan, but ultimately failed. This was seen as the beginning of the end—if even these godlike beings could not stop the dramojh, people thought, nothing could.



Ultimately, the dramojh made it to the sea, having defeated armies of humans, faen, litorians, and even verrik to do so. The litorians that survived the invasion fled to the South rather than be enslaved, although a few remained in the Central Plains, staging a resistance against the invaders with hit-and-run tactics. The free faen fled as far as they dared into the Harrowdeep. But the humans could not escape. Thus, they became the primary slave race of the dramojh.

This was a bitter time, full of death, tragedy, and horrid travesties against living beings. Whole generations of humans were born and lived their short lives under the iron rule of the dramojh, working to build temples and citadels for them. While most dramojh strongholds were located in the northern part of the Bitter Peaks, others were scattered throughout the lands, some as far south as the edge of the Southern Wastes.

The verrik lost thousands to the encroaching dramojh forces, but their monarch, Ixchnal, decreed that his people would fall back all the way to the capital of Yrterot, to prepare their defenses. However, the dramojh—perhaps finally fearing overextending themselves, or perhaps more hurt in the Battle of the Fields of Yallatonan than anyone knew—halted their advance. Like a noose around the neck of the continent, the lands under their control stretched from the Sea of Dreams to the Great Eastern Sea. They spread as far north as the southern third of the Harrowdeep and as far south as the middle of the Southern Wastes.

THE GIANT PRINCE

Many theories abound as to exactly what happened to the giant prince whose dying command sent the giantish fleet on its way west. Some say that a dramojh expedition sailed across the sea to the Land of the Giants, where it was defeated by the prince and his followers, but only just barely. The prince gave his life to bring news of this threat to the world, knowing it was the giants' duty to deal with so great a danger.

Of course, a familiar take all these years later is that the prince's single word was not an imperative, but a warning. He somehow discovered that a great evil brewed in the west, and his folk should be wary.

A few theorists who study the ways of divine beings believe that the Hanavere Trinity did not perish at the hands of the dramojh in the Battle of the Fields of Yallatonan, but instead used the last of their powers (and thus slaying themselves) to send a missive to the giants—a plea for help. The magical sending, so hastily crafted (and possibly tainted by nearby dramojh magic), accidentally slew the prince even as he received it.

Some believe that the great dragon god Erixalimar himself was involved. While the rest of the dragons never knew that the dramojh had returned, Erixalimar saw that his homeland faced utter destruction at the hands of the demon-dragons. Knowing his own people were not ready to return to face their creation, he flew east to the Land of the Giants to ask for help. He was met by the prince and his retinue, who greeted him with violence and fear. The inevitable battle ensued and Erixalimar fled, leaving only the prince alive. The most interesting aspect of this theory, if true, is that it invalidates the ancient pacts forbidding the giants to ever come west. It means that the dragons don't understand that the giants belong here now—that they were invited.

Meanwhile, the enslaved humans called out to their gods—those not already slain before thousands of witnesses on the Fields of Yallatonan. But the gods were silent. Even they, it seemed, feared the power of the dramojh.

The people gave up all hope.

THE COMING OF THE GIANTS

More than 500 years ago, tales say, a dying giant—a prince—crawled into a fabulous city in a land far across the eastern sea. Only one word passed his lips before he expired: “West.” No one knew what killed him or what he meant for sure, but the only thing that lay west was the boundless sea. Following this omen, however, thousands of giants and their sibeccai servants climbed aboard ships of great size and sailed across the sea to discover the land of the humans—and the dramojh that had enslaved them. As is the nature of giants, the discovery of a new land invoked in them a powerful sense of responsibility. These giants, in the mindset of what they called Chi-Julud, arrived ready to fight.

A thousand years had passed since the dramojh subjugated the realm. In this time, they had grown complacent, just as their slaves had grown docile. Their only concerns were the verrik, who had holed themselves up in the southern half of their land, and the humans who had escaped into the southern land known as Fallanor. Neither presented a serious threat. Although real information about the period is sketchy, akashics now believe the dramojh had divided into rival factions, contesting one another through proxy—forcing their slaves and servants to engage in bloody struggles on their behalf. For all their magical might, it seems that they did not foresee the coming of the giants.

The giantish fleet landed at Khorl in Common Year 1228. This city, which the dramojh all but ignored, was easily taken by the giants. They quickly built the fortress of Du-Nor and shored up their position, before sailing the fleet north along the coast. They conquered every coastal village and town they encountered, and then stopped at the mouth of what would one day be called the Ghostwash. With surprising speed and skill, they began to build Ka-Rone.

THE RUNECHILD SPARK REKINDLED

When the giants began to conquer the shores of the Great Eastern Sea, the human and faen slaves fought them halfheartedly, as directed by their masters. Once the dramojh lay dead and defeated, however, the slaves looked upon the giants as liberators. They suddenly experienced something that neither they, nor their parents, or their parents before them, had ever known: freedom.

Of course, the war-minded Chi-Julud giants were not, at the time, interested in caring for those they had liberated from the dramojh. And the first encounters between humans and sibeccai were less than friendly.

Within a year after the giants' arrival, a small number of the former slaves began to experience another phenomenon: the re-emergence of runechildren. A few select individuals found themselves graced with a rune on their flesh and a surge of magical power that allowed them to accomplish feats others could not.





What's more, the giants and the sibeccai, in very small numbers, also began to find themselves granted such power. This was a first for members of either race.

Meanwhile, the giants secured the entirety of the coast, founding another fortress at Ao-Manasa. Freed human and faen slaves began forming themselves into small military units. At first, the giants condescendingly ignored these allies, but eventually they realized that the growing number of humans and faen who wanted to lash out against their former masters could provide valuable support.

By Common Year 1230, a combined army of giants, sibeccai, humans, and faen crossed the Elder Mountains into the Central Plains, there to meet the first real resistance of the campaign. The dramojh consolidated many of their resources and prepared defenses in the Rosewood Hills. The coalition army was repelled. But they did not give up. The giants in their Chi-Julud state would not be denied. Eventually, they broke through, aided by litorian tribes that had remained free throughout the reign of the dramojh.

The fighting went on for decades, but as the dramojh pulled back to their nexus of power in the Bitter Peaks—a place called “the Serpent’s Heart” in the Common tongue—it became clear that the giants would not be stopped. Eventually, the Central Plains stood free of the taint of the dragon-scions. The giants paused to build such mighty fortress cities as Mi-Theron and De-Shamod to safeguard against a dramojh counterattack.

BATTLE OF THE SERPENT’S HEART

Thus it was almost 200 years since the giants’ landing in the realm before they gathered for their assault upon the Serpent’s Heart. They were not willing to suffer one dramojh to live, so convinced were they of their enemy’s utter malevolence. Thousands of giants, then, some already the grown children of those who had sailed across the Great Eastern Sea, as well as thousands of sibeccai (all of whom were at least second, if not third generation), humans, faen, litorians, and even some verrik gathered south of the Crystal

Fields, where the mountain demesne known as the Serpent’s Heart stood. This evil place was clawed out of the mountains themselves by the hands of human and faen slave labor.

The dramojh unleashed horror upon horror to stop their foes’ advance. The skies turned black and the sun shone red due to the discharge of dark sorceries loosed into the world. It did not save them. The giants used their canny knowledge of stone to tear down the Serpent’s Heart, collapsing it upon the defending dramojh and their monstrous creations. But they did not stop there. They sifted through the ruins and found underground passages and hidden caverns filled with dire laboratories and foul breeding pits—and they killed every dramojh they found.

Soon it became a hunt across the realm for dramojh survivors. Magisters crafted special magical items that could detect the dramojh, and well-armed and skilled parties of hunters scoured all the lands looking for any remnants of their hated enemy.

By Common Year 1410, the giantish warmain Ro-Heras declared the world free of the dramojh taint forever. (And, to this day, almost 350 years later, there is no reason to believe him wrong.) Even before that point, however, the giants, as a race, began to shift from Chi-Julud to Si-Karan, from conquerors to caretakers. This is the nature of giants: They conquer a land so they might oversee and protect it. The giants hunted the despicable dramojh to extinction to ensure the realm’s safety henceforth.

Suddenly, the humans, faen, verrik, and litorians found themselves among a seemingly new race. Where the giants had been battle hungry, now they were eager to build cities, bridges, and schools. They focused on planting crops and creating roads. They sought cures for disease and means to end hunger. The wondrous cities of the giants grew quickly. The greatest of these was De-Shamod, where they placed the Diamond Throne. From there they would rule over and care for this land they had conquered. They named the land Dor-Erthenos, but most simply called it the Lands of the Diamond Throne. Some of the liberated peoples grew to love the giants and the boons that they brought the otherwise dangerous and unruly realm. But some did not.

ARE THE DRAMOJH REALLY GONE?

The short answer is: yes. The giants are nothing if not competent and thorough. To show how important oaths are to the people of the Diamond Throne, a DM can use as an example the fact that the giants swore to rid the world of the dramojh, and they succeeded.

Yet, the dramojh left many horrible and dangerous legacies behind them (just as they themselves were legacies of the dragons). Monsters like the slassans, lamias, nagas, medusas, and so on remain. Many dramojh fortresses still stand, although most are in ruin at this point. Who knows what wonders—and what evils—they may hold?

And of course, if a DM wishes it, the dramojh could return: perhaps some that have become undead foes, perhaps a few that had fled to other worlds or planes, or perhaps just one that the hunting parties missed. Tread carefully here—the appearance of a dramojh would have a profound effect on the campaign setting as a whole, firing up the giants to take on a Chi-Julud crusade again. DMs would have to create their own stats for the dramojh, combining the most potent and terrible aspects of a dragon and a demon.

AFTER THE WAR

With the elimination of the dramojh, what was once Terrakal had become literally a new realm. A massive rebuilding effort, spearheaded by the giants, has helped the land recover. Generations of humans, litorians, faen, and others have been born without ever knowing the cruel yoke of the dramojh or the darkness and fear that pervaded the land while the demon-dragons ruled.

COUNCIL OF MAGISTERS

Soon after the defeat of the dramojh, a human magister named Thenomas Bittermere gathered a number of other powerful magisters together to trade knowledge. Soon, this council became one of the strongest and most influential (but decidedly non-political) groups in the land. The Council of Magisters found itself fighting powerful magical threats, traveling to other worlds, and embarking on all manner of adventures. The members even used spells to travel to far-flung locations on Serran, including the so-called frozen “top of the world.”



The council founded an academy in De-Shamod and another in Thayn. It established and enforced magical policies. For example, the members sealed off Castle Mabb, an ancient fortress that held the *Pillars of Life and Death*. The original builders of the castle created these pillars, one of which tapped directly into positive energy and the other into negative energy, in order to draw on the power released in their confluence. Many died trying to access this power, and the council eventually used magic to shut the place up, decrying the unstable energy as too dangerous for anyone to use. Likewise, the group oversaw the destruction of many dramojh artifacts and began to explore and catalog the strange, otherworldly inhabitants and portals in Thartholan.

However, in Common Year 1668, the council fell apart due to internal strife, the primary instigator of which was the loresong faen Jaedyn Darksight. She encouraged the council to try to use its power to wrest a small state from the giants and set it up as a magocracy. The council disbanded rather than risk such insurgency.

RISE OF THE FALLANOR EMPIRE

In the Common Year 1699, the Empress Justaria became the first to sit upon the throne of the Fallanor Empire, a harsh militaristic regime lordling over mostly wilderness and scattered settlements. The empire, not wishing to make enemies of the giants, paid homage to the Diamond Throne and made sure never to cross its northern border beyond the Redwood. In the Lands of the Diamond Throne, little is known about Fallanor to this day, but the empire is no friend to the verrik in Zalavat.

THE INSHON INFESTATION OF NOLL

In Common Year 1751, the island of Noll was all but overrun by the amphibious humanoids known as inshons. These horrible, mutated creations seemed to arrive with shocking suddenness. No one knows where they came from, although it became frighteningly clear how quickly they could spawn. Great armies of adventurers and mercenaries gathered in Noll to wipe out the infestation, but even today, just when it seems the creatures have all been eradicated or driven off, a new generation of them appears to plague the citizens.

THE RETURN OF THE DRAGONS

From circa Common Year -4210 to 1758, dragons were so rare in the Land of the Diamond Throne that few could claim to have ever seen one or to know someone who has seen one. Each dragon lived in such utter seclusion that people began to think them merely beings of legend and myth—particularly the noble and good metallic dragons. Many of these strange, enigmatic creatures went mad. Those still sane were wise in ways that no other living creature could be.

Then, in Common Year 1758, the squamous horde returned. In Thartholan and Verdune the sky darkened with their coming. In the Central Plains and Zalavat their homecoming was far subtler. Their agents, the dracha, came first—and even then in small numbers. The dracha obtained an assessment of the current political situation and the disposition of each of the major races. With few exceptions, every city, town, and village was new to the dragons, despite having once dwelled in this land for so long. In some cases, even the geography itself had changed, albeit usually in small ways.

Within months, a draconic envoy arrived in De-Shamod. No fewer than 30 massive dragons and a cadre of smaller specimens and dracha



sought audience with Lady Protector Ia-Thordani. They came bearing gifts of gratitude—artifacts of magical power the likes of which no one had ever seen. These treasures they presented to the giants to pay their respects to the champions who had destroyed the dramojh once and for all.

Then, calling upon pacts and treaties forged more than five thousand years earlier by Erixalimar himself, the dragons demanded that the giants leave the land they called Dor-Erthenos—a land that the dragons called Serranstel, the Star of Serran, or simply, the Land of the Dragons.

Today, they await the giant's response.

VERRIK HISTORY

According to the verrik, the world is considerably older than the giants claim. The land of Zalavat, the vast desert kingdom of the verrik, is filled with ancient and peculiar ruins—temples, giant heads, curious metallic statues, and things no modern scholar can identify.

Verrik call this ancient civilization the Vnax. The Vnaxians were verrik, ruled by a tribunal of individuals who had used their minds to transform themselves into beings of mostly energy. Their fleshy bodies would appear only occasionally, as they intersected with this plane. The rest of the time, the members of the Vnaxian Tribunal were nearly invisible shimmers of thought. The Vnaxians ruled an empire that covered most of what is now the Southern Wastes—then fertile, green fields, according to the verrik.

Eventually, most Vnaxians gave up their physical forms and left their cities, temples, and other creations behind. These energy-verrik passed into another plane altogether—all of them except one. His name was Xyphon. Meanwhile, the remaining fleshy Vnaxians also left their cities, to dwell in tribes in the wilderness. These verrik worshipped Xyphon as a god-king. He appreciated their worship and watched over them as they developed into the modern verrik and formed the kingdom of Zalavat on the bones of the old Vnaxian civilization.

The verrik, however, grew powerful and confident. They eventually turned on Xyphon, not just rejecting him as a deity, but

seeking to banish him from Serran so they could manage their own destinies. These powerful verrik—witches of many types—succeeded in sending Xyphon away, but at a terrible price. The god-king cursed the entire race with a sign of his displeasure. The Curse of Xyphon can be seen, or rather sensed, in every verrik to this day. Most people describe it as a sense of wrongness that they cannot quite describe or pinpoint. But within Zalavat's capital of Yrterot, the verrik hide away those afflicted most severely with the curse. This is a secret no verrik will reveal to someone of another race.

THE GEOGRAPHY

Of course nothing defines a region more clearly than its geography. The map on page 327 showcases much of the continents of Pallembor, Skaraven, and Dor-Erthenos. A closer look at the Lands of the Diamond Throne appears on page 341.

TOPOGRAPHICAL FEATURES

This section describes the prominent geographical areas of the known lands. There are, of course, a multitude of smaller forests, lakes, fields, rivers, and so forth not covered in this broad overview.

THE SEAS AND COASTAL REGIONS

The *Great Eastern Sea*, also known as the Shining Sea and the Home of the Sun, is vast. No one has ever made it across its waves except the giants, and they did so only once. No one who has left the shores of the Lands of the Diamond Throne to cross the sea has ever come back.

The Devanian coast runs from the mouth of the Ghostwash River northward. In the past, this region included the Kingdom of Devania, known for the incredible craftsmanship and skill of its people. This territory is dotted with ruined castles along the coast and other ruins farther inland. It is still not a heavily populated area.

The *Sonish Sea's* southern waters are warm and blue-green. Except for high summer, which is typhoon season, the Sonish Sea is known to be calm and bursting with fish. The inhabitants of the southern coast ply its waters with fishing boats and return with full nets. Rumors speak of distant southern islands laden with silks, spices, and other treasures, as well as the small, faen-like folk that live there, but these tales are unconfirmed.

Between the Wildlands of Kish and the Jungles of Naveradel, travelers find the *Gulf of Firesight*. The gulf gets its name from the encircling volcanic ring so intense that one always sees fire on the horizon when plying its waters. These are ship-friendly waters, but the volcanoes keep people from settling on the shores around it.

Far to the west lies the *Gulf of Filan* and the *Sea of Dreams*. This is thought to be a turbulent, unforgiving sea, but in truth few sailors from the Lands of the Diamond Throne have ever actually sailed it. Even fewer sailors have traversed the northern sea and the ocean west of Pallembor. Some claim these waters are full of magical creatures that influence the dreams of those who sleep along its shores—or on board a ship sailing nearby.

WHAT HAPPENS IN YOUR DIAMOND THRONE?

What happens next is up to you. Do the giants go to war with the dragons in order to keep the land they fought for and liberated? Do they sue for some kind of peaceful settlement? Do they say nothing at all, entering into a tense period of potential hostility? Or do they actually leave (although such a thing would take years to complete)?

You should decide how you want things to go, depending on the kind of campaign you want to run. If a war between the dragons and the giants (and their respective allies) would make your game the most exciting, do that. If you'd rather run more "normal" adventures and want the dragon-giant conflict to remain in the background, then the tense period of potential hostility could be the way to go.

The door has been left open for you to take these events and make them your own. Are the dragons the villains for neglecting the land when it needed them the most and then demanding it back? Are the giants unwanted usurpers? Or are things much less black and white?



THE FORESTLANDS

To the northeast, a barrier almost as impenetrable as a sea exists in the form of the *Harrowdeep*. This forest is deep and dark, and it gets deeper and darker as one heads north. Even the faen who call the place home do not know the forest's northern limits. Presumably, it eventually is consumed in the ice of the eternal winterlands said to await travelers at the "top of the world," but no one knows for a fact.

This forest exemplifies the ideal of a thick, impenetrable woods. Take even a few steps into the woods and suddenly the sun's light dims, as it is filtered through a thick canopy of leaves. A traveler can see only a dozen or so yards ahead due to the thick growth. And it only gets denser as one goes deeper.

The Harrowdeep can be an extremely dangerous place for the unwary or the unprepared. Monstrous plants such as archer bushes, carnivorous trees, hangman trees, strangeweeds, and tendriculos live in these woods in large numbers. Further, cockatrices, dire animals, giant vermin, goblins, goblin bears, griffons, satyrs, trolls, volts, and more populate the Harrowdeep. The trees themselves can move, at least a little bit, once a traveler gets a few miles from the edge of the forest. While no one ever

sees them move, the paths through the woods change from day to day and sometimes even disappear altogether.

The *Forest of Narth* is a thick woodland east of the Jungles of Naveradel and south of the Redwood. It marks the traditional western edge of the Empire of Fallanor (see page 355). In truth, Fallanor claims the entire forest, and no one actually disputes that. The forest is not as wet as the Redwood, nor as cold as the Harrowdeep. It is home to a variety of wildlife and not a few dangerous monsters, particularly trolls and shadow trolls.

The *Jungles of Naveradel*, a tropical rain forest near the southern coast, teem with exotic life found nowhere else on the continent of Dor-Erthenos. Monsters such as basilisks, medusas, girallons, nagas, and boalisks dwell in the jungle. Within its confines also lives an isolated variant litorian race called the terrig. These skilled hunters sport fur coloration that allows them to remain well hidden in the foliage. Most have dark stripes, although a few have a spotted pattern. At the jungle's edge, the turquoise waters of the Sonish Sea provide a gentle, breezy climate except in low summer, when monsoons threaten the region. Small tribes of humans inhabit the jungle coast, trading with verrik coastal ships and the terrig alike.



ROT FROM WITHIN

Rumors coming out of the Bitter Peaks tell of a horrible malady that strikes at living creatures for reasons unknown. Those affected by this magical plague, known as the "rot from within," suddenly become undead creatures while their body still lives. Their skeletons tear away their own flesh and consume it. The resulting monsters carry the undead template (see Chapter Twelve: Creatures) and roam the night, hunting for more living flesh to rend.

No one knows what causes this plague or how it can be stopped.

The *Redwood*, as its name suggests, is a forest of massive redwood trees. Within the confines of this damp region, the air feels cool and still, sheltered from the sea winds by long, rocky ridges. These same ridges shape most of the coastline north of the woods into tall, unassailable cliffs, the tops of which are buffeted by strong winds. These are known as the Cliffs of Pain, thanks to the ice crystals driven by the cold, harsh winds atop these cliffs.

The northern/northwestern edge of the Redwood marks the northern edge of Fallanor. Ever worried about its borders, the empire keeps this wood well patrolled and watches the only road through it, which runs from the city of Ravadan in the north down to Shana, the coastal capital of Fallanor.

These patrols also help make the Redwood particularly safe considering its size. Few dangerous beasts call it home.

A thick rain forest in southwestern Pallembor called the *Pathless* is so wild and untamed that paths made by explorers are overgrown within just a few days—seemingly swallowed up by the forest. A nation of intelligent and animate plants dwells within the Pathless, as do a number of unique and mystifying creatures. Almost all are hostile to outsiders.

THE MOUNTAINS

The *Elder Mountains* are, as the name implies, ancient, worn peaks, which parallel Dor-Erthenos' coast before plunging south into the heart of the Southern Wastes. Here they provide a barrier between that rocky desert and the more verdant wilds of Fallanor. Two wide passes lead through the Elder Mountains: one in the Ghostwash river valley, and the other, known as Burkut's Pass, north of the verrik capital Yrterot. Other passes, such as Goat's Road between Jerad and Khorl, are narrower and can prove more treacherous. The highest peak in this range is Jasandapur. The Elder Mountains hold many secrets pertaining to the days before the reign of the dramojh. Here can be found some of the last legacies of the mysterious crystal weavers, beings able to spin crystal like thread, and their powerful magic. The mountains are still populated by two races, the faradians and the grynlocs, both of whom were once lesser allies of the crystal weavers—students to their mastery, so to speak.

The *Bitter Peaks*, on the other hand, are tall, jagged, and nigh-impassable mountains west of the Elders. Only a few narrow passes, such as Bonegate Pass, give way into Verdune, Thartholan, and Pallembor. The range's tallest point is Mount Herrosh. The stronghold of the dramojh in their time, the Peaks still hide many of the tyrants' ruined citadels. Wise folk give such places a wide berth.

Finally, the *Mountains of Glass* run from southern Pallembor almost to northern Skaraven. The black, obsidian cliffs of this range shimmer in the sunlight. These mountains teem with elemental earth creatures to such an extent that it is clear that some kind of natural rift exists within them—perhaps more than one—leading to the otherworldly realms such creatures would call home.

MAJOR RIVERS

The *Ghostwash* is the largest river in the land, running from the Bitter Peaks in the west to the Great Eastern Sea. It gains its name from the fact that the giants and the dramojh fought most of their fiercest battles near the source of the river. Before that, thousands of human, faen, and litorian slaves were slaughtered in bloody and horrid experiments there, while twice that number died building the citadels of the dramojh. Tales tell that the river carried the ghosts of all who died gently out to sea. Before the war between the giants and the dramojh, the Ghostwash was known simply as the Grand River.

The *Sky River* in Skaraven flows from a great aerial waterfall called the Weeping Moon (see page 359). This wide, raging river is a major transportation source for traders from the harrid city of Jelech on its shores.

THE PLAINS

The *Central Plains* stretch between the two major mountain ranges of the Diamond Throne lands, the Elders and the Bitter Peaks. This temperate area stays cold and snow-covered in the winter and hot in the summer. Savage winds, particularly in late summer and late winter, blow throughout the plains.

The plains are home to various nomadic litorian tribes, as well as a number of small human towns and villages. The Central Plains, in fact, make up the heart of the Lands of the Diamond Throne. The largest giantish cities lie along the Ghostwash, which winds through the plains on its way east. Thanks to the giants' engineering skill, well-built and well-maintained roads now crisscross the plains. Still, even the giantish patrols cannot make this vast area 100 percent secure. Wolves, various dire animals, ankhegs, bullettes, axe beaks, and even more dangerous creatures pose a threat to travelers. Raiding parties of rhodin come out of the South into the plains, making them the litorians' hated foes.

Throughout the Central Plains, travelers frequently come across standing stones, ancient burial mounds, and other such monuments. These were created by the human tribes who lived there long ago, before the dramojh, and before Queen Adrilashe's kingdom of Sennes.

THE SOUTHERN WASTES

As one moves south out of the Central Plains, the climate gets drier and the terrain more barren. Even in the heart of winter, it rarely snows in the *Southern Wastes*. This wasteland hosts few cities, although ruined sites with strange architecture, dating back to the Vnaxian civilization, make their presence known: Odd pyramid structures and huge stone heads rise up out of the brown and red soil. Some of these ruins still hold ancient secrets and treas-



ures from the mysterious verrik who built them. But unplundered ruins always harbor traps involving mental attacks and illusions.

A few settlements struggle to eke out an existence in this region, mostly through mining opportunities. The despicable humanoids known as rhodin (see Chapter Twelve: Creatures) live in great numbers within the Southern Wastes, raiding and stealing what they can. (They also venture north into the Central Plains.)

The Wastes are home to many varied creatures: ant lions, basilisks (and greater basilisks), cockatrices, death dogs, dragons, gorgons, kamadan, lamias, rhodin, sphinxes, and more.

Farther south, into the verrik land of Zalavat, the Southern Wastes become a sandy, dune-filled desert.

OTHER FEATURES

The following unique locales are well known to adventurers throughout the realm for their uncommon properties. See the maps on pages 327 and 341.

THE CRYSTAL FIELDS

The *Crystal Fields* lie just north of the largest concentration of dramojh ruins, but they are far older. In this apparently natural expanse, mile after mile of crystal “growth” thrusts up from beneath the surface of the earth. Occasionally miners and collectors come here to gather valuable crystal, but navigating the fields is extremely treacherous; getting around in this sharp, jagged terrain is difficult, and the brittle crystal has been known to give way beneath explorers.

THE FIELDS OF ASH

West of Thartholan and Verdune lies a vast expanse of dead, lifeless land where nothing grows and virtually nothing natural lives.

This wasteland, known as the *Fields of Ash*, is in many ways the opposite of the Central Plains across the Bitter Peaks.

Legends say these fields were once a vast forest, burned down by a fire of supernatural origin. A number of heat-feeding creatures known as tinguals dwell in the region, but aside from small, nomadic groups of dracha, few other creatures dare cross its lifeless expanse. It provides a serious barrier to travel between East and West.

THE FLOATING FOREST

The *Floating Forest* is a strange place where the gigantic gassar trees grow (see the illustration on the next page). These mighty plants begin their gestation far beneath the surface so that, when they force their way up, they tear huge chunks of earth up with them. Other trees and plants continue to grow on these displaced earth “islands” in the air, supported in the tangles of the gassar. This multileveled forest is vast and thick as well as unbelievably tall. The Floating Forest’s ground level is spotted with lakes and waterways, filled from rainfall in places where the earth was torn away. Some islands are so big that rainwater pools fill atop them as well. Occasionally they overflow, creating small waterfalls from one island down to a lower one, or down to the ground. Trolls frequent the forest, often served by goblin slaves.

LAKE RAVISH

Lake Ravish’s waters are fed by streams pouring out of the Bitter Peaks. More than 300 miles from north to south, this lake is filled with islands. Many of them are dotted with castles and small villages—some abandoned and in ruins, others not. No one knows exactly how deep the lake becomes near the center, but it’s certain that some dangerous predators inhabit these depths.



On the eastern shores of the lake, numerous hot springs nestle in the foothills of the Bitter Peaks. Most people attribute supernatural healing properties to these springs, claiming they can even remove curses and other unwanted maladies.

THE WILDLANDS OF KISH

Dry steppes broken occasionally by rocky canyons and mesas, the *Wildlands of Kish* hold few towns or signs of civilization. Hags, ankhegs, lamias, manticores, death dogs, dragongnes, a few types of dinosaurs, and all variety of sphinxes are some of the creatures that dwell in the region.

Mojh colonies dot the landscape of Kish, isolated from each other and fiercely independent. The mojh of faraway lands, such as those under the rule of the Diamond Throne, come to these colonies to seek acceptance and separation from human society. These colonies generally include 100 to 150 mojh and about half as many mojhboren.

Within a crater near the western coast of the Wildlands lies a large lake called the Rune Sea. Those who have seen it describe a dark black caldera filled with swirling runes, which seem to sing and whisper as though alive. Another oddity is the Field of Running Stones, where huge boulders occasionally slide along the dry, flat, and lifeless plain, sometimes at great speeds. No one knows what causes this movement, but it can present a hazard to cross.

WHERE PEOPLE LIVE

Humans are ubiquitous across the known lands. However, the scattering of humans who dwell far to the west in Pallembor belong to a very different culture than those who live in the

Diamond Throne lands. And the humans in Skaraven are mostly slaves and other unfortunates at the mercy of the harrids.

Giants dwell throughout the eastern lands but are found in the greatest numbers in the capital city of De-Shamod, along the banks of the Ghostwash, and along the Devanian coast. Where the giants dwell, so do the sibeccai, although many of them have also moved into the southern hills.

Faen, as previously mentioned, come from the lush northern forest known as the Harrowdeep. Verrick hail from the wastelands to the south. Litorians are native to the Central Plains, although their own legends say they originally came from far to the west. The mojh live in isolated enclaves throughout the land but most commonly found in the South.

Dracha are moving east in large numbers, but the bulk of their population resides in Pallembor. The harrids of Skaraven are found in fewer numbers outside their own homelands.

MAGICAL EFFECTS OF THE LAND

Magic is the leftover power used to create the world long ago. In theory, one day the amount of magic in the world will slowly fade and eventually disappear. This situation is far from the case now, however. The Lands of the Diamond Throne and its neighboring realms are host to many magical effects.

AKASHIC NODES

As described in Chapter Three: Classes, areas where many people lived in the past form a kind of resonance that allows akashics to better access the akashic memory. Such *akashic nodes* are fairly common, particularly in the Southern Wastes, along the east coast, and on the banks of the Ghostwash.

BLACK STREAMS

The existence of the dramojh and the damage they did to the land has left what would seem to be an indelible mark on Dor-Erthenos. This corruption isn't always obvious. Much of the time it remains insidiously hidden. Such is the case with the *black streams*. Black streams are pure flows of negative energy—the Dark—loose within the world. These invisible currents often change course, as well as ebb and flow in strength. Usually, one cannot even notice them until the negative energy begins to pool in an area. When this happens, the black stream begins animating dead creatures; causing sickness, rot, and decay in living things; and creating a general feeling of malaise, depression, or anger in intelligent beings. Black streams appear throughout the North and to a lesser extent in the South of the realm. They are most common in the Bitter Peaks.

DRAGONSTONES

Forgotten for millennia, *dragonstones* are large reddish stones said to have origins in the stars rather than deep in the earth. When they ruled the land, dragons tapped into the mystical energies within the dragonstones for various effects.

Most dragonstones are at least 5 feet across, and some are much larger. In the ages since they were used, the dragonstones—once the centerpieces of dragon cave lairs, the central foci of dragon temples, or the hearts of draconic sacred sites—have simply been grown over, inadvertently buried, or lost altogether. One of the first things that the dragons (often through their dracha agents) have been doing since their return is locating the dragonstones so that they can once again be used. It is said that they are handing out ancient maps and hefty bounties to explorers and adventuring parties who can recover these sites and the stones within them.

Dragonstones harbor an inherent energy that heals dragons with a touch. Any dragon, dracha, or mójh touching one is healed 1d4 hp per HD. This power is accessible once per day per creature. Further, a dragon (or anyone else who learns the secret) touching a dragonstone can telepathically communicate with any other creature touching a dragonstone, no matter how far apart.

Dragonstones are scattered all across the area once known as the Land of the Dragons. Most are still lost or simply not yet recovered.

POWER CYSTS

Like tidal pools left behind as the tide recedes, *power cysts* are areas where the magic of creation still flows strong. In these places, power pervades the very air, not to mention the rocks, soil, water, or other nearby matter. This magical saturation often takes tangible form, such as one or more permanent supernatural or spell-like effects in the area. Although the effects could be anything—and they are always different in different cysts—the following list provides some ideas:

- Plants in the area grow a strange color.
- Everything in the area weighs half as much as normal.
- Every creature in the area can speak telepathically to every other creature in the area.

- All wounded creatures are affected by *lesser battle healing* (1/ day).
- All creatures in the area are affected by *lesser ability boost* (1/ day).
- All creatures in the area are affected by *canny effort* (1/day).
- All creatures in the area are affected by *saving grace* (1/day).
- All creatures in the area are affected by *distraction* at all times.
- The entire area is affected by *unknown* at all times.

Further, spellcasters can draw power from a power cyst. A mage in the area who makes a successful caster power check (DC 20 + spell level) can power a spell without using a spell slot. A power cyst usually can power only about 1,000 levels of spells before it is drained and the area becomes normal.

A magical cyst measures from 20 to 100 feet across and takes the shape of an invisible globe. Upon entering such a place, a spellcaster immediately knows something special has happened. A Knowledge (magic) check (DC 15) can properly identify what is going on.

Most power cysts are found in isolated areas, because greedy mages eventually drained the magic from the ones that were out in the open. Once they find a cyst, powerful creatures or mages often attempt to claim it, building a large keep or tower around the site.

TRAVEL LINES

Between the sacred peak known as Jasandapur in the Elder Mountains and the mystical Mount Herrosh in the Bitter Peaks, there lies an invisible, magical line of power. If a spellcaster casts a *flight* spell and travels along that line, the duration does not end unless he stops or veers from the line. Casters who plot a *teleport* path between these two mountains always arrive successfully.

Other known *travel lines* include one stretching from the Rune Sea in the Wildlands of Kish to a deep valley in the Southern Wastes, one running across the sea from a point near the city of Somere to White Shoal Island, and another from a singular round hill in Verdune all the way to the cliffs known as the Edge of the World. There are certain to be many others.

THE FROZEN NORTH

Rumors say that some of the gods of the Denotholan lie frozen forever north of the Harrowdeep. The old Council of Magisters records that in Common Year 1422 they used magic to travel to "the top of the world," where they found "hideous figures, each a thousand feet tall, covered in ice and frozen in positions of horror for all time." The figures, according to the mages present, each matched some divine personage from the Denotholan.

These gods may in fact be dead, or they may simply be imprisoned. Further exploratory missions have never been launched due to the dangers involved—the distance, the weather, and horrible monsters like remorhazes, frost worms, ice trolls, white puddings, and worse.

The council estimated that the figures lay almost 2,000 miles north of Ao-Manasa. Such distances would make the frozen north a huge expanse. Some council members at the time believed that the ice was slowly marching southward.



WITCHING SITES

As mentioned in Chapter Three, certain sites are important or even sacred to witches. These *witching sites* are usually isolated vales, still pools, undisturbed glens, or hilltops with a commanding view on starry nights. However, a witching site is not always linked to nature. Sometimes, a witching site can be found within a ruined castle or in the middle of an old city. These sites are sometimes called the “footprints of the gods,” because they correspond to areas that involved extensive activity by extremely powerful beings in the past. Thus, the Fields of Yallatonan, some of the Vnaxian ruins, and the city of Ravadan contain a number of witching sites. Witches find these locales using the Sight.

In a witching site, witch characters use their witchery powers to cast their spells at one level higher than their actual level. Level-dependent witchery abilities gain +1 level as well.

THE KINGDOMS

Much of the political geography has changed in the history of the realm, with kingdoms disappearing and new ones forming over the decades. This section contains a broad overview of the current state of affairs.

THE DIAMOND THRONE

The Diamond Throne is a hereditary seat of power that represents a giantish king or queen. The giants actually call their land Dor-Erthenos, which means in their own tongue, “land to the west.” This presents a somewhat ironic situation, because while the giants (and the sibeccai, whom they brought with them) hail from the east, Dor-Erthenos is actually the farthest eastern land known to most people of the realm.

Each king or queen, also called the *Lord or Lady Protector*, is approved by a council called the Observance. If the Observance does not approve of an heir apparent, or sometimes even of a currently reigning monarch, they pass the position on to another relative or even another giantish noble family.

The current monarch, Lady Protector Ia-Thordani, has been in power only a few years. The single reservation the Observance had regarding her ascension to the Diamond Throne was her unmarried state. She is currently accepting suitors.

The Observance exists only to watch over the monarch and provide advice and counsel. This body has no other direct power. Some residents wish to see members of other races allowed into the Observance, but currently its membership is entirely giant.

Under the Lady Protector are two giants known as the *High Stewards of the Land*. They act as generals, advisors, and administrators, one watching over the North and one watching over the South.

Beneath the High Stewards are the local magistrates, called *stewards*. These are regional governors, each based out of a major city. The Lands of the Diamond Throne hold 16 different stewardships.

Members of nongiant races can become *speakers*, representing the causes and concerns of their race or area. The speakers work with the stewards and help govern the people in a region.

Ancestral aristocratic titles, in place since ancient times among humans, still remain and carry some weight—at least among humans. (The holdings and estates of dukes, earls, and counts still dot the landscape, particularly in the North.) Likewise, litorian tribes continue to follow their own chieftains, as they have for millennia, and faen communities in the Harrowdeep retain their own leaders as well. The giants recognize these positions as influential and important, but not as a part of their own government; in the eyes of giantish law, a human noble or litorian chief is no more or less than any other individual under their rule.

Under the Diamond Throne, the cities have become connected with well-maintained, paved roads wide enough even for the passage of large giantish wagons pulled by radonts. Aqueducts transport water to soak the crops and to provide communities with adequate safe water. Giant patrols prevent, or at least decrease, attacks by dangerous beasts and raids by bandits and other enemies, such as the chorrin.

DE-SHAMOD

De-Shamod is the capital, home of the Diamond Throne and the most fabulous of the beautiful cities of the giants. A marvel of engineering, the city is built atop a pair of vast artificial mounds, one on each side of the river. The steep, sheer sides of the mounds are paved and carved with elaborate murals in relief. The sides of these mounds rise 70 feet above the plains around them, with wide ramps providing access into the city and down into the docks along the river's banks. Massive walls mark the perimeter of each section of the city, around the top edges of both mounds.

Tall statues line De-Shamod's broad, stone-paved streets. Its buildings stretch both high and wide with seamless stonework. Trees and flowering plants blend into the city's layout, making each street seem more like a verdant canyon. Banners of red and green drape from rooftop to rooftop and run down the smooth stone walls surrounding the city.

The grandest city on the continent, De-Shamod boasts a population of 50,000. About a third of these are giants, another third humans, and the rest a mixture of other races. De-Shamod boasts the greatest schools and universities in the realm, including Se-Heton, the largest and most prestigious academy devoted to the study of magic, founded by the Council of Magisters.

The monarch of the Diamond Throne personally appoints the steward of the city, currently a particularly massive giant named Dro-Kareth. A speaker of every major local race other than mojh—human, faen, litorian, sibeccai, and verrik—works with Dro-Kareth and his staff of advisors.

De-Shamod is a center for commerce and trade, with a massive dockyard on both sides of the river. The city itself sprawls across to cover both banks. The two sides are joined by so many mammoth span bridges, it seems as though the city itself was built upon the river.

Curiosities and Characters

Fistan Degern, a 9th-level human runethane, maintains a shop where he creates magical clocks, locks, and other devices both intricate and powerful.



Xialn, a verrik merchant, sells stuffed and mounted monsters and monster portions (usually heads). He buys monstrous carcasses from adventurers and hunters (about 50 gp per Hit Die)—nothing humanoid, though.

Vi-Noman, a giantish financier and merchant—probably the wealthiest individual in the land—lives in De-Shamod on an estate at the northern end of the city.

North of the city, along the banks of the Ghostwash, lies a moderately sized dramojh structure that remains intact despite the best efforts of giant and human. The metal coating given the outer layer of this spherical building keeps it sealed and unharmed from even the most powerful attacks and spells. No one knows what lies inside. The giants have posted a guard nearby in case something ever comes out or an unauthorized person tries to get in.

Within the city is a human-scaled castle called the Hall of Glory. Here, the wealthy and infamous 19th-level human war-main Lord Gerrance Ferron resides with his extensive retinue of followers, cohorts, and disciples. His close ally is Neverin the moj. Neverin, a 17th-level akashic, leads the akashic guild of De-Shamod. He is probably the most respected moj in the Lands of the Diamond Throne.

MI-THERON

Only De-Shamod surpasses Mi-Theron and Ka-Rone in importance. Both serve as key ports, Mi-Theron on the river and Ka-Rone on the sea. Mi-Theron is named for the great giantish hero

who eventually led his race to victory against the dramojh in the nearby Rosewood Hills after many terrible defeats.

Originally a fortress, Mi-Theron radiates out in a circular pattern with the fort in the center. The local steward, Ai-Reyona, still uses this stronghold as her home and court. More than many stewards, Ai-Reyona is regal and imperious. In Mi-Theron, she is virtually a queen. The Lady Protector in De-Shamod grows more and more dismayed at every report of Ai-Reyona's activities and attitudes.

Mi-Theron's population focuses greatly on the riverside docks and the boats that ply the waters of the Ghostwash, delivering goods across the land. This population numbers approximately 25,000—about a third of them giants, a quarter sibeccai, a quarter human, and the remainder faen, litorian, and a few moj.

Around the city, people work at herding cattle and growing various grains and other food crops.

Curiosities and Characters

Two oathsworn who refuse to give their names stand vigil over the ruins of an old temple near the city center. No one alive knows much of anything about the ruin or why they guard it, because the oathsworn won't allow anyone near. Most people have simply accepted them and do not approach, although some of the more daring (and young) adventurers consider it a test to try to bypass these guardians. None has ever succeeded. Local lore says the oathsworn have stood there for at least 200 years.



TYPICAL GIANT PATROL

One way giants maintain order is with frequent, well-equipped patrols. About half the time, these patrols are mounted on heavy horses or radonts.

Giant Warrior (6), giant war2: CR 1; Medium giant; HD 2d8+4 (13 hp); Dying/Dead -3/-14; Init -1; Speed 20 feet; AC 16 (-1 Dex, +7 armor), touch 9, flat-footed 16, armor check penalty -5; Base Attack +2; Grapple +5; Attack +7 melee (2d6+4, critical 19-20/x2, greatsword) or +2 ranged (1d8+3, critical 20/x3, longbow); Full Attack +7 melee (2d6+4, critical 19-20/x2, greatsword) or +2 ranged (1d8+3, critical 20/x3, longbow); SV Fort +5, Ref -1, Will +1; Str 16, Dex 9, Con 14, Int 11, Wis 13, Cha 12

Languages: Common, Giant

Skills and Feats: Climb +3, Craft (weaponsmithing) +3, Diplomacy +3, Ride +4, Sense Motive +3; Focused Healing, Weapon Focus (greatsword)

Possessions: Masterwork greatsword, mighty composite longbow (+3), masterwork arrows (20), chain and plates armor, dagger, backpack, 50 feet of hemp rope, tindertwigs (3), 10 gp

Giant Commander, giant wrm2/giant3: CR 5; Large giant; HD 2d12+9 + 3d10+9 (51 hp); Dying/Dead -4/-16; Init -1; Speed 20 feet; AC 19 (-1 Dex, -1 size, +2 shield, +8 armor, +1 Iron Flesh), touch 8, flat-footed 19, armor check penalty -8; Base Attack +3; Grapple +13; Attack +10 melee (2d6+6, critical 19-20/x2, greatsword) or +3 ranged (2d6+6, critical 20/x3, giant's bow); Full Attack +10 melee (2d6+6, critical 19-20/x2, greatsword) or +3 ranged (2d6+6, critical 20/x3, giant's bow); Face/Reach 5 feet x 5 feet/10 feet (Space/Reach 5 feet/10 feet); SQ +1 AC against foes using swords; Hero Points 1; SV Fort +9, Ref +2, Will +3; Str 20, Dex 9, Con 16, Int 12, Wis 13, Cha 11

Languages: Common, Giant

Skills and Feats: Climb +6, Craft (weaponsmithing) +7, Diplomacy +3, Intimidate +5, Ride +2, Sense Motive +5; Iron Flesh, Lightning Reflexes, Natural Swordsman, Power Attack, Weapon Focus (greatsword)

Possessions: Masterwork greatsword, masterwork mighty giant's bow (+5), +1 arrows (10), arrows (10), masterwork great shield, masterwork plate armor, short sword, potion of lesser battle healing, backpack, tindertwigs (3), 60 gp

South of the city across the Ghostwash river, the litorian Ralland (6th-level wolf totem warrior/3rd-level litorian) and a full pack of dire runewolves guard a magical spring, said to flow up through a power cyst deep beneath the surface. The water from this spring has a variety of random beneficial effects on all who drink from it.

KA-RONE

The largest seaport on the Devanian coast, Ka-Rone is a giantish city built atop the ruins of a major human city that the dramojh had been all but gutted. The original settlement was named Reveran, and more people called it home than any other human city of the time—it was the capital of the ancient kingdom of Sennes.

More than 28,000 people live and work in Ka-Rone, split almost exactly in thirds among the giants, the sibeccai, and the

humans (the city's faen, verrik, litorian, and mojh populations are negligible). Built upon the Ghostwash delta, Ka-Rone feels like a number of small towns joined by bridges and artificial platforms created by the engineering genius of the giants.

Tu-Methus, the steward of Ka-Rone, is a well-known adventurer and hero now quite aged. This former sailor knows the sea well, garnering him the respect of ship captains who drop anchor in his harbor. Ships from Ao-Manasa, Khorl, Noll, Fallanor, and even the faraway Free Cities of the South come to Ka-Rone. Many of the ancient giantish ships used to sail across the Great Eastern Sea also still wait in this important seaport's harbor—the giants' expert craftsmanship has preserved these stone vessels for more than five centuries.

Curiosities and Characters

The infamous faen thief Naira Greyclaw (10th-level unfettered/5th-level akashic) lives in Ka-Rone in semi-retirement. She uses various pseudonyms, but many people know how to find her (unless it's the authorities asking).

Mavik the Young, a 14th-level sibeccai magister living in Ka-Rone, claims to have developed a spell that can make a willing subject 40 to 50 years younger. There seem to be some unspecified side-effects, however.

The greatest and most famous sea captain of the modern age is Tellus Reed. When not at sea, he can usually be found—along with his equally famous ship, the *Star's Dream*—in port in Ka-Rone.

AO-MANASA

Ao-Manasa is also a busy port city. Gold has been discovered far north of here, and now would-be prospectors and miners use the port of Ao-Manasa as a staging area to launch their expeditions. Odd tales of beasts and even undiscovered peoples along the northern coast come back with the returning miners, as well as stories of endless frozen lands of eternal winter.

Of all the giantish cities, this is the most remote. About 17,000 people call Ao-Manasa home. A quarter of these are giants, another quarter sibeccai, another quarter human, and the rest faen. These are a rugged folk, accustomed to ill-tempered weather and the rough surrounding lands. Flocks of goats and sheep graze outside the city, attracting numerous predators for wary shepherds and goatherds to spot.

The steward of Ao-Manasa, Gri-Taresh, has watched over the city for almost 100 years now. He commands his people's respect through his wise and practical solutions to problems. For example, when he saw how well the bounty on wolves and dire animals helped protect the region from predators, he placed a bounty on goblins, trolls, hags, crabmen, and other dangers to the city. The bounties draw adventurers and mercenaries to the area to help control these threats.

Curiosities and Characters

A curiosity at the very least, Tare claims to be a Devanian king. He appears to be a living statue of metal 7 feet tall. According to his tale, as he lay on his deathbed, cursed by the evil mage Havak, his greatest artificers and spellcasters created this metallic





SHIPS

With giants historically so attached to seafaring, it is no wonder that ships and the sea are so important to the people of the Diamond Throne. Giantish ships are, not surprisingly, huge: 200 and even 300 feet long. Some are actually made of stone, rendered seaworthy through powerful rituals. These mighty, multimasted craft rule the waters. Giants also use smaller coasters (about 100 feet long). These ships, if maintained, can last for centuries.

Humans and sibeccai sail even smaller coasters. These fast sailing ships range from 50 to 80 feet in length. The people of Noll prefer oared longships, about 75 to 90 feet in length.

The magical avian harrids of Skaraven southwest of the Diamond Throne (see page 358) use large galleys (120 to 150 feet long). They sail the Sonish Sea exclusively.

Litorians and verrik are not known for their seamanship, but verrik traders do use small, fast sloops along the coast of the Sonish Sea. Faen also typically avoid sea voyages (as sailors, not as travelers).

Giants build impressive barges and keelboats for use in the Ghostwash, some of them reaching 120 feet in length. While giants usually captain these vessels, the crew are humans and sibeccai.

body in which to store his soul while they cured his real body of the malady. Tare, in his metal body, was kidnapped and held prisoner for centuries in a tower in the Elder Mountains before he finally escaped. When he returned, not only was his real body gone, but his artificers and spellcasters had disappeared as well. Devania itself was no more. Today he wanders the streets of Ao-Manasa. The locals all know him but do not actually believe his tale. His golemlike physique apparently grants him immortality, with no need for food or drink.

Yann Goblin-Catcher, a sibeccai warmain, keeps a small army of goblins in the city. The creatures never gather in large groups, so no one really knows how many there are. These troops, like most city-goblins, keep to the gutters, crawlspace, and alleyways. Unlike most, this pack is organized and reports to Yann with information and stolen goods in return for food and protection. Ironically, most people believe Yann to be a goblin hunter who rids the city of the vermin.

Those looking for a capable wilderness guide need look no farther than Neilis Farsight, an 8th-level faen wolverine totem warrior who lives on the outskirts of Ao-Manasa.

THAYN

Both Thayn and Navael, cities heavily populated by faen, hold a reputation for producing of fine craftwork, particularly in wood and precious stones. Thayn is also known as a port city, but a port of a different kind—it produces floating sky ships carried aloft by rigid, gas-filled bags and propelled by magical motors. It is generally impractical to transport large numbers of people or shipments of goods in these craft, but they serve as rapid transport for wealthy or important individuals. They also prove useful for scouting and information gathering. It's interesting to note that the giants will have nothing to do with these sky craft.

Thayn also boasts the second-largest magic academy in the realm: Brightborn School, founded by the Council of Magisters in Common Year 1570. The steward, Ei-Kestrin, is herself a magister of great power. This is the current home of other powerful mages, such as the faen Faevor Greyportal, who is currently attempting to reform the Council of Magisters. The academy is said to lie on the site of a battle between a famous mage and a powerful dragon, and mages there can still harness the battle's residual magic.

With about 10,000 people, Thayn is slightly larger than Navael. Almost half of the population is faen, but the city also has a large number of giant and human residents, along with a fair number of sibeccai.

Around the city, mostly to the west, farmers till wheat and barley. To the east, in the mountains, a number of silver and copper mines produce valuable commodities that ship through the city.

Curiosities and Characters

Perhaps the finest goldsmith in the Lands of the Diamond Throne, the giant Oa-Kembrid, lives in Thayn.

Slayer of the lich naga Rynass, Sir Kester (14th-level human champion of light), also lives in Thayn. Sir Kester, known as the Scion of the Sun, leads the Knights of the Silver Sword, a regal and noble order in the region.

Kaimra Daychord, a spryte greenbond, sells sculptures she has created from naturally occurring wood pieces and other artifacts found in nature (feathers, leaves, stones, and so on). These sculptures, for reasons unknown, often contain special magical properties unsuspected even by Kaimra.

NAVAEL

Like its sister-city, Thayn, Navael is an artisan's haven, with large marketplaces and quite a number of guilds. Around the city, picturesque farms dot the fertile green fields of the northern plains. The road between Navael and De-Shamod is well-traveled by merchant caravans.

About 8,000 people live in Navael, more than half of them faen; the rest are giant, human, and sibeccai, in that order. The steward is Ui-Narath, a giant known for her love of the faen. In Navael, the giantish authorities clearly give the faen special treatment, fostering resentment among the humans and even the sibeccai.

A gigantic statue of a dragon, made from steel and crystal, stands within Navael's central square. It is so large that one can see its head from almost any spot in town.

Curiosities and Characters

The crystal cutters are folks who make the trek to the Crystal Fields west of town and gather valuable pieces to sell in Navael. They frequently look for escorts, as the area is rife with bandits interested in crystal.

The exiled Fallanor prince Mikul (8th-level human aristocrat) lives in Navael after a long and arduous journey from the Far South (see page 355).

A litorian criminal known only as the Beast of the North is currently held in a prison in Navael. He is a 12th-level unfettered. Most claim he is insane.

ERDAENOS

Erdaenos once stood as a great city north of the Crystal Fields, but it became too difficult to maintain its population during a yearslong drought. Erdaenos was all but abandoned. However, one of the city's claims to fame was its fabulous library. The Library of Erdaenos held the largest collection of knowledge in the realm. Even the walls, floors, and ceilings of the library are covered in written records and lore.

With the help of a group of devout oathsworn dedicated to the cause, a handful of librarians, sages, and scholars maintains the vast library within the ruined, abandoned city. The leader of the cause and headmaster of the Library of Erdaenos is a devoted human champion named Hanrel Tannison. Knowledge-seeking pilgrims come to Erdaenos every year, despite the long and somewhat dangerous trek involved.

Curiosities and Characters

Rikkel Nevarstar, a 7th-level harrid mage blade, leads a group of human, faen, and litorian brigands that operates out of the ruined city.

Uxilach, a 9th-level akashic/2nd-level verrik woman, offers her services in the library as a freelance guide through its seemingly endless halls.

XAVEL

Xavel, a mostly verrik town, serves as the last stop before travelers headed south plunge into the dry Southern Wastes. A well-traveled caravan route follows the western edge of the Elder Mountains to Yrterot, home of Queen Uxmul of Zalavat.

Xavel has a population of just over 4,000 people, about 3,000 of whom are verrik and the rest human and sibeccai. Its giant steward, Io-Jannal, spends so much of her time away, the town is really ruled by the verrik speaker Tikalaq. The speaker is tied into local criminal syndicates fairly closely, making Xavel a rather lawless place.

Cattleherds and goatherds are common around the city. Within its walls many people make their living working the granite and limestone hauled from quarries to the east.

Curiosities and Characters

Since before recorded time, a levitating stone has stood at the site of Xavel—even before the city actually existed. It floats only 3 feet off the ground, but it is a 300-ton rock, so this is an impressive sight. This stone, known as the Rock of Xavel, is said to possess good luck, and locals make a point to rub it when they need some good fortune. Defacing the stone is a crime punishable by death—although an angry mob likely would kill the transgressors long before they faced trial.

Urquay, a 7th-level verrik iron witch, maintains a shop in Xavel, where customers can purchase all manner of magical devices. She makes most of them herself, but she also buys and sells other items. She has the protection of at least two powerful criminal syndicates (which she pays for), so stealing from her is unwise at best.

GIANTISH CITIES

Giantish cities are a wonder to behold. The giants present everything, from the wide, paved streets to the looming buildings and staggeringly tall towers, on a dramatically large scale. With their masterful crafting techniques, the giants work stone so that it has no seams or joints. Structures have a natural look, interior chambers feel like well-lit caverns, and everywhere the buildings accommodate trees and plants, filling the city with life.

Giantish cities are laid out with wide plazas (usually containing multiple fountains), carefully engineered aqueducts, and well-maintained, broad roads leading in and out. These engineers always build a city as a series of circles radiating out from a central hub. Occasionally, depending on the terrain, they may lay them out as a number of circle patterns radiating from different hubs. Giantish cities always have well-maintained sewers with large channels.

Since the giants' arrival, the giantish style of architecture has gained popularity even in places where giants are few in number. Twenty-foot ceilings, 10-foot-wide hallways, and huge doorways are commonplace throughout the realm.

Miles west of Xavel, the knight Erdicosh Nord (noble 10th-level human warmain) maintains his own massive keep. Erdicosh hates verrik, and they are not welcome in the fief he has claimed for himself. This leads to constant problems with the local population.

JERAD

The streets of the frontier city of Jerad bustle with members of almost every race. It stands at the mouth of the Goat's Road, a pass through the Elder Mountains that leads to Khorl. Jerad is a human city with a human name and a population of just over 5,000. Human herders, a few verrik merchants and traders, and a hodgepodge of folk of other races and professions dwell here. Litorians may very well make up a larger percentage of Jerad than any other city. The humans of this area have always been on good terms with the local litorian tribes.

The steward, an ambitious giant named Re-Tarranan, takes his job very seriously. The people of Jerad are fairly independent, though, so he maintains a force of sibeccai to enforce the law of the Diamond Throne. This fairly heavy-handed solution has brought the city some small amount of grief and trouble.

Curiosities and Characters

Berrad Ubbert, a human 10th-level mage blade/3rd-level crystal warrior, lives in Jerad. He runs a small guild of thieves and mercenaries who specialize in wilderness missions.

Sualin, a mojh 8th-level runethane/2nd-level mage priest, runs a temple to the all-but-forgotten Hanavere Trinity. This temple boasts amazing sculptures chronicling famous individuals dating back a thousand years.

The litorians here speak of a strange cloud that blows about on the wind in this region. They say that within the cloud, a litorian woman with vast magical powers lives in a small floating castle. Supposedly, magical traps and wards guard the castle well, but within it lie great treasures.



KHORL

Khorl is a human city and provides an apt port for ships on their way to or returning from Fallanor to the south. It is a dangerous place, known to be the home of thieves and pirates. About 4,000 people dwell in Khorl, although once there were many more. Consequently, much of the city lies abandoned, occasionally inhabited by squatters, vermin, or worse: goblins and similar humanoids. The legitimate population is about half human, a quarter verrik, and the rest giant and sibeccai. An-Redachan is the steward of Khorl, but rumor has it he was killed a few years ago and replaced with a doppelganger friendly to pirates.

Just outside of Khorl, the realm's first giantish fortress now stands in ruin. Du-Nor is a massive structure atop an impressive spire of rock. It is now reputed to be haunted, filled with monsters and bandits, or both.

Curiosities and Characters

Saemet Tatterpage (8th-level loresong faen magister) and Rennan (9th-level litorian oathsworn), head the effort to clear out the dangerous monsters inhabiting ruined portions of the city. They are always looking for bands of mercenaries or other capable folks to take on missions into the ruins.

Regis Fronth (10th-level human unfettered) runs a smuggling ring out of Khorl. He hopes to raise the money to pay for a magic item that will transport him to the extradimensional prison where a champion of magic named Ertoss Kol sent his father years ago.

Far worse, however, are the persistent rumors of a slaver operation, run mostly by sibeccai and operating out of Khorl.

On an island off the coast, a 14th-level verrik sea witch named Echizla runs a strange sort of orphanage that trains young children in the arts of magic. Most believe that Echizla uses her protégés occasionally to help her wreck ships and plunder their cargo.

Teg'ris (dracha 4th-level warrior/6th-level ritual warrior) was one of the first dracha to arrive in the Lands of the Diamond Throne. He also was one of the first to abandon his dragon masters to settle down here, having befriended a number of locals after joining them to defeat a rampaging chimera. Now he studies the path of the ritual warrior learns all he can about his new home.

GAHANIS

Gahanis is a human name, which in older times meant "shelter." During the dramojh rule, it served as a refuge for escaped slaves and rebels. When the giants came, Kether—the leader of Gahanis—attempted to aid them against the dramojh. The giants at the time nicknamed the city Battlehome, for they used it as a base of operations and supply for many years.

Today Gahanis exists as a trade center. The mines of the Derenblack Hills to the south, operated largely by sibeccai, produce vast amounts of iron and other metals. Although Gahanis has its own bale furnace and foundry, most of the ore ships out in caravans either northward or toward the coastal cities.

The steward of Gahanis is Ne-Chardath. He works closely with a human speaker, Neril Sann. The town boasts a population of about 3,500, with half of those being human, a quarter sibeccai and faen, and the last quarter made up of giants, verrik, lito-

rians, and mojh, in that order. Not far into the hills dwell two tribes of litorians that keep in fairly close contact with Gahanis. They have only a passing interest in the ores that move through the town, but they trade for other supplies. And of course the plains to the north teem with litorians as well.

The fortress of Gahanis still stands, mostly vacant, only occasionally used as a storehouse. The fortress connects to the vast natural cave system used by escaped slaves to hide from the dramojh. Common wisdom claims that some of the bandits who raid caravans leaving Gahanis have spies hiding in the caves to monitor who comes and goes from the town.

Curiosities and Characters

Nefen, a verrik 2nd-level akashic/4th-level magister, works as a strange kind of "memory artist." He uses his akashic abilities to call up the memories of a random person, then creates illusions of that person so customers can actually interact with the illusion, which acts like the original person would.

Kellic the Sly (sibeccai 4th-level mage blade/1st-level sibeccai) leads a small group of brigands preying upon merchants on the road between Gahanis and De-Shamod.

North of town, in the Floating Forest, an ancient castle known as Ebonring Keep guards the secret of a dramojh artifact.

SORMERE

In and around Sormere, on what is called the Aged Peninsula, humans attempt to cling to their old ways as much as possible. The lingering legacy of the Sennes Kingdom and Queen Adrilashe flickers here like a candle in the darkness—or so goes the attitude of many of those who live here.

When the dramojh took control of the realm, they pushed east from their power center in the faraway Bitter Peaks. By the time they reached Sormere, humans could put up only minimal physical resistance. Thus, much of Sormere remained untouched. Some further speculate that there was something about Sormere—or something ancient hidden there—that the dramojh wished to avoid. In any event, this allowed many inhabitants of the "Old City," as it is called, to remain free of enslavement.

The giant En-Fallasash, steward of Sormere, is very taken with the ways of the city, even though they are not particularly giantish. Ornate, gothic architecture, elaborate forms of dress, and a complicated code of mannerisms and behavior distinguish this city from most others. Most of the 14,000 people who call it home are human (about three quarters), with the rest mainly faen and giants. Only a very few verrik, sibeccai, and litorians even come here, let alone stay. And more than in any other place, mojh are unwelcome here. The inhabitants say Sormere is the "most human city in the realm"—and not without a bit of implied prejudice.

The "old nobility," as it is called, remains influential in Sormere and throughout the Aged Peninsula. Castles and keeps inhabited by aristocrats and wealthy landlords dot the region.

Curiosities and Characters

Lord Uthelor Katanis throws an elaborate gala every year that draws wealthy folks and nobles from across Dor-Erthenos.

The Tilladin family, all magisters going back as far as the family can trace, runs a thriving magic item business. All items are made to order.

Galaer Sevenstones, a quickling faen 12th-level unfettered/1st-level ollamh lorekeeper, won a castle from a human noble in a game of Kings and Kingdoms. He now resides in the place, north and east of the city, with his family and a number of other faen he invited down from farther north.

RAVADAN

Ravadan was once a holy city dedicated to the god Idonis (see page 330). Adherents of that religion claim that it still is. It is said that within the walls of the ancient city, Idonis dwelt in physical form for many years. Religious pilgrims form a substantive amount of the traffic into the city, either by sea from the eastern coast or through the mountains from Xavel and points north. A huge statue of the god stands in the harbor, holding a flame in its hand that serves as a beacon at night (the statue itself, almost three-quarters of a mile off-shore, is in fact a hollow temple). Even today, people in Ravadan—especially pilgrims—claim to have visions and dreams sent by the god or to see omens in the way animals act, signs in the architecture, or even portents in the way the dust blows about the street.

Beautiful marble buildings, many looking like temples (a lot of them were temples once), fill Ravadan. The Temple Guard, an independent law-enforcement organization, keeps the peace in Ravadan, ensuring that it does not become as wild a port as Khorl. The Temple Guard also makes sure that no one mistreats or takes advantage of the pilgrims, either inside the walled city or in the immediate region. Once a wholly human organization, many of the Temple Guard today are sibeccai.

Ravadan is a city of 9,000, most of them human but with a strong verrik and sibeccai population as well.

The steward of Ravadan, Ea-Nuverun, is said to hate the place. Unhappy with her station and farther from the Diamond Throne than any other steward, she seeks a new position.

Curiosities and Characters

Nuve the Quick, an 11th-level sibeccai champion of magic (and Ravadan) is second-in-command of the Temple Guard. He would do almost anything to be the head of the organization.

Planau Desrat, a human 5th-level oathsworn/4th-level wood witch, watches the roads leading into Ravadan and protects travelers against highwaymen and worse.

Ixkil, a 6th-level verrik mind witch, is a well-known criminal and thief in the city.

BEYOND THE DIAMOND THRONE

The preceding, however, is really only part of the story. Although the nearby kingdoms all officially pay homage to the Diamond Throne, they are also their own sovereign states. Far fewer cities and towns are marked on the map beyond the reaches of the Diamond Throne—even those with populations of 2,000 or more may be missing from the map, if you want to add them.

COMMUNITIES ON THE MAPS

Regarding the maps in this chapter, most communities the size of large towns (population greater than 2,000) are shown, but no small towns, villages, hamlets, or thorps are shown. Place them in any spots you find likely, interesting, or necessary. Such small settlements exist in the Lands of the Diamond Throne in great numbers—probably 30 to 40 times the number of towns and cities marked on the map. Usually they spring up along roads between the larger communities, but sometimes in more isolated areas as well. Even the Wildlands of Kish, the cold lands north of Ao-Manasa, and the coasts of the Sonish Sea hold small villages and towns. Each would possess a strikingly different nature from the others.

ZALAVAT

To the south lies the Kingdom of Zalavat, home of the verrik. This hot and dry land of rocky valleys and shifting dunes is punctuated by the practical yet elegant cities of the verrik, who use glass and stone to interesting effect. Though the dramojh never entirely conquered Zalavat, the verrik monarch pays homage to the Diamond Throne out of respect (although originally, it is said, the tribute and allegiance were inspired more by fear than reverence).

The deeper one travels into Zalavat, the stranger the landscape grows, and the less cosmopolitan—and more purely verrik—the cities become. At the heart of Zalavat is the city of Yrterot (IRT-arut) where Queen Uxmul (Oosh-MOOL, the hereditary queen name) rules from her palace of bronze and silk. The city itself perches upon a narrow spire rising up in the center of a barren crater. One can reach it only by three spun crystal bridges that connect the city's outer rim with other more accessible spires rising up from the edges of the crater. Nonverrik are not welcome in Yrterot, except by special permission of the monarchy.

Yrterot is a city of 36,000 people, virtually all of them verrik. Within this metropolis of crystal spires and stone ziggurats, the secret of the verrik dwells, away from the prying eyes of the rest of the world. The “wrongness” that others sense from the verrik they meet is merely a minor symptom of a much greater malady called the Curse of Xyphon (see page 340). While all verrik have this curse to a minor degree (each suffers a –2 penalty to Charisma), some are born with or eventually develop hideous physical deformities and terrible mental disorders. These unfortunates are taken (sometimes by force) to Yrterot. Those able to function within society do so, and the others are locked away in a place called the Haven of the Damned—a vast complex within the city. About one-third of the city's population shows visible signs of the curse.

Curiosities and Characters

Kitlashav, a 12th-level verrik iron witch, is the captain of the guard in Yrterot, in charge of keeping nonverrik out of the city.

Dvannech, a verrik 6th-level wolf totem warrior/2nd-level beast reaver, leads a band of brigands in the Southern Wastes. They use trained desert wolves to prey upon travelers and those seeking to explore the Vnaxian ruins.

Xuveram is a verrik warlord (14th-level warmain) who commands a mixed group of rhodin and verrik mercenaries. He lives in a palace north and west of Yrterot.



IDEAS FOR YOUR CITIES

All the cities mentioned in this brief gazetteer have only very general descriptions. To flesh them out or create smaller towns and villages of your own, use the lists below to generate ideas for people, businesses, and locales. All are appropriate to *Arcana Evolved* and the Diamond Throne setting.

Craftspeople/Artisans

Alchemist
 Artificer
 Artist/Sculptor
 Blacksmith
 Bonecarver
 Bookbinder
 Carpenter/Woodcarver
 Cartwright
 Chandler
 Cobbler/Shoemaker
 Cooper
 Cutler
 Distiller
 Dyer
 Fuller
 Furniture maker
 Gemcutter
 Glassblower
 Gold- or silversmith
 Haberdasher/Hatter
 Herbalist
 Launderer
 Leatherworker
 Limner/Painter
 Locksmith
 Mason
 Metalworker
 Paint maker
 Porcelainist
 Potter
 Roofer
 Sealmaker
 Shipwright
 Stonecutter
 Tailor/Clothier
 Tanner
 Tattoo artist
 Taxidermist
 Thatcher
 Tinker
 Wainwright
 Weaver
 Wheelwright

Services

Advocate
 Animal trainer
 Arbiter
 Astrologer
 Astronomer
 Cartographer
 Cooper
 Copyist
 Dentist
 Engineer
 Executioner
 Fence
 Firefighter
 Forester
 Fortune teller
 Goblin catcher
 Guide
 Healer
 Hunter
 Hypnotist
 Masseur
 Messenger
 Miner
 Mountaineer
 Mystic
 Navigator
 Nursemaid
 Prostitute
 Rat catcher
 Realtor
 Recruiter
 Sage/Loremaster
 Scout
 Scribe
 Spelunker
 Surgeon
 Surveyor
 Teacher
 Teamster
 Translator
 Trapper
 Undertaker

Guilds

Akashics
 Alchemists
 Apothecaries
 Armorers
 Artificers
 Artists
 Assassins*
 Astrologers
 Barristers
 Blacksmiths
 Carpenters
 Courtesans
 Craftsmen
 Entertainers
 Fishermen
 Jewelers
 Mages (magisters, runethanes)
 Mercenaries
 Merchants
 Messengers/Heralds
 Metalworkers
 Moneylenders/-changers
 Physicians
 Sailors
 Scouts
 Shipwrights
 Slavers*
 Smugglers*
 Steersmen/Navigators
 Stonemasons
 Tailors
 Thieves*
 Wainwrights
 Warguild (akashics plus ritual warriors, warmains, and other warriors)
 Weaponmakers

**Illegal in most areas.*

Businesses

Alehouse
 Archives
 Armorer
 Bakery
 Bank
 Barracks
 Boarding house
 Bowyer
 Brewery
 Brothel
 Butcher
 Casino
 Cavalry stable
 Cheese shop
 Construction company
 Courthouse
 Customshouse
 Dairy/Creamery
 Distillery
 Fishery
 Fletcher
 Foundry
 Fresh market
 General foodstuffs
 General store
 Granary
 Greenhouse
 Guard headquarters
 Hospital/House of healing
 Hostel
 Inn
 Jail/Prison
 Laundry
 Library
 Lumberyard
 Meeting hall
 Mill
 Mint
 Moneylender
 Nursery
 Palace
 Park
 Pawnshop
 Public baths
 Punishment square

Rentals

Restaurant (fine)
 Restaurant (general)
 School
 Smelters
 Smokehouse
 Tavern
 Tax collector
 Toll collector
 Trader
 Treasury
 University
 Warehouse
 Watchtower
 Weaponsmith
 Winery

Other Locales

Abbey
 Amphitheater
 Apartments
 Asylum
 Auction block
 Aviary
 Bazaar
 Bestiary
 Church
 Embassy
 Fairgrounds
 Firehouse
 Gymnasium
 Icehouse
 Kennel
 Lighthouse
 Livestock market
 Monastery
 Monument
 Museum
 Private club
 Shrine
 Stable
 Stadium
 Temple
 Theater
 Tournament field
 Town hall

FALLANOR AND THE FAR SOUTH

Near Zalavat but even more remote lies the Fallanor Empire. Populated by strange beings and beasts, most of the lands of the Fallanor Emperor are simply uncharted temperate wilderness. The actual “empire” truly exists only along the east coast. The cities there attract both merchants and pirates. Truth be told, the only time one hears of Fallanor in the Lands of the Diamond Throne is when discussing some rare spice or other imported goods, or when the emperor sends an envoy to pay tribute to the Diamond Throne.

The capital of Fallanor is the bustling metropolis of Shana, a vast habitation that is a mixture of strange architecture and a tent city. The only other city of note is Vathor, also on the coast, known for its militaristic warlords and strange (and strict) laws.

South of Fallanor lie the “Free Cities of the South,” coastal city-states that pay allegiance to neither Fallanor nor the Diamond Throne. Little is known of these places, but the few explorers and merchants to journey there and return claim there are six major cities populated by humans, verrik, and a curious race of amphibious humanoids called the unara. The cities are Utos, Mallacosta, Suherlen, Inoosh, Genek, and Capellosha. These places are each unique. Utos is ruled by philosopher-priests, Genek by a deformed king magically transformed into a gargantuan lizardlike creature. Insular Mallacosta’s harbor is lined with underwater traps that can destroy a ship and walls so high as to be unassailable. Suherlen is a matriarchy where the uncomely are forced to wear masks, while Inoosh is ruled by an undead queen who favors only spellcasters. In Capellosha, City of Idols, it is said that every sixth person is a priest, and that they worship even more gods than the faen.

Or so the traders’ tales go.

Curiosities and Characters

A human named Nadil Underdal runs a small curiosities shop that specializes in magic items. It is said that the shop, simply called “Found,” has storefronts and doorways in many cities in the South, all leading into the same shop—though where the shop itself lies remains a mystery.

A 5th-level verrik mage blade named Ixasa and her partner, a rogue chorrin warmain named Nul, travel throughout the South, always looking for adventure. Ixasa is known for her quick and biting wit.

NOLL

This island nation is a realm of seafarers. The capital and largest city is Caracha, which boasts a population of 6,000. Like all of Noll, most of Caracha’s residents are humans, but many verrik, sibeccai, and even some giants live there (although Noll is technically beyond the reach of the Diamond Throne). The ruler, King Hadderoch II, is a kindly man. His devious brother Giliston covets the throne.

The unara, found in the Free Cities of the South, occasionally come to Noll as well. Tales speak of an underwater kingdom of theirs, to the south and east of Noll.

Curiosities and Characters

Daeran Windbreath (loresong faen 5th-level magister/5th-level expert) owns the *Silent Muse*, perhaps the greatest of the faen sky ships. He uses it to transport the wealthy and powerful from Caracha to Sormere, Ka-Rone, and even Thayn.

THE HARROWDEEP

To the north of the Diamond Throne lies the Harrowdeep, both a geographical feature as well as the forested homeland of the faen. The faen, as a race, are ruled by twin siblings—always. When a pair of siblings (or even just one of the pair) abdicates or dies, another pair is “chosen by divine will.” Their rulers measure alternating cycles of time that faen refer to as “loresong cycles” or “quickling cycles.” Based on the current cycle, they associate different meanings and portents to faen fates and fortunes. Since the length of a cycle is never the same, the faen system of measuring time (“that was three cycles ago”) is something only they really understand.

Faen usually reside in small villages and thorps in isolated vales and glens within the forest. These communities always attract a mixture of all types of faen—there are no purely quickling villages or loresong towns. Most of these settlements are well hidden and defensible, due to the faen’s need for security.

In the far north of the Harrowdeep—even farther than most faen dare to venture—lives a small group of greenbonds of various races called the Deepharrows. These people, having rejected all semblance of normal society, watch over the forest from within the trees themselves. These individuals show no mercy to anyone they see as an intruder. Ruthless and compassionless, they are feared by all.

All, that is, except perhaps the darklings. These are quickling faen who have left their homes to live in the darkest parts of the Harrowdeep. In abandoning their villages, these quicklings have left behind the taint of human (or giant, or litorian, etc.) civilization. They long for an earlier time, an era in the distant past when (they claim) all faen were quickling hunters of the forest. The darklings are dangerous, and many are actually psychotic.

Curiosities and Characters

Naev Pickluck, a 5th-level quickling unfettered, will gladly serve as a guide—for a hefty fee.

Maedi Sparkborn is a 5th-level magister/3rd-level spryte who serves as an agent of Faevor Greyportal agitating for the re-emerging Council of Magisters in the Harrowdeep.

In a secluded clearing within the Harrowdeep, a huge iron hand, 6 feet across and 10 feet high, thrusts up from the ground. No one knows its origins or purpose (if any). Many call it the Harrowhand.

VERDUNE

To the west of the Diamond Throne lies the dark land of Verdune. Once a kingdom of stout human warriors, Verdune was transformed by the dramojh invasions into a menacing realm of ruined fortresses defended by dead soldiers. Still, in the last hundred years, small groups have begun attempting to rebuild



and reclaim the land from the unquiet spirits that have held it for so long.

The dramojh were even less kind to the Verdunians than they were to the people they conquered later on. The dragon scions killed every intelligent creature they could find in Verdune, and then animated the dead as terrible abominations. The capital, Erdina, was once a walled city surrounding a huge castle. No spellcasting was allowed in this city of 20,000 people. Now it is a vast ruin populated by undead, although many of the magical wards to prevent spellcasting in certain areas of the city remain in place.

The dramojh did not manage to kill everyone, however. Today, descendants of the surviving natives—most of them human—dwell in forts and walled towns. Though constantly plagued by undead attacks, they hope one day to reclaim their land and their capital. They are always seeking capable mages and strong swordarms to help them.

Curiosities and Characters

Terrst of Erediar (a small walled town in Verdune) is a human 4th-level war-main/3rd-level aristocrat who claims to be the only living heir to the Verdunian throne. He has a number of powerful personal champions and oathsworn who have pledged him their support. It seems likely that if anyone will lead the living to victory in their war against the dead, it is Terrst.

Nekel the Deadwitch, an undead 12th-level iron witch, haunts the countryside, looking for her “daughters.” She attacks females, insisting that they join her in death.

Strange swarms of seemingly undead insects, some a mile across, occasionally sweep across Verdune, eating vegetation and flesh with equal voraciousness. Some speak of even stranger swarms that feed only on undead flesh.

THARTHOLAN

South of Verdune lies Thartholan, a land filled with ruins from other planes and dimensions and inhabited by displaced creatures. The dramojh once used powerful energies to raid alternate

dimensions for slaves and magical treasure. Much of what they brought back remained in Thartholan. This land contains the ruins of entire cities that once stood on distant planes, torn in their entirety from their original homes.

Once a powerful human kingdom, Thartholan is now “a land of madmen and the palpable madness that afflicts them,” as the giantish king Jo-Othem once said. The few remaining native humans do indeed hold a reputation for madness, subjected as they are to the strange creatures, objects, energies, and sites ripped from other planes and now covering their land.

Many open gates to other dimensions remain active in Thartholan. Not only do such gates present a risk of letting more outsiders into this world, but many of the gates are invisible. A person can simply wander into one and never be heard from again.

Balatosh, the former capital, once floated high in the sky. A series of devastating dramojh attacks eventually brought the city crashing to the ground. Although spells and wards kept parts of it surprisingly intact, the city is now a strange ruin in the middle of a crater.

Obviously, most of the inhabitants of Thartholan are like nothing else in the world. The strange humanoids called alabasts live here, unable to return home (see Chapter Twelve: Creatures). Demons and angels, likewise marooned, now reside in Thartholan. However, most of the “kidnapped” creatures of Thartholan that have not yet made it back to their worlds are alien beasts and odd creatures. Occasionally, a displaced golem or other construct from another plane is spotted wandering the fields of the kingdom, attempting to fulfill its original, alien mission.

A trip to Thartholan can be a very strange experience, to say the least.

Curiosities and Characters

Veilin Tonast knows more about the wilds of Thartholan than most people alive. This 8th-level human greenbond has adapted well to serving a land with

such a confused identity. If you can find him, he can serve as an excellent guide or source of information.

The short but stout Thorek Glitterhammer, a 7th-level warrior, is displaced from his homeworld and wishes to get back. He claims to be a “dwarf.” Apparently this term means something to him other than “short human.”

PALLEMBOR AND THE WEST

For long ages, the lands west of the Diamond Throne were known collectively as “The Unknown West.” Tales and rumors abounded regarding this strange region. Today, with the return of the dragons and their dracha servants, some of these rumors can be confirmed, others denied, and still more tales can be told of discoveries never suggested or even guessed at.

THE CAGE OF TEETH

A draconic creation, the Cage of Teeth served as a place to imprison unruly dragons that broke important draconic codes. Because the Dragon Conclave was always loath to mete out sentences of death, it had the Cage of Teeth created deep in the Mountains of Glass.

THE CASTLES OF THE SKY

When Erixalimar first came to the land known as Pallembor, he used magic to create a home for himself: a floating castle of gigantic proportions in the clouds. Since that time, Erixalimar’s castle has become the meeting place of the Dragon Conclave. Around it, other dragons have built their own floating palaces. Some of these are inhabited, while others stand vacant—but likely still well warded with spells. From the ground, there simply appears to be a number (a dozen or so) of dark dots in the sky.

THE DRAGON CITIES

In the thousands of years since they began their time in Pallembor, the dragons have built three cities in which to live. These enormous cities were designed on a scale that even a giant would find daunting. The first they called *Karameer*, a city as tall as it is wide on the stormy west coast. Magnificent silver and glass towers stretch into the heavens, giving rise to the saying “glistening like the spires of Karameer.”

Rosei Karon is sometimes called “the secret city.” It lies within the shifting dunes of the Tardiff Desert. The dragons share this city with both dracha and desert-dwelling humans. *Rosei Karon* is surrounded by a 100-foot-tall sandstone wall, worn by the desert winds so that it appears carved with strange, abstract shapes.

The newest and most southerly of the Dragon Cities is still well over 2,000 years old. *Meluge Arakan* is a vast metropolis of black basalt and bronze. The creatures that call it home, living among the dragons, are dracha, centaurs, spiderlike creatures called arachtar, and some humans. *Meluge Arakan* is a port city, and brave sailors and explorers from the East who cross the Sonish Sea often wind up here.

EREMOR CASTLE

Some call this castle, built by dragons thousands of years ago, the “seat of dragon magic.” Entering the castle itself without knowing its secrets is extremely difficult, as magic both bars entry and expels intruders who do find their way inside. Deep within, however, are magical artifacts of dragon make and the secrets of many dragon spells, most of them long since forgotten.

The castle stands perched on a high outcropping of rock overlooking the crashing waves of the Sonish Sea.

THE LONELY LAND

This northern island, not so far from the mainland, is still as isolated as could be. The nearby cliffs of the mainland, known as the Edge of the World, offer no harbors. The cold waters surrounding the Lonely Land are extremely treacherous. Visitors to this remote locale typically fly. When the dragons visited this island, they found the inhabitants to be distant kin of the chorrin, but relatively peaceful. The dragons could not fathom their customs and outlook, however, and did not linger. More about the island is unknown, although many think it would take more than simply enigmatic chorrinfolk to drive away the dragons. Some believe a secret to a draconic weakness or fear waits in the Lonely Land.

SHERESTA AND THE EDGE OF THE WORLD

The northern land known as Sheresta was once a human kingdom that had been conquered by a godlike being called the Demon of the Deeps. In fact, the humans of the Lands of the Diamond Throne almost certainly originated here millennia ago, refugees fleeing from the wrath and rule of the terrible demon-god from the sea to the north. When Erixalimar, greatest of all the dragons, came west, he fought the demon, to no avail. Eventually, he tricked the Demon of the Deeps into a magical prison and sent it back to the bottom of the sea from whence it came.

Eventually, most of Sheresta fell into ruin. The descendants of its long-ago people are simple farmers and quiet herders who no longer frequent the cities their ancestors once built. The people of Sheresta number few, but almost all have some ability to tap into the akashic memory. Thus, they know all too well and all too clearly the horrors that befell their people in those ancient cities now in ruin under the tyranny of the Demon of the Deeps. They steer well away from them and any other reminder of their past.

The Edge of the World is a series of mighty cliffs that rises above the crashing waves of the cold, northern ocean. These awe-inspiring cliffs jut up 1,000 feet, making it impossible to even see their bottom from the top due to the mists of the sea.

THE TARDIFF DESERT

Between the two northernmost Dragon Cities, the land becomes arid and the sky free of clouds. The Tardiff Desert is one of rolling dunes. Occasionally the shifting sands reveal the desiccated bones of a monstrous creature that suggests that once the entire desert lay deep underwater. Nomadic dracha dwell within the desert, moving from oasis to oasis. The dragons have established a city, *Rosei Karon*, in the desert’s heart and only their spells keep it from being swallowed by the dunes.



SKARAVEN, THE LAND OF MYSTERY

To the south and west of the Lands of the Diamond Throne lies Skaraven, in a place so distant that most people never even heard of it until the dragons brought its lore back with them after their millennia-long self-imposed exile.

Skaraven is the homeland of the harrids (see Chapter Twelve: Creatures) and other, even stranger beings. Even by the standards of the Diamond Throne, it is a magical and mystical place of wonders—that is, assuming the stories are true.

Although the harrids have only two cities worth mentioning—Karlash and Jelech—their smaller fortresslike settlements cover much of the continent, particularly areas along the coast of the Sonish Sea. A mountainous, narrow strip of an isthmus connects the continents of Skaraven and Pallembor.

THE DARK HIGHLANDS

On the eastern side of Skaraven, the terrain rises to form a region of rolling green knolls. This land, called the Dark Highlands, is haunted by the shadowy specters left over from the conflicts that caused the Warstorm (see below).

DULAN

A kingdom of bestial men more ape than human, Dulan in Skaraven's southwest corner is a realm of savagery and small, wooden fortress-towns. Each is ruled by a fierce queen in the name of the beast-men's god, Oolathest, who demands blood sacrifices to stay his wrath.

MOUNT NELVERAN

Rising high above the relatively flat plains of central Skaraven, Mount Nelveran holds the fear and respect of the harrids and other creatures of this mysterious land. The mountain, a semi-dormant volcano, still causes the surrounding region to quake and shudder at times. This is believed to be the work of a fiery half-god

named Dahmra, who dwelled in Skaraven before any other. Dahmra, an androgynous cast-off exile of the Gods of the Denotholan, represents anger, envy, vengeance, and spite. Deep within Mount Nelveran, he creates new aberrations that he looses upon the world from time to time to carry out his schemes.

THE SILKEN FENS

Much of Skaraven has been swallowed by the Silken Fens, so named because of the fine silt and dark oils suspended in the bogs here that give the water a smooth appearance and touch. The fens are home to all manner of dangerous beasts, including even some dragons abandoned or banished by their own kind.

To the west of the Silken Fens lies the harrid port of Karlash, a vast city of slaves and slavers, pirates and pirate ships.

THE WARSTORM

The Warstorm is a magical storm that never ceases and never moves. It commands a vast area of southern Skaraven, and the natives avoid it at all costs. Within its boundaries, winds powerful enough to tear the flesh from bone blow intermittently, and low, dark clouds carry fierce strikes of lightning, acid rain, heavy hail, and even fiery bursts of energy.

The Warstorm gains its name from its origin, when two great mage races that once mastered this continent clashed in a fierce struggle for dominance. In the ensuing magical conflagration, both races destroyed each other. The Warstorm is not only the legacy of that final battle, but it is the only legacy either race left behind. The spells unleashed in the war annihilated not only both armies, but also their cities, their artifacts, and their magical knowledge.

No one speaks of these now-dead races, but one thing is certain: Their mutual annihilation paved the way for the harrids to claim dominion over most of Skaraven, a land in which they were once only a nuisance at best.



THE WEeping MOON

One of the strangest of all the wonders of Skaraven is the Weeping Moon. This huge stone, the size of a small mountain, floats in a stationary position approximately 3,000 feet in the air. From a (super)natural spring deep within its heart flows a waterfall that cascades down from this height into a deep lake. This water flows to the sea in a broad and powerful river known as the Sky River, due to its source. The Weeping Moon holds many secrets, not the least of which are how it came to hover in the air and the nature of the source of its waters. Explorers, aided by magic or flying mounts, have attempted to plumb its depths, but those who have returned tell tales of elemental creatures of earth and water, and strange (but seemingly magical) forces at work, producing all sorts of reality-bending effects.

Along the banks of the Sky River lies golden Jelech, a harrid city of magical pavilions and crimson banners. Here dwells the ancient harrid known only as the Red King, reportedly one of the most powerful magisters in all the world. By all accounts, the Red King is more than 1,000 years old—no one cannot remember when he did not rule Jelech and the surrounding lands.

THE ORGANIZATIONS

One can find hundreds of guilds, militias, knightly orders, brotherhoods, and local groups in the Lands of the Diamond Throne. A few are large or influential enough to merit discussion here.

THE COUNCIL OF MAGISTERS

Once one of the most powerful organizations in the Diamond Throne, this group technically disbanded about 90 years ago. Recently, however, a loresong faen magister named Faevor Greyportal has made it known that he wishes to resurrect the institution. He sees signs in such events as the renewed interest in Castle Mabb (see page 339), the increased number of falling stars in the night sky of late, and even the rumors of a new source of magical power among the alabasts (see Chapter Twelve). These signs, he says, show that the council is needed again. This Thayn-based mage is currently looking for powerful magisters.

THE DRAGONCLAVE

Word of the dragons' return spread quickly. For many, the news brought anxiety and fear. For some, however, it carried with it curiosity and possibilities. The Dragonclave are mojh, humans, faen, verrik, litorians, and even a few sibeccai who have chosen to side with the dragons. They believe that this is rightfully the dragons' land and the giants should return to the east. Even those who don't have such strong political beliefs are interested in the power the dragons offer, not the least of which is dragon magic and the process of tenebrian evolution (see page 326).

The Dragonclave is a very loose organization, which is to say, almost not a real organization at all. There is no single leader, and—at least as of now—the members do not all agree on the proper means of helping to accomplish the dragons' goals. The Dragonclave operates more as independent cells or singular individuals for the moment. Someday, the dragons may attempt to organize these would-be followers more efficiently.

THE JAREN

Perhaps the realm's largest mercantile organization is also the most mysterious. The Jaren seemed to appear shortly after the disappearance of the dramojh. These people (their race is unknown) wear long purple robes, bronze masks, and articulated gauntlets. No one has ever seen their faces or bodies—and any Jaren slain in bandit raids or grievously harmed in accidents have simply vanished. They do not speak of their origins or their actual physical forms. One likely possibility is that the Jaren are not from this plane, but arrived here through one of the many gates still active in Thartholan. Every Jaren ever encountered has been a potent mage.

One may never meet an actual Jaren when working for them or with them, however. They have a vast network of employees and contractors from every major race. The Jaren concentrate mostly on shipping, running large caravans across the Central Plains and even through the Southern Wastes into Zalavat. They also operate on the sea, usually in hired ships with hired crews. Occasionally one might spy strange ships made of brass and dark wood with glass sails, apparently created by the Jaren themselves.

In addition to transporting goods—buying in one area and transporting them vast distances to where there is demand—they also peddle their own wares wherever they go. Jaren goods are always magic items, usually potions but constant and charged items as well (never scrolls).

THE NIGHTWALKERS

Throughout the Lands of the Diamond Throne, a powerful and well-connected organization called the Nightwalkers uses thievery, smuggling, assassination, and occasionally slaving to earn vast amounts of gold. Many estimate that this organized crime syndicate has more wealth and power than many kingdoms.

The Nightwalkers comprise various subdivisions called “elements.” Each element controls a territory, and strict rules prevent members of one element from operating in or sometimes even entering another element's territory. A leader, or “prince,” controls each element. They occasionally convene in different locales to discuss business and issues of the day. The leader of the strongest element, the Night King, is the most powerful and influential member of the organization.

The elements occasionally feud, but this is actually fairly rare. Most often, the Nightwalkers avoid conflict of any kind, even with local authorities or opposing groups (like the Jaren or the Order of the Axe; see below). They prefer to use such tactics as blackmail, assassination, and sowing dissent rather than open warfare.

The current Night King is a sibeccai in Ka-Rone named Urthoss the Dark. He is incredibly secretive and ruthless, even by Nightwalker standards.

THE ORDER OF AXE

The Order of the Axe is the largest and most powerful knightly order in the Lands of the Diamond Throne. It has 37 chapters, each with its own chapterhouse located in a keep. Each chapter



may have as few as 10 or as many as 300 members in its roster. Because of the nature of the order, however, they work in secret.

Sir Redic Pynchar founded the Order of the Axe more than 300 years ago on the principle of maintaining order, peace, and justice in the name of the Diamond Throne. Ironically, the Diamond Throne disavowed—or perhaps simply dismissed—the group almost immediately because it was not a giantish organization. (A giantish order called the Knights of the Diamond serves the Diamond Throne throughout the realm.)

Sir Redic, who claimed knighthood by right of blood (he traced his lineage back to the nobles of Sennes), was outraged at this slight. The Order of the Axe rededicated itself to those original goals—order, peace, and justice—but as a group in opposition to the throne. Thus, the Order of the Axe became a contradiction: a group dedicated to upholding order but not supporting the rule of those in power. They work outside the bounds of law to seek justice. They protect the innocent, but not always through lawful means. (See “Knight of the Axe” in Chapter Eleven.)

The Order of the Axe does not seek open rebellion but would like to see, one day, the return of the individual kingdoms, duchies, and principalities that controlled the land 1,700 years ago.

THE RUNEPRIESTS

Related to the ancient Cult of the Fleshrunes (see page 331), the Runepriests revere the power of the runechildren. However, they do not worship this power. In fact, contrary to their name, they are not a true religious organization at all. The Runepriests' primary goal is to artificially recreate the Rune Messiah.

The Runepriests have established small “temples” throughout the realm where they engage in clandestine research. This research involves using magic and alchemy on kidnap victims—some runechildren, some not—in order to discover the source of the runechild's abilities, how to instill these abilities into non-runechildren, and how to control and increase the potency of the whole process. Each Runepriest temple works individually. In a sense, they work competitively, although it is not a hostile competition, and Runepriests from one temple sometimes work with those of another on a joint project.

Some Runepriests have established controlled breeding programs, where they manipulate communities (often magically) so that desirable candidates marry and produce offspring. They seek to engineer a certain strain they believe to be more conducive to runechildren and eventually the Rune Messiah. This, obviously, is an incredibly long-term plan.

Sometimes membership in the Runepriests is a secret. Secret members can play “matchmaker” in a village or town to facilitate the group's breeding programs or maintain a position in a community to watch for candidates for their experiments. However, the Runepriest temples are not secret, and some members are very open. Most people simply have no idea what goes on inside them or what the Runepriests' real goals are.

THE COSMOLOGY

The number of planes of existence, magisters theorize, is infinite. Some are truly alien realms with their own logic and physics and bizarre inhabitants. Others are closer alternate dimensions that hold worlds not terribly unlike the one we are all familiar with.

HEAVENS AND HELLS

These realms do not fit into easy categories, although some planes are more heavenly or hellish than others. Angelic beings inhabit the more heavenly planes, and demons or devils the hellish planes. These planes exist in varying degrees, so that the pleasant and unpleasant qualities of the plane diverge from minor aspects to nearly unimaginable extremes. Some learned scholars suggest that these effects may relate to the planes' “cosmological proximity” to the theoretical planes of ultimate positive energy and ultimate negative energy. Those places, of course, are what greenbonds call the Green and the Dark.

PLANAR MOVEMENTS AND CONJUNCTIONS

As time passes, the world of Serran and the plane it inhabits comes into conjunction with some planes and moves “away” from others. This means that, during certain periods, extradimensional connections (allowing travel, communication, and conjuration effects) work 100 percent of the time. When this world is not in full conjunction with another plane, there is between a 99 percent and 0 percent chance for such connections to function, or to function properly.

A Knowledge (cosmology) check (DC 15) allows a character to predict which planes are in conjunction at any given time. A check (DC 20) provides the chance of success to establish a connection if two planes are not in conjunction.

OUTSIDERS ON SERRAN

Despite the fact that interplanar travel is not terribly common, nor is the summoning of creatures from other planes, Serran still harbors many creatures not native to the world. The presence of the vast majority of these aliens is due to the dramojh's use of the *phase heart* to rip inhabitants, objects, and places from other planes. Thus, if one is interested in outsiders, one need go no farther than the bizarre land of Thartholan (see pages 335 and 356).

Some of those kidnapped outsiders (or, more often, their descendants) have left Thartholan and now live elsewhere in the realm. For example, the fire-loving hell-hound packs have mostly migrated to the dry, hot climes of the Southern Wastes.

Occasionally, a demon or angel (or similar creature) whose truename falls into the hands of a powerful mage will find itself on Serran. Even after the mage dismisses it, the creature's attention might remain drawn to this world, leading it to interfere in the affairs of its inhabitants. For example, adventurers fighting a coven of harrids might learn that their master is actually a powerful demon working from the shadows. This is the exception, however, not the norm. Beyond the bounds of Thartholan, outsiders are extremely rare (see “Outsiders in the Diamond Throne” in Chapter Twelve).

THE THREATS

Many dangers lurk in the Lands of the Diamond Throne. Despite the order and safety the giants provide, the world needs great heroes now more than ever. The following is only a short list of antagonists that threaten the otherwise peaceful lands.

THE LEGACY OF THE DRAMOJH

First and foremost among the dangers to the realm are the legacies of the dramojh. These insidious tyrants may be gone, but their creations, such as lamias, nagas, harpies, manticores, medusas, slassans, and other creatures, still haunt ruined citadels and wilder areas at the edge of the Diamond Throne's patrols.

Most dramojh fortresses were razed when the giants defeated them 350 years ago. Some remote forts were merely sealed, however, and a few reportedly were missed. While giant divinations showed that the dramojh were extinct, some of their hidden caches or abandoned citadels may remain.

The dramojh were corrupt and so insidious, they left behind terrible curses, plagues, and destructive spells waiting to be triggered by intrusion into the remaining fortresses or simply by the passage of time. The creatures' inhuman vengeance extends far beyond the grave. One current magical disease, called the "rot from within" (see the sidebar on page 342) may very well have been released in the Bitter Peaks by just such a contingency.

HAVINAR BALACOS

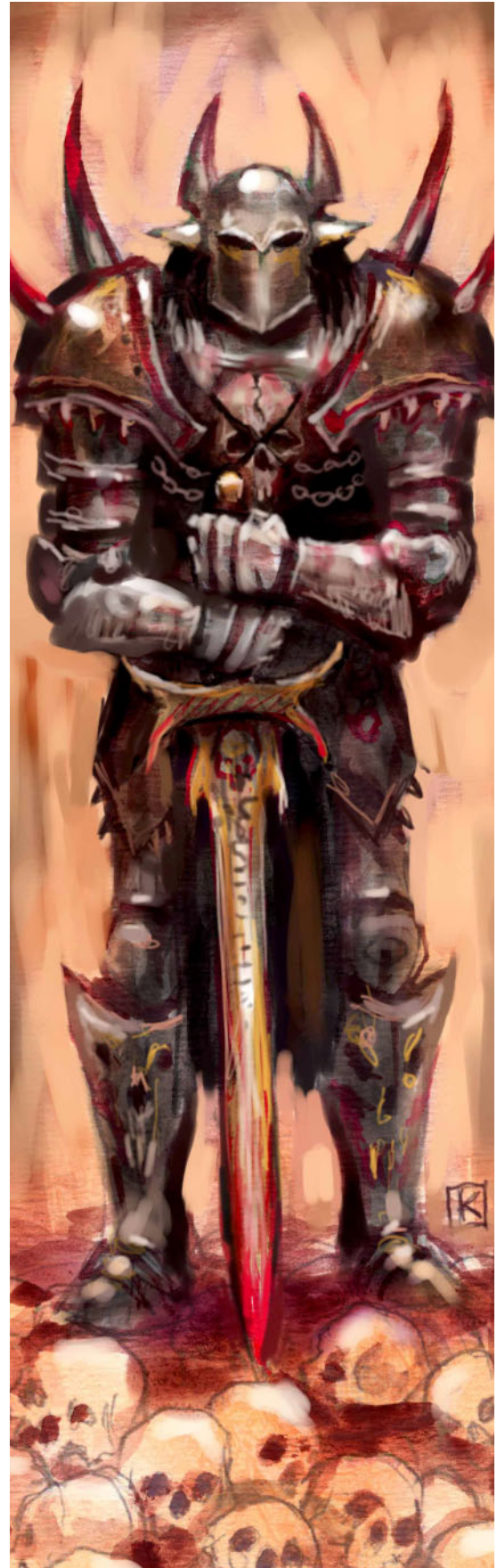
Just as some brave heroes champion concepts like freedom, light, and life, others champion more sinister forces. Perhaps worst among them are champions of death. The most powerful champion of death known today goes by the name Havinar Balacos. People know few truths about this mysterious figure, but they have heard many rumors.

Havinar Balacos is a human whose face is unknown. He wears heavy armor adorned with the trappings of his fixation: skulls, bones, and other symbols of death. He delights only in death (but not necessarily suffering). His goal is to kill every living thing in the world, starting with the intelligent creatures. Dealing death is his only pursuit—he does not crave power, gold, or knowledge, except where they might help him kill more creatures.

Current reports say this diabolical villain has gathered a group of followers by lying to them about his true motives. Likewise, he may be attempting to ingratiate himself in the ranks of the chorrim (see page 363), offering them some kind of aid. The only thing he is truly concerned about is fomenting a large-scale war and the casualties it will bring.

Havinar Balacos: Male human champion²⁴ (death): CR 25; Medium humanoid; HD 24d10+95 (254 hp); Dying/Dead -6/-20; Init +1 (Dex); Speed 20 feet; AC 32, 33 vs. ranged (+1 Dex, +16 armor, +5 shield); touch 11, flat-footed 30; armor check penalty -6); Base Attack +24; Grapple +29; Attack +31 melee (1d8+1d6+8, critical 19-20/x2, longsword); Full Attack +31/+26/+21/+16/+11 melee (1d8+1d6+8, critical 19-20/x2, longsword); SA +1 damage bonus to living creatures, death's wrath, finger of death; SQ Immune to negative energy spells, DR 10/+1 (or 10/magic); Hero Points 2; SR 30; SV Fort +22, Ref +15, Will +17; Str 21, Dex 12, Con 20, Int 14, Wis 11, Cha 19

Skills and Feats: Diplomacy +15, Jump +15, Knowledge (geography) +11, Knowledge (history) +13, Knowledge (magic) +11, Ride +15, Sense Motive +10, Spot +24; Ability Focus (finger of destruction), Ability Focus (wave of





death), Bloody Strike, Cleave, Exotic Armor Proficiency, Mounted Combat, Paralyzing Blow, Power Attack, Shield Specialization, Slippery Mind, Weapon Focus (longsword), Weapon Specialization (longsword)

- Call Shield (Sp):** 1/day for 24 minutes, summons a +5 *heavy shield* that a foe cannot take against his will, although it can be dispelled. The shield negates 50 percent of the criticals that Balacos and all his allies within 10 feet might suffer. Alternatively, he can imbue his existing shield with an additional +1 bonus and the critical negation ability.
- Call Upon Power (Su):** 6/day, gains a +2 enhancement bonus to Strength and Constitution for up to 24 rounds as a free action.
- Call Weapon (Sp):** 1/day for 24 minutes, summons a +5 *defending weapon* that a foe cannot take against his will, although it can be dispelled. Alternatively, he can imbue his existing shield with an additional +1 bonus and the defending ability.
- Heartening Cry (Su):** 1/day as a free action, gives a battle cry that rallies and inspires Balacos' allies. All allies within 30 feet gain a +1 morale bonus to attack rolls, saving throws, and checks for 19 rounds. Further, all allies within the area under the effects of an unwanted enchantment can make another saving throw against the effect (at the original DC) to throw it off.
- Take on the Mantle (Su):** 1/day as a free action, takes the form of the avatar of death, adding a +8 enhancement bonus to Strength, Constitution, and Charisma. Balacos also gains DR 20/+3 (or 20/magic) for 38 rounds.
- Death's Wrath (Sp):** 1/day, can summon forth a blast of negative energy that inflicts 10d8 points of damage to a single living creature within 100 feet. Balacos must make a successful ranged touch attack to inflict damage.
- Finger of Destruction (Sp):** 1/day, can cast *finger of destruction* as a 24th-level caster (DC 23).
- Avatar's Allies (Sp):** 1/day, can manifest 1d4+1 magical allies to defend him in battle as a full-round action. They last for 24 rounds. The allies appear as skull-visaged ghosts and use Large fire elemental statistics except that they have no vulnerability to cold and inflict +2d6 points of damage against living foes.
- Wave of Death (Sp):** 1/day, can cast *wave of death* as a 24th-level caster (DC 24).
- Unassailable Body (Su):** The champion has DR 10/+1 (or 10/magic).
- True Shield (Sp):** 1/day, can summon a +7 *heavy shield* that appears to be a large skull face. Living foes viewing the shield within 30 feet must make Will saving throws (DC 25) or become panicked for 1 round per champion level. It lasts for 24 minutes.
- True Weapon (Sp):** 1/day, can summon a +7 *weapon* that inflicts +2d6 points of additional damage against living foes.

Possessions: +3 *definitive harness of fire resistance*, +3 *articulated heavy shield*, +1 *vorpal dancing dark longsword*, *bracers of health* +2, *belt of strength* +4, *cloak of resistance* +4, *figurine of wondrous power: obsidian steed*

KALLETHAN/THE KALLETHAN

Some people know the name "Kallethan" as that of a powerful undead magister who commands a legion of undead warriors. Others speak in conspiratorial whispers of "the Kallethan," a cabal of wicked spellcasters bent on domination, often using magic to control events from behind the scenes.

The truth is, "Kallethan" is really neither a group nor an individual, but both. Kallethan is a cabal of powerful undead spellcasting spirits that cooperatively inhabit one undead body. Thus Kallethan is one physical form, but six spirits. What's more, despite the fact that the body the Kallethan inhabit was once human, the Kallethan themselves were dragons in life. So Kallethan is actually six undead dragons, all bound together in one body.

Kallethan resembles a disembodied skull floating above a cloaked skeletal form that drifts over the ground. Around the skull, six small bronze images of dragon heads orbit continually, sometimes appearing to turn, look about and even react to what transpires around Kallethan.

Kallethan seeks power. One day, it would like to see itself as the literal ruler of the world, with all its foes dead or crippled, bowing down before its magical might. It seeks artifacts and lore to accomplish these ends. Meanwhile, it magically controls many minor (and not so minor) political leaders and influential people. It also keeps a hidden fortress full of undead in Verdune, on the western edge of Bonegate Pass through the Bitter Peaks. For now, it is wary of the giants and it monitors the world's most powerful individuals as possible threats.

Between the six of them, they know virtually all spells. Kallethan, even in a human's undead form, still retains some draconic powers as well. In truth, its power rivals that of minor gods.

Some fear that the Kallethan may have some as-yet-unknown role to play in the looming struggle between the giants and the dragons—but what side it will take and what ancient dragon secrets it might know regarding the creation of the *dramojh*, the "demise of the dragons," and other aspects of the murky days of antiquity remain mysteries.

(The) Kallethan: Six undead dragons each mgr20; CR 28; Medium undead; HD 20d12 (x6) (150 hp x 6); Dying/Dead 0/0; Init +7 (Dex); Speed 30 feet; AC 37 (+7 Dex, +7 natural, +5 ring, +8 bracers), touch 22, flat-footed 30; Base Attack +10; Grapple +15; Attack +15 melee (1d4+5, claw); Full Attack +15 melee (1d4+5, two claws); SA Composite entity, all spells are mental-only actions, energy drain (touch with claw inflicts 1 negative level); SQ Undead immunities, immune to acid, air, cold, earth, electricity, fire, and water, DR 15/+1 (or 15/magic), fast healing 3, blindsense 60 feet; Hero Points 6 (1 each); SR 35; SV Fort +11, Ref +18, Will +24; Str 21, Dex 25, Con —, Int 29, Wis 24, Cha 21

Languages: Aquan, Celestial, Common, Draconic, Faen, Giant, Ignan, Infernal, Terran, Undercommon

Composite Entity: Can cast six spells and take a move or move-equivalent action in a round; or take one physical standard

action, a move or move-equivalent action, and cast five spells in a round; or take one full-round action and cast five spells in a round.

All spell slots and spells readied are multiplied by six.

Opponents must destroy all six dragon spirits (cycling through all hit points six times) to completely destroy Kallethan. When making saving throws against any effect that can immobilize, destroy, incapacitate, or otherwise eliminate a single entity, Kallethan makes six saving throws; if any succeed, it succeeds.

All skill checks gain a +10 bonus from all spirits working together in perfect harmony (not included below). Extra feat slots used to know all exotic spells in Chapter Nine except *bring down the moon*, *burst of healing*, *dragonform*, *giant's grip*, *litorian claws*, *regeneration*, and *sibeccai bite*.

Skills and Feats: Alchemy +25, Concentration +28, Decipher Script +20, Knowledge (ceremony) +19; Knowledge (cosmology) +24; Knowledge (geography) +20, Knowledge (history) +22, Knowledge (magic) +29, Knowledge (runes) +19; Knowledge (science) +16; Listen +27; Search +25, Spellcraft +29, Spot +27; Battle Mage, Brandish Magical Might, Corrupt Mage, Craft Constant Item, Craft Spell-Completion Item, Defensive Move, Dragon Mage, Eldritch Training, Energy Mage (electricity), Modify Spell, Power of the Name, Resistant Spell

Possessions: *Staff of the magi*, +5 *ring of protection and spellcasting*, *bracers of armor* +8, *cloak of resistance* +5 and *displacement* (50%), *gauntlets of dexterity* +6, *headband of intellect* +6, *ring of evasion and spell turning*, *rod of electricity and lightning*, *burst boots*, *cubic gate*, *necklace of three wishes*, *bag of holding* (storing a multitude of special components for spells and spell templates)

Spell Slots: 54/54/48/48/48/42/36/30/30/24

Spells Readied: All spells listed in Chapter Nine except as noted above.

VIRDELLA TESHAM

"I will tear this silly little universe to shreds to find what I seek."

Although no one knows for sure, the being known as Virdella Tesham claims to be a demigoddess from a distant plane. She says that the plane that the world of Serran inhabits is merely a ruse created to hide a powerful "artifact" known as the Hadath, which she seeks. Virdella wants nothing less than the destruction of the universe to get at the Hadath.

The Hadath, apparently, is some kind of specific energy sequence hidden within the very fabric of the universe. With it, Virdella could command the power to conquer multiple planes. This energy sequence can only be accessed, however, by dismantling the plane.

Virdella is extremely powerful, but she does not have the strength herself to destroy the entire plane. So she waits (time does not seem to be a factor in her dire quest), researches, and studies. Specifically, she is looking for an energy source to tap that will grant her the destructive power to accomplish her goal. At the

moment, she is looking into the power cyst the Hanavere Trinity discovered, which allowed them to ascend to godhood. If she could find that cyst, or one like it, the world might be in grave danger.

Many learned folk greatly fear an alliance between Havnar Balacos and Virdella. Their terrifyingly genocidal goals would make them a force of concern for every living being.

Virdella's stats are beyond mortal reckoning.



THE CHORRIM

The famous akashic sage Gavran Enchilian once observed, "The only thing that kept the chorrим armies from invading our lands a thousand years ago is that the dramojh were far harder on them than on humanity. If the dramojh had not overcome us, the chorrим certainly would have."

Hundreds of years ago, the chorrим (see Chapter Twelve: Creatures) were indeed gathering a massive army (in fact, multiple armies) and readying themselves to swoop down from the Bitter Peaks like a storm to conquer the realm. However, the dramojh appeared on the scene before the chorrим were ready, and—seeing these militaristic creatures as a greater threat—decimated their armies. Only centuries later did the other races learn of the terrible and bloody battles fought between chorrим and dramojh: battles the chorrим eventually lost.

Since that time, the remaining chorrим went into hiding and immediately began planning their revenge and the ultimate domination of all the realm. When the giants came, they resented and feared their power, and greatly altered their invasion strategy. Ultimately, though, they believe it was the giants' victory over the dramojh that will allow them to, one day soon, invade and defeat all other races.

Secret chorrим military camps lie throughout and under the Bitter Peaks, as well as in a vast network of subterranean caves and passages—some natural, some created by the chorrим.

THE RETURN OF THE DRAGONS

Only very recently, the dragons have returned to their former homeland. They have demanded that the giants leave, calling upon ancient rights and pacts that forbade the Hu-Charad from coming in the first place.

From the dragons' point of view, they appreciate that the giants dealt with the dramojh, but the dragons did not even know that the war was occurring, for they lived in distant



Pallembor at the time. That one good deed on the giants' part does not grant them dominion in the realm.

In the giants' eyes, the dragons left this land—left it to its fate, which was an unpleasant one at best. Whether or not the dragons knew the dramojh had returned (and there is great debate about that), the fact is that the dramojh were of dragon manufacture and the dragons left their land undefended. Thus, they gave up any claim they had to it. The giants, on the other hand, gave their lives to save the land and its people. They paid in blood for their stewardship over the land.

Interestingly enough, the dragons who remained—now extremely ancient, but sequestered away in hidden, self-imposed exile—may hold the key to the matter. These mysterious wyrms may know what the other dragons knew or didn't know when they left, and whether they ever intended to return with a claim on the realm.

And of course, with the tenebrian seeds still in their possession, the dragons hold the potential to recreate the dreaded dramojh. The giants are quick to point out that this may be the worst aspect of all regarding the wyrms' return.

The dragons, on the other hand, claim to be the source of the runechildren's power and thus the true stewards of the land. They claim to not just care for the realm, but to be the very source of the land's magic, power, and life.

In any event, the land stands at the brink of a terrible giant-dragon conflict. Though no one yet knows what face that conflict might take, a struggle between two such powerful forces would alter the face of the realm. How it will unfold is yet to be seen...

THE MYSTERIES

The Lands of the Diamond Throne are home to many mysteries yet unsolved.

THE CRYSTAL WEAVERS

Long ago, before the dramojh invaded, strange creatures called the crystal weavers dwelled along the Devanian coast. These creatures could weave a special "spun crystal" into anything they desired. They could create anything out of crystal—weapons, armor, tools, statuary, and so on—and the basis for their creations was crystal thread no thicker than normal thread. These threads were ultra-strong, however, and could support up to 500 lbs.

While *woven* or *crystalline* items are made entirely out of crystal, the crystal weavers could also *lace* noncrystalline objects with their crystal threads, making the objects much harder and rendering them virtually immune to the passage of time. Although this technique often enhanced wooden objects, it also kept even scrolls and books from that time, well over a thousand years ago, intact and usable today.

The crystal weavers disappeared shortly after the coming of the dramojh and—despite rumors and a few alleged sightings in the Elder Mountains—they have never been seen since. (But see "The Crystal Warrior" in Chapter Eleven: Prestige Classes.) Their legacy remains, with crystal-laced items and objects of woven crystal—often considered artwork, even if the original intent was functional—highly sought after still today. Wielding a crystal sword or staff is a potent status symbol. (See Chapter Six: Equipment for information about crystalline and crystal-laced weapons and armor.)



THE DARK DEPTHS

After their masters, the dramojh, were eradicated, the slassans fled deep underground and discovered a whole separate world of caverns and tunnels (see Chapter Twelve). Moreover, they found this underground land, known to many as the Dark Depths, already inhabited by all manner of subterranean creatures. Trolls, shadow trolls, goblins, and even a race of degenerate humans dwelled underground in strange darkness-shrouded cities. The caves were also filled with such creatures as dire bats, lurkers above, tunnel worms, cave fishers, cave morays, purple worms, ochre jellies, and worse.

Since their arrival, the slassans have quickly established themselves as the dark masters of the underground world. They build bizarre cities using slaves (like their masters once did) drawn down from the surface. The intelligent creatures in the Dark Depths speak Undercommon. Despite most of them being terribly self-interested, they occasionally conduct trade and sometimes intermingle.

No one, not even the inhabitants of the Dark Depths, has ever explored the farthest reaches of the caves and tunnels. Many speak of vast underground seas and gigantic caverns large enough for whole armies to clash in battle. Explorers from the surface are certain to encounter many wonders here, but just as many—if not more—dangers.

THE MYSTERIOUS WEST

Only recently have people learned even a little about the strange realms to the far west of the Lands of the Diamond Throne. Populated with all manner of weird and heretofore undiscovered creatures, it is a prime place for exploration and adventuring. Not just new creatures, but humans and other familiar beings—ones that never fell into the grip of the dramojh—exist there with their own cities, customs, and magic.

Explorers might seek to learn about the people and creatures of what the dragons call Pallembor and open up trade routes with friendly folk. They also might seek to discover what the dragons were up to during their millennia-long absence (and how that might relate to the current situation at home). Did something horrible arise in the West to drive the dragons back? Did an event occur to cause them a change of heart and kindle a longing for their past? What secrets lie in Pallembor that the dragons have not yet shared?

Such an expedition would be wise to take friendly dracha guides along. The dracha one meets in the Lands of the Diamond Throne may not know many details of the regions far to the west, but they're certain to know more than anyone else.

And if the western edge of the realm isn't far enough, eager explorers could travel to the continent of Skaraven, across the Sonish Sea to the south. This place holds flora and fauna unlike anything anyone has ever seen before. It is said to be devoid of the familiar races of the Diamond Throne (except for captured slaves brought there by the harrids), but instead populated by new and bizarre beings of all types—including, of course, the aforementioned harrids.

ADVENTURE IDEAS

The Lands of the Diamond Throne are waiting for your player characters to discover them! Here are a few adventure ideas to get you started.

INTO THE RUINS (LEVELS 1–3)

A loresong faen akashic named Guin Eyelight is eager to learn the magical combination for a lock to an ancient vault. He wishes to travel to an akashic node in a ruined Vnaxian city in the Southern Wastes where the vault builders once lived. There he can delve into the akashic memory and find the combination. He needs help getting there, though—the ruins are filled with rhodin—so he hires the player characters to escort him and protect him from harm.

Within the ruins, Guin accidentally releases a number of 1st-level undead warriors that the PCs must help destroy. In so doing, however, the akashic finds an entrance to a well-preserved underground portion of the Vnaxian city. Hoping to find an ancient library that could tell him the magical combination he seeks, Guin insists on exploring with the party's help. They must overcome traps and more old guardians to succeed and return to civilization without succumbing to the attacks of rhodin raiders.

LOVE'S LIGHT LOST (LEVELS 4–6)

Peniah Loren, a human runethane, is horrified when she discovers that her husband Yorrin, also a runethane, wants to become a mojh. She seeks the player characters' help, lying to them and telling them that mojhs have kidnapped her husband and intend to force him to become one of them. She tells them that they should slay Yorrin if they are too late, for he would rather be dead than a mojh. The PCs trek across harsh wilderness to get to a secret mojhs community, where they find Yorrin. When they finally reach him, they hear that he goes to the transformation of his own free will. Now the group must decide for themselves who is lying and who is telling the truth—and what to do next.

THE LOST DUKE (LEVELS 7–9)

A 10th-level magister named Takrus Reis sneaked into the royal court of Duke Thomian Nule of Sormere and used a *directed charm* spell (made permanent) to get the duke to fall in love with a woman named Jessa. The magister has Jessa under his power because he knows her truename and hopes to get her to find out the duke's as well.

The player characters, visiting the duke's court, notice the unnatural goings-on. When they discover the truth, they've got to stop the magister without disrupting the court, embarrassing the duke, or harming Jessa. Whether they succeed or not, however, the next day the duke goes missing. Takrus, realizing that the party is on to him, has decided to kidnap the duke and hold him for ransom. If the PCs manage to rescue him, they certainly will have made names for themselves.



MAGIC ENTOMBED (LEVELS 10–12)

The player characters, interested in recharging a magic item drained of power by a curse, seek a power cyst. Consulting sages and old texts, they follow clues to an isolated valley in the Elder Mountains. In the valley stands a tower. Within the tower lives a seemingly mad old magister named Jepheth, who claims to be an ancient god, also drained of power by a curse. He knows where the power cyst is, but explains that a pair of hydras guards it. If the player characters help him take on the hydras, he will help them find the cyst.

Jepheth is indeed a minor deity—one whom other immortals drained of his power for his wrongdoings (he doesn't explain that latter part to the party). The PCs not only have to get past the hydras, but also other guardians placed around the cyst, all there to keep out Jepheth. They must determine, before it is too late, that Jepheth should not be allowed into the cyst itself. If he gets access, he will drain it dry and once again become a power-mad godling, with no gratitude for their help.

THE CHAMPION OF DARKNESS (LEVELS 13–15)

The demons of Kaleknos—a hellish plane currently in conjunction with the world of Serran—wish to extend their influence into the realm. To do so, they have chosen an agent whose heart is particularly dark. This verrik woman's name is Ullix. With the demons' help, she has become a powerful (16th-level) champion of darkness, and her power is growing. To further aid her, they have given her an *amulet of learn truename*. She plans to use it to learn the truenames of influential and/or powerful individuals, so she can force them to do her bidding.

The player characters are friends with the steward of a small city who has learned of Ullix's plots. He tries to convince them to infiltrate the verrik's fortress and destroy the amulet, if not Ullix. This is more difficult than it would seem, because the champion of darkness has given no indication that she serves demons or that she uses magic against others. In fact, she is a well-thought-of knight in the community.

THE ECLIPSE (LEVELS 16–18)

A greenbond comes to the player characters to ask for help (or a PC greenbond experiences this himself). While speaking with a nature spirit, he learned that a nearby group of human witches and mage blades—led by a radical 18th-level champion of freedom named Torenos Von—seeks to use an artifact that will unleash great power. This group thinks the giants are too oppressive and wants the other races free to rule themselves in their own ancestral homelands. The artifact, known as the *Spear of Night*, can only be activated during a solar eclipse. The group hopes its use will demonstrate that they are powerful enough to hear and heed.

What they don't know is that their actions will awaken an ancient sleeping moon god and draw it down to the world. The mere presence of this deity, connected to the moon and the night sky but not the world, will cut off greenbonds and the land itself from the Green within 100 miles of it. The land will die. The player characters have to convince the witches and mage blades to stop, using diplomacy or force.

THE SOUL OF NIGHT (LEVELS 19–20)

Deep within a crumbling dramojh citadel, a cabal of sibeccai darkbond witches attempts to rouse the undead spirits of some powerful dramojh. The resulting backlash of negative energy washes out of the citadel and casts the surrounding area into permanent night. With no one else powerful enough or brave enough to investigate the very heart of darkness, locals beseech the player characters for help.

Within this everlasting night, the party must cope with a number of newly spawned horrors, as well as old creations of the dramojh, recently awakened. Worst of all, however, the darkbond witches have become twisted monstrosities of magical might unlike anything the people of Serran have ever seen. Not only must the PCs defeat these abominations, but they must do so in a way that contains the seething dark energy that bloats them, rather than flooding the land with its power.

ON DRAGON'S WINGS (LEVELS 21–22)

An aged dragon named Erriskylathep comes to the characters—not to provoke a fight, but to ask for help. The harrids of Skaraven have formed up into an army, supplemented by thousands of mind-controlled human, sibeccai, litorian, verrik, faen, mojh, and even giant slaves. From their southern home, they seek to push north into Pallembor. While other dragons are busy seeking aid from wyrms in the Lands of the Diamond Throne, Erriskylathep wants the PCs, renowned as some of the greatest heroes in the realm, to come with him quickly to see what they can do to help. If the characters agree, the dragon himself carries them to the fields of battle in the Tardiff Desert.

While in this new, strange land, the player characters learn that harrid esoteric mages have created a network of linked magical staves used to control the minds of their nonharrid troops. There are too many of these staves to destroy them all, but if the characters can determine which harrid holds the master staff, they can turn the tide of the war. But first they must overcome his mind-controlled giant paragon/warmain bodyguards.

CASTLE OF MYSTERY (LEVELS 23–25)

Far to the west of Dor-Erthenos, the player characters—perhaps on their way back home from the war in the Tardiff Desert (see above)—befriend some dracha dragon kith mage priests who believe that Erixalimar himself will manifest in a temple within one of the oldest of the Castles in the Sky, now inhabited by a powerful but exceptionally selfish great wyrm. They assure the characters that if they help them get inside and past the dragon to welcome the deity, the god himself will reward them.

The great wyrm, named Blavicath, has other plans. He has been luring the dracha priests to steal their life energies with a variation of *consume soul*, to help power a trap he has laid for Erixalimar Dragonliege. Even with the player characters along, Blavicath has laid such a clever trap—with a *hoard ward* and multiple programmed *temporal stasis* spells—very likely the entire group is captured. Now the characters must not only escape from the ancient, spell-filled castle of the dragon, but stop his plan to trap Erixalimar when the demigod appears.

Prestige Classes

The Lands of the Diamond Throne teem with people, each one an individual with unique skills and talents. Some learn interesting abilities from special organizations or through rigorous training. A few of these special sets of abilities and skills are presented here as prestige classes.

No doubt about it, nothing helps define a world like prestige classes, because they illustrate what people can do and sometimes even the groups they form. This chapter details a dozen prestige classes that exist in the Diamond Throne setting. While there are certainly more in the lands than these, this is a fair sampling. In addition, a special section at the end offers advice on importing prestige classes from other sources into your *Arcana Evolved* campaign.

BEAST REAVER

Beast reavers are found throughout the realm of Dor-Erthenos. These intelligent individuals have each mastered some large beast and now use it as a mount or claim it as a companion. But to accomplish this task, the beast reavers become more bestial themselves. These savage folk live mostly in wild areas (cities look none too kindly upon their feral nature or their often dangerous companions). Beast reavers are some of the roughest, most uncouth, and barbaric individuals in the Lands of the Diamond Throne, although occasionally an exception arises—the beast reaver who knows how to conceal his own animal temperament. In any event, all beast reavers do have a powerful animal magnetism.

Because of the need for a savage nature, litorians and sibeccai frequently become beast reavers. The class particularly attracts totem warriors, but also unfettered, champions, and warmains. Sometimes a mage blade or a greenbond learns the skills of the beast reaver, then complements them with magic.

Beast reavers gain their expertise from other beast reavers. There is no formal organization, but a sort of brotherhood exists among those who tame monstrous creatures. Most beast reavers work alone or in small groups. When in groups, it's common for all of them to have the same monstrous mounts—dire lions, wyverns, and so on.

In the Diamond Throne setting, beast reavers can be found in almost any non-urban area, but particularly in the Harrowdeep, the Bitter Peaks, and the Southern Wastes. They are said to be somewhat common in Fallanor as well.

Hit Die: d10

REQUIREMENTS

To qualify to become a beast reaver, a character must fulfill all the following criteria.



Handle Animal: 8 ranks
Knowledge (Nature): 2 ranks
Ride: 8 ranks
Survival: 5 ranks
Feats: Mounted Combat, Ride-By Attack

CLASS SKILLS

The beast reaver's class skills (and the key ability for each) are: Climb (Str), Craft (any) (Int), Handle Animal (Cha), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Sneak (Dex), Spot (Wis), Survival (Wis), and Swim (Str). For more information on these skills, see Chapter Four.

Skill Points at Each Level: 4 + Intelligence modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Beast reavers are proficient in the use of all simple and martial weapons and light armors and shields.

Tame Beast (Ex): At 1st level, a beast reaver can attempt to tame a creature that meets the following criteria:

1. Has an Intelligence score equal to or less than the beast reaver's class level + his Charisma modifier (minimum



- Intelligence of 1), but not more than the beast reaver's character level.
- Has total Hit Dice equal to or less than the beast reaver's class level + his Charisma modifier (minimum 1 HD), but not more than the beast reaver's character level.
 - Is of one of the following creature types: animal, magical beast, or vermin.
 - Does not have any class levels.

To tame the creature, the beast reaver spends one week with it, making sure it is well cared for, then makes a Handle Animal check (DC 20 + creature's HD, even if the creature is not an animal). If the check succeeds, the creature becomes friendly to the beast reaver. If it fails, the beast reaver can try again after spending another week in the same manner. The beast reaver can use Handle Animal to teach the creature tricks as if it were an animal, unless he can actually communicate with the creature, in which case it does what he asks it to do, as any friendly

companion would. To all others, the creature remains as hostile as ever. If the beast reaver ever mistreats the creature, it leaves immediately. If a beast reaver is not present or is unconscious, the creature reverts to its normal nature (savage), unless the beast reaver made a Handle Animal check (DC 15 + creature's HD) right before leaving or going unconscious.

A beast reaver can have a number of tamed beasts equal to his Charisma modifier (minimum 1). He can send any creature "back to the wild" in order to begin training a new one, but the dismissed creature returns entirely to its normal state and demeanor.

If the beast reaver has the Way With Animals talent, he gains a +2 bonus to his Charisma modifier to determine the maximum Intelligence and Hit Dice of the creature to be tamed and the number of creatures he may have tamed. A beast reaver who is also a totem warrior gains an additional +1 bonus to determine maximum Hit Dice of totem creatures.

Savage Rage (Ex): When he desires, the 2nd-level and higher beast reaver can fly into a savage frenzy. In a rage, a beast reaver gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength and Constitution and a +2 morale bonus to Will saves, but suffers a -2 penalty to Armor Class.

While raging, a beast reaver cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells. He can use any feat he might have except for Expertise, item creation feats, and any spell-like ability. A fit of savage rage lasts for 3 rounds + the character's (newly improved) Constitution modifier. The beast reaver may voluntarily end the rage prematurely. At the end of the rage, the beast reaver is fatigued (-2 penalties to Strength and Dexterity, can't charge or run) for 1d4+2 rounds. Entering a rage takes no time itself, but the beast reaver can do it only during his action and not while fatigued.

A beast reaver can enter a savage rage once per day per class level.

Feral Bond (Ex): At 3rd level, the beast reaver and his creature companion(s) gain a +1 morale bonus to attack rolls, saving throws, and Armor Class whenever they are within 5 feet of each other.

Tame Greater Beast (Ex): Starting at 4th level, a beast reaver can tame even more powerful creatures, such as aberrations, dragons, and (if the DM allows), outsiders. Further, he can add his Wisdom bonus to his Charisma modifier to his

THE BEAST REAVER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Tame beast
2	+2	+3	+1	+0	Savage rage
3	+3	+3	+1	+1	Feral bond
4	+4	+4	+2	+1	Tame greater beast
5	+5	+4	+2	+1	Greater savage rage



to determine the maximum Intelligence and Hit Dice of the beasts he can tame (but not the number he can tame).

Greater Savage Rage (Ex): At 5th level, the beast reaver's savage rage lasts 6 rounds + his (newly improved) Constitution modifier. He gains a +6 bonus to Strength and Constitution and a +2 morale bonus to Will saves.

CRYSTAL WARRIOR

Long ago, the mysterious crystal weavers spun crystal threads and wove them into amazing works of craftsmanship (see “The Mysteries” in Chapter Ten). Their secrets, for the most part, disappeared with them. However, a little-known ritual can grant those found worthy the power to create crystal threads of their own. Though not as stable as the crystal weavers' creations, the threads of the crystal warrior grant incredible powers and have spawned many great tales.

Crystal warriors specialize in weapons and armor made with crystal threads, and even tend to take on a crystalline nature themselves. Normally, mage blades, warmains, totem warriors, champions (particularly champions of magic), oathsworn, and unfettered become crystal warriors. Although the oathsworn are not too interested in the ability to lace weapons and tools with crystal, the class interests them for the other abilities it grants. While crystal warriors do possess mystical powers, only the very rare akashic, witch, runethane, magister, or greenbond becomes one. Humans, sibeccai, and litorians are the most common races to become crystal warriors.

Crystal warriors do not necessarily gather in groups or form societies. Normally, they are loners. Sometimes, a crystal warrior will settle down in a community and work as an artisan making crystal-laced items and providing for their upkeep.

In the Diamond Throne setting, crystal warriors are somewhat rare. They dwell along the Devanian coast and in the Elder Mountains more than anywhere else.

Hit Die: d10

REQUIREMENTS

To qualify to become a crystal warrior, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Alchemy: 2 ranks

Craft (Crystal): 8 ranks

Feats: Power Attack, Sunder

Special: The crystal warrior must undergo a ritual involving 10,000 gp worth of crystal, all of which melds into his body at the end of the ceremony and is gone forever.

CLASS SKILLS

The crystal warrior's class skills (and the key ability for each) are: Alchemy (Int), Climb (Str), Craft (any) (Int), Gather Information (Cha), Listen (Wis), Spot (Wis), Survival (Wis), and Swim (Str). For more information on these skills, see Chapter Four.

Skill Points at Each Level: 2 + Intelligence modifier.



THE CRYSTAL WARRIOR

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Spun crystal
2	+2	+3	+1	+0	Crystal shield
3	+3	+3	+1	+1	Crystal nature +1
4	+4	+4	+2	+1	Shattering blow
5	+5	+4	+2	+1	Crystal barrier
6	+6	+5	+3	+2	Crystal nature +2
7	+7	+5	+3	+2	Splinter storm
8	+8	+6	+3	+2	Crystalline encasement
9	+9	+6	+4	+3	Crystal nature +3
10	+10	+7	+4	+3	Crystal body

CLASS FEATURES

Weapon and Armor Proficiency: Crystal warriors are proficient in the use of all simple and martial weapons and all armors and shields.

Spun Crystal (Sp). Starting at 1st level, a crystal warrior can create threads of super-strong crystal from his fingertips. He can weave these threads to lace an existing object with a crystalline lattice that makes it much stronger and more powerful.

Crystal-laced objects gain a +10 bonus to their hardness, although this increase never takes the total hardness over 30. Objects laced with crystal threads triple their normal number of hit points. Armor and shields gain a +1 crystalline bonus to Armor Class when laced with crystal, and weapons gain a +1 crystalline bonus to attack and damage rolls.

Lacing an object requires one day if the object is Medium or smaller, three days if Large, a week if Huge, two weeks if Gargantuan, and five weeks if Colossal. The crystal warrior must make a Craft (crystal) check with the Difficulty Class equal to the DC required to create the item with the Craft skill.

Crystal warriors are not the equal of the legendary crystal weavers, however. Unless a laced crystal item remains in their possession so they can keep it in good shape, the crystal disintegrates in 1d3 days. An Appraise check (DC 15) allows someone to recognize the difference between an item created by a true crystal weaver and a crystal warrior.

Crystal Shield (Sp): At 2nd level and higher, the crystal warrior can take spun crystal and make it into a shield that floats within a few feet of him, protecting him from blows but keeping his hands free. The shield offers a +2 shield bonus to Armor Class and lasts for one hour per class level, at which point it turns to dust. Creating the crystal shield is a full-round action and can be performed only once per day.

Crystal Nature (Su): At 3rd level, the crystal warrior begins to take on a crystalline nature. His skin hardens, giving him a +1 natural armor bonus. At 6th level, the natural armor bonus increases to +2. At 9th level, it becomes +3.

Shattering Blow (Ex): With his growing knowledge of materials and structure, the 4th-level and higher crystal warrior can ignore the hardness of an object he strikes. To do

so, he must succeed at a Concentration check (DC equal to the object's hardness) as a free action. He can attempt only a single shattering blow that round.

Crystal Barrier (Sp): Once per day, starting at 5th level, a crystal warrior can create a wall-like barrier, no larger than 10 feet square and 1 inch thick. (The warrior can shape it, for instance, so that it measures 2 feet by 5 feet, but it always remains 1 inch thick). It is always flat. The crystal wall has a hardness of 30 and 200 hit points. It fuses with materials around it, so that it solidly repairs a breach in an existing wall or stands upright in the middle of a room, resting on the floor. The barrier must touch a solid surface along one full edge. It can seal a corridor or doorway, or cover a pit. It cannot appear in mid-air. The barrier deteriorates on its own, disintegrating after one hour, regardless of what the crystal warrior does.

Splinter Storm (Sp): Once per day, a 7th-level and higher crystal warrior can fling razor-sharp crystal threads from his fingers in a 50-foot cone. Anyone in this area suffers 10d6 points of slashing damage, although they can attempt a Reflex saving throw for half damage (DC 10 + crystal warrior class levels + his Dexterity bonus). The crystal threads turn to dust immediately afterward.

Crystalline Encasement (Sp): Once per day, beginning at 8th level, a crystal warrior can use the crystal threads from his hands to encase a Large or smaller foe in a crystal cocoon, imprisoning it. The victim must be within 25 feet and can make a Reflex saving throw to avoid the threads (DC 10 + crystal warrior class levels + his Dexterity bonus). If the victim fails the save, the crystal wraps around her and imprisons her. Within the prison, she is bound—she can take no actions that are not purely mental. She cannot break free on her own. However, the crystal cocoon renders her immune to all forms of attack and keeps her alive without need of air, water, food, and so on. The cocoon does not move, even if the victim was flying at the time of her imprisonment (in which case, the cocoon floats in mid-air). The cocoon lasts for 1d3 days, unless the crystal warrior is present to renew it and keep the victim imprisoned. Outside forces can attempt to destroy the cocoon. It has a hardness of 30 and 200 hp.

Crystal Body (Sp): The 10th-level crystal warrior can, for up to one hour once per day, lace his own body with crystal threads. Doing so grants his Strength and Constitution a +6 enhancement bonus and adds a +6 natural armor bonus to his Armor Class (a +3 net increase, since his crystal nature ability already granted him +3 natural armor at this point). He gains damage reduction of 10/+2 (or 10/magic).

DARKBOND

Although it's often spoken of in hushed whispers, most people who are aware of the Green—the force of life energy to which greenbonds devote themselves—are also aware of the Dark. The Dark is the opposite of the Green. It drains life, it destroys souls, and it provides sustenance to the undead.

The darkbond is one of the most feared and dreaded mages in the realm. Darkbonds are usually cruel, sadistic, and cold hearted. They revel in the fear, suffering, and death of others. A darkbond often dwells in the company of undead, even preferring them to the living.

Magisters are likely to become darkbonds, as are the more dark-hearted mage blades. Champions of death sometimes multiclass as magisters or mage blades and then take up the darkbond path. Very rarely, a greenbond is tempted away from her path to become her opposite. Darkbonds are usually human, although occasionally a faen, sibeccai, or mojh becomes one. Litorians and giants are the races least likely to become darkbonds.

Communities rarely welcome a darkbond. More often, these characters are outcasts and live in the wilderness on the fringe of society—often near isolated graveyards, charnel houses, old battlefields, or other macabre settings. Her undead companions and call of the dark abilities allow a darkbond to animate as many undead as she wishes, letting them loose into the world with little personal danger to herself. For this reason, many communities have laws that sentence a darkbond to immediate death if captured, and even place bounties on their heads.

Darkbonds are rare in the Lands of the Diamond Throne, but when one finds them it is in remote areas. They exhibit particular interest in the old dramojh ruins in the Bitter Peaks, although they also take to the distant wilderness such as the Wildlands of Kish or Pallembor.

Hit Die: d6

REQUIREMENTS

To qualify to become a darkbond, a character must fulfill all the following criteria.

Knowledge (Magic): 5 ranks

Spellcraft: 5 ranks

Feats: Corrupt Mage, Iron Will

Special: Must be able to cast 3rd-level spells. Also, must perform a four-hour ceremony involving the sacrifice of a living creature with an Intelligence of at least 3.

CLASS SKILLS

The darkbond's class skills (and the key ability for each) are: Bluff (Cha), Concentration (Con), Craft (any) (Int), Heal (Wis), Intimidate (Cha), Knowledge (ceremony) (Int), Knowledge (magic) (Int), Knowledge (nature) (Int), Listen (Wis), Sneak (Dex), and Spellcraft (Int). For more information on these skills, see Chapter Four.

Skill Points at Each Level: 2 + Intelligence modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Darkbonds are proficient in the use of simple weapons and light armor.

Spells: When a darkbond gains her first level, and at every level after that, she gains new spells per day as if she had also gained a level in the spellcasting class she belonged to before adding the prestige class. She does not, however, receive any other benefit a character of that class would have gained (bonus feats, class abilities, and so on). This essentially means that she adds the new darkbond level to the level of her previous spellcasting class, then determines spell slots and spells readied accordingly.

A character who had more than one spellcasting class before becoming a darkbond must decide which class receives the darkbond level.

If a spellcasting character takes a level in a spellcasting prestige class, the levels stack for the purpose of determining caster level. Thus, a 10th-level magister who takes a level of darkbond has a caster level of 11th.





THE DARKBOND

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day*
1	+0	+0	+0	+2	Negative energy spells, infuse with the Dark (1d8 + level)	+1 level of existing class
2	+1	+0	+0	+3	Undead companions	+1 level of existing class
3	+1	+1	+1	+3	Infuse with the Dark (3d8 + level)	+1 level of existing class
4	+2	+1	+1	+4	Call of the Dark	+1 level of existing class
5	+2	+1	+1	+4	Bond with the Dark, infuse with the Dark (5d8 + level)	+1 level of existing class
6	+3	+2	+2	+5	Sight of death	+1 level of existing class
7	+3	+2	+2	+5	Speak with the dead, infuse with the Dark (7d8 + level), call of the Dark (greater)	+1 level of existing class
8	+4	+2	+2	+6	Battle hymn of the Dark	+1 level of existing class
9	+4	+3	+3	+6	Infuse with the Dark (9d8 + level)	+1 level of existing class
10	+5	+3	+3	+7	Speak with the dead (greater), battle hymn of the Dark (greater)	+1 level of existing class

* Does not apply also to combat rites.

Negative Energy Spells (Su): At 1st level, a darkbond has access to all spells with the negative energy descriptor. If she previously had special access to spells with the plant or positive energy descriptors, she loses that access. (She can still cast such spells if she knows them, she just gets no special access to them.)

Infuse With the Dark (Sp): A 1st-level and higher darkbond can call upon negative energy and bestow it upon herself or another creature. With a touch, she can heal an undead creature 1d8 points + her darkbond level a number of times per day equal to her Wisdom bonus; darkbonds with no Wisdom bonus can use this ability once per week. A darkbond also can use infuse with the Dark as a touch attack against living beings, inflicting 1d8 points of damage + her darkbond level.

Beginning at 3rd level, the amount of healing (and damage) increases to 3d8 points + the darkbond's level and continues to increase every two levels thereafter—5th level: 5d8 points + level, 7th level: 7d8 points + level, and 9th level: 9d8 points + level. These changes increase the amount of undead healing/damage inflicted, not the number of uses.

Undead Companions (Su): Starting at 2nd level, undead react to the darkbond as if she were also undead. Thus, if undead guardians are ordered to kill any living creature that tries to get past, they ignore the darkbond. Intelligent, free-willed undead react to the darkbond with ambivalence, unless given a

reason to do otherwise. Undead the darkbond created but does not control do not attack immediately (as normal) but instead simply leave the scene forever.

Call of the Dark (Sp): Once per day, the 4th-level and higher darkbond can cast either *greater animate the dead* or *rouse undead spirit* using her class level as her caster level. No special (costly) material components are needed to use this ability. For two hours the undead created serves the caster automatically, as if affected by a *control undead* spell, and then is free.

Starting at 7th level, the darkbond can use her total character level as her caster level.

Bond With the Dark (Su): At 5th level the darkbond becomes immune to all effects with the negative energy descriptor, with one exception: Spells with the negative energy descriptor that inflict damage will heal instead of harm the darkbond. Thus, if a wounded darkbond uses her infuse with the Dark ability on herself for 15 points, she regains 15 hit points.

Sight of Death (Su): A 6th-level and higher darkbond can see the normally invisible spirits of the dead, whether they are undead and invisible/incorporeal or simply the spirits of the departed headed toward the afterlife (or lingering before doing so).

Speak With the Dead (Su): The 7th-level and higher darkbond can speak with the spirit of a dead (not undead) creature. Once per day she can ask a spirit a question with a one-word answer. Generally, spirits are found only near places of death—cemeteries, battlefields, haunted houses, and so on. The spirit is not omniscient. It knows all observable facts about its immediate, current surroundings, and can answer any question about such facts with 100 percent accuracy. (“Immediate, current surroundings” means the area around it at the time of questioning, out to about a 500-foot radius.) A spirit has a 75 percent chance + 1 percent per level of the darkbond to know the answer to a question regarding knowledge it had in life. It never knows the

FROM GREENBOND TO DARKBOND

A character tainted, corrupted, or simply seduced away from the call of the Green by the power of the Dark is certainly a sad figure. A greenbond who takes levels in darkbond loses her automatic access to spells with the plant and positive energy descriptors.

answer to a question pertaining to the future or the thoughts of another.

To force the spirit to answer, the darkbond must make an Intimidate check. A failed check might result in no answer, or it might result in a lie (DM's discretion). The check's Difficulty Class equals 10 + the number of Hit Dice the creature had in life. Further, if the spirit has been dead more than 10 years, add +2 to the Difficulty Class. For spirits dead longer than 100 years, add another +2 to the Difficulty Class. For spirits dead longer than 1,000 years, add another +4 to the Difficulty Class.

At 10th level, a darkbond can ask a question that requires an answer of up to one word per darkbond level or a series of yes/no questions—one per darkbond level.

Battle Hymn of the Dark (Sp): Once per day starting at 8th level, the darkbond can cast *animate undead legion* using her class levels as her caster level. No special (costly) material components are needed to use this ability. For one hour, the undead created serve the caster automatically, as if affected by a *control undead* spell, and then are free.

At 10th level, the darkbond can use her total character level as her caster level.

DRAGON KITH

Those who join the company of dragons are collectively called the dragon kith. These are the folk who believe in the dragon rule of the realm, or at least pledge their support to the dragons in exchange for power or prestige. They are members of the Dragon-clave (see "Organizations" in Chapter Ten) who have taken the extra step to become invested with draconic power in a special ceremony conducted by dragons. The dragons see the dragon kith as the true beginning of their renewed rule of the land and promise that, when they have mastered the realm, the dragon kith will be their emissaries and the people in their hierarchy of power.

Dragon kith are entirely loyal to all dragonkind. If they have any shortsightedness, it is in viewing all dragons as a unified force rather than the occasionally disparate group they really are. Dragon kith can find themselves in a difficult position if given conflicting instructions from two different dragons.

Dragon kith take on a rather reptilian, draconic appearance—not that you'd notice on a dracha or mojh. The transformation is subtle enough that a human or verrik dragon kith, for example, would never be mistaken for a mojh or a dracha.

Dracha are most commonly dragon kith, but mojh frequently join their ranks as well. Sibeccai are dragon kith only very, very rarely, and giants never are. Characters of all classes join the ranks of the dragon kith.

Hit Die: d8

REQUIREMENTS

To qualify to be a dragon kith, one must fulfill all the following:

Race: Any nongiant (and nonsibeccai)

Knowledge (Dragons): 8 ranks

Knowledge (History): 2 ranks

Special: Must have at least one evolved level. Also, must partake in an investiture ceremony conducted by a dragon.

CLASS SKILLS

The dragon kith's class skills (and the key ability for each) are: Climb (Str), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Ride (Dex), Spot (Wis), and Swim (Str). For more information on these skills, see Chapter Four.

Skill Points at Each Level: 2 + Intelligence modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Dragon kith are proficient with all simple weapons and all non-exotic armors and shields.

Spells: When a dragon kith gains 3rd level, as well as at 6th, 9th, and 10th level, he gains new spells per day as if he had also gained a level in the spellcasting class he belonged to before adding the prestige class (if any). He does not, however, receive any other benefit a character of that class would have gained (bonus feats, class abilities, and so on). This essentially means that he adds the new dragon kith level to the level of his previous spellcasting class, then determines spell slots and spells readied accordingly.

A character who had more than one spellcasting class before becoming a dragon kith must decide which class receives the dragon kith level.

If a spellcasting character takes a level in a spellcasting prestige class, the levels stack for the purpose of determining caster level. Thus, a 10th-level magister who takes a level of dragon kith has a caster level of 11th.





THE DRAGON KITH

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day*
1	+1	+2	+0	+0	Dragon Magic, dragonblade, loyalty	—
2	+2	+3	+0	+1	Dragonskin	—
3	+3	+3	+1	+1	Emissary (lesser)	+1 level of existing class
4	+3	+4	+1	+2	Dragoneye	—
5	+4	+4	+1	+2	Landswell (lesser)	—
6	+5	+5	+2	+3	Dragon nature	+1 level of existing class
7	+6	+5	+2	+3	Dragonsense	—
8	+6	+6	+2	+4	Emissary (greater)	—
9	+7	+6	+3	+4	Landswell (greater)	+1 level of existing class
10	+8	+7	+3	+5	Dragonmind	+1 level of existing class

* Does not apply also to combat rites.

Loyalty: Any order or instruction coming from an actual dragon and refused by the dragon kith results in the loss of all dragon kith class abilities until a dragon performs a reinstatement ceremony. This is not to say that a dragon kith who tries to obey a command and fails (or is prevented against his will) loses his abilities. This is not a punishment for failure, just insubordination.

Dragon Magic (Ex): At 1st level the dragon kith gains the Dragon Magic feat for free.

Dragonblade (Sp): The 1st-level and higher dragon kith can call down a draconic blessing upon any weapon, granting it an additional +1 enhancement bonus for one minute per dragon kith class level (maximum +1 per two character levels). This is a standard action usable once per day.

Dragonskin (Ex): At 2nd level and higher, the dragon kith gains scaly natural armor like a dragon. The bonus is +1, plus an additional +1 per three class levels. This bonus stacks with any existing natural armor gained from feats, race, racial levels, or evolved levels (but not magic items or spells).

Emissary (Ex): The true heart of the dragon kith's abilities centers upon the fact that they are the representatives of the dragons among nondragonkind. The 3rd-level and higher dragon kith gains a +4 bonus to Intimidate checks made against any creature to whom he proclaims his position and who can understand what he says.

At 8th level, this bonus becomes +6, and once per day the dragon kith can take on "the aspect of dragonkind." Creatures within a radius of 30 feet must attempt a Will save (DC 10 + dragon kith's class level + dragon kith's Charisma modifier) if they have fewer Hit Dice than the dragon kith. On a failure, creatures with 4 HD or less become panicked for 4d6 rounds, and those with 5 HD or more become shaken for 4d6 rounds. Dragons are immune to this effect.

Dragoneye (Su): The dragon kith at 4th level and beyond gains a bit of the dragon's senses, allowing him to *see invisible* at will.

Landswell (Su): Dragons have an inalienable tie to the land itself and draw their prodigious strength from it. A dragon kith can do likewise, but only occasionally—when the need truly

arises. A 5th-level dragon kith can perform a full-round action while touching the ground and draw might into himself. The energy adds a +4 enhancement bonus to any single ability score of the dragon kith's choosing, or it can become an additional natural armor bonus to his Armor Class or an additional damage bonus to all damage rolls with melee attacks. This bonus lasts for 1 round per dragon kith class level and can be used only once per day. At 9th level, the bonus becomes +8.

Dragon Nature (Ex): The 6th-level dragon kith gains immunity to sleep and paralysis.

Dragonsense (Su): The 7th-level dragon kith takes on all of the dragon's special senses, including blindsense with a range of 60 feet. Further, the dragon kith sees four times as well as a human in shadowy illumination and twice as well in normal light. He also gains darkvision out to 120 feet.

Dragonmind (Su): The 10th-level dragon kith begins to actually think like a dragon. The dragon kith gains a +4 inherent bonus to Intelligence and a +2 inherent bonus to Wisdom and Charisma. His natural lifespan doubles. He can utilize any magic item or artifact (such as a dragonstone, see "Magical Effects of the Land" in Chapter Ten) as if he were a dragon.

ESOTERIC MAGE

While magic in and of itself is a lure—and many would call it an addiction—some who become involved with its study and use find themselves pulled toward the more arcane and mysterious types of magic. The common spells are fine for others, but these mages want to master magics that few others know of and fewer still can wield. Or, better yet, magical power that no one wields or has ever wielded before.

Magisters are the most likely characters to become esoteric mages, although any mage could fill the role.

Esoteric mages gather in secretive cabals, or they work as lone individuals. They have a reputation for madness, or, at best, a lack of social graces and the ability to carry on a conversation about something other than magic. Esoteric mages can be found in the company of magisters and runethanes and (rarely) witches, although they prefer to associate with



spellcasters who focus their studies on one area of magic, such as mage priests, rune lords, or even somnamancers. It's rare to find one working in a school, however, for they are usually loath to teach their secrets to others (unless it is for new secrets in return). They can be quite condescending toward nonspellcasters and rarely work well with them unless in a leadership role or unless the warriors are there for the mage's protection.

Hit Die: d6

REQUIREMENTS

To qualify to become an esoteric mage, a character must fulfill all the following criteria.

Knowledge (Magic): 15 ranks

Spellcraft: 12 ranks

Feats: Unique Spell, Exotic Spell, Brandish Magical Might, Complex Spell (or the ability to cast complex spells as a class feature).

Special: Must be able to cast at least 6th-level spells.

CLASS SKILLS

The esoteric mage's class skills (and the key ability for each) are: Alchemy (Int), Concentration (Con), Craft (any) (Int), Knowledge (ceremony) (Int), Knowledge (magic) (Int), Knowledge (runes) (Int), Search (Int), Spellcraft (Int), and Spot (Wis). For more information on these skills, see Chapter Four.

Skill Points at Each Level: 2 + Intelligence modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Esoteric mages are proficient in the use of no weapons and no armors or shields.

Spells: When a character gains a level in esoteric mage, he gains new spells per day as if he had also gained a level in the spellcasting class he belonged to before adding the prestige class (if any). He does not, however, receive any other benefit a character of that class would have gained (bonus feats, class abilities, and so on). This essentially means that he adds the new esoteric mage level to the level of his previous spellcasting class, then determines spell slots and spells readied accordingly.

A character who had more than one spellcasting class before becoming an esoteric mage must decide which class receives the esoteric mage level.

If a spellcasting character takes a level in a spellcasting prestige class, the levels stack for the purpose of determining caster



level. Thus, a 10th-level magister who takes a level of esoteric mage has a caster level of 11th.

Exotic Spell or Unique Spell (Ex): At 1st level, as well as at 2nd, 3rd, and 4th, esoteric mages gain the Exotic Spell feat or Unique Spell talent for free. This is in addition to the feats that every character gains every three levels. The restriction on talents being limited to 1st-level characters is lifted in this one case only. This ability reflects that the esoteric mage specializes in rare and sometimes entirely original kinds of magic.

Secret of Magic (Ex): The 5th-level esoteric mage attains insight into the mysteries of magic. He gains a +2 bonus on all saving throws against spells, spell-like abilities, supernatural abilities, magic item effects, and all other magical effects. This stacks with the bonus gained from the class ability Familiarity with Magic. Further, he gains a +5 bonus on all caster level checks (including checks to overcome spell resistance) and caster power checks.

THE ESOTERIC MAGE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day*
1	+0	+0	+0	+2	Exotic Spell or Unique Spell	+1 level of existing class
2	+1	+0	+0	+3	Exotic Spell or Unique Spell	+1 level of existing class
3	+1	+1	+1	+3	Exotic Spell or Unique Spell	+1 level of existing class
4	+2	+1	+1	+4	Exotic Spell or Unique Spell	+1 level of existing class
5	+2	+1	+1	+4	Secret of magic	+1 level of existing class

* Does not apply also to combat rites.



GIANT PARAGON

The giantish ceremony of Shu-Rin continues beyond the levels shown in Chapter Two: Races. Giants can proceed beyond giant racial levels to become giant paragons, but few do. To do so requires a great many purification rituals and numerous tests of wisdom, stamina, and insight.

Those who progress all the way finally learn the ultimate giantish ceremony: Ghi-Nammor. This ceremony allows the giant to grow to be a Huge creature, more than 16 feet tall.

Giant paragons often become giantish leaders, commanding the respect and admiration of all other giants. Most individuals of other races do not understand the significance of the rituals and trials a giant paragon goes through, but they can certainly recognize that the most respected giants are often the largest.

Giant paragons spend most of their time in giantish cities, with their own folk. A few, particularly champions, go off to fight the enemies of giants throughout the realm—usually alone.

Hit Die: d10

REQUIREMENTS

To qualify to become a giant paragon, a character must fulfill all the following criteria.

Race: Giant (and veteran of Shu-Rin ceremonies)

Craft (Any): 5 ranks

Diplomacy: 5 ranks

Knowledge (Ceremony): 8 ranks

Sense Motive: 5 ranks

Feats: Chi-Julud, Stomp

Special: Must be size Large. Also, each level gain, including 1st level, requires 1d4+1 weeks of study, rituals, and tests.

CLASS SKILLS

The giant paragon's class skills (and the key ability for each) are: Climb (Str), Craft (any) (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (ceremony) (Int), Perform (ballad) (Cha), Perform (storytelling) (Cha), and Sense Motive (Wis). For more information on these skills, see Chapter Four.

Skill Points at Each Level: 2 + Intelligence modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Giant paragons are proficient in the use of all simple weapons and light armors and shields.

Height Increase (Ex): At 1st level, a giant paragon grows to a height of approximately 10 feet. At 3rd level, the giant grows to between 12 and 13 feet tall. At 5th level, the character becomes 14 to 15 feet tall.

Giantish Skills (Ex): At 1st level, the giant gains a +2 competence bonus to Craft, Diplomacy, and Sense Motive checks.

Strength Increase (Ex): At 2nd level, the giant paragon's Strength score gains a +2 inherent bonus. At 5th level, the character gains an additional +2 inherent bonus to Strength.

THE GIANT PARAGON

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+2	+0	+0	Height increase, giantish skills
2	+1	+3	+0	+1	Strength increase
3	+2	+3	+1	+1	Height increase, Wisdom increase
4	+3	+4	+1	+2	Constitution increase
5	+3	+4	+1	+2	Height increase, Strength increase, Ghi-Nammor

Wisdom Increase (Ex): At 3rd level, the giant paragon's Wisdom score gains a +2 inherent bonus.

Constitution Increase (Ex): At 4th level, the giant paragon's Constitution score gains a +2 inherent bonus.

Ghi-Nammor (Ex): A giant paragon who reaches 5th level learns the rite of Ghi-Nammor. Upon reaching 17th character level, the giant may—if desired—perform this rite and grow another 2 to 3 feet, thus becoming size Huge. No ability score modifications arise as a result of the growth, and the giant suffers a further –1 size penalty to Armor Class and attack rolls. The character gains a 15-foot reach, however, and has a base speed of 40 feet. His equipment also resizes to fit his new size.

KNIGHT OF THE AXE

Although the realm is replete with knightly orders, the largest is the Knights of the Axe. The order traces its existence to the days just after the defeat of the dramojh. The Knights of the Axe are not anti-giant, but they are opposed to the rule of the Diamond Throne. Thus, they do not see every giant as their foe, but they do not accept giantish law or rule.

In any event, fighting against the monarchy or attempting to bring upon its demise is not their purpose. The Knights of the Axe act to uphold order and safety for the people of the realm (which they call Terrakal, not the Lands of the Diamond Throne). They right wrongs, struggle against injustice, and attempt to stop crimes. They do this all in secret, however, because of their opposition to the Diamond Throne. The Knights of the Axe work for the good of the people, but not in the name of the Lady Protector.

Technically, the Knights of the Axe are outlaws. Since they usually do right rather than wrong, dealing with them is low on the Diamond Throne's list of priorities. Occasionally, the actions of the Knights of the Axe get in the way of the Lady Protector's troops or the duties of a local steward, and then their outlaw status becomes more evident and the forces of the Diamond Throne take action. Rarely, the Knights of the Diamond—the order of knights officially sanctioned by the throne—have clashed directly with the Knights of the Axe. The knights act in secret, but their chapterhouses are usually well-maintained keeps whose locations are known. Even when the throne takes umbrage at the knights' actions, most often they cannot adequately associate those actions directly with the order.

Many of the knights have taken the side of the dragons, due only to their opposition to giant rule. Most, however, realize that

they would be only trading one ruler for another, and the order aims one day to help support local hereditary monarchs and governments—not giants or dragons.

A few knights and even a few entire chapterhouses take their opposition to the Diamond Throne so strongly that they actively work against the giants and commit crimes against the throne (robbing from giantish stewards, for example, or sabotaging giantish construction projects). Some even waylay and attack officials of the throne or other giants. These are the exception to the rule, however.

Most knights are champions, warmains, or unfettered, but more than other knightly orders, the Knights of the Axe have nontraditional members—mage blades, magisters, witches, totem warriors, akashics, and even a few greenbonds. Ritual warriors are very rarely Knights of the Axe.

See also the entry for this organization in Chapter Ten.

REQUIREMENTS

To qualify to become a Knight of the Axe, a character must fulfill all the following criteria.

Race: Any nongiant

Bluff: 1 rank

Knowledge (Local): 2 ranks

Knowledge (Nobility and Courtesy): 1 rank

Ride: 2 ranks

Spot or Listen: 8 ranks

Feats: Mobility, Mounted Combat

Special: A character with the Title feat can ignore either the skill requirements or the feat requirements.

CLASS SKILLS

The Knight of the Axe's class skills (and the key ability for each) are: Bluff (Cha), Climb (Str), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (nobility and courtesy) (Int), Listen

KNIGHTS OF THE AXE IN THE CAMPAIGN

If a DM runs a campaign without giant player characters or one in which either the giants are viewed as usurpers or the dragons are viewed with sympathy (perhaps with one or more evolved PCs), a player character Knight of the Axe will fit right in. Otherwise, this prestige class may not be appropriate for playing groups that include giant PCs.



(Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str). For more information on these skills, see Chapter Four.

Skill Points at Each Level: 4 + Intelligence modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Knights of the Axe are proficient in the use of all simple and martial weapons and all armors and shields.

Heroes Are Made (Ex): The 1st-level Knight of the Axe gains the equivalent of the Born Hero talent, despite the fact that normally one can take a talent only at 1st level. This includes a bonus hero point when the character first becomes a Knight of the Axe.

Sense Trouble (Su): The 2nd-level Knight of the Axe gains the uncanny ability to know when something is wrong. This equates to a +4 competence bonus to Sense Motive checks and a +2 competence bonus to Spot and Listen checks. It also gives

the DM an open door to tell the Knight of the Axe's player when something seems amiss. For example, a Knight of the Axe walking by a jeweler's shop in the middle of being robbed might notice a sound (if he makes a Listen check) that others would not find strange but he finds suspicious. A knight being followed by an assassin might get a nervous feeling that something "is up." This is entirely up to the DM and is not under the knight's conscious control. As a general baseline, characters of a character level higher than the knight's character level probably don't set off this intuitive sense.

Strike of Justice (Ex): Once per day, a Knight of the Axe of 2nd level and above can choose to affect one of his strikes with a melee weapon with one of these modifications:

1. He can attack an object as if he had either the Improved Sunder or Improved Disarm feat.
2. He can strike a foe's eyes (if any), blinding the foe for 1d4 rounds (Fortitude save to resist, DC 10 + knight's class level + knight's Strength modifier). This is in addition to his normal damage dealt.
3. He can strike a foe's head (if any), attempting to stun the foe for 1 round (Fortitude save to resist, DC 10 + knight's class level + knight's Strength modifier). This is in addition to his normal damage dealt.
4. He can strike at a foe's vitals (if any), attempting to daze the foe for 1d3 rounds (Fortitude save to resist, DC 10 + knight's class level + knight's Strength modifier). This is in addition to his normal damage dealt.
5. He can make a grapple check immediately if the attack strikes the foe successfully, without provoking an attack of opportunity. A successful check means he has followed up his blow with a grapple.
6. He can make a trip attempt immediately if the attack strikes the foe successfully, without provoking an attack of opportunity. A successful check means he has followed up his blow with a trip attack.
7. He can inflict +2d6 additional points of damage with his blow.
8. He can add to the attack roll of the blow a competence bonus equal to his Dexterity modifier (or +2, whichever is higher).

The character must decide to use a strike of justice before making his attack roll. It applies to only one attack during the round.

THE KNIGHT OF THE AXE					
Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Heroes are made
2	+2	+3	+0	+1	Sense trouble, strike of justice 1/day
3	+3	+3	+1	+1	Hide from the law
4	+4	+4	+1	+2	Hero of the people, strike of justice 3/day
5	+5	+4	+1	+2	Luck of heroes, mighty strike of justice

At 4th level, the Knight of the Axe can make three strikes of justice each day.

Hide From the Law (Ex): The 3rd-level and higher Knight of the Axe is so well trained in avoiding the forces of the Diamond Throne that he gains a +4 competence bonus to Bluff, Disguise, Forgery, and Sneak checks made against giants or anyone working for the throne (including the local steward's human and sibeccai guards or a faen magister working freelance for one of the High Stewards).

Hero of the People (Ex): At 4th level and higher, the Knight of the Axe is recognized as a defender of justice and doer of good deeds. Against anyone but giants, those directly in the hierarchy of the Diamond Throne, or anyone else the DM believes would not be impressed by the knight's deeds and status (like a group of rhodin warriors, or a Nightwalker thief), the knight gains a +4 competence bonus to Bluff, Diplomacy, and Gather Information checks. This ability does not work if the knight is in disguise.

Luck of Heroes (Su): At 5th level, Knights of the Axe are blessed with a supernatural luck bonus of +1 to all attack rolls, saving throws, skill checks, and ability checks.

Mighty Strike of Justice (Ex): The 5th-level Knight of the Axe, in addition to his three strikes of justice each day, can choose to give a fourth attack two of the modifications listed for the strike of justice.

MAGE PRIEST

There are powers in the multiverse beyond the ken of most mortals. Of course, religion recognizes this fact, and the faithful pay homage to certain gods and beings of great power. A few take that idea a step farther, into the realm of mysticism, where they call upon the powers of gods to fuel their own magical abilities. These rare individuals make pacts and deals with various planar powers, swearing oaths that would make lesser folk shudder.

Mage priests are not friendly celebrants who counsel congregations on moral issues and instruct the young on the ways and myths of the gods. These are individuals who revere gods and powers because doing so gains them greater might. They invoke the names of high-placed spirits and mystical entities while performing long-forgotten rites. Mage priests place great value in the truenames of powerful otherplanar beings, poring over ancient tomes for clues to the secrets of such power. They go on quests—or get others to undertake them—to recover ancient relics and exotic ingredients needed for bizarre rituals.

Magisters, runethanes, and witches become mage priests. More rarely, greenbonds and mage blades learn the craft. Individuals of almost every race become mage priests, particularly humans, verrik, and mojh.

Mage priests often gather in groups to perform ceremonies together. Just as often, however, a mage priest becomes a hermit, living only for magic and conversing only with eldritch spirits. As students of lost lore, they collect books in vast libraries and covet ancient artifacts. They seek places of power and sites where one can more easily contact gods and spirits.

Some mage priests entreat demons and other terrible spirits, gods, and creatures. However, others restrict their dealings to

angels and gods of light and life. Most simply do not care—they make pacts with either or both.

Mage priests are more common in Fallanor and the Far South than in the Lands of the Diamond Throne. However, a few certainly can be found in every major city and even in remote areas, manning isolated shrines and hidden temples where they commune with higher planes in incense-choked sanctums.

Hit Die: d6

REQUIREMENTS

To qualify to become a mage priest, a character must fulfill all the following criteria.

Knowledge (Ceremony): 2 ranks

Knowledge (Cosmology): 8 ranks

Knowledge (Magic): 5 ranks

Knowledge (Religion): 2 ranks

Feats: Priest

Special: Must be able to cast spells.

CLASS SKILLS

The mage priest's class skills (and the key ability for each) are: Bluff (Cha), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Sense Motive (Wis), Spellcraft





THE MAGE PRIEST

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day*
1	+0	+0	+0	+2	Minor pact	+1 level of existing class
2	+1	+0	+0	+3	Name of power	+1 level of existing class
3	+1	+1	+1	+3	Eldritch spirits	+1 level of existing class
4	+2	+1	+1	+4	Lesser pact	+1 level of existing class
5	+2	+1	+1	+4	Name of power	+1 level of existing class
6	+3	+2	+2	+5	Ceremony	+1 level of existing class
7	+3	+2	+2	+5	Greater pact	+1 level of existing class
8	+4	+2	+2	+6	Name of power	+1 level of existing class
9	+4	+3	+3	+6	Eldritch spiritsight	+1 level of existing class
10	+5	+3	+3	+7	Bond with entity	+1 level of existing class

* Does not also apply to combat rites.

(Int), and Use Magic Device (Cha). For more information on these skills, see Chapter Four.

Skill Points at Each Level: 2 + Intelligence modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Mage priests are proficient in the use of no weapons or armor.

Spells: When a mage priest gains his first level, and at every level after that, he gains new spells per day as if he had also gained a level in the spellcasting class he belonged to before adding the prestige class. He does not, however, receive any other benefit a character of that class would have gained (bonus feats, class abilities, and so on). This essentially means that the character adds the new mage priest level to the level of his previous spellcasting class, then determines spell slots and spells readied accordingly.

If a character had more than one spellcasting class before becoming a mage priest, he must decide which class receives the mage priest level.

If a spellcasting character takes a level in a spellcasting prestige class, the levels stack for the purpose of determining caster level. Thus, a 10th-level magister who takes a level of mage priest has a caster level of 11th.

OTHERPLANAR ENTITIES AND ELDRITCH SPIRITS

The specific beings that a mage priest contacts fall within the purview of the DM. (See "The Cosmology" in Chapter Ten and "Outsiders in the Diamond Throne" in Chapter Twelve.) They need not actually be creatures that come into play. Rather, they are mystical beings that provide both power and flavor.

A player running a mage priest should know the specific names of the entities he has called upon. Characters should invoke these names in play: "By the host of Goramoth!" or "In Vistul's unhallowed name!"

Eldritch spirits are like the nature spirits a greenbond communicates with, except they are not at all natural. Instead, they are outsiders who inhabit the world only incorporeally. These extremely alien creatures work with mortals like mage priests as strange magical symbionts.

Minor Pact (Su): At 1st level, a mage priest makes a pact with a minor otherplanar agency that allows him to call on the entity in question as a free action. Each time he invokes the pact in this fashion, the mage priest grants the being a bit of his life force in the form of 1d4 hit points or 1 point of temporary Strength damage (mage priest's choice). Invocations made in conjunction with a spell confer a verbal component upon the spell. Invoking the pact grants the mage priest one of the following powers:

- Double the range of one ranged spell cast that round.
- Cast a spell without a somatic component that round.
- Proficiency with a weapon for 1 round per class level.
- +1 deflection bonus to Armor Class for 1 round per mage priest level.

Name of Power (Ex): At 2nd, 5th, and 8th levels, the mage priest learns the truename of one outsider or other powerful entity. The DM should determine the details (with the player, if the mage priest is a PC), although the entity in question should have no more than twice the mage priest's Hit Dice. Obviously, trucking in such potent commodities as truenames, the mage priest should be wary—even miserly—in how he uses them, or he may make enemies far too great for him to deal with.

Eldritch Spirits (Su): The 3rd-level mage priest gains access to the eldritch spell template. Each time he uses it to modify a spell, the mage priest must call upon the name of an eldritch spirit that he knows; the spirit then grants him the boost in power.

Lesser Pact (Su): At 4th level, a mage priest makes a pact with a lesser otherplanar agency. This pact allows him to call on the entity in question as a free action. Each time he invokes the pact in this fashion, the mage priest grants the being a bit of his life force: 1d8 hit points or 2 points of temporary Strength damage (mage priest's choice). Invocations made in conjunction with a spell confer a verbal component upon the spell. Invoking the pact grants the mage priest one of the following powers:

- Double the duration of a single noninstantaneous spell cast the same round.
- Double the area of a single area spell cast the same round.
- +5 attack bonus with a single attack roll made that round.

- +3 bonus to a check to overcome a creature's SR.
- +2 bonus to any other caster power or caster level check.

Ceremony (Su): At 6th level, the mage priest gains a bonus ceremony feat of his choosing. He may select any ceremony feat, if he meets the prerequisites. However, unlike the bonus feats other classes gain, the mage priest must participate in the ceremony and pay its cost as normal; he may not be Unbound.

Greater Pact (Su). At 7th level, a mage priest makes a pact with a greater otherplanar agency. This pact allows him to call on the entity in question as a free action. Each time he invokes the pact in this fashion, the mage priest grants the being a bit of his life force: 2d6 hit points or 3 points of temporary Strength damage (mage priest's choice). Invocations made in conjunction with a spell confer a verbal component upon the spell. Invoking the pact grants the mage priest one of the following powers:

- Cast a spell without using a spell slot (once per day).
- Cast an unready spell available to the mage priest.
- Cast a spell as a free action (once per day).
- +4 bonus to any caster power or caster level check.

Eldritch Spiritsight (Su): At 9th level and up, the mage priest can see incorporeal and invisible beings and objects at all times. (See also the sidebar on the previous page.)

Bond With Entity (Su): A 10th-level mage priest bonds with an otherplanar entity so that, if they encounter each other physically, the entity will not harm the mage priest and vice versa. If both are present physically, the mage priest must obey a single command from the entity (like a *suggestion* spell with no saving throw or chance to resist). In return, the mage priest can give a like command to the entity, as long as it does not contradict or countermand the entity's command (the mage priest cannot command it to not give him a command, nor can he use his own command to try to undo or get out of the obligation of fulfilling the entity's command). If they remain in proximity to one another, each of them can issue such a command once each day. The entity's command always comes first, and the mage priest must return to the entity to issue his command, if the entity's command required him to leave its presence.

Alternatively, the mage priest can use the bond—assuming he and the entity are both on the same plane and within one mile of each other—to refresh himself once per day by “drinking of the entity's power.” This is a free action. The mage priest heals hit points equal to double his character level and regains 2d6 + 2 levels worth of spell slots, which he can use as he will.

For example, Terreth the mage priest dwells within the Temple of Korogoth, and Korogoth himself (an amorphous demonic being of great power) lives within a deep pit at the bottom of the dungeons below the temple. Thanks to their bond, once each day Korogoth issues a command to Terreth to bring him food—a human. Each day Terreth can give Korogoth a command as well: “Slay all intruders who come uninvited to the temple” is one he uses often. When he thinks he may need to drink of Korogoth's power in a dangerous encounter that day, he does not issue a command. If Korogoth normally dwelt on

another plane and only came to Terreth occasionally through a gate or a summoning spell (perhaps cast by Terreth), each would get a quick opportunity to command the other before the demon returned to his plane.

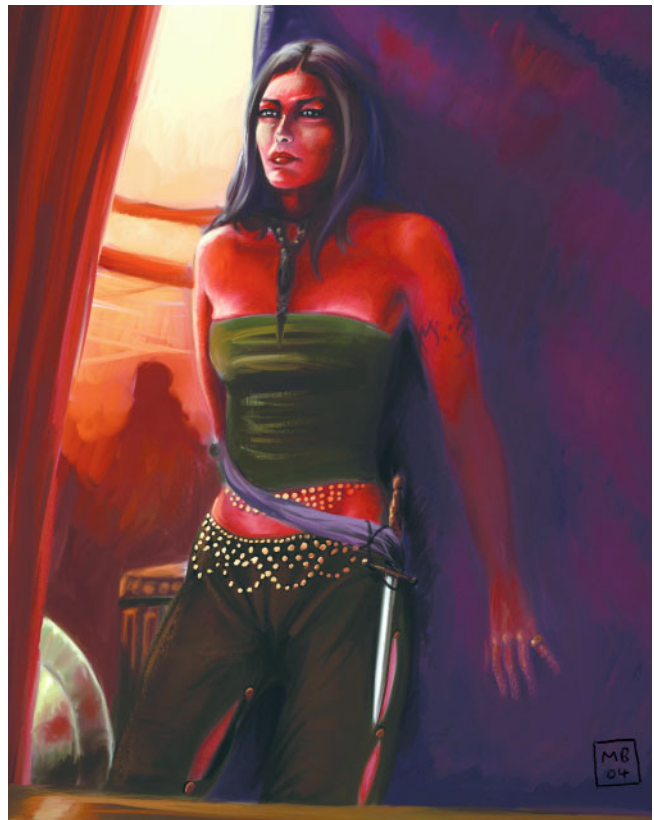
NIGHTWALKER

The Nightwalkers lie just beneath the surface of society. They supply illegal goods to the various black markets in virtually every city. They carry forbidden secrets to information brokers. They collect extortion money and fund vice-based operations like brothels and gambling dens. They steal, cheat, lie, and kill. They are the illegal mortar that holds up the brick edifice that is crime.

Nightwalkers have existed in the lands of the Diamond Throne for at least 300 years as the realm's major association of organized crime. Their influence spreads everywhere—they consider no location to be outside of their territory. Their ranks include assailants, arsonists, smugglers, assassins, and extortionists.

Nightwalkers are extremely secretive. They rely heavily on false identities and anonymity to do their work. Thus, they are rarely flashy or demanding of attention (unless it is in another identity, for a specific role or purpose). Most people have heard of the Nightwalkers, but few can claim they have met one (although more people have met one than they know).

Many Nightwalkers are unfettered or experts, and not a few are akashics, mage blades, or runethanes. However, truth be told, nightwalkers exist in all professions and all walks of life. Others use deception and disguise to make themselves appear





THE NIGHTWALKER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+0	Member identification, +1d6 sneak attack
2	+1	+0	+3	+1	Size up a foe (class and level)
3	+2	+1	+3	+1	+2d6 sneak attack
4	+3	+1	+4	+2	Size up a foe (combat bonuses)
5	+3	+1	+4	+2	+3d6 sneak attack

to be something they are not, holding a position in a community, an organization, or even an adventuring group that is something other than what they really are. A normal merchant or businessman, a sailor, a minor official, a priest, a teacher, or a farmer—all of them trusted and beloved by others—might be a Nightwalker.

See also the section on the Nightwalkers organization in Chapter Ten: Diamond Throne Gazetteer.

Hit Die: d6

REQUIREMENTS

To qualify to become a Nightwalker, a character must fulfill all the following criteria.

- Bluff:** 3 ranks
- Disguise:** 3 ranks
- Innuendo:** 3 ranks
- Knowledge (Local):** 5 ranks
- Open Lock:** 2 ranks
- Sneak:** 8 ranks

CLASS SKILLS

The Nightwalker's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Open Lock (Dex), Perform (any) (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Sneak (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). For more information on these skills, see Chapter Four.

Skill Points at Each Level: 6 + Intelligence modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Nightwalkers are proficient in the use of simple weapons and light armors and shields.

Member Identification (Ex): Nightwalkers are said to have an uncanny ability to know when they are dealing with another Nightwalker. If a Nightwalker spends 1 full round within 10 feet or one full minute within 30 feet of another character, she knows whether the other person is a member of the Nightwalker organization (even if that person has no levels in this prestige class) based on mannerisms, speech patterns, and intentional subtle clues. She must be able to observe the other Nightwalker during this time, but this is a free and unconscious

action—the Nightwalker does not need to intend to make the identification. It just comes to her. This ability works even if the other Nightwalker is in disguise (magical or otherwise).

Sneak Attack (Ex): Starting at 1st level, any time the Nightwalker's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the Nightwalker flanks the target, the Nightwalker's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every other level thereafter (at 3rd and 5th). Should the character score a critical hit with a sneak attack, do not multiply this extra damage. The Nightwalker can make sneak attacks with ranged weapons, but only up to a range of 30 feet.

The sneak attack bonus damage stacks with sneak attack bonus damage gained from other classes (such as unfettered or akashic).

Size Up a Foe (Ex): Nightwalkers must be able to determine a foe's strengths and weaknesses quickly, whether it is a foe in combat or a foe in a negotiation or scheme. If a Nightwalker of 2nd level or higher spends 1 full round observing a creature from within 30 feet (doing nothing else during that round), she determines the creature's total Hit Dice. Further, if the Nightwalker succeeds at an Intelligence check (DC 10 + creature's HD) she can determine its character class(es), if any. If the creature is in disguise, she also gains a +5 bonus to spot the disguise.

At 4th level, a Nightwalker who sizes up a foe also gains a +2 insight bonus on attack and damage rolls and Bluff, Diplomacy, and Sense Motive checks against the foe. In addition, she gains a +2 insight bonus to Armor Class against attacks made by that foe. These bonuses last 24 hours.

OLLAMH LOREKEEPER

The ollamh lorekeeper is a faen teacher, an advisor, a poet, a historian, a singer, and a judge. In many ways, she is the most important figure in any faen community. In ancient days, only loresong faen were ollamh lorekeepers—in fact, this profession is where the loresong name comes from. Today, loresongs, quicklings, and even sprytes can learn the extensive skills needed to fill the role.

Ollamh lorekeepers know the genealogies of all the families in a community and recite them at important holidays, weddings, and so on. They also are storytellers, recounting tales based on myth, legend, or past or recent events. They memorize vast amounts of sacred lore, incantations and prayers, and mythology in verse. They also create new poems and songs to



commemorate important events such as battles and such occasions as weddings or funerals. As holders of vast historical knowledge and masters of wisdom and insight, they advise leaders on their duties, decisions, and even etiquette.

Faen akashics often become ollamh lorekeepers. So do faen mage blades, unfettered, and even the occasional oathsworn.

Ollamh lorekeepers use a secret writing called ogham, which is simply a written language, not a spoken one. They don't use it to write down their lore, rather to record incantations, warnings, or challenges. Ogham is written in stone and on wooden rods.

Hit Die: d8

REQUIREMENTS

To qualify to become an ollamh lorekeeper, a character must fulfill all the following criteria.

Race: Faen (any type). Nonfaen could learn these skills, but it is very unlikely anyone would teach them.

Knowledge (History): 8 ranks

Knowledge (Magic): 3 ranks

Perform (Storytelling): 5 ranks

Feats: Skill Application (Bluff and Diplomacy)

CLASS SKILLS

The ollamh lorekeeper's class skills (and the key ability for each) are: Bluff (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (any) (Int), Perform (any) (Cha), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha). For more details on these skills, see Chapter Four.

Skill Points at Each Level: 6 + Intelligence modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Ollamh lorekeepers gain no proficiency in the use of weapons or armor.

Status (Ex): All ollamh lorekeepers gain a +2 circumstance bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made involving other faen.

Lore (Ex): Starting at 1st level, an ollamh lorekeeper can use her knowledge to help her come up with information on virtually any topic. The ollamh lorekeeper may make a special lore check with a bonus equal to her class level + her Intelligence modifier to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places. This check does not reveal the powers of a magic item but may hint at its general function. The ollamh lorekeeper may not take 10 or take 20 on this check, nor can she retry regarding the same topic; this sort of knowledge is essentially random.

Mesmerize (Sp): The 1st-level and higher ollamh lorekeeper's words and melodious voice cause one or two creatures within 30 feet to stop and stare blankly at her, mesmerized, for 2d4 rounds

THE OLLAMH LOREKEEPER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	Status, lore, mesmerize
2	+1	+0	+1	+3	Wordplay, augury
3	+2	+1	+1	+3	Silver tongue, confusion
4	+3	+1	+2	+4	Charm
5	+3	+1	+2	+4	Mocking curse
6	+4	+2	+3	+5	Luck of the gods
7	+5	+2	+3	+5	Mastery of the written word
8	+6	+2	+3	+6	Epitome of the race
9	+6	+3	+4	+6	Song of battle
10	+7	+3	+4	+7	Epitome of the race (+2 bonus to Dexterity)



LORE CHECK RESULTS

DC	Type of Knowledge	Example
10	Common knowledge, known by at least a substantial minority of the local population.	A local leader's reputation for drinking. Common legends about a place of power.
20	Uncommon but available knowledge, known by only a few people in the area.	A local bartender's shady past. Legends about a powerful magic item.
25	Obscure knowledge, known by few, hard to come by.	A knight's family history. Legends about a minor place of mystery or magic item.
30	Extremely obscure knowledge, known by very few, possibly forgotten by most who once knew it, maybe recalled only by those who don't understand the significance of the knowledge.	A powerful creature's truename. The history of a petty magic item.

unless they make a Will saving throw (DC 10 + ollamh lorekeeper's class level + her Charisma bonus). The ollamh lorekeeper can use their rapt attention to make her suggestions and requests seem more plausible. Only creatures that can see her are affected. They do not need to understand her language to be mesmerized.

If the lorekeeper uses this ability in combat, the targets gain a +2 bonus to their saving throws. If the mesmerizing affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While mesmerized, a creature suffers a -4 penalty to Spot and Listen checks. Any potential threat allows the creature a second saving throw. Any obvious threat automatically breaks the effect, as does shaking or slapping the creature. A mesmerized creature's ally may shake it free of the effect as a standard action.

While the subject is mesmerized, the ollamh lorekeeper can make a suggestion or request (provided she can communicate with it), which the subject will carry out to the best of his ability. The suggestion must be brief and reasonable—a subject will not harm himself or his friends. The suggested course of activity can continue for up to one hour. If the subject can complete the suggested activity in less time, the effect ends when he finishes what she asked him to do. The ollamh lorekeeper can instead specify conditions that will trigger a special activity during the duration. If the condition does not occur before the spell expires, the mesmerized creature does not perform the activity.

A very reasonable suggestion causes the mesmerized creature to attempt the save with a penalty (such as -1, -2, etc.), at the DM's discretion. Even once the effect ends, the creature reacts to the ollamh lorekeeper as though he were two categories friendlier than his actual attitude.

A creature that fails its saving throw does not remember that the ollamh lorekeeper mesmerized it.

The ollamh lorekeeper can use this ability once per day.

Wordplay (Ex): So skilled with words is the 2nd-level and higher ollamh lorekeeper that she can confuse and stun those around her. A number of times per day equal to her Charisma modifier (if positive) she can force one intelligent subject within 20 feet of her who can hear her voice to make a Will saving throw (DC 10 + ollamh lorekeeper's class level + her Charisma bonus). A subject who fails the save is stunned for 1d2 rounds, held utterly speechless. Characters with Charisma modifiers of

0 or less cannot use this ability. Using wordplay is language dependent and a standard action.

Augury (Sp): Ollamh lorekeepers learn how to predict the future. A number of times per week equal to her Wisdom modifier (if positive), the 2nd-level and higher ollamh lorekeeper can cast *foretell future*. If she has a Wisdom modifier of 0 or less, she can use the augury ability only once per month. She can never use the ability more than once per day.

Silver Tongue (Su): At 3rd level and beyond, the charm and wit of ollamh lorekeepers becomes supernatural. They gain a +2 competence bonus on all Bluff, Diplomacy, Gather Information, Handle Animal, Intimidate, and Perform checks.

Confusion (Ex): In a battle, the 3rd-level and higher ollamh lorekeeper runs about sowing confusion and mayhem. If an ollamh lorekeeper takes a double move action, moving at full speed but never straying more than 20 feet from a foe during that round, she can force a foe to make a Will saving throw (DC 10 + ollamh lorekeeper's class levels + her Charisma bonus) and another (or the same target) to make a Reflex saving throw with the same DC. A subject who fails the Will save is dazed for 1d3 + 1 rounds, unable to take actions except to defend himself. If a subject fails the Reflex save, he is spun about and falls prone. Subjects must have been within 10 feet of the ollamh lorekeeper at some point during her move actions.

Charm (Sp): At 4th level and beyond, the ollamh lorekeeper can use a heightened version of *charm* or *directed charm* a number of times per day equal to her Charisma modifier (if positive). Those whose Charisma modifiers are 0 or less can use this ability once per week.

Mocking Curse (Su): With more supernatural effects building within the ollamh lorekeeper's voice and words, at 5th level and higher she can curse someone once per day simply by mocking him. This is a full-round action. Once the ollamh lorekeeper mocks the subject, she can immediately (this same round) cast on the subject any single-target spell of 5th level or lower with the curse descriptor.

Luck of the Gods (Su): Blessed by the multitude of faen gods and her own strong belief in them, the 6th-level and higher ollamh lorekeeper gains a +2 luck bonus to all saving throws. She also gains a +2 luck bonus to a number of attack and damage rolls equal to her Charisma bonus each day (the choice to

use the bonus is a free action made before the attack or damage roll). If the ollamh lorekeeper has no Charisma bonus, she may use this secondary ability once per week.

Mastery of the Written Word (Su): Starting at 7th level, the ollamh lorekeeper gains a +10 competence bonus to all Decipher Script checks. She can read magical writing as if she had a *read magic* spell active, and she always succeeds at Use Magic Device checks (even if she has no ranks in the skill) when attempting to use scrolls.

Epitome of the Race (Su): An 8th-level and higher ollamh lorekeeper exemplifies everything it means to be faen. A loresong faen character can pick any spell—even an exotic one—of 3rd level or lower to cast as a spell-like ability once per day using her character level as the caster level and Charisma as the spellcasting key ability. A quickling faen adds +10 to her ground speed. A spryte gains a bonus of +10 to her flying speed.

At 10th level, the character gains a +2 inherent bonus to Dexterity, no matter what type of faen she is.

Song of Battle (Sp): Once per day, the 9th-level and higher ollamh lorekeeper can sing an ancient faen song that calls the spirit of war down upon her, as if she had cast the spell *spirit of war* using her character level as her caster level.

RUNE LORD

No one can deny the power of mystical runes in the Lands of the Diamond Throne. The land itself seems to express its power through runes and in the form of its runechildren defenders. Rune lords are those already skilled in or gifted with runes who set out to become true masters of this manifestation of magic. Rune lords who are also runechildren keep their sense of responsibility—rune lords who are also runethanes usually have no such compunctions, however, so a rune lord's outlook is unpredictable.

Rune lords adorn their equipment and clothing with magical runes. Their own flesh is also covered in tattoos and symbols. Some rune lords even sport runes on their teeth. They express themselves visually much better than vocally. Most rune lords are better at writing than at speaking. All rune lords are either runethanes or runechildren (or both). Mojh are the most common characters with this prestige class.

Rune lords usually do not work with others of their kind, instead operating alone or in a group of non-rune-lords. They usually establish themselves in a single place and dwell in their own magical abode.

Hit Die: d6 (If the rune lord does not cast spells, this changes to d8.)

REQUIREMENTS

To qualify to become a rune lord, a character must fulfill all the following criteria.

Craft (Drawing or Calligraphy): 3 ranks

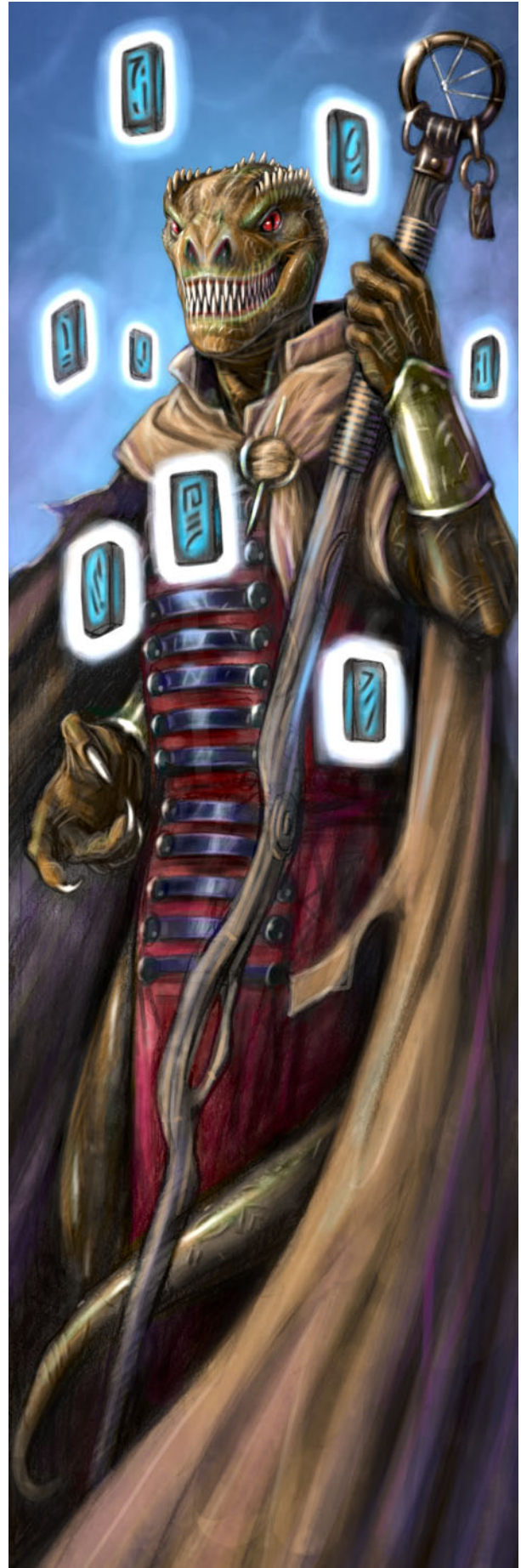
Knowledge (Runes): 10 ranks

Feats: Tattooed Spell

Special: Must be able to create advanced runes or be a runechild.

CLASS SKILLS

The rune lord's class skills (and the key ability for each) are: Alchemy (Int), Appraise (Int), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Knowledge (all skills, taken individually) (Int), Open Lock (Dex), Spellcraft (Int),





and Spot (Wis). For more information on these skills, see Chapter Four.

Skill Points at Each Level: 4 + Intelligence modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Rune lords are proficient in the use of simple weapons and light armor.

Spells: When rune lords gain their first level, and at every level after that, they gain new spells per day as if they had also gained a level in the spellcasting class they belonged to before adding the prestige class. They do not, however, receive any other benefit a character of that class would have gained (bonus feats, class abilities, and so on). This essentially means that the character adds the new rune lord level to the level of the previous spellcasting class, then determines spell slots and spells readied accordingly.

If a character had more than one spellcasting class before becoming a rune lord, the player must decide which class receives the rune lord level.

If a spellcasting character takes a level in a spellcasting prestige class, the levels stack for the purpose of determining caster level. Thus, a 10th-level runethane who takes a level of rune lord has a caster level of 11th.

Rune Capacity (Su): Rune lord levels stack with runethane levels to determine how many runes one can have in existence at once. Rune lords who are not runethanes gain nothing from this ability.

Personal Mark (Sp): A 1st-level and higher rune lord can create a permanent magical symbol of glowing light up to once a day per rune lord level. This symbol represents the rune lord, and anyone touching the personal mark knows the rune lord's name (but not truename). Personal marks cannot be faked, although they can be dispelled.

Additional Rune (Su): At 2nd, 4th, 6th, and 9th level, the rune lord gains an additional power. A rune lord who is a runethane learns a new rune of any accessible type (lesser, advanced, and so on). Characters who cannot learn greater

runes can, at 6th level, choose a greater rune if desired. At 9th level, those who cannot learn runes of power can choose a rune of power as their additional rune.

At these same levels, rune lords who are also runechildren gain either a permanent +3 inherent bonus to one skill, a general feat as a bonus feat, or a +1 inherent bonus to an ability score. The rune lord chooses which of these three powers to gain, but cannot choose the same power twice until he or she has chosen all three. So a rune lord who decides to add a +1 bonus to Strength at 2nd level must choose either a +3 skill bonus or a general feat at 4th level. This new power manifests itself as a new rune somewhere on the rune lord's body.

Rune lords who are both runethanes and runechildren can choose either benefit but not both.

Immunity to Runes (Su): A 3rd-level or higher rune lord who makes a successful Knowledge (runes) check to identify a touch-trigger rune can touch the rune without triggering it, if desired.

Spell Rune (Sp): The 5th-level rune lord and beyond gains the ability to create a special rune, not unlike a runethane's ultimate rune (but much less powerful). It takes one minute to create a spell rune. This touch-trigger rune, once triggered, can replicate the effects of any simple spell of 4th level or below, with the same duration, area, range, and so forth. The rune lord can have only one spell rune in existence at a time, but it does not count against his runethane rune capacity. The rune lord cannot create more than one spell rune per rune lord level in a given day, and never more than one per hour. The spell rune cannot be invested, but it can be inscribed and carry a password (see the "Runethane" class description in Chapter Three: Classes).

Permanent Enruning (Sp): Starting at 7th level, a rune lord can create a permanent magic item by etching a rune into the surface of the item. The item must be a constant item or magical arms or armor. The rune lord need not meet the prerequisites to create the item, or even know the proper feats, but must pay in both gold pieces and experience points as though making the item normally. Further, engraving the item with mystical runes requires additional time, so it takes the rune lord

THE RUNE LORD

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day*
1	+0	+0	+0	+2	Rune capacity, personal mark	+1 level of existing class
2	+1	+1	+0	+3	Additional rune	+1 level of existing class
3	+1	+1	+1	+3	Immunity to runes	+1 level of existing class
4	+2	+2	+1	+4	Additional rune	+1 level of existing class
5	+2	+2	+1	+4	Spell rune	+1 level of existing class
6	+3	+3	+2	+5	Additional rune	+1 level of existing class
7	+3	+3	+2	+5	Permanent enruning	+1 level of existing class
8	+4	+3	+2	+6	Personal sigil	+1 level of existing class
9	+4	+4	+3	+6	Additional rune	+1 level of existing class
10	+5	+4	+3	+7	Rewrite rune	+1 level of existing class

* Does not also apply to combat rites.

twice as long as normal to create a magic item. The rune lord must have an item of at least masterwork quality to enrun.

Personal Sigil (Sp): An 8th-level or higher rune lord can place a rune upon an item and gain a special connection to that item. The rune is permanent, and henceforth the rune lord always knows the item's location and the name and race of any creature currently touching it (the creature can attempt a Will saving throw, DC 10 + rune lord's class level + rune lord's Charisma modifier to resist). The rune lord can have as many personal sigils in effect as he has class levels. Placing a personal sigil is a full-round action.

Rewrite Rune (Sp): At 10th level, the rune lord can change any touched rune into another rune of a similar type and power. For example, the character could transform a lesser rune created by a runethane into any other lesser rune. The rune lord could alter a runechild's personal rune, changing that character's rune powers to any others of equivalent level. Or the rune lord could change the function of a magical item created by permanent enruning to that of any other item (of the same type) with the same value or less.

To succeed at rewriting a rune, the rune lord must make a level check (d20 + class level) with a DC of either 10 + the rune creator's level (or the runechild's), or DC 25, whichever is higher. The action takes 3 rounds. One may accept the rewriting voluntarily.

SOMNAMANCER

In the Lands of the Diamond Throne, everyone knows that dreams have a mystical component. Dreams bring signs and portents. They can be sendings from beyond. In the Diamond Throne setting, dreams have started wars, forged alliances, and changed the course of history. Or to put it another way, people following only information gained in a dream have accomplished these things. Are dreams truly prophetic or instructional? Perhaps no one knows for sure, but a somnamancer will tell you they are—either because she has experienced prophetic or divinatory dreams, or because she dupes others into thinking that they have.

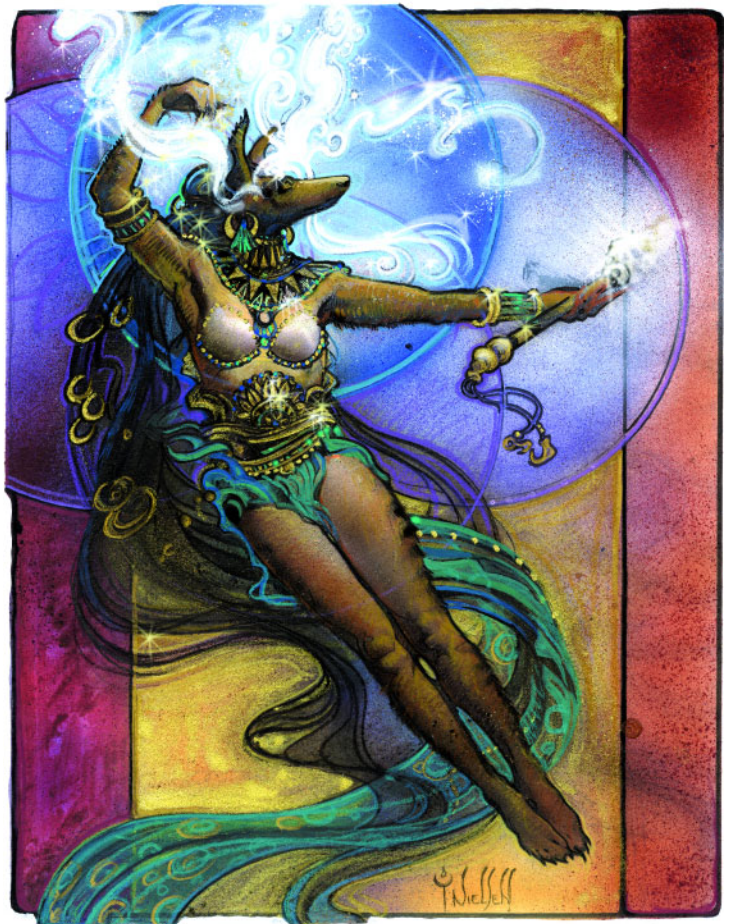
A somnamancer is part dream mage, part magical spy, and part con artist. Somnamancers use magic to control others' sleep and dreams, but they also excel at subterfuge, invasion, and guile. Sometimes they are called “dream casters” or “thieves of dreams.”

Masters of both stealth and magic, somnamancers can slip undetected into the bedchambers of sleeping subjects and look into—even change—their dreams. Not every somnamancer is also a thief, but most are. Some use their powers to steal information, while others steal the old-fashioned way, once their victims are fast asleep and they have plucked the combination to the magically locked chest from their dreaming minds.

Magisters, runethanes, witches, and mage blades are well suited to becoming somnamancers, as is the occasional greenbond (although they are usually far more interested in the world at large than a single person's dreams). Humans, faen, verrik, and sibeccai are likely races for a somnamancer.

Somnamancers sometimes work as information brokers. They often come across as mysterious folk with a faraway, dreamy look in their eyes. They do seem to focus on two worlds at once, and they speak of the “dream world” as a place one can actually visit.

Hit Die: d6



REQUIREMENTS

To qualify to become a somnamancer, a character must fulfill all the following criteria.

Base Will Save Bonus: +5

Knowledge (Magic): 8 ranks

Sneak: 2 ranks

Feats: Slippery Mind

Special: Must be able to cast spells.

CLASS SKILLS

The somnamancer's class skills (and the key ability for each) are: Bluff (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Knowledge (magic) (Int), Open Lock (Dex), Sense Motive (Wis), Sneak (Dex), Spellcraft (Int), and Use Magic Device (Cha). For more information on these skills, see Chapter Four.

Skill Points at Each Level: 6 + Intelligence modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Somnamancers are proficient in the use of simple weapons and light armor.

Spells: When a somnamancer gains her first level, and at every other level after that (plus 10th level), she gains new spells per day as if she had also gained a level in the spellcasting class she belonged to before adding the prestige class. She does



not, however, receive any other benefit a character of that class would have gained (bonus feats, class abilities, and so on). This essentially means that she adds the new somnamancer level to the level of her previous spellcasting class, then determines spell slots and spells readied accordingly.

If a character had more than one spellcasting class before becoming a somnamancer, she must decide which class receives the somnamancer level.

If a spellcasting character takes a level in a spellcasting prestige class, the levels stack for the purpose of determining caster level. Thus, a 10th-level magister who takes a level of somnamancer has a caster level of 11th.

Induce Sleep (Sp): At 1st level, a somnamancer can put a creature to sleep with a touch attack. The creature cannot have more than 2 HD per somnamancer class level, and it receives a Will saving throw (DC 10 + somnamancer's class level + her Charisma bonus). The creature sleeps for a minimum of 1d6 + 4 rounds if left undisturbed, even with loud noises and harsh conditions. In restful conditions, the creature continues sleeping for 3d6 + 2 more minutes. If the sleeper was already naturally tired, it remains asleep for as long as it normally would sleep. Another creature can awaken the sleeper during the initial rounds of sleep by taking a full-round action and inflicting 1 point of damage upon the sleeper. After those initial rounds, one can wake the sleeper normally. The somnamancer can perform this action a number of times per day equal to her Charisma bonus; those with no bonus can use this ability once per week. A somnamancer can put herself to sleep automatically, as many times per day as she desires, with no uses of the ability expended.

Subtle Steps (Sp): Starting at 1st level, the somnamancer can cast *subtle steps* upon herself three times per day.

Dream Tracking (Sp): Not unlike the ability used by dream hunters (see Chapter Twelve), a 2nd-level and higher somnamancer can use a person's dreams to find him. If the somnamancer knows a character's name or has an item that was in the character's

possession for at least an hour, she can attempt to discern that character's location anywhere in the world. The only limitations are that the character must be asleep when the somnamancer makes the attempt and that the character must fail a Will saving throw (DC 10 + somnamancer's class level + her Charisma bonus).

If the somnamancer knows a character's truename, no saving throw is allowed. Effects that block divinations also block this divinatory ability.

Dream Spy (Sp): Starting at 3rd level, the somnamancer can look into the dreams of any sleeping creature within 5 feet and see what it is dreaming about. This ability is a standard action that can be used at will.

Silent Sheath (Sp): The 3rd-level and higher somnamancer can cast *silent sheath* upon herself once per day + once per five class levels (once at 3rd level, twice at 5th level, and three times per day at 10th level).

Control Dream (Sp): The 4th-level and higher somnamancer can control the dream of any sleeping creature within 5 feet whose dreams she can see with the dream spy ability. This ability is a standard action that can be used at will. If the somnamancer induces terrifying images or other disturbing dreams, the creature must make a Will saving throw (DC 10 + somnamancer's class level + her Charisma bonus) or suffer 1d4 points of temporary Wisdom damage. Should the somnamancer attempt to implant dreams that seem prophetic or "important" in some way, the creature must make the save in order to disbelieve them. Those who fail believe that what they learned in the dream is true or will be true for the following day. The DM may modify the saving throw based on the likelihood of the creature to believe in dreams and on the specific content of the controlled dream.

For example, if the somnamancer controls a champion of light's dream to make him see that giving a valuable ruby to a homeless beggar is a "good thing," the DC probably goes unmodified (assuming the champion has no reason to feel skeptical or distrust his dreams). The next day, when the somnamancer

THE SOMNAMANCER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day*
1	+0	+0	+0	+2	Induce sleep, <i>subtle steps</i>	+1 level of existing class
2	+1	+1	+0	+3	Dream tracking	—
3	+2	+1	+1	+3	Dream spy, <i>silent sheath</i> 1/day	+1 level of existing class
4	+3	+2	+1	+4	Control dream, summon dream hunter	—
5	+3	+2	+1	+4	Sense dreamer, <i>silent sheath</i> 2/day	+1 level of existing class
6	+4	+3	+2	+5	Steal dreams	—
7	+5	+3	+2	+5	Divinatory dream	+1 level of existing class
8	+6	+3	+2	+6	Mass induce sleep, summon dream hunter (pack)	—
9	+6	+4	+3	+6	Dream travel	+1 level of existing class
10	+7	+4	+3	+7	Dream master, <i>silent sheath</i> 3/day	+1 level of existing class

* Does not also apply to combat rites.



shows up disguised as a beggar, the champion who failed his saving throw probably will give her the gem. During that day, however, circumstances may change the champion's mind and prevent him from taking any action—this is not a magical compulsion, but more of a charm. A subject might believe what his dream told him but still refuse to act upon it, depending on the DM's whim. Thus, it is better for a somnamancer to use this ability to influence opinions and thoughts rather than actions.

Let's say the somnamancer controlled the dream so as to convince the champion to give away his prized magical battleaxe. In this case, the champion gains a large bonus for the save (perhaps +5), because he would not want to do such a thing. If the dream told him to kill an innocent or commit suicide, his saving throw would automatically succeed.

A subject who succeeds at the saving throw need not make one again for 24 hours, even if the somnamancer continues to control his dream. A successful saving throw does not allow the dreamer to awaken.

Summon Dream Hunter (Sp): At 4th level and beyond, a somnamancer can summon a dream hunter (see Chapter Twelve: Creatures) once per day. The dream hunter appears within 10 feet of the somnamancer and obeys her verbal commands for 1 round per somnamancer class level. Summoning a dream hunter is a full-round action. This ability physically moves the dream hunter from its actual location, and if it dies after the summoning, it is really dead. Otherwise, this ability works just like most other conjuration spells.

At 8th level, the somnamancer can summon 1d4 + 3 dream hunters in this way.

Sense Dreamer (Su): Even if the 5th-level or higher somnamancer has no special knowledge or connection to a sleeping creature, she can sense it within 50 feet at will, discerning the creature's exact location as a standard action.

Steal Dreams (Su): After a 6th-level or higher somnamancer uses her dream spy ability on a subject, she can learn one fact about that subject: name, fondest wish, true love, greatest fear, location of the key to his locked vault, and so on. The information learned must come in the form of an answer no longer than one word per somnamancer level. She can even try to learn the subject's truename, but in that case the subject gets a Will saving throw (DC 10 + somnamancer's class level + her Charisma bonus) to resist; on a successful save, the subject awakens immediately and knows what she tried to do. (The DM may rule that the subject holds other secrets as important to him as a truename, which also would warrant a saving throw.)

Attempting to steal dreams takes one minute. A somnamancer can attempt it only once on a given subject in a 24-hour period.

Divinatory Dream (Su): The 7th-level and higher somnamancer can learn the answer to a single yes or no question asked in a dream, while she sleeps. The answer comes from the collective dream memory, not dissimilar to the akashic memory. That means if the question regards a subject no creature knows or has ever known anything about, the somnamancer gets no answer. Otherwise, the answer is always correct. The somnamancer can use this ability only once in a given 48-hour period.

DREAMS

A belief that dreams are more than just the imaginings of the unconscious mind pervades every race and culture, but how much people take it to heart varies from individual to individual.

Giants consider dreams extremely private. A somnamancer caught by a giant while invading someone's dreams would be arrested and put on trial for thievery just as surely as if she had stolen a purse of gold. Litorians and faen take their dreams very seriously, while sibeccai and verrik usually pay them little heed.

DMs wishing to have PCs learn things through their dreams or give them prophetic and disturbing dreams should feel free to do so in the Diamond Throne setting. It's completely appropriate.

Oathsworn who eschew sleep are not immune to magically induced sleep and are vulnerable to dream magic when magically asleep.

Mass Induce Sleep (Sp): At 8th level and beyond, the character can make up to one creature per somnamancer class level within 50 feet go to sleep (Will save, DC 10 + somnamancer's class levels + her Charisma bonus). Otherwise treat this as the induce sleep ability. The somnamancer can perform this action a number of times per day equal to her Charisma bonus; those with no bonus can use this ability once per week.

Dream Travel (Sp): Once per day, a 9th-level and higher somnamancer can dream about being in a new location and then wake up in that location. This ability works just like the *teleport* spell with DC 0 for the check required to travel successfully. The somnamancer can transport only herself and 100 lbs. worth of gear—no other creatures.

Dream Master (Su): At 10th level, a somnamancer gains some truly amazing powers. The range for her sense dreamer ability becomes 250 feet. She gains the ability to use her dream spy, control dream, and steal dreams powers on anyone she finds via her dream tracking power. She can use dream travel to *teleport* to anyone she finds via her dream tracking power.

PRESTIGE CLASSES FROM OTHER SOURCES

While this chapter offers a number of prestige classes unique to the Diamond Throne setting, many other products on the market also present prestige classes, some of which would make worthy additions to this setting. Here are a few examples of classes from books you might already own, with details explaining how to alter them to make them fit the *Arcana Evolved* rules.

THE DMG

Many classes from Chapter Six: Characters of the DMG are appropriate for the Diamond Throne setting, but others are not. For example, blackguards are too similar to champions of darkness.

ARCANE ARCHER

This class is favored by both quickling and loresong faen, but usually for different reasons (quicklings love ranged attacks, loresongs love magic).



Alterations: Change the racial requirement to “faen” rather than elf or half-elf.

ASSASSIN

Assassins exist everywhere, waiting in the dark corners to ply their bloody trade. Under the rule of the Diamond Throne, professional assassins are illegal and arrested if caught. Elsewhere, such as in Fallanor and the Free Cities of the South, this is not true, and licensed assassins are in fact legal. Mojh often become assassins.

Alterations: Drop the alignment requirement and change the required ranks of Move Silently to Sneak and Hide to Craft (poison). Spells per day changes to simple spell slots, with double that number of spells readied.

DWARVEN DEFENDER

Obviously, there are no dwarves in the Diamond Throne setting. However, the concept of someone devoted to defending a location is very appropriate to giants.

Alterations: Drop the alignment requirement. Change the racial requirement to “giant” rather than dwarf, and the feat requirements to: Dodge, Sturdy, and Iron Flesh. Change the class name to “giant defender.”

LOREMASTER

Although the akashic fills some of the loremaster’s role, loremasters in the Diamond Throne setting focus specifically on magical lore. In this way, they are like mage priests, except they do not focus on using outside sources to gain power. Magisters are the prime candidates to become loremasters.

Alterations: Change the feat requirements to: any three item creation or ceremonial feats plus Skill Focus (Knowledge [magic]).

SHADOWDANCER

Shadowdancers are rare in the Lands of the Diamond Throne, but common among humans in the Far South. Verrick, sibeccai, and giants almost certainly would never become shadowdancers, but faen, mojh, and even litorians might.

Alterations: Change the required ranks of Move Silently to Knowledge (ceremony) and Hide to Sneak. Change the Dodge feat requirement to Defensive Move.

THE COMPLETE BOOK OF ELDRITCH MIGHT

Three prestige classes from *The Complete Book of Eldritch Might* (published by Malhavoc Press) are appropriate for the Diamond Throne setting.

ELDRITCH WARRIOR

Focusing on rituals and runes, the eldritch warrior fits into the Diamond Throne setting well. Many of this class’ abilities are overshadowed by the mage blade, but the eldritch warrior is a greater warrior in all respects. They can be found throughout the realm. Mojh, giants, and sibeccai in particular enjoy the benefits of the eldritch warrior.

Alterations: Change the required ranks of Knowledge (arcana) to Knowledge (magic). Change the Magical Talent requirement to Infuse Weapon.

EMBERMAGE

Embermages are common among the verrik and the mojh, particularly those who dwell in the South.

Alterations: Change the required ranks of Knowledge (arcana) to Knowledge (magic). Change the feat requirements to: Blood as Power, Elemental Mage (fire), and Sturdy.

MIRROR MASTER

Among the faen and certain mages of the North, mirror magic is a well-practiced art.

Alterations: Change the required ranks of Knowledge (arcana) to Knowledge (magic). Change the Craft Wondrous Item requirement to Craft Constant Item.

RELICS AND RITUALS

One class from *Relics and Rituals* (published by Sword & Sorcery) is appropriate for the Diamond Throne setting.

VIGILANT

Watching over the land and keeping it from harm (the way it was harmed in the days of the dramojh) is a priority in the Diamond Throne setting. Vigilants excel at this. They wander across the realm as wardens and defenders. Giants, humans, and litorians often become vigilants.

Alterations: Drop the alignment requirement and change the required ranks of Wilderness Lore to Survival and the feat requirement of Endurance to Sturdy. Spells per day changes to simple spell slots, with double that number of spells readied.

RELICS AND RITUALS II

One class from *Relics and Rituals II: Lost Lore* (published by Sword & Sorcery) is appropriate for the Diamond Throne setting.

SPIRIT WALKER

Greenbonds who wish to focus even more on dealing with nature spirits can become spirit walkers. Some magisters might even take that path, as might magister/totem warriors.

Alterations: None.

OTHER CLASSES AND SOURCES

Prestige classes from other sources (or more of those from the above sources, with greater alterations) can fit into the Diamond Throne setting. DMs should use their best judgment, based on the examples in this chapter, for what classes are appropriate and how to alter them to fit with the rules from *Monte Cook’s Arcana Evolved*.

Creatures

The Lands of the Diamond Throne provide a home not just to exotic races and interesting individuals. The realm is filled with all sorts of creatures, some benevolent and some malign.

Obviously, the races mentioned earlier in this book are only the beginning when it comes to the inhabitants of the Lands of the Diamond Throne. Many of the land's other creatures are intelligent and not so different from humans, faen, giants, and so on. Others are strange beasts so alien that they can hardly be understood at all. The worst of them are creatures sometimes known as the Legacy of the Dragons—monsters created by the dramojh in their foul workshops, using their own slaves as raw material. This chapter presents more than a dozen new monsters, including dragons. It also lists dozens more that you can incorporate from other books, including the MM.

ALABAST

Medium Humanoid (Alabast)

Hit Dice: 1d8–1 (3 hp), dying/dead –1/–8

Initiative: +2 (Dexterity)

Speed: 30 feet

AC: 15 (+2 Dexterity, +3 studded leather jack), touch 12, flat-footed 13

Base Attack/Grapple: +1/+1

Attack: Rapier +3 melee (1d6), or light crossbow +3 ranged (1d8)

Full Attack: Rapier +3 melee (1d6), or light crossbow +3 ranged (1d8)

Face/Reach: 5 feet by 5 feet/5 feet (Space/Reach 5 feet/5 feet)

Special Qualities: Low-light vision

Saves: Fort +1, Ref +1, Will +0

Abilities: Str 10, Dex 15, Con 8, Int 13, Wis 9, Cha 11

Skills: Listen +2*, Ride +6, Search +4*, Sneak +4, Spot +2*

Feats: Intuitive Sense, Weapon Finesse

Environment: Cold or temperate land

Organization: Company (2–4), troupe (11–20 plus two 3rd-level teladans and one leader of 3rd to 6th level), or band (30–100 plus 20 percent noncombatants plus one 3rd-level teladan per 10 adults, five 5th-level iladans, and three 7th-level koradans)

Challenge Rating: 1/2

Treasure: Double standard

Advancement: By character class

Level Adjustment: +0

* Includes a racial bonus.



Alabasts could almost pass for humans, except for their snow-white skin, hair, and eyes. They have thin, angular features, slight physiques, and pointed ears like a faen's. These humanoids are not natives of this world, but were brought here hundreds of years ago in a dramojh experiment: The dramojh tore an entire city, Kellest Minos, from the alabast homeland and brought it to Serran—specifically to the center of a wide plain in Thartholan. Since that time, the 10,000 alabasts in Kellest Minos, and their descendants after them, have done what they could to find and return to their world, but without fruition.

Alabasts express very little emotion and speak only when absolutely necessary. They act aloof and arrogant in the company of other races. Every alabast is convinced that he or she is more important than the folk of this world in which they find themselves. They resent and feel distaste for the realm and everything in it, but it is a quiet, brooding resentment.

While not actually nocturnal, alabasts dislike direct sunlight and do not care for wide open spaces. Thus, the placement of Kellest Minos was a particularly cruel twist of fate (this pyramid-city stood within a thick forest on the alabast homeland). As they prefer to stay in enclosed, shaded areas, they have attempted to grow a forest around their displaced city, with only marginal success.



Alabasts speak their own language, although many have learned one or more local tongues, especially Common. Their lifespan is about as long as a human's, but despite their similar appearance and physiology, they cannot breed with humans.

The statistics above are for a 1st-level alabast warrior.

COMBAT

Not particularly combative, alabasts fight savagely to defend themselves or drive away outsiders (which to them means everyone). They favor ranged attacks and magic over standing toe-to-toe with an opponent in melee. They attempt to use their mobility and natural grace to their advantage when fighting.

Skill Bonuses: All alabasts gain a +2 racial bonus to Listen, Search, and Spot checks.

ALABAST SOCIETY

Alabasts value individual freedom, peace, and quiet (and for many, solitude). They consider themselves superior to other races, but among themselves treat each other with a calm, distant respect. Although no alabasts alive remember their former world, almost all of them want to leave Serran and return home.

Alabast society is based entirely on merit—the better you are at what you do, the more prestige and authority you have. (To put it another way, the higher level you are, the more influential you are.) They call unfettered individuals *teladans*, mage blades *iladans*, and warmains *koradans*. When they came to this world, they had no other classes (other than warrior, expert, and com-

moner). Some have learned witchery and even the magical approach of the magister since their arrival.

The alabast king and queen who rule from Kellest Minos are the most skilled alabast and his or her spouse. Duels and contests for rulership are not uncommon, but usually come up only when the monarch vacates the position. Alabasts are not schemers or craven powermongers. Among their own kind, they are quite polite and congenial, though unemotional. They are not artistic except for their architecture, which incorporates intricate frosted glass. Alabasts do not care for elaborate ritual, celebrations, or large gatherings.

Most of the alabast population can be found in and around Kellest Minos. However, small groups have spread north and east to occupy isolated areas. These explorers seek either more hospitable surroundings, freedom from the crowded city, or the possibility of discovering a way home. Perhaps all three.

ALABAST CHARACTERS

Alabast characters are usually unfettered, mage blades, or warmains. A select few (who have had experience with non-alabasts) are witches, particularly winter witches.

ALABAST ENCOUNTER (EL VARIES)

The PCs, while on an urgent mission in a remote section of woodland, accidentally wander into territory claimed by a band of alabasts. The alabasts approach the characters and one—who can speak Common—tells them in no uncertain terms that they are trespassing and must leave. The PCs, however, must get through this territory to complete their mission. The characters can choose to sneak through the area, fight their way through, or reach an agreement with the quiet yet obstinate alabasts.

CHORRIM

Large Giant

Hit Dice: 4d8+8 (26 hp), dying/dead –3/–15

Initiative: +0

Speed: 30 feet (breastplate), base 40 feet

AC: 18 (–1 size, +4 natural, +5 breastplate), touch 9, flat-footed 18

Base Attack/Grapple: +3/+11

Attack: Masterwork dire giant's sword +9 melee (2d8+12), or masterwork mighty giant's bow +3 ranged (2d6+5)

Full Attack: Masterwork dire giant's sword +9 melee (2d8+12), or masterwork mighty giant's bow +3 ranged (2d6+5)

Face/Reach: 5 feet by 5 feet/10 feet (Space/Reach 5 feet/10 feet)

Special Qualities: Darkvision 60 feet, +1 AC against foes with swords, natural tactician, well-trained

Saves: Fort +6, Ref +1, Will +1

Abilities: Str 20, Dex 10, Con 15, Int 11, Wis 10, Cha 9

Skills: Climb +6, Ride +8*, Spot +5

Feats: Exotic Weapon Proficiency (Heavy)*, Fleet of Foot,

Natural Swordsman, Weapon Focus (giant's sword), Weapon Specialization (giant's sword)*

Environment: Any land or underground

* Includes a racial bonus or is a bonus feat.

Organization: Solitary, pair, unit (2–4), squad (5–8 with one 4th-level squad leader), division (80–100 with 10 4th-level squad leaders, five 6th-level sergeants, three 7th-level commanders, two 9th-level captains, and one 10th-level colonel), or army (500–1,000, with 50 4th-level squad leaders, 25 6th-level sergeants, 15 7th-level commanders, 10 9th-level captains, five 10th-level colonels, and one 14th-level general)

Challenge Rating: 3

Treasure: Standard

Advancement: By character class

Level Adjustment: +2

Tall and forbidding, though not hideous or monstrous, the chorrims are giantlike creatures. Chorrims stand 8 to 9 feet tall and weigh 350 to 400 lbs. Their completely hairless, smooth skin is a light shade of green, and their facial features look stern but not uncomely. They have large, pointed ears.

This militaristic race values skill and strength in battle. Chorrims are extremely domineering. If they cannot control something, they would rather see it destroyed. For example, a chorrin who comes upon a cache of magical scrolls is more likely to burn them in a pyre than anything else—he cannot use them, but they could be used against him, thus they should be destroyed.

With the exception of a few rogues or outcasts, all chorrims are united into a single military structure. There are no independent tribes or groups of chorrims outside the standard hierarchy. Long ago, the chorrims were far more numerous. Their supreme leader, called a war marshal, was well on his way to leading his people to conquering the lands now under the dominion of the Diamond Throne. However, at about that same time, the dramojh invaded, defeating not only the humans, the faen, and others, but the chorrims as well (in a war few nonchorrims know anything about). Only now are they recovering from their losses. In the new world order, chorrims hate the giants for conquering the lands they covet. The chorrims' ultimate plans almost certainly involve eventually overthrowing and expelling the giants from this continent.

Chorrims speak Common, although they use a set of idiosyncratic military commands that only they understand.

COMBAT

For the chorrin, fighting is life. They always equip themselves with well made and cared-for weapons and armor. They value strategy and tactics and like to fight battles on their own terms. They are not afraid to retreat or surrender if the battle goes against them.

Skills and Feats (Ex): All chorrims gain a +4 racial bonus to Ride and have the Exotic Weapon Proficiency (Heavy) and Weapon Specialization feats for free.

Natural Tactician (Ex): Chorrims gain a +1 circumstance bonus to all attack rolls for an entire encounter against any foes that were surprised at the beginning of the encounter. This benefit springs from their ability to use their own advantages and their foes' disadvantages to maximum effect.

Well-Trained (Ex): All attempts to intimidate a chorrin suffer a +6 circumstance modifier to the check's Difficulty Class.



CHORRIM SOCIETY

Chorrin society resembles a military order more than anything else. Everyone is treated as a soldier, although some individuals (weaponsmiths, food gatherers, pregnant females, and so on) are more like “support troops.” Child rearing is handled like military training, in hidden camps separate from the rest of the adults.

Thanks to this military structure, chorrin society has become extremely stratified. Everyone has a rank, with privileges based on that rank. Higher-ranking chorrims get better equipment, larger shares of plunder, better food, and mating privileges. (Chorrims even control who can mate with whom in order to ensure strong offspring and to make certain the ranks never swell beyond their capacity to supply and control. Although they see the obvious advantages in numbers, they still prefer a smaller, elite force over a large, untrained, uncontrollable one.)

Chorrin ranks include, in ascending order: soldier, trooper, elite trooper, squad leader, sergeant, commander, captain, colonel, general, and war marshal.

Chorrims make no distinctions based on gender—everyone is part of the troop. Those too old or weak to fight (due to injury, birth defect, and so on) become exiles left to fend for themselves. A few survive on their own, but most do not. Some even come to human or giant cities and attempt to assimilate themselves into life there, but most have too much hatred and pride.

Chorrims prize mounts large enough to carry them, especially the coveted wyverns. Most chorrims above 10th level have wyvern mounts. Others ride radonts (see page 407), mastodons, or triceratops.



The leader of all chorrin is War Marshal Rasham. This 20th-level warmain has altered himself to become Huge rather than Large. A roc serves as his personal mount.

THE TAINTED

Chorrin hate spells and spellcasters. They feel spells are too difficult to control and rely on—they hate wild cards. Nevertheless, a few do develop the aptitude for casting spells. The chorrin name these spellcasters “the tainted” and virtually ostracize them. Some manage to hide or ignore the taint; others cannot. Fear and prejudice sometimes lead these unfortunates to death or exile at the hands of their brethren. A very small few demonstrate a command of magic strong enough not only to warrant their inclusion in chorrin society but to make them valuable spies or support personnel.

CHORRIM CHARACTERS

Chorrin often have warrior levels, and some have warmain levels. Chorrin above the rank of soldier always have at least one warrior or warmain level. Chorrin above the rank of sergeant always have at least one warmain level.

CHORRIM ENCOUNTER (EL 9)

The PCs need supplies and consult their map, discovering that a small faen hamlet lies nearby. They should be able to do some trading there. However, a few days previous, a chorrin squad (six soldiers and a squad leader) showed up with orders to clear out the faen community because it lay too near where they wanted to build a new fortress. The characters find that the brutes have slain many faen, burned homes, and threatened the rest with death if they did not leave the area by the time they returned two days hence. The PCs now have very little time left to help these beleaguered folk, who offer them as much wealth as they can scrape together in reward—about 2,000 gp worth of various goods.

CYCLOPS

Huge Giant

Hit Dice: 16d8+112 (184 hp), dying/dead –8/–25

Initiative: +0

Speed: 40 feet

AC: 19 (–2 size, +8 natural, +3 hide), touch 8, flat-footed 19

Base Attack/Grapple: +12/+29

Attack: Huge dire greatclub +21 melee (2d8+18), or thrown rock +12 ranged (2d8+16)

Full Attack: Huge dire greatclub +21/+16/+11 melee (2d8+18), or thrown rock +12 ranged (2d8+16)

Face/Reach: 10 feet by 10 feet/15 feet
(Space/Reach 10 feet/15 feet)

Special Attacks: Rock throwing, rock thrust

Special Qualities: Low-light vision, hard to control

Saves: Fort +17, Ref +5, Will +5

Abilities: Str 32, Dex 10, Con 25, Int 7, Wis 11, Cha 8

Skills: Climb +14, Listen +11

Feats: Cleave, Exotic Weapon Proficiency (Heavy), Power Attack, Power Charge, Resistance to Poison, Stomp, Stunning Blow



Environment: Any land or underground

Organization: Solitary, pair, or gang (3–8)

Challenge Rating: 10

Treasure: Standard

Advancement: By character class

Level Adjustment: +4

The presence of cyclopes in the Lands of the Diamond Throne supports a theory that some sages have developed: In prehistoric times, giants inhabited this continent, before leaving for the east or otherwise disappearing or dying off. This theory arises because cyclopes—clearly related to giants—are natives of the realm. Giants claim to have legends about these horrific creatures in

their own homeland, but no giant in recorded history had ever seen one until they came here.

Cyclopes are bestial giants with a single eye in the middle of their foreheads. They exhibit no traits common among giants except for size and strength. Still, giants look upon cyclopes as an embarrassment at best and an abomination at worst. Most giants attack them on sight, as vice versa (although cyclopes attack almost everything on sight). Cyclopes often walk stooped over (the better to stalk prey). They are usually bald, although their brown, leathery bodies often sprout copious amounts of light-colored hair.

These voracious creatures always seem hungry. They spend virtually all their waking hours hunting and foraging. Omnivorous, they prefer fresh meat in large quantities. Cattle and sheep herders fear a wandering cyclops more than almost any other danger, for even one can decimate a herd quickly.

Cyclopes speak little and poorly, but when they do, they speak Common. They are always Unbound.

COMBAT

A typical cyclops has no knowledge of tactics. It charges into battle bashing things with its club. Prey beyond charging range usually finds itself the recipient of a thrown rock attack.

Rock Throwing: Cyclopes have a +2 racial bonus to attacks made with a thrown rock. These rocks weigh 60 to 80 lbs. and have a range increment of 120 feet. They can be thrown up to five range increments.

Rock Thrust: Rather than treating them as a ranged attack, rocks hurled straight by a cyclops in this manner fly with such force that you should treat them as an area attack—a line 100 feet long and 5 feet wide. Anyone in this area must make a Reflex saving throw (DC 18) or suffer the thrown rock damage (2d8 + 17). Success results in no damage.

Hard to Control (Ex): Cyclopes gain a +4 racial bonus on all saving throws against enchantment spells. Further, when attempting to use Diplomacy or Intimidate on a cyclops, the check's Difficulty Class carries a +4 circumstance modifier.

CYCLOPS CHARACTERS

Rarely, a cyclops gains the wherewithal to learn additional skills and abilities. These creatures usually become warriors or, even more rarely, warmains.

CYCLOPS ENCOUNTER (EL 10)

While making their way across a hilly terrain, the PCs come upon a homestead near the road, in ruins. The small house is smashed in from the roof down, fences are broken, and no one is in sight. No people, no livestock—just the occasional bloodstain and some very large tracks leading into the wilderness. The devastation appears recent. Characters wishing to investigate or avenge this attack can follow the trail easily back to a cave where a cyclops has holed up. Those who press on continue to find more signs of destruction and death until they run afoul of the hungry beast itself.

DARK WARDEN

Large Giant

Hit Dice: 12d8+84 (138 hp), dying/dead –8/–24

Initiative: +1 (Dexterity)

Speed: 40 feet

AC: 20 (–1 size, +1 Dexterity, +10 natural), touch 10, flat-footed 19

Base Attack/Grapple: +8/+19

Attack: Large +1 *longsword* +18 melee (2d6+11)

Full Attack: Large +1 *longsword* +18/+13 melee (2d6+11)

Face/Reach: 5 feet by 5 feet/10 feet (Space/Reach 5 feet/10 feet)

Special Attacks: Spell-like abilities

Special Qualities: Low-light vision, shadow meld, tremorsense (100 feet), warden sense

Saves: Fort +15, Ref +5, Will +9

Abilities: Str 26, Dex 13, Con 24, Int 17, Wis 21, Cha 18

Skills: Climb +14, Listen +11

Feats: Cleave, Infuse Weapon, Power Attack, Stomp, Weapon Focus (*longsword*), Weapon Specialization (*longsword*)

Environment: Any land

Organization: Solitary

Challenge Rating: 8

Treasure: None (other than sword)

Advancement: By character class

Level Adjustment: +4

Their name is deceiving—a “dark warden” sounds like it might be a figure representing the Dark itself. They are not, but nonetheless, one should never consider them lightly. They may not be inherently malevolent, but these dangerous beings are not to be trifled with.

Dark wardens are giants who, through ceremonies and other mysterious processes (including a profound act of will) give up their normal lives and transform themselves into a different type of creature. Most such giants commit this fundamentally shocking act because their need to protect the land becomes so great that they believe they require more power to do so.

In any event, they lose whatever skills, feats, and levels they had previously to become dark wardens. Now utterly alone, stripped of the trappings of civilized life, they wander the wilderness. Or rather, they patrol the wilderness. Dark wardens exist for one purpose: to watch over the land. They take this duty so seriously that they pose a real threat to civilization. They oppose the encroachment of cities, the carving out of mines, the chopping away of forestland. They hate the use of magic that might threaten the natural way of things—anything from destructive spells like *sorcerous blast* to the summoning of unnatural creatures.

Dark wardens scour the land of beings of dramojh creation (they hate mojh as well) and destroy any of their devices, constructs, or buildings that they find. They also hate dragons, chorim, rhodin, hags, undead, and other creatures who have no regard for the land. Most people think of them as a virtual force of nature—no matter who you are, you can never know if a dark warden will be an ally or a foe.



In appearance, dark wardens look like wild giants with shadowy bodies. Only very rarely will one ever see a dark warden, and even then people never get a good, close look at them. All dark wardens carry silver magical longswords (sized for them) as a sort of badge; some also carry staves. These weapons bear symbols of the moon.

Dark wardens operate mostly at dusk and at night, and always alone. Most people believe there to be only a few dozen of them in the world. They speak Giant and Common.

COMBAT

Dark wardens fight defensively—when attacked, they retreat to a defensible spot if possible. Most of their spell-like abilities are utility spells, so if given the chance, they cast *spirit of prowess* and move in to attack with the longsword. Dark wardens only fight to the death if defending a site or creature they consider vital. Otherwise, they use their shadow meld power to retreat from a losing battle.

Spell-Like Abilities (Sp): At will—*aid plants, cloak of darkness, detect creature, detect disease, detect poison, hygiene, scent bane*; 3/day—*detect magic, greater creation, greater repair, greater transfer wounds, invisibility, lesser compelling question*; 1/day—*dispel magic, lesser beastskin, spirit of prowess, telepathy*. These abilities are as the spells cast by a 10th-level greenbond (save DC 15 + spell level).

Shadow Meld (Su): Dark wardens can transform their bodies into shadowy forms at will as a move-equivalent action (it is also a move-equivalent action to transform back). In this

incorporeal form they can take only move or move-equivalent actions but gain a +20 circumstance bonus to Sneak checks.

Warden Sense (Su): Dark wardens have an uncanny awareness of themselves and of everything around them. They cannot be surprised, caught flat-footed, or flanked and become instantly aware of traps, dangerous in-place spell effects, and runes within 25 feet.

DARK WARDEN CHARACTERS

Dark wardens lose all levels and character abilities they possessed as giants. However, once in dark warden form, they can gain character class levels. Most such individuals are greenbonds, although they also may choose totem warrior and unfettered levels as well.

DARK WARDEN ENCOUNTER (EL 8)

The PCs stand at the edge of a small town at dusk. All is very still. They hear no sounds from the nearby woods. Suddenly, one of them spots a large figure standing in the shadows, among the trees, looking out at the town. The creature makes no move but melts back into the shadows.

Later, as the characters leave town, they sense they are being followed—perhaps even watched. From that moment, they have drawn the vigilant attention of a dark warden. This figure currently watches over a hidden forest spring of magical liquid, whose enchanted waters have healed a number of sick animals. If the PCs approach the spring, the dark warden appears (at a distance) and warns them off in a deep, unnerving whisper that they nonetheless hear from 200 feet away. If they do not heed the warning, the dark warden fights to keep them from the spring—unless they somehow prove they will do no harm.

DRAGON

Dragon (Elemental or Energy Subtype)

Environment: Any

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 5; very young 7; young 9; juvenile 11; young adult 14; adult 16; mature adult 19; old 21; very old 23; ancient 26; wyrm 28; great wyrm 33

Treasure: Triple standard

Advancement: Wyrmling 9–10 HD; very young 12–13 HD; young 15–16 HD; juvenile 18–19 HD; young adult 21–22 HD; adult 24–25 HD; mature adult 27–28 HD; old 30–31 HD; very old 33–34 HD; ancient 36–37 HD; wyrm 39–40 HD; great wyrm 42+ HD

Level Adjustment: Wyrmling +4, very young +5, young +6, others —

Dragons are powerful creatures of raw magical power. In appearance, they mostly have a reptilian cast, though many of them (90 percent) have batlike wings. They vary considerably from individual to individual—many crouch like large lizards, but others



DRAGONS IN COMBAT							
Size	Face/Reach (Space/Reach*)	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Medium	5 feet by 5 feet/5 feet (5 feet/5 feet)	1d10	1d8	1d6	—	—	—
Large	5 feet by 10 feet/5 feet [10 feet with bite] (10 feet/5 feet) [10 feet with bite]	2d8	1d10	1d8	1d10	—	—
Huge	10 feet by 20 feet/10 feet [15 feet with bite] (15 feet/10 feet) [15 feet with bite]	2d10	2d8	1d10	2d8	2d10	—
Gargantuan	20 feet by 40 feet/15 feet [20 feet with bite] (20 feet/15 feet) [20 feet with bite]	4d8	2d10	2d8	2d10	4d8	2d8
Colossal	40 feet by 80 feet/20 feet [30 feet with bite] (30 feet/20 feet) [30 feet with bite]	4d10	4d8	2d10	4d8	4d10	2d10

* A dragon's bite attack has reach as if the creature were one size category larger. All other attacks are made with the standard reach for the dragon's size.

often stand upright on their hind legs. Some have rotund, squat bodies, while others look more like wiry serpents with limbs.

Dragons range in color from deepest black to a shiny ivory white. Many are green, brown, blue, or red. A number sport different-colored scales and frills—red and yellow, blue and violet, red and black, green and brown, and so on.

The history of dragons is extremely long—perhaps as long as the history of the world itself. Dragons themselves claim to be tied directly to the land. Without dragons, the wyrms claim, there would be no magic, and the land itself would wither and die. This belief is not without merit. Rather than being simply idle boasting, there may be at least some truth to it.

COMBAT

Dragons are engines of destruction. They have amazing physical attacks as well as magical powers.

In melee, a dragon fights with powerful claws and bite, as well as its infamous breath weapon and special physical and magical abilities attacks, which vary depending on its size, age, and individual development. Dragons with wings prefer to fight from the air, staying out of reach while they breathe on foes. Dragons are extremely intelligent and wise, and know to deal with the more powerful threats first (and how to assess them).

The “Dragons in Combat” table provides space and reach statistics for dragons of various sizes, plus the natural weapons a dragon of a certain size can employ and the damage those attacks deal.

Bite: Bite attacks deal the damage indicated on the table above plus the dragon's Strength bonus. A dragon also can use its bite to snatch opponents if it has the Snatch feat (from the MM).

Claw: Claw attacks deal the damage indicated on the table above plus half the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents if it has the Snatch feat (from the MM). Claw attacks are secondary attacks, requiring a –5 penalty on the attack roll. (Many dragons choose the Multiattack feat from the MM to reduce this penalty to –2).

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the damage indicated on the table above, plus half the dragon's Strength bonus (round down) and are treated as secondary attacks.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the damage indicated on the table above plus 1.5 times the dragon's Strength bonus (round down) and is treated as a secondary attack.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the damage indicated on the table above plus 1.5 times the dragon's Strength bonus (round down).

Tail Sweep (Ex): This special attack allows a dragon of at least Gargantuan size to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the damage indicated on the table above plus 1.5 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).



DRAGON ABILITIES BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Atk/ Grapple	Atk	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	8d12+16 (68)	17	10	15	14	15	14	+8/+11	+11	+8	+6	+8	2d10 (16)	—
Very young	L	11d12+33 (104)	21	10	17	16	17	16	+11/+20	+15	+10	+7	+10	4d10 (18)	—
Young	L	14d12+42 (133)	25	10	17	16	17	16	+14/+25	+20	+12	+9	+12	6d10 (20)	—
Juvenile	L	17d12+68 (178)	29	10	19	18	19	18	+17/+30	+25	+14	+10	+14	8d10 (22)	—
Young adult	H	20d12+100 (230)	31	10	21	18	19	18	+20/+38	+28	+17	+12	+16	10d10 (25)	24
Adult	H	23d12+115 (264)	33	10	21	20	21	20	+23/+42	+32	+18	+13	+18	12d10 (26)	26
Mature adult	H	26d12+156 (325)	35	10	23	20	21	20	+26/+46	+36	+21	+15	+20	14d10 (29)	28
Old	G	29d12+203 (391)	39	10	25	24	25	24	+29/+55	+39	+23	+16	+23	16d10 (31)	31
Very old	G	32d12+256 (464)	41	10	27	26	27	26	+32/+59	+43	+26	+18	+26	18d10 (34)	34
Ancient	G	35d12+315 (542)	43	10	29	28	29	28	+35/+63	+47	+28	+19	+28	20d10 (36)	36
Wyrm	C	38d12+380 (627)	45	10	31	30	31	30	+38/+71	+47	+31	+21	+31	22d10 (39)	39
Great wyrm	C	41d12+451 (717)	47	10	33	32	33	32	+41/+75	+51	+33	+22	+33	24d10 (41)	41

Breath Weapon (Su): A dragon always has a breath weapon, whether it is a line of fire, a cone of poisonous gas, or something else entirely. See the tables below.

DRAGON BREATH WEAPONS

d%	Breath Shape
01–50	Line
61–95	Cone
96–00	Unique*

* Includes clouds, 180-degree arcs, or anything else the DM wishes.

Dragon Size	Line Length*	Cone Length**
Medium	60 feet	30 feet
Large	80 feet	40 feet
Huge	100 feet	50 feet
Gargantuan	120 feet	60 feet
Colossal	140 feet	70 feet

*A line is always 5 feet high and 5 feet wide. **A cone is as high and wide as its length.

d%	Element/Energy	Breath Description
01–10	Air	A blast of churning wind
11–20	Earth	A gout of flying dirt and sharp stones
21–40	Fire	A discharge of scorching flame
41–50	Water	A stream of pressurized water
51–60	Acid	A gout of caustic liquid
61–70	Cold	A blast of frost and cold wind
71–80	Electricity	A torrent of lightning
81–90	Sonic	A shrill exhalation of piercing sonic energy
91–00	Unique*	Varies

* "Unique" breath weapon types include shards of glass, poisonous gas, paralysis gas, petrifying energy, disintegration, positive energy, negative energy, or anything else the DM wishes. Generally, these types follow the rules for other breath weapons if damaging, or they allow Fortitude saves to negate their otherwise harmful effects.

Roll on the dragon breath tables here (or simply choose) to determine whether the breath weapon is a line or a cone (or something unique), and what element or energy type the breath weapon utilizes. Length of the line or cone depends on the dragon's size.

Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the Difficulty Class depends on the dragon's age and variety and is given in each individual entry in the table above. The Difficulty Class for a Reflex save against a breath weapon is 10 + half the dragon's Hit Dice + the dragon's Constitution modifier.

Grappling (Ex): Dragons do not favor grapple attacks, though their crush attacks use normal grapple rules.

A dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds at Concentration checks.

Immunities (Ex): Dragons are always immune to their own breath weapon and the element or energy that comprises it. All dragons have immunity to sleep and paralysis effects.

See Power (Su): Dragons can see energies as if they had a continual *detect magic* spell in effect at all times, affecting everything that they can see. They do not need to concentrate to use this ability, nor do they need to wait 3 rounds to get the full range of possible information.

Water Breathing (Ex): A dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies



DRAGON ABILITIES BY AGE (CONT'D)						
Age	Speed*	Init.	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	60 feet, fly 200 feet (poor), swim 60 ft	+0	17 (+7 natural) touch 10, flat-footed 17	Immunity, breath weapon, water breathing	—	15
Very young	60 feet, fly 200 feet (poor), swim 60 feet	+0	19 (–1 size, +10 natural) touch 9, flat-footed 19	—	—	17
Young	60 feet, fly 200 feet (poor), swim 60 feet	+0	22 (–1 size, +13 natural) touch 9, flat-footed 22	—	1st	19
Juvenile	60 feet, fly 200 feet (poor), swim 60 feet	+0	25 (–1 size, +16 natural) touch 9, flat-footed 25	Spell-like abilities 1	3rd	21
Young adult	60 feet, fly 200 feet (poor), swim 60 feet	+0	27 (–2 size, +19 natural) touch 8, flat-footed 27	DR 5/+1 (or 5/magic)	5th	24
Adult	60 feet, fly 200 feet (poor), swim 60 feet	+0	30 (–2 size, +22 natural) touch 8, flat-footed 30	Spell-like abilities 2	7th	26
Mature adult	60 feet, fly 200 feet (poor), swim 60 feet	+0	33 (–2 size, +25 natural) touch 8, flat-footed 33	DR 10/+1 (or 10/magic)	9th	29
Old	60 feet, fly 250 feet, (clumsy) swim 60 feet	+0	34 (–4 size, +28 natural) touch 6, flat-footed 34	Spell-like abilities 3	11th	31
Very old	60 feet, fly 250 feet (clumsy), swim 60 feet	+0	37 (–4 size, +31 natural) touch 6, flat-footed 37	DR 15/+2 (or 15/magic)	14th	33
Ancient	60 feet, fly 250 feet (clumsy), swim 60 feet	+0	40 (–4 size, +34 natural) touch 6, flat-footed 40	Spell-like abilities 4	17th	36
Wyrm	60 feet, fly 250 feet (clumsy), swim 60 feet	+0	39 (–8 size, +37 natural) touch 2, flat-footed 39	DR 20/+3 (or 20/magic)	20th	38
Great wyrm	60 feet, fly 250 feet (clumsy), swim 60 feet	+0	42 (–8 size, +40 natural) touch 2, flat-footed 42	Spell-like abilities 5	25th	43

* While all dragons swim, only 90% have wings. Ignore the flying movement for those without wings.

overhead. Creatures within a radius of 30 feet × the dragon’s age category are subject to the effect if they have fewer Hit Dice than the dragon. A potentially affected creature that succeeds at a Will save (DC 10 + half dragon’s HD + dragon’s Charisma modifier) remains immune to that dragon’s frightful presence for 24 hours. On a failure, creatures with 4 HD or less become panicked for 4d6 rounds and those with 5 HD or more become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spells: A dragon knows and casts spells as a magister of the level dictated by its age (see table above), gaining bonus spells for a high Charisma score rather than Intelligence and requiring no staff.

Spell-Like Abilities: A dragon’s spell-like abilities depend on its age and vary from individual to individual. It gains the abilities indicated on the table above for its age plus all previous ages. Its age category or its magister caster level, whichever is higher, is the caster level for these abilities. The save’s Difficulty Class is 10 + the dragon’s Charisma modifier + spell level. All spell-like abilities are usable once per day unless otherwise noted.

Spell-Like Abilities 1: When the dragon gains this ability, choose any spell of 0, 1st, or 2nd level.

Spell-Like Abilities 2: When the dragon gains this ability, choose any spell of 4th level or lower. Alternatively, choose any

spell of 2nd level or below that the dragon can use three times per day, or choose three spells of 2nd level or below that it can use once per day each.

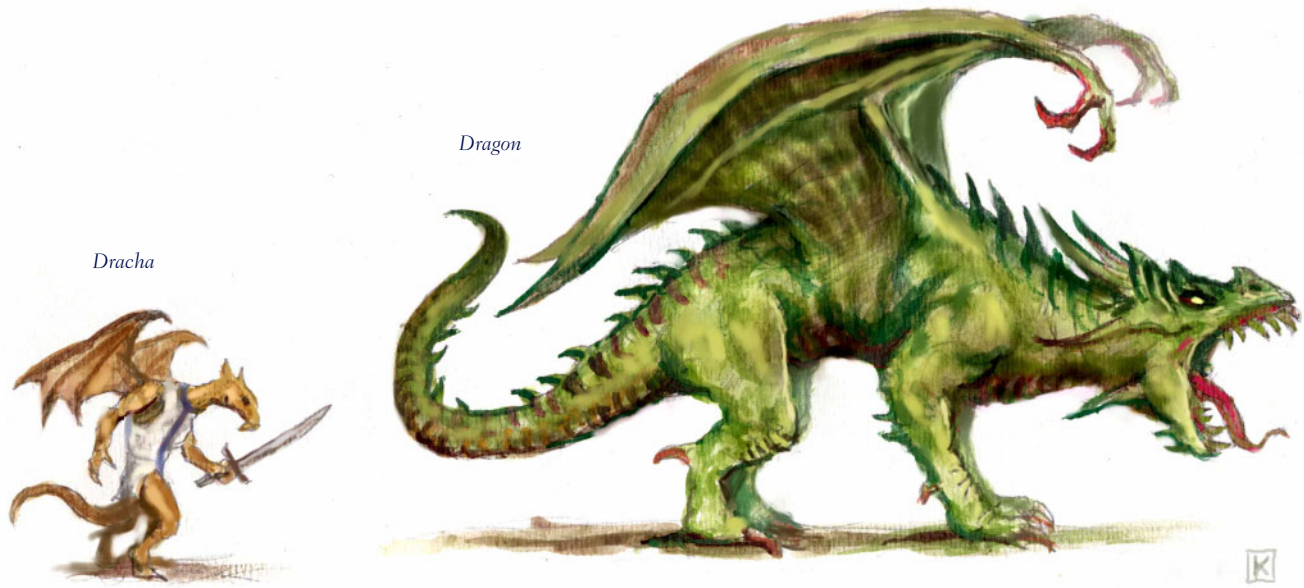
Spell-Like Abilities 3: When the dragon gains this ability, choose any spell of 6th level or lower. Alternatively, choose any spell of 4th level or below that the dragon can use three times per day, or choose three spells of 4th level or below that it can use once per day each.

Spell-Like Abilities 4: When the dragon gains this ability, choose any spell of 8th level or lower. Alternatively, choose any spell of 6th level or below that the dragon can use three times per day, or choose three spells of 6th level or below that it can use once per day each.

Spell-Like Abilities 5: When the dragon gains this ability, choose any spell of 10th level or lower. Alternatively, choose any spell of 8th level or below that the dragon can use three times per day, or choose three spells of 8th level or below that it can use once per day each.

Damage Reduction: Young adult and older dragons have damage reduction (see table above). Treat their natural weapons as magic weapons for the purpose of overcoming damage reduction.

Spell Resistance (Ex): As dragons age, they become more resistant to spells and spell-like abilities, as indicated in the table above.



Blindsense (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Keen Senses (Ex): A dragon sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Skills: All dragons have skill points equal to $(6 + \text{Intelligence modifier, minimum } 1) \times (\text{Hit Dice} + 3)$. Most dragons purchase the following skills at the maximum ranks possible: Listen, Search, and Spot. They generally spend the remaining skill points on Concentration, Diplomacy, Escape Artist, Intimidate, Knowledge (any), Sense Motive, and Use Magic Device. All skills are considered class skills for dragons.

Feats: All dragons have one feat, plus additional feats based on Hit Dice just like any other creature. Dragons favor Cleave, Flyby Attack, Improved Initiative, Improved Sunder, Modify Spell, Power Attack, Power of the Name, Snatch (from the MM), Weapon Focus (claw or bite). All dragons gain the Dragon Magic feat for free.

DRAGON SOCIETY

The dragons left the realm—until then called the Land of the Dragons—about 6,000 years ago, in a time called “The Demise of the Dragons.” In actual fact, that name is a misnomer, because the dragons did not die off. They traveled to what, at that time, was known as the Unknown West. For those six millennia, they explored and conquered those distant lands, growing in number and power. Now they have returned.

The Squamous Horde—the name given for the returning dragons—numbers at least 1,000, and more likely reaches something closer to 5,000. These dragons, for now, mostly keep to the fringes of the civilized lands. Most have settled in Thartholan, Verdune, or within the Bitter Peaks. They have sent their agents into the other lands farther east. These agents, often called dragon kith or Dragonclave (see “The

Organizations” in Chapter Ten) members, are usually dracha but can be of almost any race. The dragons themselves usually stay in small groups, but some have ventured off into the realm alone, usually to find some remnant or locale from a tale of their ancient homeland handed down from generation to generation.

All dragons answer to the Dragon Conclave, a council of the most powerful and wise of their kind. All of the Dragon Conclave returned with the Squamous Horde to the Lands of the Diamond Throne. Beyond the conclave, however, the dragons see no hierarchy among themselves, except that generally younger dragons respect and revere those older than themselves—although this is not always the case.

Mated pairs of dragons are common, although dragon offspring that reach maturity are not. Dragons watch over and protect their young very dearly for this reason—both the male and female parents work together for the welfare of the young. Very few young dragons came along with the Squamous Horde, but some did, and others were born along the way or since the arrival. (Many of the returning dragons have long looked forward to raising their offspring in their ancestral homeland: Serranstel, the land they termed the Star of Serran,

No one knows how many dragons still remain in the Mysterious West of Pallembor, but it is likely to be at least as many as have returned. Of course, some dragons never left in the first place. Use these same rules for creating dragons that remained in seclusion with the Lands of the Diamond Throne as well as for those just now returning.

Dragons do not want a war with the giants, but they also have no intention of allowing anyone else to rule their lands. They have a longstanding tradition of mistrusting giantkind, if for no other reason than the threat their power represents. Dragons hate and fear dramojh and will go out of their way to hunt and destroy creatures spawned by them or other legacies of these creatures.

Dragons hold dracha in deep affection, as one might look upon a favored pet. They see mojh as misguided children (misguided because they have the dramojh taint upon them to a small degree). Giants and their sibeccai allies are seen as outlanders and are not trusted. Dragons, in general, like both the verrik and the faen and don't really know what to make of litorians or humans as a whole—yet. (It's worth noting that humans do live in the far West, so dragons—and dracha—find them at least familiar.)

SAMPLE DRAGON

Despite his great size, the dragon Nargalethel is a sly, sneaky creature who likes to use illusions and deception. He is a smooth talker and incredibly crafty. He enjoys manipulating and intimidating others to get them to do what he wants them to do.

That said, his motives for using his power over others—while self-serving—do not stem from an inherent sadism or cruelty. Nargalethel does not actually wish others harm. He just wants what he wants.

Nargalethel, Adult Dragon: CR 16; Huge dragon (fire); HD 23d12+115, hp 264, Dying/Dead -6/-21; Init +4; Speed 60 feet, swim 60 feet, fly 200 feet (poor); AC 34, touch 8, flat-footed 34; Base Attack +23; Grapple +42; Attack +32 melee (2d8+11, bite); Full Attack +32 melee (2d8+11, bite), +28 melee (2d6+5, 2 claws), +27 melee (1d8+5, 2 wings), +27 melee (2d6+16, tail slap); Face/Reach 10 feet by 20 feet/10 feet (bite 15 feet) (Space/Reach 15 feet/10 feet [bite 15 feet]); SA Breath weapon, crush, frightful presence, spell-like abilities, spells; SQ DR 5/+1 (or 5/magic), darkvision 120 feet, immunity to fire, sleep, and paralysis, low-light vision, SR 26, water breathing; SV Fort +18, Ref +13, Will +20; Str 33, Dex 10, Con 21, Int 20, Wis 21, Cha 20.

Skills and Feats: Bluff +11, Concentration +20, Diplomacy +28, Disguise +28, Intimidate +24, Jump +46, Knowledge (dragons) +25, Knowledge (history) +15, Knowledge (magic) +20, Listen +28, Search +28, Sense Motive +27, Sneak +12, Spellcraft +28, Spot +28, Swim +19; Survival +15; Dragon Magic, Flyby Attack, Improved Initiative, Improved Sunder, Iron Will, Mirror

Sight, Power Attack, Skill Focus (Sneak), Tough Hide, Weapon Focus (claw).

Breath Weapon (Su): 50-foot cone, 12d10 points of fire damage, Reflex DC 26 half.

Crush (Ex): Area 15 feet by 15 feet; Small or smaller opponents take 2d8+13 points of bludgeoning damage, and must succeed at a Reflex save (DC 26) or be pinned; grapple bonus +38.

Frightful Presence (Ex): 180-foot radius, HD 22 or less, Will DC 26 negates.

Spells: As 7th-level magister.

Spells Readied (6/5/4/3/2; save DC 15 + spell level): 0—*bash, detect magic, door warning, lesser glowglobe, lesser telekinesis, minor illusion, read magic, saving grace, touch of nausea*; 1st—*charm, cold blast, compelling command, distraction, familiarity of place, resistance, wind churn*; 2nd—*lesser ability boost, lesser battle healing, lesser beastskin, shield companion, small enough*; 3rd—*illusory creature, scales of energy, suggestion, weary touch*; 4th—*dimensional door, fly like an arrow, protection from energy*.

Spell-Like Abilities: 3/day—*true strike*; 1/day—*silent sheath*. These abilities are as the spells cast by a 7th-level magister (save DC 15 + spell level).

Possessions: *Bracers of armor +4, major ring of cold resistance, ring of fire and heat.*

DREAM HUNTER

Medium Magical Beast

Hit Dice: 4d10 (22 hp), dying/dead -1/-10

Initiative: +3 (Dexterity)

Speed: 30 feet

AC: 17 (+3 Dexterity, +4 natural), touch 13, flat-footed 14

Base Attack/Grapple: +4/+4

Attack: Tongue stab +7 melee (1d6)

Full Attack: Tongue stab +7 melee (1d6)

Face/Reach: 5 feet by 5 feet/5 feet (Space/Reach 5 feet/5 feet)

Special Attacks: Sleep gaze, improved grab, constrict 1d6 and 1 Wisdom

Special Qualities: Immune to gaze attacks, dream tracking, sense dreamer, scent

Saves: Fort +4, Ref +7, Will +4

Abilities: Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11

Skills: Listen +5, Sneak +7

Feats: Iron Will, Night Owl, Weapon Finesse

Environment: Warm plains or desert

Organization: Solitary, pair, or pack (4-13)

Challenge Rating: 3

Treasure: None

Advancement: 5-7 HD (Medium), 8-12 HD (Large)

Level Adjustment: +3

The dream hunter is an intelligent, houndlike being that can sense other creatures while they dream. It developed this power to hunt efficiently, which makes it a devastating and brutal foe with a relentless means of following prey over long distances.

Dream hunters have tight blood-red flesh wrapped around their gaunt bodies. They almost look like red skeletal dogs, with a more massive head and forequarters than those of most dogs.

DRAGON AGE CATEGORIES

Category	Age (Years)
Wyrmling	0-5
Very young	6-15
Young	16-25
Juvenile	26-50
Young adult	51-100
Adult	101-200
Mature adult	201-400
Old	401-600
Very old	601-800
Ancient	801-1,000
Wyrn	1,001-1,200
Great wyrn	1,201 or more



They travel in packs, feasting on the brains of their prey and leaving the rest of a kill to rot in the sun. Dream hunters are smart enough to stay on the fringes of civilization, although some powerful hunters capture them and force them to work as trackers.

They speak no language but can understand much of the Common tongue.

COMBAT

Dream hunters operate in packs, always at night. They launch into combat with their gaze attacks, then move in to grapple with their tongues.

Sleep Gaze (Su): When the dream hunter wishes, it can activate a gaze attack with a range of 60 feet. It puts living creatures to sleep for 10 rounds, unless they succeed at a Will save (DC 12).

Improved Grab (Ex): To use this ability, the dream hunter must hit an opponent of up to Large size with its tongue stab attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it establishes a hold, it can constrict.

Constrict (Ex): A dream hunter deals 1d6 points of damage with a successful grapple check against Large or smaller creatures.

THARIS ROOT

Found in isolated mountain vales and windblown hilltops, the root of the blue-flowered tharis plant can aid those on the run from dream hunters. When boiled and made into a broth, the brew allows those who drink it to go without dreams the next time they sleep. This effect lasts about 24 hours.

There is a danger, however. Every consecutive day after the first day of using tharis root, a character must make a Will saving throw (DC 15 + the number of dreamless days). Failure means the character suffers 1d6 points of Wisdom damage.

Tharis root costs about 10 gp per dose if bought rather than found. A few recorded instances mention that the brew was used as a insanity-inducing slow poison to unwitting victims who thought they were drinking merely a bitter tea.

Wisdom Drain (Su): During a grapple, saliva on the dream hunter's tongue deals 1 point of temporary Wisdom damage to a constricted foe.

Immune to Gaze Attacks (Su): A magical membrane over a dream hunter's eyes renders the creature immune to gaze attacks.

Dream Tracking (Su): If the dream hunter knows a character's name or has an item that was in the character's possession for at least an hour, it can attempt to discern that character's location anywhere in the world. The only limitations are that the character must be asleep when it makes the attempt and must fail a Will saving throw (DC 12). Effects that block divinations also block this divinatory ability.

If the dream tracker knows a character's truename, no saving throw is allowed.

Sense Dreamer (Su): Even if the dream hunter has no special knowledge or connection to a creature, it can sense a sleeping creature within 250 feet at will, discerning its exact location. Effects that block divinations also block this divinatory ability.

DREAM HUNTER ENCOUNTER (EL 8)

The PCs are after an akashic kidnapped by the mercenaries of a powerful warlord who wants some information that only the akashic knows. Little do they realize that the warlord's rival—a powerful champion of darkness—wants this akashic as well. She doesn't know where the akashic is or how to find him, but she knows the characters are looking for him. So she sends a pack of four trained dream hunters to find the party.

The PCs begin to have disturbing dreams of being chased while they themselves chase the kidnappers, hoping to intercept them before they reach the warlord's castle. If they do recover the akashic, the dream hunters and their 5th-level unfettered handler move in to take him away from his rescuers.

EVOLVED CREATURE TEMPLATE

The return of the dragons has wrought a profound change on a number of creatures in the Lands of the Diamond Throne. The dragons returned with the infamous tenebrian seeds, otherworldly storehouses of transmuting power and strange energies that alter any exposed to them if opened with special draconic rituals. If one of the major races is so affected, use the evolved levels given in Chapter Two. If another creature "evolves" through tenebrian seeds, use this template.

The tenebrian seeds make a creature more powerful—usually stronger, tougher, faster, and even smarter. They exacerbate a creature's already existing powers and abilities. The process delves into the creature's true nature and magnifies it beyond the norm.

SAMPLE EVOLVED CREATURE: EVOLVED GARGOYLE Medium Monstrous Humanoid (Earth)

Hit Dice: 4d8+36 (54 hp), dying/dead –7/–22

Initiative: +8

Speed: 50 feet, fly 70 feet (average)

Armor Class: 18 (+4 Dexterity, +4 natural), touch 14, flat-footed 14

Base Attack/Grapple: +4/+8

Attack: Claw +9 melee (1d6+2)

Full Attack: 2 claws +9 melee (1d6+4) and bite +6 melee (1d8+2) and gore +6 melee (1d8+2)

Face/Reach: 5 feet × 5 feet/5 feet (Space/Reach 5 feet/5 feet)

Special Attacks: —

Special Qualities: Damage reduction 10/+1 (or 10/magic), darkvision 60 feet, freeze

Saves: Fort +7, Ref +8, Will +4

Abilities: Str 19, Dex 18, Con 22, Int 8, Wis 11, Cha 7

Skills: Listen +5, Sneak +9*, Spot +5

Feats: Improved Initiative, Multiattack (from MM), Night Owl, Sturdy (twice), Weapon Focus (claws)

Environment: Any

Organization: Solitary, pair, or wing (5–16)

Challenge Rating: 5

Treasure: Standard

Advancement: 5–6 HD (Medium), 7–12 HD (Large)

Level Adjustment: +7

An evolved gargoyle resembles a winged stone statue, but is really a vicious, sadistic flying predator. Gargoyles can perch indefinitely without moving and require no food, water, or air. In this state, they wait in ambush for prey.

Gargoyles speak Common and Terran.

COMBAT

Evolved gargoyles either remain still readying an ambush to attack passersby or swoop down onto their prey from a high position above. A gargoyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 22) to notice the gargoyle is really alive.

* **Skills:** Gargoyles have a +2 racial bonus to Listen, Sneak, and Spot checks. The Sneak bonus increases by +8 when an evolved gargoyle is concealed against a background of stone.

CREATING AN EVOLVED CREATURE

“Evolved Creature” is a template that one can add to any living, corporeal creature. An evolved creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's size and type do not change.

Speed: Evolved creatures gain a +10 feet bonus to speed.

AC: Increase the base creature's natural armor bonus by +2.

Attacks: The natural attacks of the creature improve by one die type (so 1d6 becomes 1d8, 1d12 becomes 2d8, and so on)

Special Attacks: An evolved creature retains all the special attacks of the base creature. Further, if the creature has any spell-like abilities, the caster level increases by +2. The saving throw DCs (if any) of any special attacks gain a +2 bonus. The range and duration of any special attacks with ranges and/or durations increase by +50 percent.



Special Qualities: An evolved creature has all the special qualities of the base creature. As with special attacks, the caster level of spell-like abilities increases by +2. Any saving throw or check DCs involved gain a +2 bonus. If the tenebrian curse optional rule is in use, see the sidebar in Chapter Two.

Abilities: Alter from the base creature as follows: Str +4, Dex +4, Con +4, Int +2, Wis +0, Cha +0.

Feats: All evolved creatures gain the following feats for free: Improved Initiative, Sturdy, Weapon Focus (one natural weapon).

Challenge Rating: As base creature's +1.

Level Adjustment: As base creature's +2.

EVOLVED CREATURE ENCOUNTER (EL 7)

The player characters travel through an area where reports tell of dragon sightings fairly recently, and rumors of strange lights seen around a knoll called “Witchcraft Hill.” It turns out that while Witchcraft Hill is indeed a witchery site, it is also the location of a dragonstone (see Chapter Ten). Some dragons visited the location recently and dug up the mostly buried stone. To test it, they used tenebrian seeds to conduct a ritual atop the dragonstone, altering and evolving two gargoyles they found and pressed into service. The dragons have gone, but before leaving they commanded the gargoyles to protect the hill from all trespassers until they return. The evolved gargoyles, fearing for their lives and grateful for their new power, comply. If the PCs aren't curious enough to check out Witchcraft Hill, local witches, afraid to go to the witchery site now, may pay them to investigate the location.



HARRID

Medium Monstrous Humanoid

Hit Dice: 4d8+8 + 1d8+2 (32 hp), dying/dead -3/-15

Initiative: +2 (Dexterity)

Speed: 30 feet

AC: 14 (+2 Dexterity, +2 natural), touch 12, flat-footed 12; or 16 (+2 Dexterity, +2 natural, +2 long shield), touch 12, flat-footed 14

Base Attack/Grapple: +4/+7

Attack: Claw +7 melee (1d4+3), or scimitar athame +8 melee (1d6+4), or mighty composite longbow (+3) +6 ranged (1d8+3)

Full Attack: 2 claws +7 melee (1d4+3), bite +2 melee (1d6+1); or scimitar athame +8 melee (1d6+4); or mighty composite longbow (+3) +6 ranged (1d8+3)

Face/Reach: 5 feet by 5 feet/5 feet (Space/Reach 5 feet/5 feet)

Special Attacks: Poisoned weapons, spell-like abilities, magic drain, athame

Special Qualities: SR 15

Saves: Fort +3, Ref +6, Will +3

Abilities: Str 16, Dex 14, Con 15, Int 16, Wis 9, Cha 17

Skills: Alchemy +10, Knowledge (ceremony) +5, Knowledge (history) +5, Knowledge (magic) +5, Knowledge (runes) +5, Sneak +9, Spellcraft +9, Spot +6

Feats: Corrupt Mage, Modify Spell, The Voice

Environment: Warm land

Organization: Solitary, band (5–8), clutch (8–18 plus one leader of 2nd to 5th level), or clan (20–200 plus 10 3rd-level mage blades, five 5th-level runethanes, and one magister leader of 5th to 9th level)

Challenge Rating: 5

Treasure: Double standard

Advancement: By character class

Level Adjustment: +3

Harrids are degenerate avian creatures who literally thrive on magic. They long ago gave up food and drink, in fact, and now subsist entirely on magic. These crafty and ingenious spellcasters love to use poisoned weapons (and poison of all kinds). Many of the worst poisons in the world are harrid concoctions.

Harrids are humanoids that stand 5 to 6 feet tall. Their bodies are hairless, although some sprout thin tufts of coarse feathery down. Twisted, skeletal arms hang low and end in surprisingly nimble four-fingered claws. The small head atop a thin, almost spindly neck sports a curved beak and two large, sunken eyes. They have been likened to sickly, deformed vultures. Their thin, warped bodies betray their strength and agility.

These creatures hail from Skaraven, the continent across the Sonish Sea to the southwest from Dor-Erthenos. Fair sailors, they use long galleys crewed by humanoid slaves at the oars. They come to the magic-rich shores of the Lands of the Diamond Throne seeking enchantments and magic items to steal and magical locations to drain (such as power cysts; see “Magical Effects of the Land” in Chapter Ten). They have already drained their own land of such sites, and they want more.



Though contemptuous and selfish, harrids are not cruel for cruelty's sake. However, they are not beyond torturing captives to gain something they need. They have no pity, no empathy for others. Harrids even seem contemptuous of each other and frequently squabble among themselves.

Harrids speak their own grating language, but about half also speak Common and Giant.

The statistics here are for a 1st-level mage blade harrid.

COMBAT

Poisoned Weapons (Ex): Harrids always poison their weapons with toxins of their own making. These poisons have a Difficulty Class of 16, with initial damage of 1d3 points of temporary Constitution, and secondary damage of 1d4 points of temporary Constitution. Some harrids have even worse poisons.

Harrids sometimes wear envenomed tips on their claws, making even their natural weapons toxic.

Magic Drain (Su): With a touch attack, a harrid can drain and consume magic. Should the harrid touch a creature with a spell effect cast upon it, it dispels the effect (the highest-level effect, if multiple spells are active). If the creature is a spellcaster but has no spells active upon it, the harrid drains its highest-level available spell slot, as if the slot were used for that day. This ability has no effect upon nonspellcasters with no spells active upon them.

A harrid can choose to touch an item rather than a creature. If the item has a spell effect upon it, it is drained just like a

character's. If it has no spell effects upon it but it is a magic item, the harrid suppresses the item's powers for 1d4 rounds.

In any case, if a harrid successfully drains some kind of magic, it gains +1d4 temporary hit points. They last until lost or for one hour, whichever comes first.

Spell-Like Abilities (Sp): At will—*analyze*, *detect magic*, *detect poison*, *read magic*; 2/day—*levitate*, *read mind*, *see invisibility*, *whisper of madness*; 1/day—*empower spell*, *sorcerous guise*, *telepathy*. These abilities are as the spells cast by a 10th-level magister (save DC 13 + spell level).

Spells: All harrids are (at least) 1st-level mage blades, runethanes, or magisters. They have all the appropriate abilities, saving throws, base attack bonuses, and so on added to their 4 HD of “monstrous humanoid.”

The 1st-level harrid mage blade presented here normally would ready these spells: 0-level—*bash*, *canny effort*, *saving grace*; 1st-level—*mind stab*.

HARRID CHARACTERS

Harrid characters are mage blades, runethanes, or magisters. Harrid witches or champions of magic are not unheard of, though rare. Their leaders are usually magisters—although their continual infighting and betrayals make it difficult for an outsider to ever really know which harrid is the leader of a group at any given time.

HARRID ENCOUNTER (EL 6)

Two harrid mage blades intend to steal a powerful magic item in the possession of a litorian champion of life just as she is about to undergo a long ceremony of mourning for her dead mother. The champion knows the harrids want the magic item, so she attempts to hire the PCs to watch over her and her possessions while she takes part in the daylong ceremony. The harrids use *sorcerous guise* to try to get in close, pretending to be litorian friends of the champion. They may even attempt to offer the characters poisoned gifts. If the PCs see through the disguise, the harrids attack, using their poisoned weapons and magic.

INSHON

Medium Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp), dying/dead –3/–15

Initiative: +5 (Dexterity, Improved Initiative)

Speed: 30 feet, swim 40 feet

AC: 16 (+1 Dexterity, +5 natural) touch 11, flat-footed 15

Base Attack/Grapple: +3/+6

Attack: Claw +5 melee (1d6+3)

Full Attack: 2 claws +6 melee (1d6+3), bite +1 melee (1d8+1); or masterwork longsword +7 melee (1d8+3); or mighty composite longbow (+3) +4 ranged (1d8+3)

Face/Reach: 5 feet by 5 feet/5 feet (Space/Reach 5 feet/5 feet)

Special Attacks: Poison secretion, disease

Special Qualities: Mutation, goggle-eyes, leaping

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 17, Dex 12, Con 15, Int 4, Wis 8, Cha 11

Skills: Jump +11*, Search –1*, Spot +7*

Feats: Fast Healer, Improved Initiative, Speed Burst

Environment: Warm or temperate land

Organization: Solitary, raiding party (3–8), or tribe (10–60 plus four of 4-6 HD, and one master of at least 7 HD)

Challenge Rating: 2

Treasure: Standard

Advancement: 4–6 HD (Medium), 7–12 HD (Large)

Level Adjustment: +2

* Includes a racial bonus.

Nearly mindless, inshons are despicable amphibious brutes. These goggle-eyed, wide-mouthed, hunched, slick-skinned humanoids often have strange mutations: four arms, extra eyes, odd coloration, bizarre skin excretions, and worse. Even the non-mutant specimens secrete harmful substances, spread disease, and deal death and destruction as a way of life.

Inshons live only to eat and breed. To accomplish this, however, they feel they must be the highest order of life in a given area. Thus, if they encounter virtually any living creature, they attack it, considering it either food or a threat—or both. Their need to wipe out perceived competitor species extends even further: They delight in murder and revel in destroying anything created by another species (although a few of the smarter inshons sometimes take weapons or usable gear). Villages devastated by inshons offer no survivors, and the creatures leave standing not a single wall.

People think of inshons more as a plague than anything else. When they move into a new area, it is like an infestation; unless the locals can wipe out every single individual, the plague returns. Inshon spawn mature very quickly and hatch in clutches of dozens or hundreds. Many of the newborns are so malformed





that they do not survive long, but the population nevertheless renews itself in a matter of months. Many communities place small bounties on inshons to keep their numbers down.

Inshons neither build nor make anything. They live along the water's edge and sit on rocks or amid reeds while resting, which is about three quarters of their existence. The rest of the time they spend scavenging or hunting for food. While omnivorous, they prefer meat.

Inshons appear able to adapt quickly to either fresh or salt water.

Some inshons speak a few words of Common or another language they have picked up, depending on where they live—Giant, Faen, Verrik, and so on. Most inshons do not speak, they just emit guttural croaks as warnings, cries of pain, or shouts of anger.

COMBAT

Inshons are not smart enough to employ tactics of any kind. When they attack, they simply hope to overwhelm their foes with strength and numbers. They bash and bludgeon an opponent until it is dead—and sometimes long after it is dead.

Poison Secretion: An inshon's oily flesh is coated in a clear, greasy secretion. Anyone touching (or touched by) an inshon must succeed at a Fortitude saving throw (DC 13) or suffer a –1 penalty to attacks, checks, and saves for 1d4 minutes.

Disease: One in three inshons carries a disease. Anyone within 5 feet of the creature for more than 2 rounds must succeed at a Fortitude saving throw (DC 13) or suffer 1d2 points of temporary Constitution damage per day, starting two days after the infection. (Inshons can carry other random diseases instead of this one, as the DM decides.)

Goggle-Eyes: Inshons gain a +2 racial bonus to Spot and Search checks. They suffer a –2 penalty to saves against any blinding attack or effect or any other visual-based attack or effect.

Leaping: Inshons receive a +8 racial bonus to Jump.

INSHON MUTATIONS

One in four inshons encountered are mutants. To determine the mutation, roll on the following chart:

d%	Mutation
01–05	<i>No eyes:</i> No Spot score, blind (50% miss chance on all attacks, immune to visual-based attacks or effects). –1 CR.
06–12	<i>Only one arm:</i> Has only one claw attack.
13–30	<i>Strange color:</i> Black, brown, red, purple, green, mottled.
31–40	<i>Vestigial limb:</i> Useless arm or leg hangs limply.
41–50	<i>Extra eyes (1d4):</i> Gains a +2 bonus to Search and Spot checks.
51–55	<i>Variant poison excretion:</i> Fortitude save (DC 13), initial damage 1 point temporary Dexterity, secondary damage 1 point temporary Dexterity; +1 CR.
56–60	<i>Variant poison excretion:</i> Fortitude save (DC 13), initial damage 1 point temporary Strength, secondary damage 1 point temporary Strength; +1 CR.
61–65	<i>Variant poison excretion:</i> Fortitude save (DC 13), initial damage 1 point temporary Constitution, secondary damage 1 point temporary Constitution; +1 CR.
66–70	<i>Variant poison excretion:</i> Fortitude save (DC 13), initial damage 1 point temporary Constitution, secondary damage 1d2 points temporary Constitution; +1 CR.



- 71–73 *Two mouths:* Extra mouth somewhere on body allows extra bite attack.
- 74–85 *Extra arm:* Extra claw attack becomes part of its full-attack routine.
- 86–95 *Two extra arms:* Two extra claw attacks become part of its full attack routine; +1 CR.
- 96–99 Roll again twice, ignoring results over 95.
- 00 Roll again three times, ignore results over 95.

INSHON ENCOUNTER(S) (EL 5 EACH)

Three inshons wander into the PCs’ camp while they sleep outdoors one night. The creatures attack immediately. After the characters defeat them or drive them off, they come under attack again by three more. These attacks are relentless, until the PCs follow the inshons’ crude trail of death and destruction back to their waterside lair. The party must destroy not only the inshons they encounter but any eggs they may find, or these horrid things will just keep coming.

RADONT

Radonts look like massive horses. Not simply taller than normal horses (most stand 8 feet high at the shoulder, 12 at the head), they also have thicker, sturdier legs and broader, almost barrel-like torsos. A typical radont measures 10 to 12 feet long. No human or other Medium humanoid could ever hope to ride a radont—but a giant, a chorrin, or other such creature could.

In truth, the radont is far more than a horse. Intelligent, magical, noble—even regal—in their bearing, radonts are “the

Lords of Horsekind” or simply “Horse Lords,” according to the giants. History whispers of an ancient pact between the giants and the radonts. In these tales, the radonts were not simply beasts of burden, but true allies and equals. When the giants arrived on these shores, they rekindled the fires of this alliance. The supposed existence of this pact suggests that either the giants had been to these lands before or that radonts also exist in the giant homeland across the eastern sea.

Something has happened over the last two centuries that no one predicted, however. The radonts serving giants who had foals in domesticated surroundings gave birth to creatures that, while still noble and hardy, were far less than the parents. These domesticated radonts had no greater intelligence than that of any steed and possessed no magical powers.

Radonts can carry up to 1,836 lbs. as a light load, and up to 3,702 lbs. as a medium load, with a maximum load of 5,520 lbs.

COMBAT

Radonts attack with their hooves and bite in combat, using their natural strength to great advantage. Unless trained to do otherwise, they fight only in self-defense.

WILD RADONTS

Wild radonts have never been domesticated or served as mounts. Although friendly toward giants and other noble races, these horse lords keep to themselves and avoid civilized areas. They do not speak, but they can communicate telepathically with each other, other radonts, and with horses.

RADONTS		
	DOMESTICATED RADONT	WILD RADONT
	Huge Animal	Huge Magical Beast
Hit Dice:	8d8+40 (76 hp), dying/dead –6/–20	10d10+60 (115 hp), dying/dead –7/–23
Initiative:	+1 (Dexterity)	+2 (Dexterity)
Speed:	60 feet	60 feet
AC:	16 (–2 size, +1 Dexterity, +7 natural), touch 9, flat-footed 15	17 (–2 size, +2 Dexterity, +7 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+6/+20	+7/+22
Attack:	Hoof +12 melee (1d8+8)	Hoof +17 melee (1d8+9)
Full Attack:	2 hooves +12 melee (1d8+8); bite +7 melee (1d6+4)	2 hooves +17 melee (1d8+9); bite +12 melee (1d6+4)
Face/Reach (Space/Reach):	5 feet by 10 feet/5 feet (10 feet/5 feet)	5 feet by 10 feet/5 feet (10 feet/5 feet)
Special Qualities:	Scent	Scent, spell-like abilities
Saves:	Fort +11, Ref +7, Will +3	Fort +5, Ref +4, Will +2
Abilities:	Str 26, Dex 13, Con 20, Int 2, Wis 13, Cha 8	Str 28, Dex 15, Con 23, Int 10, Wis 17, Cha 14
Skills:	Listen +7, Spot +7	Listen +9, Spot +9
Environment:	Any land	Any land
Organization:	Domesticated	Solitary
Challenge Rating:	4	5
Treasure:	None	None
Advancement:	9–20 HD (Huge)	11–22 HD (Huge)
Level Adjustment:	—	+5



Wild radonts can carry up to 2,400 lbs. as a light load and up to 4,800 lbs. as a medium load, with a maximum load of 7,200 lbs.

COMBAT

Wild radonts still possess the intelligence and magical abilities that have always characterized them. With these, they can escape danger just as easily by flying away invisibly as through combat.

Spell-Like Abilities (Sp): Always active: *telepathy* (other radonts or horses only); 1/day—*acrobatics*, *foretell future*, *invisibility*, *lesser transfer wounds*; 1/week—*flight*.

RADONT ENCOUNTER (EL 5)

A pair of giant warmains mounted on domesticated radonts approaches the PCs on the road. As they get close, it is obvious that both the giants are extremely ill—almost falling out of their saddles. If the characters try to help, they learn that the giants were cursed by some exotic spell cast by a wind witch they encountered while patrolling the region. Too weak to go on, they ask the PCs to visit a nearby fortress and get help. They explain that their mounts know the way. If they agree, the characters

must follow or attempt to ride the radonts to the fortress. On the way, a wild radont spies them and mistakenly believes that they are stealing or mistreating the domesticated individuals and intervenes. The PCs must deal with the regal beast and get to the giantish fortress to find someone to attend the warmains. Of course, the wild radont can communicate with their mounts to verify the story, but most likely the player characters won't know that.

RHODIN

Rhodin are bestial humanoids that survive by raiding and stealing from other intelligent creatures or by working as mercenaries. They are the traditional enemies of the litorians, whom they have attacked and pillaged throughout the centuries.

Wiry, brownish-gray hair covers the body of a rhodin, with thick, spiky (and often darker) hair running from the top of the head down the spine. They have a predominant snout covered in cracked and peeling flesh. Thick, dark lips curl around jagged teeth. Just in front of their pointed ears, thick curling horns jut up and around their head. Small, black eyes hide no love or

RHODIN		
	RHODIN WARRIOR Medium Humanoid (Rhodin)	SKURG Large Humanoid (Rhodin)
Hit Dice:	1d8+1 (5 hp), dying/dead -2/-12	6d8+12 (39 hp), dying/dead -3/-15
Initiative:	+0	+0
Speed:	20 feet (beastscale armor), base 30 feet	20 feet (beastscale armor), base 30 feet
AC:	16 (+4 <i>beastscale armor</i> , wooden +2 <i>long shield</i>), touch 10, flat-footed 16	19 (-1 size, +5 <i>breastplate</i> , steel +2 <i>long shield</i> , +3 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+1/+3	+4/+12
Attack:	Battleaxe +3 melee (1d8+2) or shortspear +1 ranged (1d6+2)	Masterwork greataxe +9 melee (1d12+5)
Full Attack:	Battleaxe +3 melee (1d8+2) and butt +1 melee (1d6+1); or shortspear +1 ranged (1d6+2)	Masterwork greataxe +9 melee (1d12+5) and butt +7 melee (1d8+2)
Face/Reach (Space/Reach):	5 feet by 5 feet/5 feet (5 feet/5 feet)	5 feet by 5 feet/10 feet (5 feet/10 feet)
Special Qualities:	Darkvision 60 feet, low-light vision	Darkvision 60 feet, low-light vision
Saves:	Fort +3, Ref +0, Will -1	Fort +7, Ref +2, Will +1
Abilities:	Str 14, Dex 10, Con 12, Int 9, Wis 8, Cha 9	Str 20, Dex 11, Con 15, Int 10, Wis 8, Cha 10
Skills:	Listen +3	Climb +7, Intimidate +5, Jump +6, Listen +4
Feats:	Multiattack (from MM), Night Owl	Multiattack (from MM), Night Owl, Power Attack, Weapon Focus (greataxe)
Environment:	Any land and underground	Any land and underground
Organization:	Pack (2-4), raiding party (6-15 rhodin plus two 3rd-level draggets and one skurg), or tribe (30-100 rhodin plus 150% noncombatants plus one 3rd-level dragget per 10 adults, five skurgs, and one 8th-level kran)	Solitary, raiding party (6-15 rhodin plus two 3rd-level draggets and one skurg), or tribe (30-100 rhodin plus 150% noncombatants plus one 3rd-level dragget per 10 adults, five skurgs, and one 8th-level kran)
Challenge Rating:	1/2	3
Treasure:	Standard	Standard
Advancement:	By character class	By character class
Level Adjustment:	+0	+3

mercy. Some people liken a rhodin's appearance to that of a hideous, maltreated ram or a goat with the body of a man.

Rhodin can see well in little or even no light (they have both darkvision and low-light vision). They prefer to operate at night.

These creatures eat meat almost exclusively and feed upon their own dead as well as those they kill in battle. Although they use armor, weapons, and tools, they rarely fashion these things on their own, preferring to steal them. As rhodin place no value on physical appearance, they wear whatever clothing or armor is at hand. If there is none, they go naked and do not care. They are usually dirty, and their gear is neglected and mistreated.

Rhodin are lazy and selfish, but not intentionally cruel. Cruelty and brutality for their own sakes are not practical enough for these creatures: Such practices “do not put flesh in a rhodin's belly,” as they say.

Rhodin speak their own guttural tongue. It is noteworthy in its simplistic grammar and imprecise vocabulary. Like the rhodin themselves, the language is lazy, and when it must it steals from other languages. Only a few exceptional rhodin have truenames—most choose to be Unbound.

Most rhodin males are warriors as presented in the DMG; the information in the statistics here describes one of 1st level.

COMBAT

Rhodin use all manner of weapons but prefer those that allow them to capitalize on their natural strength. They favor ambushes, dirty tricks, and uneven odds (in their favor) over a fair fight. They do what is most expedient in battle. They never take prisoners unless there's some extenuating circumstance.

RHODIN SOCIETY

Rhodin leaders lead because they are strong—this is simply a practical matter. Rhodin not in this dominant position usually follow orders without question. Rhodin pack leaders are called *draggets* in their language, although an entire tribe is led by a *kran*, or chief.

Female rhodin are always bloated and fat, for in their culture, their only duty is to give birth. The more muscular males care for and protect the females, who do not fight and have no useful skills. In the mind of a rhodin, however, the most important thing is the continuation of their kind. Thus, doting on the females and caring for the young is very important—by that same token, however, females unable to reproduce are killed (and often eaten). Normally, in a given group, there are twice as many males as females.

Of course there are always exceptions. Sometimes a rhodin female becomes a warrior; she must be unusually strong-willed and skilled, however, to justify such actions. Such females, because they are so strong, often become leaders. Likewise, some rhodin—particularly those who spend much time around other more “civilized” humanoid—take on the traits of those humanoids. Rhodin mercenaries among human warriors, for example, begin to adopt human standards of dress and outlook. While normal rhodin would not value stealing a hoard of gold or taking over an area of land, those influenced by other races might.



Rhodin have no gods or myths. They don't keep track of their own history.

SKURGS

Rare aberrations, skurgs grow to 9 or 10 feet tall. Their horns elongate as they become more massive than their smaller brethren, but otherwise they look like other rhodin. These mutants use their strength and fearsome demeanor to intimidate and command lesser rhodin. Normally, however, they have no goals loftier than other rhodin's.

RHODIN CHARACTERS

Rhodin with class levels are almost always warriors. A few become unfettered or (rarely) warmains. Very rarely do rhodin possess the aptitude to become spellcasters, although a few skurgs learn the skills of a mage blade. A few special rhodin become magisters, although even then, most do not progress to much more than 4th or 5th level.

RHODIN ENCOUNTER (EL 2)

A pack of rhodin, hungry and desperate, begins raiding a small village. These four dangerous warriors sneak in under cover of night and raid storehouses and even break into homes. To stop them, the PCs first must find them. The rhodin hide during the day in an old abandoned flour mill by the river and do their best not to leave much of a trail to this hideout.



SHADOW TROLL

Large Giant

Hit Dice: 6d8+36 (63 hp); dying/dead –7/–23

Initiative: +3 (Dexterity)

Speed: 30 feet

AC: 19 (–1 size, +3 Dexterity, +7 natural), touch 12, flat-footed 16

Base Attack/Grapple: +4/+13

Attack: Claw +9 melee (1d6+6) or staff +9 melee (1d8+9)

Full Attack: 2 claws +9 melee (1d6+6), bite +4 melee (1d6+3); or staff +9 melee (1d8+9)

Face/Reach: 5 feet by 5 feet/10 feet (Space/Reach 5 feet/10 feet)

Special Attacks: Rend 2d6+9, spells

Special Qualities: Regeneration 5, camouflage, darkvision 90 feet, scent

Saves: Fort +11, Ref +5, Will +7

Abilities: Str 23, Dex 16, Con 23, Int 17, Wis 16, Cha 15

Skills: Alchemy +10, Climb +14, Knowledge (magic) +11, Listen +12, Sneak +16*, Spellcraft +10

Feats: Blood as Power, Corrupt Mage, Iron Will, Spell Affinity (*invisibility*)

Environment: Any land or underground

Organization: Solitary or team (2–4)

Challenge Rating: 7

Treasure: Standard

Advancement: By character class

Level Adjustment: +7

* Includes a racial bonus.

Shadow trolls are sinister and devious cousins of the common troll. They cast spells and hide in the darkness, waiting to strike at the unwary.

Like other trolls, shadow trolls are carnivores—they prefer the flesh of intelligent beings. They are also exceedingly cruel and delight in inflicting pain and suffering. Few things are as important to a shadow troll as exacting revenge and seeing its enemies embroiled in pain and sadness (and virtually everyone is its enemy).

An adult shadow troll stands 9 feet tall and weighs 500 lbs. Its craggy hide is charcoal black, and its shock of hair is either jet black or stark white. Their arms and legs are long but graceful, and they sport terrible hooked claws. Shadow trolls possess all the strength and stamina of normal trolls, but they also command magic and skills of subterfuge.

Shadow trolls walk upright but hunched forward with muscles ready to spring into action. They are agile and surprisingly nimble. Despite their size, they are very sneaky, using their spells to help them stay hidden and move silently.

Shadow trolls are likely to be very interested in working for the dragons, now that they have returned.

Shadow trolls speak Common and Giant.

COMBAT

Shadow trolls are crafty and love traps and ambushes where the odds lean heavily in their favor. While many are power-mad, they



do not seem as fearless as normal trolls. In fact, they are quite cowardly. They carry staves for spellcasting but rarely use them in melee, preferring their traditional claw/claw/bite routine.

Rend (Ex): If a shadow troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6 + 9 points of damage.

Spells (Sp): Shadow trolls all cast spells as 5th-level magisters. They even require staves. A typical shadow troll has these slots: 6/4/3/2. It readies the following spells:

0-level—*bash, canny effort, detect creature, detect magic, disorient, lesser telekinesis, read magic, saving grace*; 1st-level—*cold blast, compelling command, distraction, fireburst, resistance, stone blast*; 2nd-level—*boil, lesser ability boost, read mind, silent sheath*; 3rd-level—*invisibility, protection from elements, sorcerous blast*.

Regeneration (Ex): Fire and acid deal normal damage to a shadow troll. If a shadow troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Camouflage (Ex): Due to their shadowy nature, shadow trolls gain a +8 bonus to Sneak checks.

SHADOW TROLL CHARACTERS

Shadow trolls are almost always mages of some kind. If they take levels in magister, their inherent levels stack (so a shadow troll with five levels of magister casts spells as a 10th-level magister, although he possesses all special class abilities of a 5th-level magister—including the one bonus feat). If a shadow troll takes levels in another spellcasting class, such as runethane or mage blade (two of their favorites), the levels stack with their inherent magister levels as with normal multiclassing (see Chapter Three).

SHADOW TROLL ENCOUNTER (EL 10)

While attending the joining of close friends, the PCs notice some large, hulking figures outside the bounds of the ceremony. But the figures suddenly disappear. It seems that the groom, a year earlier, encountered a trio of shadow trolls on the road that intended to eat him. He bargained for his life by promising them 1,000 gp worth of magic items. They surprised him by accepting the deal, but when he got away he assumed he was free and clear—he

thought they would never find him. In fact, he bragged of his bargaining talents to all who would listen. But these shadow trolls are no slow-witted brutes. They tracked him down and intend to collect the debt—but first they want to exact some revenge. Their plan is to slip silently and invisibly through the shadows and into the kitchen supplying food for the festivities to poison the meal.

The PCs should stop the trolls from their dastardly deed, but those interested in justice, duty, and honor might be inclined to force the groom to uphold his end of the bargain. Others might just see the trolls as extortionists and give their debt claim no credence.

SLASSAN

Large Aberration

Hit Dice: 10d8+20 (65 hp), dying/dead –3/–15

Initiative: +3 (Dexterity)

Speed: 30 feet

AC: 20 (–1 size, +3 Dexterity, +8 natural), touch 12, flat-footed 17

Base Attack/Grapple: +7/+15

Attack: Claws +11 melee (1d5+5)

Full Attack: 2 claws +11 melee (1d5+5), bite +6 melee (1d8+2)

Face/Reach: 5 feet by 5 feet/10 feet (Space/Reach 5 feet/10 feet)

Special Attacks: Poison, spell-like abilities, quicken spell-like abilities

Special Qualities: Scent, SR 25, camouflage, immune to poison

Saves: Fort +5, Ref +6, Will +11

Abilities: Str 20, Dex 17, Con 15, Int 21, Wis 15, Cha 19

Skills: Alchemy +10, Climb +18, Jump +18, Knowledge (magic) +18, Listen +10, Sneak +13*, Spellcraft +18, Spot +15

Feats: Brandish Magical Might, Focused Healing, Iron Will, Power of the Name, Sense the Unseen

Environment: Any underground

Organization: Solitary, pair, or cabal (3–8)

Challenge Rating: 10

Treasure: Double standard

Advancement: 11–12 HD (Large), 13–18 HD (Huge), or by class

Level Adjustment: +7

** Includes a racial bonus.*

Slassans stand out as perhaps the pinnacle of the dramojh magical breeding experiments. Yet, unlike so many of those horrid experiments, it appears that no human slaves were involved. Instead, slassans are the closest things left to actual dramojh that still exist. When their masters were wiped out, the slassans fled underground, discovering a vast network of natural caves and tunnels known to its inhabitants as the Dark Depths. They quickly used their sorcerous powers to carve out underground kingdoms for themselves. Many slassans kidnap people from the surface world to continue their masters' hideous magical experiments.

A slassan seems to incorporate all the worst aspects of a serpent and a spider. It has a wide, bloated body covered in thick carapace and surrounded by eight legs—each ending in a cruel barb. Its head is vaguely serpentine and connected to its body on a long, snaky neck. Its mouth is filled with dozens of needlelike teeth. A typical slassan's body measures 5 feet in diameter (not counting the legs) and weighs 400 lbs. They do not have hands to manipulate objects, so they use their telekinetic abilities or slaves for such tasks.

Slassans normally organize themselves into small groups called cabals. They never have leaders—even when one slassan is clearly more powerful than others. Instead, when in groups they operate as a gathering of equals and make important decisions based on majority rule. They are driven by xenophobia and a desire for personal and racial power. Other creatures are simply tools to utilize or cattle to feed upon—never anything more. However, they treat each other fairly (although never kindly) and with respect.





It's worth noting that the newly returned dragons hate the slassans—as direct descendants of the *dramojh*—as much as the giants and everyone else living in the realm. It's likely that the dragons would attempt to organize powerful hunting parties to go down into the Dark Depths and stamp them out once and for all. One can almost imagine the giants and dragons working together in such an endeavor.

Slassans speak Common, Draconic, and Undercommon.

COMBAT

A slassan has venom sacs not only in its mouth but on each leg as well. Nevertheless, they prefer to use their spell-like abilities rather than engage in melee when possible. Extremely intelligent, slassans know when to flee if they have to and usually have a fallback plan. They prefer to set ambushes and strike when their foes least expect it. They also like to take a few prisoners to experiment upon.

Spell-Like Abilities: At will—*lesser telekinesis*, *read magic*; 3/day—*animate weapon*, *eldritch web*, *detect magic*, *dimensional door*, *invisibility*, *lesser illusory creature*, *lesser illusory object*, *mind stab*, and *sorcerous blast*; 1/day—*conjure energy creature VI*, *dispel magic*, *greater eldritch wall*, *greater telekinesis*, *lesser animate the dead*, *levitate*. These abilities are as the spells cast by a 15th-level magister (save DC 15 + spell level), although a slassan needs no focus or somatic components.

Poison (Ex): Bite, Fortitude save (DC 17); initial and secondary damage 2d6 points of temporary Constitution.

Poison (Ex): Claws, Fortitude save (DC 17); initial and secondary damage 2d6 points of temporary Strength.

Quicken Spell-Like Abilities (Su): A slassan can quicken its spell-like abilities as if it had the Quicken Spell-Like Ability feat (see Chapter Five). It can use this ability three times per day.

Camouflage (Ex): Due to their dark coloration and natural predilection for subterfuge, slassans gain a +4 bonus to Sneak checks.

SLASSAN CHARACTERS

Some slassans study mystical lore in order to become true spellcasters. They prefer the magister class, although slassan witches and runethanes are not unknown. Such spellcasters also become darkbonds on occasion.

SLASSAN ENCOUNTER (EL 10)

The PCs must find the fabled *cup of the dramojh*, a minor artifact that transforms any liquid placed within it into a powerful acid—it's the only thing that will destroy a cursed ring that won't come off one PC's finger. An akashic sage tells them that to find the cup, they must talk to a slassan named Tessanslas. To get to him, however, the characters must journey underground, encountering all sorts of hazards, including magical traps and tricks created by the slassan himself.

Worst of all—though perhaps not surprisingly—Tessanslas does not seem disposed to help them. Now they must either subdue him in battle, magically compel him, or find some way

to bargain with the selfish and cruel creature. Some Diplomacy checks, or perhaps even magical divinations or akashic research, reveal that Tessanslas is an outcast even among his own kind. He will help the PCs if they can somehow get him back into the good graces of the other slassans—perhaps if they were to provide him with a powerful magical gift that he could in turn present to the others, he might cooperate.

UNDEAD CREATURE TEMPLATES

The undead are a plague upon the Lands of the Diamond Throne. Found most frequently in Verdune or in the service of darkbonds, they seek the destruction of the living with a repellent fervor. Undead are considered tainted; see page 207.

CORPOREAL UNDEAD

Corporeal undead are animated corpses. The spirit of the original creature inhabits the corpse once again, powered by negative energy (see *animate the dead* spells). The existence of undead is a corruption and an abomination upon the natural order of the world.

SAMPLE CORPOREAL UNDEAD: UNDEAD WARMAIN

Medium Undead (3rd level)

Hit Dice: 3d12 (28 hp); dying/dead –0/–0

Initiative: +3 (Dexterity)

Speed: 20 feet

AC: 23 (+3 Dex, +2 natural, +6 articulated plate jack armor, +2 heavy shield), touch 13, flat-footed 20

Base Attack/Grapple: +3/+7

Attack: Dire masterwork longsword +7 melee (1d8+8) or claw +7 melee (1d6+2)

Full Attack: Dire masterwork longsword +7 melee (1d8+8) or claw +7 melee (1d6+2)

Face/Reach: 5 feet by 5 feet/5 feet (Space/Reach: 5 feet/5 feet)

Special Attacks: —

Special Qualities: Darkvision 60 feet, undead type

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 18, Dex 16, Con —, Int 10, Wis 12, Cha 11

Skills: Listen +4, Spot +4

Feats: Exotic Armor Proficiency, Exotic Weapon Proficiency (Heavy), Power Attack, Sturdy, Weapon Focus (longsword)

Environment: Any

Organization: Solitary

Challenge Rating: 4

Treasure: Standard (as NPC)

Advancement: By character class

This undead warmain was a human in life. It wears articulated plate jack, carries a heavy shield, and wields a masterwork dire longsword.

Combat: The undead warmain is entirely straightforward in battle, wading into a fight and hacking on foes until the battle is over. If attacking with its sword, it uses Power Attack to shift 2 points from its attack bonus to its damage bonus (already figured into the above statistics).



CREATING CORPOREAL UNDEAD

“Corporeal undead” is a template you can add to any nonundead, corporeal creature. The creature’s type changes to Undead. It retains all type modifiers. The undead creature uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Change Hit Die to d12.

Speed: Winged undead creatures retain the ability to fly. Now, however, the flight is magical, as the *flight* spell (but it still uses the creature’s original flying speed).

Armor Class: Natural armor changes to a value based on the undead creature’s size:

Size	Armor Bonus	Size	Armor Bonus
Tiny or smaller	+0	Huge	+4
Small	+1	Gargantuan	+6
Medium	+2	Colossal	+10
Large	+3		

Attacks: The undead creature retains all the base creature’s natural attacks, equipment, and weapon proficiencies. A creature with hands or feet gains one claw attack per hand. The undead can strike with all its claws at its full-attack bonus. (If the creature already had claw attacks with its hands, use the undead’s attack format and damage, if they’re better.) The base creature’s attack bonuses do not change (except where affected by ability score modifications).

Damage: Natural and manufactured weapons inflict normal damage. A claw attack deals damage depending on the undead creature’s size. (Use the base creature’s claw damage if it’s greater.)

Size	Damage	Size	Damage
Diminutive/Fine	1	Large	1d6
Tiny	1d2	Huge	2d4
Small	1d3	Gargantuan	2d6
Medium	1d4	Colossal	2d8

Special Qualities: The undead creature retains all special qualities the base creature once had. All undead creatures gain darkvision (60-foot range) and the Undead type (and all its subsequent immunities). See the MM for details on the Undead type.

Abilities: Modify the base creature as follows: Str +2, Dex +2, Con —, Int +0, Wis +0, Cha +0.

Challenge Rating: As the base creature’s +1.

INCORPOREAL UNDEAD

Incorporeal undead are bodiless spirits that remain in the corporeal world through the power of negative energy. Their existence, brought about through the rouse undead spirit spell, is a corruption and an abomination upon the natural order of the world.

SAMPLE INCORPOREAL UNDEAD: UNDEAD WIND WITCH
Medium Undead (4th level)

Hit Dice: 4d12 (30 hp); dying/dead –0/–0

Initiative: +4 (Dexterity)

Speed: Fly 30 feet (perfect)

AC: 16 (+4 Dexterity, +2 deflection), touch 16, flat-footed 12

Base Attack/Grapple: +3/+3

Attack: Incorporeal touch +7 melee (1d8)

Full Attack: Incorporeal touch +7 melee (1d8)

Face/Reach: 5 feet by 5 feet/5 feet (Space/Reach 5 feet/5 feet)

Special Attacks: Spells, spell-like abilities, gust, energy drain

Special Qualities: Incorporeal, the Sight, air resistance 20, sensory control, darkvision 60 feet, undead type, unnatural aura, sunlight powerlessness

Saves: Fort +1, Ref +5, Will +8

Abilities: Str —, Dex 18, Con —, Int 10, Wis 18, Cha 15

Skills: Concentration +8, Listen +11, Search +7, Spellcraft +7

Feats: Defensive Stance, Elemental Resistance (fire), First Strike

Environment: Any

Organization: Solitary

Challenge Rating: 5



Treasure: Standard (as NPC)

Advancement: By character class

This undead witch was a verrik in life. It wields no weapons and wears no armor.

Combat: The undead wind witch uses its spells and abilities from afar, attempting its energy-draining touch as a last resort.

Gust (Sp): The undead wind witch can use the spell *gusting wind* four times per day. Caster level 4th.

Spell-Like Abilities: 1/day—*contact, lesser telekinesis, sense thoughts*. Caster level 4th (save DC 10 + spell level).

Spells: The undead wind witch has these spell slots: 4/3/1. It normally prepares these spells: 0-level—*bash, canny effort, ghost sound, saving grace*; 1st-level—*mind stab, touch of fear, veil of darkness*; 2nd level—*blinding light*. Caster level 4th.

The Sight (Su): The witch can determine the class and level (if any) of a creature it observes for at least one minute. Creatures that are disguised or attempting to avoid the witch's Sight can make a Will saving throw (DC 16) to negate the effect.

Energy Drain (Su): Living creatures hit by an incorporeal undead creature's incorporeal touch attack receive a negative level. The Fortitude save to remove a negative level has a DC of 14.

Unnatural Aura (Su): Animals (and sometimes young children) can sense the unnatural presence of an incorporeal undead creature at a distance of 30 feet. They do not willingly come nearer than that, and they panic if forced to do so; they remain panicked as long as they stay within that range.

Sunlight Powerlessness (Ex): Incorporeal undead creatures become utterly powerless in natural sunlight and flee from it. An incorporeal undead creature caught in sunlight cannot attack and can take only a move action or a standard action but not both.

CREATING INCORPOREAL UNDEAD

"Incorporeal undead" is a template you can add to any non-undead, corporeal creature. The creature's type changes to Undead and it gains the incorporeal subtype. It retains all type modifiers. The undead creature uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change Hit Dice to d12.

Speed: All incorporeal creatures fly at their normal speed with perfect maneuverability.

Armor Class: The incorporeal undead loses all natural armor bonuses and instead gains a deflection bonus to Armor Class equal to half its Hit Dice. Magic armor and shields worn in life become "ghostly armor," and their magical enhancement bonuses still add to the creature's Armor Class (but not the armor or shield bonuses).

Attacks: The incorporeal undead creature retains all the natural attacks, weapons, equipment, and weapon proficiencies of the base creature. The natural weapon attacks become touch attacks modified by Dexterity rather than Strength. The base creature's attack bonuses do not change (except where affected by ability score modifications).

Damage: The incorporeal undead's attacks inflict numbing damage based on its size (see table at right). Magic weapons it

possessed in life become "ghostly weapons" that magically inflict as much damage as they would have in life, including the base creature's original Strength bonus.

Size	Numbing Damage	Size	Numbing Damage
Fine	1d2	Large	2d6
Diminutive	1d3	Huge	2d8
Tiny	1d4	Gargantuan	4d6
Small	1d6	Colossal	6d6
Medium	1d8		

Special Attacks: The incorporeal undead creature retains all the base creature's special attacks. Spells cast by incorporeal undead spellcasters work normally. Further, all incorporeal undead creatures have the energy drain ability, below. Those created with the heightened version of *rouse undead spirit* also have the create spawn ability.

Energy Drain (Su): Living creatures hit by an incorporeal undead creature's incorporeal touch attack receive a negative level. The Fortitude save to remove a negative level has a Difficulty Class of one-half the total levels of the base creature + the modified incorporeal undead creature's Charisma modifier.

Create Spawn (Su): Anyone slain by the energy drain ability of an incorporeal undead creature becomes an incorporeal undead creature in 24 hours. Spawn are under the command of the incorporeal undead creature that created them and remain enslaved until its death. Only undead created using the heightened version of *rouse undead spirit* have this ability.

Special Qualities: The incorporeal undead creature retains all the base creature's special qualities. All incorporeal undead creatures gain darkvision (60-foot range), the Undead type (see the MM for details), and the following two qualities:

Unnatural Aura (Su): Animals (and sometimes young children) can sense the unnatural presence of an incorporeal undead creature at a distance of 30 feet. They do not willingly come nearer than that, and they panic if forced to do so; they remain panicked as long as they stay within that range.

Sunlight Powerlessness (Ex): Incorporeal undead creatures become utterly powerless in natural sunlight and flee from it. An incorporeal undead creature caught in sunlight cannot attack and can take only a move action or a standard action but not both.

Abilities: Modify the base creature as follows: Str —, Dex +4, Con —, Int +0, Wis +0, Cha +2.

Challenge Rating: As the base creature's +3.

XAER

Huge Ooze

Hit Dice: 14d10+70 (147 hp), dying/dead -6/-21

Initiative: -3 (Dexterity)

Speed: 20 feet, climb 20 feet

AC: 15 (-2 size, -3 Dexterity, +10 natural)

Base Attack/Grapple: +10/+22

Attack: Slam +14 melee (2d6+9 plus 2d6 points of negative energy)

Full Attack: Slam +14 melee (2d6 + 9 plus 2d6 points of negative energy)

Face/Reach: 10 feet by 10 feet/10 feet
(Space/Reach 10 feet/10 feet)

Special Attacks: Fear, improved grab, negative energy, constrict
2d6+6 and 2d6 points of negative energy

Special Qualities: Blindsight, ooze traits

Saves: Fort +9, Ref +0, Will -1

Abilities: Str 22, Dex 4, Con 21, Int —, Wis 1, Cha 1

Environment: Any land or underground

Organization: Solitary

Challenge Rating: 9

Treasure: None

Advancement: 15–19 HD (Huge), 20–30 HD (Gargantuan)

Level Adjustment: —

Similar to the way an undead functions, xaaer (zha-AYR) are oozes fueled by negative energy—but xaaer were never alive to begin with. Many know them as “death oozes.” Like most oozes, xaaer are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of living creatures that they can drain of their life force and whose flesh they can consume.

A concentration of negative energy can give birth to a death ooze. Thus, they are often found among undead and in the lairs of necromancers and other dabblers in dark magic. They frequently incorporate skulls and bones into their mass, picked up as they squirm their way through the tombs and charnel houses in which they are given “life.” This fact, coupled with their dull gray, semi-transparent “flesh,” makes them difficult to see in these surroundings when motionless.

COMBAT

Death oozes attack any living creatures they can reach. The substance that makes up their bodies hardens at the surface, giving them a natural protection and a lot of tensile strength. They lash out with pseudopods or grapple opponents with their bodies, draining them of their life energy, then consuming the remains.

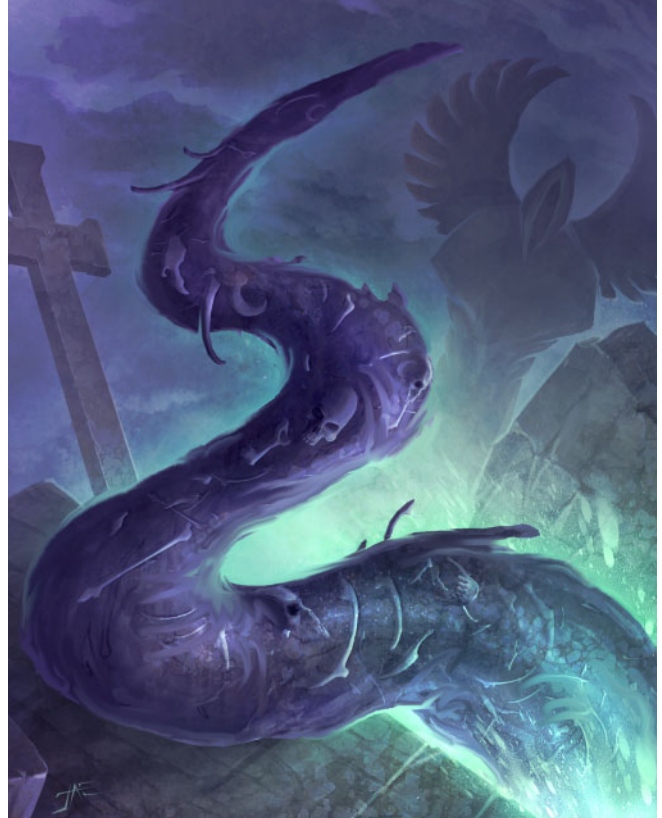
Blindsight (Ex): An ooze’s entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Fear (Su): Every 1d4 rounds, the negative energy within the death ooze pulses, causing creatures within 60 feet to make a Will saving throw (DC 21) or become panicked for 1d6+4 rounds. The mindless xaaer has no control over this ability and, in fact, it sometimes works against its ability to get at prey.

Improved Grab (Ex): To use this ability, the xaaer must hit with its slam attack. If it gets a hold, it can constrict.

Constrict (Ex): A xaaer deals automatic slam damage with a successful grapple check. Further, living creatures grappled by the xaaer suffer two negative levels as it drains their life force (see energy drain, below).

Negative Energy (Su): A death ooze’s touch seethes with negative energy, adding +2d6 points of damage to its attack. An infusion of negative energy from an outside source (such as a *touch of disruption* spell) heals the creature, just like an undead. Attacks or effects that affect undead also affect the xaaer (if the DM deems it logical).



Energy Drain (Su): The xaaer’s heart pulses with such potent negative energy that anyone drawn into its mass (grappled) suffers two negative levels (DC 21 to remove them). The xaaer gains 5 temporary hit points for each negative energy level it bestows.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize a motionless death ooze for what it really is, rather than just a pile of skulls, bones, and other grisly material.

Ooze: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

XAAER ENCOUNTER (EL 9)

The PCs enter the crypt of a dreaded undead magister. They fight their way through undead servitors and guardians, finally entering a chamber that appears empty except for a crude pillar covered in bones and skulls. The pillar, of course, is a motionless xaaer hanging onto the ceiling and floor. The hungry creature waits until someone gets close (particularly if a character comes to search it). If someone spots it before it can take a surprise attack, it simply fights to the death.

CREATURES FROM OTHER SOURCES

Creatures from various sources can fit in well within a Diamond Throne campaign. These creatures are listed in the tables on page 417. Notes outlining special concerns or modifications for certain monsters appear in the sections below.

CORE RULES

A number of monsters from the core rules MM live in the lands of the Diamond Throne:



Animals: Aside from normal animals and dire animals, the realm contains special individual animals that carry runes on their flesh. These runeanimals resemble runechildren, except that the gift of the rune also makes them much more intelligent than normal: They enjoy Intelligence 6, at minimum. They gain powers similar to runechildren's, although some display unique qualities beyond those. Runeanimals normally serve as leaders and protectors of their own kind.

Doppelgangers: Doppelgangers resemble mojh in that they were once members of other races—humans, litorians, faen, and so on. Through generally shunned ceremonies, these people lose all semblance of their former forms and most of their memories, skills, and abilities to become doppelgangers. Sometimes diabolical schemers, desiring a doppelganger agent, kidnap others and transform them forcibly. Other times, doppelgangers abduct children and change them into more of their kind.

Ghouls: Ghouls are undead that are not animated by spells but instead rise from death under a curse called “grave hunger.” Ghouls that paralyze foes also automatically infect them with grave hunger, making them want to feed on long-dead corpses (Will save [DC 20] each day to resist). When such infected victims die, they become ghouls, unless a mage successfully uses a *remove curse* spell before their death.

Goblins: These small humanoids, considered little more than vermin, dwell on the fringes of society amid the rats and insects. In the wild they—very rarely—form successful tribes. These goblins ride on giant hornets and pony-sized dire rats and use monstrous vermin as guards and pets.

Hags: Most hags have a witchery power (as the DM deems appropriate) and a single manifestation used at their Hit Dice as their level. These hags have a Challenge Rating modification of +1. They frequently have levels of witch.

Harpies, Lamias, Manticores, Medusas, and Nagas: These monsters are creations of the dramojh. They once were humans—or at the very least, their forebears were.

Humanoids: Of notable absence in the realm are many traditional fantasy humanoids and giants (orcs, gnolls, hobgoblins, bugbears, and ogres). People in the Lands of the Diamond Throne instead worry about rhodin, chorrim, inshons, harrids, and others.

OUTSIDERS IN THE DIAMOND THRONE

Like most undead types, most outsiders are notably lacking from these monster lists. Does this mean there are no demons or angels in the lands of the Diamond Throne? No. It does mean, however, that they are very uncommon. Monte Cook's Arcana Evolved magic does not involve a lot of summoning of such beings. Doing so is not unheard of, but it's rare and usually the purview of high-level casters.

Thus, fiends, celestials, and even such creatures as genies are rare encounters. So rare, in fact, that such creatures are not cataloged in any but the most extensive libraries (such as that in Erdaenos). All outsiders are bizarre creatures to the eyes of a native of Serran. Thus, this provides an interesting opportunity for DMs to integrate brand-new, unique creatures of their own devising. If the PCs encounter a demon, it is not a vroock or a glabrezu, but Kaladel, the demon of darkness.

Kobolds: Kobolds, also called “mojhborn,” result from mojh asexual reproduction. Every mojh can produce a single kobold. The outlook and demeanor of the kobold depends on its parent. Some mojh look upon their offspring as, well, offspring—although their relative weakness makes the kobolds less than equal in the relationship. More selfish or domineering mojh look upon a kobold as a servant or even a bound slave. A few might even see the kobold as sort of a “familiar,” although they wouldn't use that term.

Because of the kobolds' odd position, people never see them in large numbers. Only in incredibly strange circumstances would one see a group of kobolds without mojh present. Mostly, you see just one, and always with—or working for—a mojh.

Trolls: Trolls represent a common threat in the Diamond Throne setting. Known for their large noses and extremely keen sense of smell, trolls in the realm possess the scent ability, as described in the *scent tracker* spell in Chapter Nine.

Undead: The general lack of basic undead types on this list is probably noticeable. That's because most undead are created via the *animate the dead* or *rouse undead spirit* spells, and those undead have specific means of creation (see Chapter Nine). Undead that come about through another means—a curse, an unusual magical effect, or sheer circumstance—are usually unique creatures that a DM should tailor specifically.

Instead of zombies, wights, and even liches, apply the corporeal undead template to NPCs (or even monsters). Instead of wraiths or spectres, use the incorporeal undead template.

Vampires: Although undead created by *animate the dead* spells often resemble vampires, true vampires arise only from other vampires spreading the ancient curse/disease. Although technically undead, vampires are not subject to any spells or effects that normally affect undead. However, all the standard weaknesses and aversions (sunlight, running water, and so on) remain evident. They have all the normal vampire immunities, including those of the standard Undead type, except that they do have a discernable anatomy and can therefore suffer critical hits (thus they can pose as the living fairly easily, performing any function a living creature can). They have no special tie to negative energy (although they still have an energy drain attack) or the dark magic that normally animates the dead—vampirism is its own insidious curse. A successful *remove curse* spell, cast on a vampire before its first feeding, can return the victim to normal life. Otherwise, the creature is doomed to feast on the blood of others.

CREATURE COLLECTION

Some monsters from the *Creature Collection* (published by Sword & Sorcery) work well in the Diamond Throne. (DMs may ignore references to that book's *Scarred Lands* setting.)

Hags: Most hags have a witchery power (as the DM deems appropriate) and a single manifestation used at their Hit Dice as their level. These hags have a Challenge Rating modification of +1. They frequently have levels of witch.

CREATURE COLLECTION II

Certain *Creature Collection II: Dark Menagerie* monsters (published by Sword & Sorcery) are also appropriate for the setting.



CREATURES FROM OTHER SOURCES

MM CREATURES	Elementals	Hell hounds	Purple worms
Animals (all, see text)	Frost worms	Hippogriffs	Remorhazes
Ankhegs	Gargoyles	Hydras (not pyro- or cryo-)	Rocs
Basilisks	Giant eagles	Kobolds (see text)	Satyrs
Black puddings	Giant owls	Krakens	Shriekers
Bulettes	Girallons	Lamias (see text)	Sphinxes (all)
Centaur	Ghouls (see text)	Lammasus	Tendriculos
Chimeras	Goblins (see text)	Manticores (see text)	Trolls (see text)
Cockatrices	Golems	Medusas (see text)	Unicorns
Dinosaurs (all)	Gorgons	Merfolk	Vampires (see text)
Dire animals (all)	Gray oozes	Minotaurs	Vermin
Doppelgangers (see text)	Griffons	Nagas (see text)	Violet fungi
Dragon turtles	Hags (all, see text)	Ochre jellies	Will-o'-wisps
Dragonnes	Harpies (see text)	Pegasi	Wyverns
CREATURE COLLECTION	Hags, cavern (see text)	Hags, swamp (see text)	Spider-eye goblins
Barrow worms	Hags, ice (see text)	Ice basilisks	Trogodons
Dire monitors	Hags, moon (see text)	Muskhorns	Wyrmspawn
Goblin bears	Hags, storm (see text)	Narleths	
CREATURE COLLECTION II	Carnivorous trees	Legions of one	Shadowcats
Assassin's banes	Flailing dreadnoughts	Nagas, crown (see text)	Skein (see text)
Blade beasts	Hex creatures	Nagas, hollow (see text)	Swamp tyrants
Blood moths	Keel crushers	Pisceans (all)	
TOME OF HORRORS	Cave morays	Frogs, monstrous (giant dire)	Shedus
Algoids	Cobra flowers	Golems, wood	Shedus, greater
Ant lions	Crabmen (see text)	Hangman trees	Slugs, giant
Archer bushes	Crabs, monstrous	Hell moths	Strangle weeds
Axe beaks	Crayfish, monstrous	Iron cobras	Taers
Basilisks, greater	Crystal oozes	Kamadans	Tentamorts
Beetles, giant boring	Death dogs	Land lampreys	Ticks, giant
Beetles, giant rhinoceros	Death worms	Leeches, giant	Trolls, ice
Belabras	Dragonflies, giant	Lurkers above	Tunnel worms
Boalisks	Dragonnels	Mantaris	Volts
Bog beasts	Fen witches	Medusas, greater	White puddings
Bonesuckers	Flies, giant	(see text)	Yellow musk creepers
Caterwauls	Fogwardens	Muckdwellers	Yellow musk zombies
Cave fishers	Frogs, monstrous (giant)	Necrophidi	Yeti

(Again, DMs should simply disregard *Scarred Lands* references.)

Nagas and Skein: The crown and hollow nagas and the skein are creations of the dramojh. They once were humans—or, at the very least, their forebears were.

TOME OF HORRORS*

Many *Tome of Horrors* monsters (published by Sword & Sorcery) are also appropriate for the Diamond Throne lands:

Crabmen and Greater Medusas: Crabmen and greater medusas are creations of the dramojh. They once were humans—or, at the very least, their forebears were.

OTHER MONSTERS

There are many opportunities to introduce new and exotic creatures to the Diamond Throne setting, beyond those listed above. Regions to the south, such as Fallanor, the Jungles of Naveradel, and Skaraven are known for their strange beasts. And few in Dor-Erthenos know for sure what creatures dwell in Pallembor to the west—not to mention across the seas.

* *Monster names from the Tome of Horrors are used by permission. Any reference to monsters from that book must follow the guidelines contained in it.*

APPENDIX:

Conversions

Converting 3rd Edition or revised core material to Monte Cook's Arcana Evolved, or vice versa, is not a difficult task. Essentially, any information found in the core rulebooks, or meant to be compatible with the core rulebooks, works fine with Arcana Evolved material. This appendix deals only with minor differences in details and offers guidelines on adapting the magic rules.



This appendix provides a rundown of how *Arcana Evolved* differs from the d20 System core rules, plus advice on creating racial levels for other races, and guidelines for adding heightened and diminished effects to standard d20 spells.

RACES AND CLASSES

The races and classes in *Monte Cook's Arcana Evolved* are meant to balance with the core classes. You should encounter no problems having a standard fighter adventure alongside an unfettered or a magister. There are, however, a few things to keep in mind:

- *Arcana Evolved* classes balance based on the fact that they start out with **one more feat** than standard classes.
- *Arcana Evolved* spellcasters balance assuming that they **use the *Arcana Evolved* magic system and spells**. If you give them other spells from the core books or elsewhere, beware making the spellcasters more powerful than they were intended to be. Flexibility (a larger spell selection) does make a class more powerful. And note that some spells, like *haste* and *invisibility*, do not appear on the spell list or have been altered to increase overall balance. See the “Spells” section on the next page for more information.
- *Arcana Evolved* characters can **advance up to 25th level**. The rules provided for such high-level characters

were not meant to work alongside the rules for “epic-level” characters in the revised DMG. Instead, they are an extension of levels 1 to 20. Core rules classes should receive an extra five levels of abilities based on their existing ones (fighters get more feats, etc.) and using *Arcana Evolved* classes as models (clerics, wizards, and sorcerers get 10th-level spells, etc.). Saving throw, Hit Dice, and attack progressions continue upward.

- *Arcana Evolved* races **do not have favored classes** as these rules impose no XP penalties for multiclassing.
- Some *Arcana Evolved* races have the ability to take **racial and evolved levels** rather than class levels. New races you import from the core rules or other sources do not require racial or evolved levels in order to maintain balance, but can be adapted to include them. In general, use the following guidelines.

HD: Humanoids use 1d8; giants 1d10; fey 1d6.

Skill Points: Most races should get 2 skill points per level (four times that amount at 1st level if it is the first character level). A skillful race with special abilities that fall short compared to those of other classes could get 4 skill points per level.

Class Skills: Assign these as seems appropriate. If a race enjoys a racial bonus in a skill, that skill should be a class skill for the racial or evolved levels.

Attack Progression: Unless the race is particularly warlike, it should get a +3/4 progression, the same as a mage blade, starting at +0.

Saving Throws: *Arcana Evolved* has three saving throw progressions: one that starts at +0 at 1st level and progresses to +8 at 25th (a poor save), one that starts at +2 and progresses to +14 (a good save), and one that starts at +0 and goes up to +11 at 25th level (a medium save). For example, the greenbond has a good Will save, a medium Fortitude save and a poor Reflex save. A racial class should have no more than one good save progression, plus either one medium and one poor, or two poor.

Special Abilities: A racial or evolved class gets a special ability each level. Special abilities can include bonuses to ability scores, although only very rarely should a race accumulate a bonus to a score that totals more than +2 over the three levels. Other special abilities might include free feats,

racial skill bonuses, or innate spell-like abilities. The spell-like abilities at the first racial level should mimic the effects of 0- to 1st-level spells; the second racial level, 1st- to 3rd-level spells; the third racial level, 2nd- to 4th-level spells, and so on. The more likely a race is to have many spellcasting characters, the higher level and more numerous the spell-like abilities should be to balance out the loss of spellcasting power.

Special: Races likely to have spellcasters should let racial and evolved levels stack with class levels to determine caster level.

SKILLS AND FEATS

There are only a few changes to skills and feats in *Monte Cook's Arcana Evolved*.

CHANGES TO SKILLS

No *Arcana Evolved* classes have exclusive skills, and some skills exclusive to core classes are open to all *Arcana Evolved* classes. For example, the *Arcana Evolved* description of the **Search** skill does not grant one class sole use of it to find traps, the way the core rules reserve this skill for rogues. If you use rogues in your game, it is best to use the core version of this skill so that finding traps is exclusive to rogues.

Other skills have been modified as well:

Sneak essentially combines Move Silently and Hide (because a character would rarely use one without the other). Core character classes with either of these skills as a class skill should have Sneak as a class skill. If an existing character already has ranks in both Move Silently and Hide, put the ranks in Sneak up to the character's maximum ranks and apply the leftover ranks, if any, toward different skills.

The DC for **Concentration** checks when the character casts defensively is based on the skill of the opponent. This change can make *Arcana Evolved* Concentration checks both easier and harder than they would be under the core rules. Also note that the rules change makes it easier to succeed at defensive casting checks against spell-like abilities.

Tumble is an opposed check when used to avoid attacks of opportunity. This is slightly different from the change to Concentration, because the tumbler's check is opposed by an opponent's attack roll, not his attack bonus. This adjustment

makes tumbling more challenging and requires a dedicated tumbler to really focus on the skill.

Intimidate has been further defined and its game effects explained.

The revised version of the core rules eliminates the **Alchemy** skill. *Arcana Evolved* retains this flavorful, interesting skill. If converting a core character, you may wish to transfer a few ranks of other skills to Alchemy if appropriate.

NEW FEATS

Granting all classes (*Arcana Evolved* or otherwise) access to talents at 1st level poses no balance problems. Likewise, ceremonial feats suit any class, although the restrictions on obtaining them—requiring a true-name, finding others to participate in the ceremony, and paying a small amount for materials—should be retained for balance reasons. Basically, ceremonial feats simply offer an interesting way to give a character a supernatural ability that requires more explanation than mere mundane training.

EQUIPMENT

Monte Cook's Arcana Evolved offers new types of weapons, armor, and other equipment, including alchemical items. Introducing equipment compatible with the core rules to an *Arcana Evolved* game should present no problems.

WEAPONS

While many of the weapons from the core books appear in *Monte Cook's Arcana Evolved*, not all do. Adding new weapons should offer no difficulties. Classify exotic melee weapons as agile or heavy.

ARMOR

The armor in *Monte Cook's Arcana Evolved* has been carefully balanced. Incorporating armor from the core rules or other sources can cause repercussions. If a desired armor type seems better than the standard *Arcana Evolved* choices, make it an exotic armor.

PLAYING THE GAME

The "Playing the Game" chapter of *Monte Cook's Arcana Evolved* offers rules for movement, encounters, combat, actions, and hero points. Most of the details echo the core rules, with the following exceptions.

v. 3.0? 3.5?

For monsters and NPC statistics, damage reduction and facing/spacing values are provided for both the 3.0 and 3.5 versions of the core rules.

DEATH'S DOOR

Remember to use the *Arcana Evolved* ranges to determine disabled and dying status for injured characters. Unlike the core rules, these are not just 0 and -1 to -10.

HERO POINTS

Don't forget to add hero points to characters and even monsters created under the core rules.

SPELLS

Spells present some of the few real challenges in converting core material for *Monte Cook's Arcana Evolved*.

PHILOSOPHY

While spells and magic constitute a huge part of *Monte Cook's Arcana Evolved*, the collection of spells in the book is slightly weaker overall than core spells. This intentional power reduction enhances play by ensuring that, whether PCs are 1st level or 18th level, the classes remain balanced.

In some ways, this balance is achieved by what's not there. The spell list includes no *magic missile* spell, for example. It's just a little too good. There is no *lesser restoration* spell, because it's so low-level that dealing with things like ability score damage becomes trivial (especially since *Arcana Evolved* casters do not prepare spells ahead of time). Incorporating *lesser restoration* into your own game thus changes things, as would including *comprehend languages*. When you add a new spell to the game, think about the implications of that change. Just another attack or defense spell might not change anything; there are plenty in the game. Likewise, more illusions, conjurations, and so forth will probably create nary a ripple. Other spells, however, like *haste*, might change things quite a bit.

Adjusting spell levels also helped create balance. In the core rules, *invisibility* is a 2nd-level spell. In *Monte Cook's Arcana Evolved*, it is a 3rd-level spell (although in its diminished form it has a 2nd-level *invisibility* effect). Introducing *invisibility* from the core

rules at 2nd level would certainly disrupt the balance and is not recommended.

Lastly, balance was reached by changing the spells themselves. For example, the core rules spell *fly* allows a creature to fly and move at speed 90 (speed 60 in the revised rules). The *Arcana Evolved* spell *flight*, at the same level, allows a creature to fly at its normal speed or 30, whichever is less. Before adding a spell from another source, make sure *Monte Cook's Arcana Evolved* doesn't already contain a modified version of that spell. Some modified versions have the same name, but more often they bear a different one for flavor.

SPELL COMPARISON

Some *Arcana Evolved* spells are very similar (or almost identical) to core spells: *gusting wind* versus *gust of wind*, *read minds* versus *detect thoughts*, or *lesser sealed door* versus *arcane lock*, for example. Other *Arcana Evolved* spells accomplish fairly similar things to core spells, but are in fact quite different: *lesser raise the dead* versus *raise dead* or *resurrection*, *lesser animate the dead* versus *animate dead*, or *lesser ability boost* versus *bull's strength*, for example. In general, if an *Arcana Evolved* spell creates very similar effects to those of a spell found in the core rules or some other compatible source, use the *Arcana Evolved* spell to ensure play balance.

Mostly, however, you just need to decide which you prefer. *Monte Cook's Arcana Evolved* and the core rules offer different takes on a number of spells (*teleport*, for example). In some cases, you can use both the core and *Arcana Evolved* versions (both the *summon monster* spells and the *conjure energy creature* spells, for example). In other cases, one version renders the other redundant and impotent (*true resurrection* versus *greater raise the dead*, for example, or *finger of death* versus *finger of destruction*).

Of course, you can use these differences to show distinctions between cultures or to help play balance. A class might need the more powerful spells to keep from losing too much power—recognizing this can come only through play. Limiting *Arcana Evolved* classes to *Arcana Evolved* spells and core classes to core spells should work all right, because *Arcana Evolved* casters have an extra feat, better Hit Dice, and spe-

cial abilities to keep them on par with the other spellcasters.

10TH-LEVEL SPELLS

Monte Cook's Arcana Evolved adds higher-powered magic to the game system. Only characters above 20th level should gain access to 10th-level spells. You could create additional 10th-level spells for core rules characters by boosting the power of 9th-level spells or mimicking such core rules artifacts as the *sphere of annihilation*.

ADDING NEW DESCRIPTORS

Monte Cook's Arcana Evolved adds to and changes spell descriptors on the list found in the core books and makes even greater use of them. You'll need to understand and deal with these changes when adding spells to your *Arcana Evolved* game.

Bear in mind that adding the truename descriptor makes a spell less powerful—but taking a potent, one-target spell and requiring the caster to know the subject's truename is more in keeping with the feeling of *Monte Cook's Arcana Evolved*. On the other hand, giving a spell the curse descriptor makes it more potent, because it can be lifted only with *remove curse*.

Add the descriptors below to the following 3rd Edition core spells.

Air: *Acid fog, air walk, cloudkill, control winds, fly, fog cloud, gaseous form, gust of wind, mass fly, mind fog, solid fog, wind wall.*

Curse: *Bestow curse, feeblemind, geas/quest, insanity, mark of justice.*

Dragon: *Discern location, fear, forbid-dance, greater magic fang, magic fang, power word blind, power word kill, power word stun, prying eyes, word of recall.*

Earth: *Earthquake, flesh to stone, iron body, magic stone, meld into stone, move earth, repel metal or stone, soften earth and stone, spike stones, statue, stoneskin, stone shape, stone to flesh, transmute rock to mud, transmute mud to rock.*

Faen: *Emotion, faerie fire, feather fall, glitterdust, hypnotism, hypnotic pattern, maze, mislead, rainbow pattern, reduce, shrink item, Tash's hideous laughter, ventriloquism.*

Giant: *Aid, bless, calm emotions, dictum, discern lies, enlarge, erase, forbiddance, mark of justice, remove fear, righteous might, shield other, zone of truth, as well as the various big hand spells.*

Litorian: *Animal shapes, calm animals, cat's grace, dominate animal, greater magic fang, hold animal, jump, magic fang, speak with animals.*

Negative Energy: *Animate dead, circle of doom, create greater undead, create undead, energy drain, enervation, ghoul touch, harm, inflict critical wounds, inflict light wounds, inflict moderate wounds, inflict serious wounds, vampiric touch.* Plus, all death and evil descriptors become negative energy descriptors.

Plant: *Antiplant shell, barkskin, changestaff, command plants, control plants, detect animals or plants, diminish plants, entangle, fireseeds, goodberry, ironwood, liveoak, plant growth, repel wood, shambler, shillelagh, speak with plants, spellstaff, spike growth, transmute metal to wood, transport via plants, tree shape, tree stride, wall of thorns, warp wood, wood shape.*

Positive Energy: *Cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, death ward, heal, healing circle, greater restoration, lesser restoration, mass heal, raise dead, resurrection, true resurrection.* All good descriptors become positive energy descriptors.

Psionic: *Astral projection, antipathy, charm person, charm monster, comprehend languages, confusion, daze, detect thoughts, enthrall, foresight, hypnotism, mind blank, mind fog, nightmare, sympathy.*

Sibeccai: *Bless weapon, bull's strength, divine might, endurance, foresight, freedom of movement, greater magic fang, guidance, magic fang, pass without trace.*

Truename: *Banishment, binding, discern location, dream, finger of death, imprisonment, phantasmal killer, refuge, sequester, slay living, soul bind.*

Water: *Bless water, control water, create food and water, create water, horrid wilting, purify food and drink, water walk.*

Add the descriptors below to the following 3rd Edition revised spells.

Spells include any "mass" versions as well.

Air: *Acid fog, air walk, cloudkill, control winds, fly, fog cloud, gaseous form, gust of wind, mind fog, overland flight, solid fog, wind wall.*

Curse: *Baleful polymorph, bestow curse, feeblemind, geas/quest, insanity, mark of justice.*

Dragon: Discern location, fear, forbid-dance, greater magic fang, magic fang, power word blind, power word kill, power word stun, prying eyes, word of recall.

Earth: Earthquake, flesh to stone, iron body, magic stone, meld into stone, move earth, repel metal or stone, soften earth and stone, spike stones, statue, stoneskin, stone shape, stone to flesh, transmute rock to mud, transmute mud to rock.

Faen: Faerie fire, feather fall, glitterdust, hypnotism, hypnotic pattern, maze, mislead, rainbow pattern, reduce, shrink item, Tash's hideous laughter, ventriloquism.

Giant: Aid, bless, calm emotions, dictum, discern lies, enlarge, erase, forbiddance, mark of justice, remove fear, righteous might, shield other, zone of truth, as well as the various big hand spells.

Litorian: Animal shapes, calm animals, cat's grace, dominate animal, greater magic fang, hold animal, jump, magic fang, speak with animals.

Negative Energy: Animate dead, create greater undead, create undead, energy drain, enervation, ghoul touch, harm, inflict critical wounds, inflict light wounds, inflict moderate wounds, inflict serious wounds, vampiric touch. Plus, all death and evil descriptors become negative energy descriptors.

Plant: Animate plants, antiplant shell, barkskin, changestaff, command plants, control plants, detect animals or plants, diminish plants, entangle, fireseeds, goodberry, ironwood, liveoak, plant growth, repel wood, shambler, shillelagh, speak with plants, spellstaff, spike growth, transmute metal to wood, transport via plants, tree shape, tree stride, wall of thorns, warp wood, wood shape.

Positive Energy: Cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, death ward, heal, greater restoration, lesser restoration, raise dead, resurrection, true resurrection. All good descriptors become positive energy descriptors.

Psionic: Antipathy, astral projection, charm monster, charm person, comprehend languages, confusion, crushing despair, daze, daze monster, detect thoughts, enthrall, foresight, hypnotism, mind blank, mind fog, moment of prescience, nightmare, sympathy, touch of idiocy.

Sibeccai: Bear's endurance, bless weapon, bull's strength, divine favor, divine might, foresight, freedom of movement,

greater magic fang, guidance, magic fang, pass without trace, poison.

Truename: Banishment, binding, discern location, dream, finger of death, imprisonment, phantasmal killer, refuge, sequester, slay living, soul bind.

Water: Bless water, control water, create food and water, create water, horrid wilting, purify food and drink, water walk.

SIMPLE, COMPLEX, OR EXOTIC?

You can disregard class designations of core spells—*Arcana Evolved* spells do not need them. Instead, they fall into one of three categories: simple, complex, or exotic. Each category indicates the difficulty of learning and casting the spell, and how common it is.

Simple spells are the easiest and most common. They require the least amount of understanding of the true nature of magic and the simplest words and gestures (if components are required). These are very basic incantations that add to an attack roll, ability score, or Armor Class. They attack a single target with some fairly straightforward detrimental or damaging effect, or alter the subject's mind slightly and temporarily. (Most enchantments are simple spells.) Simple spells create area effects based on one uncomplicated change (such as lighting an area, not changing all the plants in the area to monsters). They create things that are solid matter and are usually of a single, common material (as opposed to energy, or a complicated or refined substance). In general, simple spells are slightly less powerful than complex spells but not a whole level's worth of difference.

Examples of simple core spells include *blur*, *daylight*, *keen edge*, *meld into stone*, and *resist elements*.

Complex spells require a real understanding of the fundamental underpinnings of magic. They demand a more focused state of mind and more complex words and gestures. Designate spells as complex when they modify other spells. Energy-based spells (as opposed to elemental spells) and force spells are generally complex. Teleportation effects, all but the most simple divinations, most illusions and conjurations, and spells that physically transmute something into something else are complex spells. Spells that heal damage directly, particularly in large quantities, are complex.

Examples of complex core spells include *acid fog*, *animate objects*, *cure light wounds*, *gaseous form*, *mirror image*, and *refuge*.

Exotic spells are the most complicated and rarest spells of all. Frequently, these are new spells recently conceived by an individual, and the knowledge hasn't yet had time to spread. Any spell that a caster creates herself through research is automatically an exotic spell. If you are playing a mainly *Arcana Evolved* game, you may want to hesitate before importing a lot of spells from other sources—even the core books—particularly if such spells have effects not found in *Monte Cook's Arcana Evolved*. Instead, use them as a source for exotic spells.

Usually, exotic spells are more powerful than complex spells but not a whole level's worth of difference. They sometimes have very specific, powerful effects rather than general applications, or are simply “weirder” than other spells.

Examples of exotic core spells include *delayed blast fireball*, *Leo's secret chest*, *Mord's faithful hound*, *phantasmal killer*, *rope trick*, and *Ten's floating disk*.

COMPONENTS

The caster, not the spell, determines the components of each *Arcana Evolved* spell. However, when converting an existing spell with a very expensive material component (clearly there to balance the spell's potency), keep it.

CREATING DIMINISHED EFFECTS

Every *Arcana Evolved* spell of 1st level or higher (with very few exceptions) has a diminished effect that allows it to be cast as a spell one level lower with less powerful results. This feature increases a character's options, since spellcasters can prepare only a limited number of spells each day. Therefore, when adding spells to your *Arcana Evolved* game from other sources, create diminished effects for each of them.

The most interesting kind of diminished effect causes the spell to do something similar to but distinct from (and, of course, less powerful than) the base version. For example, the diminished effect of *Leo's secure shelter* could create a much smaller, cruder shelter—just a hemisphere of force to keep the rain off. In fact, this effect is already detailed for you: *Leo's tiny hut*.

(That's a great conversion trick for two spells of similar effect just one level apart: Simply make the lesser spell a diminished effect. This works wonderfully for spells like *cure light wounds* and *cure moderate wounds*.)

Above all, when creating diminished effects, remember that they are, in every way, a spell one level lower than the base spell. They should be balanced for that reduced level. So, the diminished effect for a 7th-level spell should balance with other 6th-level spells.

Sometimes, however, a different but lesser effect isn't easily determined. In such cases, use one of these methods for creating a diminished effect:

Decrease Damage: For damage-dealing spells, decrease the amount of damage—the number of points, the number of dice, or the type of dice. If applicable, also decrease the maximum amount of damage. A diminished *fireball*, for example, might inflict 1d4 (rather than 1d6) points of damage per level, with a maximum damage of 5d4 (instead of 10d6). The DMG offers parameters for maximum damage per spell level for both single-target and multiple-target spells.

Decrease Range and Targets: Decrease the range from long to medium or medium to close (or make it a touch spell). For spells that affect multiple targets or an area, make the diminished effects single-target spells.

Partial Effect: If a spell blasts a target for damage, then has a secondary effect like blinding (such as *holy smite*), the diminished effect drops the secondary effect (and might slightly decrease the damage).

Personal Spell Only: A beneficial spell that can affect a single creature, like *divine favor*, affects only the caster in the diminished effect. This limit creates the interesting situation of making a spell easier and less costly to cast on oneself than on someone else (which makes sense).

CREATING HEIGHTENED EFFECTS

Every *Arcana Evolved* spell of 9th level or lower (with very few exceptions) has a heightened effect that allows it to be cast as a spell one level higher with more powerful results. A different effect, rather than a mere increase in something like damage or range, is often desirable. For example, a heightened *speak with dead* might allow a

caster to walk into a graveyard and speak with multiple spirits.

Remember to balance the heightened effect so its power doesn't surpass that of any spell a level higher than the base spell.

Some other options for creating heightened effects:

Extra Effect: The heightened spell does something additional. A heightened *Mel's acid arrow* could also inflict 1 point of temporary Strength damage. A heightened *spider climb* might allow the recipient to run while clinging to walls and even navigate webs (including magical ones) freely.

Increase Damage: For damage-dealing spells, increase the amount of damage—the number of points, the number of dice, or the type of dice. If applicable, also increase the maximum amount of damage. A heightened *fireball* might inflict 1d8 points of damage per level, to a maximum of 10d8 points. The DMG offers guidelines for maximum damage per spell level for both single-target and multiple-target spells.

Increase Range and Targets: Increase the range from close to medium or medium to long, or give a touch spell a (very short) range. Allow a spell that affects one target to affect two, one per two caster levels, or even a small area.

Personal Spell Becomes Target Spell: A spell normally able to affect only the caster can affect someone else. *Righteous might* could become a touch spell if heightened, for example. (Be careful here—allowing certain very powerful effects to affect non-spellcasters can unbalance the game.)

MAGIC ITEM CREATION COST MODIFIERS

Many *Arcana Evolved* spells include cost modifiers for basing a magic item on that spell's effect. There are four types of items: single-use, spell-completion, charged, and constant. The guidelines below offer direction for developing the item creation cost modifiers of other spells.

When in doubt, do the math and determine whether the spell, using the normal formulas found in the *Arcana Evolved* item creation feats, would make a balanced magic item.

Some standard instructions:

1. If you want to create a constant item that grants an Armor Class bonus, an attack

bonus, or a saving throw bonus, you cannot create it using *Arcana Evolved* spells and cost formulas, because formulas already exist in the DMG for determining the cost of items with such bonuses. *Arcana Evolved* spells that provide these bonuses can, however, be used as prerequisites.

2. Exotic spells have a cost multiplier of at least 1.5 for constant or single-use items.

3. A single-use item has a cost modifier of 2 if the spell from which it's made has a range of Personal, a duration that exceeds 24 hours (including Permanent, but not Instantaneous, durations), or a casting time of 10 minutes or more. Two of those factors on a single-use item increase the modifier to 3, and all three result in a modifier of 4.

4. Spells of 8th to 10th level have at least a 1.5 modifier for single-use and spell-completion items.

5. Spells that bring back the dead have at least a 2 modifier in all categories.

The more ephemeral guidelines:

1. Spells with very short (1 round/level or less) durations often have a constant modifier of 2.

2. Spells that someone really shouldn't need to cast more than once or twice in a normal campaign (like *immortality*) have at least a 2 multiplier for single-use and spell-completion items.

3. Spells that if made constant could seriously change the campaign world (or part of it), such as *null magic zone*, have a 3 to 5 constant modifier.

4. Spells that are self-limiting because of the number of times you can use them, such as *object loresight*, have at least a 2 multiplier for constant and charged items.

5. Low-level spells (like *precise vision*) that provide brief, useful abilities but would make magic items with unbalancingly low prices if the formulas were followed should have a constant modifier of at least 2.

NONHUMANOID TARGETS

Faen and giants are standard nonhumanoid *Arcana Evolved* races, and spells in this book take them into account. However, the core rules spells assume that player characters are all humanoid. Importing a lot of spells like *hold person* or *daze* into the game makes faen and giants too powerful. Change such spells so that they also affect

any *Arcana Evolved* race, or—if you want to be more formal—base the target limitations on the level and size of the caster rather than the type of the target. For example, *hold person* becomes *lesser hold*, and it affects any creature with no more Hit Dice and of no more than one size category larger than the caster. Thus, *hold monster* becomes *greater hold*, and it affects any creature with no more than twice the Hit Dice of the caster and of any size.

Another solution (one that makes it more difficult to balance the spell, but still viable) is to designate the target of such a spell “one creature of the caster’s type.”

ELEMENTAL DAMAGE TYPES

Arcana Evolved divorces the concept of elements (air, earth, fire, and water) from the concept of energy types (acid, cold, electricity, fire, and sonic). Thus, it is possible for a spell to inflict earth damage or air damage, whereas in the core rules, it is not.

SPELL EXAMPLE

Here is an sample of a d20 System standard spell converted for *Arcana Evolved* use.

DISPLACEMENT

Illusion (Glamer)

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject appears to be about 2 feet away from his true location. He benefits from a 50 percent miss chance as if he had full concealment. However, unlike actual full concealment, *displacement* does not prevent enemies from targeting him normally. The *true seeing* spell reveals his true location.

Diminished Effects: The displacement effect is imperfect and offers only a 20 percent miss chance. Further, the spell’s range becomes Personal and the target is You.

Heightened Effects: The duration becomes one minute per level.

Magic Item Creation Modifier: Constant ×2

Conversion Notes: The base spell remains unchanged from its 3rd Edition

rules description. It is complex because it produces a fairly intricate effect and a “creation” of energy.

The diminished effect simply decreases the effectiveness of the spell while also making the caster the only possible target. The heightened effect increases the duration. The magic item creation modifier comes from the high potency of the spell and its very short duration.

COMBAT RITES

You should use combat rites if the *Arcana Evolved* classes that use them are in play in your campaign. Further, core classes like the monk, fighter, and perhaps even the paladin might use them through the Ritual Combat feat.

CREATURES

Monsters are a staple of fantasy gaming no matter what rules you use. Chapter Twelve provides examples of how to handle monsters using *Monte Cook’s Arcana Evolved*.

STATISTICS CONVERSION

All basic information, such as Hit Dice, Armor Class, attacks, special attacks and qualities, ability scores, and so forth remain unchanged. Use the above conversion notes to adjust core rules feats and skills for monsters. Determine a monster’s disabled range and dying range using the rules from Chapter Seven: Playing the Game.

ELEMENTAL DAMAGE

The addition of both elemental and energy types of damage requires two small changes. Consult the MM to see which monsters have an elemental type—air, earth, fire, or water. Creatures with an elemental type inflict that element’s type of damage, unless obviously different. An air elemental inflicts air damage. A cloud giant does not inflict air damage when he strikes with his sword.

All creatures of an elemental type are immune to that element’s type of damage. For example, a xorn becomes immune to earth damage.

The monster descriptions already deal with fire damage in this fashion, so you only need to alter creatures of air, earth, and water.

FEATS AND TRUENAMES

All intelligent creatures either possess true-names or are Unbound. Either way, as Chapter Five: Feats and Talents indicates, they get a bonus ceremonial feat or talent at 1st level. Choose an appropriate feat and add it to the creature’s normal list of feats.

MAGIC ITEMS

Generally speaking, magic items work the same under both the d20 System rules and *Monte Cook’s Arcana Evolved*. Item use, pricing, and most other issues remain unchanged. However, the item creation feats offered in *Arcana Evolved* differ somewhat from the core rules. Item categories are defined not by the form of the item (wand, rod, ring, etc.) but the frequency of its use (single-use, constant, etc.) Thus, keep a few considerations in mind.

Potions are not the only kind of single-use item; wands are not the only kind of charged item. Potions and wands do not have artificial level caps. Staves, rings, and rods are not special kinds of magic items, nor do they have special rules governing them. In *Arcana Evolved*, they are usually all constant items.

When using an item from the DMG in an *Arcana Evolved* game, magic weapons and armor remain completely unchanged; potions are all single-use items; wands and staves are all charged items; rods, rings, and wondrous items are (usually) constant items; scrolls are, of course, spell-completion items. Chapter Eight: Magic has more information about which items from the DMG are appropriate for an *Arcana Evolved* game.

In general, however, most magic items suitable with the core rules work just fine in an *Arcana Evolved* campaign. *Bracers of armor*, *belts of giant strength*, *+2 keen longswords*, *bags of holding*, *rings of water walking*, *crystal balls*, and more all appear just as commonly as they do in a standard d20 System setting.

Index

- ability damage 11, 13, 186, 247, 277, 282, 291, 297
- ability drain 11, 13, 186, 247
- Ability Focus 125, 128
- ability scores 7–8, 9–13, 39, 63, 72, 99, 101, 200, 207, 208, 214, 236, 288, 291, 303, 309, 311, 418, 423
- abjuration 117, 174, 200, 201, **209**
- accuracy of the hawk 82
- acid 161, 169, 201, 207, 208, **210–211**, 222, 420, 421, 423
- actions 179
- attack 180–183
 - free 187
 - full-round 188, 193
 - move 187
 - move-equivalent 187
 - readying 193
 - standard 188
- activate magic item 188
- adaptation 66, 68, 69
- additional rune 386
- adventuring gear (see “gear”)
- Affinity With Skill 127, **128**
- age (of characters) 36
- aid another **188**, 192
- Aid Spellcasting 125, **128**
- air 201, 207, 208, **211**, 420
- air spirit 92, 93
- akashics 34, 37 **39–44**, 43, 100, 101
- memory stones 40
 - nodes 42, 344, 357, 365
- alabast 119, 356, 359, **391–392**
- Alchemy 104, **105–106**, 144, 147, 170, 226, 237, 254–255
- alignment 7, 28, 215
- Ambidexterity 127, **128**
- Ao-Manasa 334, 338, **348–350**
- Appraise 104, **106**, 171
- archetypes 38, 39–40, 45, 55, 59, 62, 66, 71, 73, 78–79, 86–87, 89, 92, 100
- area (see “spells”)
- armor 12, 125–127, 156, 160, **161–167**, 172, 204, 205, 207, 419, 423
- Crystalline 164, 174, 364
 - descriptions 164–167
 - Devanian 160, 162, 164, 166
 - donning 163–164
 - magic 215–217, 220, 229, 230
 - masterwork 164
 - natural 96–97, 138, 146, **180**, 413
 - qualities 216
 - sleeping in 163–164
 - special and superior 160
 - for unusual creatures 164
- armor bonus 18, 19, 162, 182, 413
- armor check penalty 12, 105, 162, **163**
- Armor Class 7, 10, 179–180, 182, 421
- modifiers to 180, 182–184, 196, 421, 422
- Armor Proficiency 125, **128–129**
- armor song 92, **94**, 264
- armor specialization 90, **91**
- artifacts 225–227
- aspect of power 63–65
- athame 57, 58, **60–61**, 99
- athame burst 58, 61
- athame critical 58, 61
- attack roll 7, 10, 125, **180–186**, 419–421
- attacks 7–8, 10, 179, **180–186**
- dive 190
 - full 190
 - grenadelike 197
 - and magic 202, 204
 - making 180
 - melee 180–181
 - mounted 197–198
 - objects 194–197
 - ranged 181
 - touch 182
- attacks of opportunity 125–127, **182–183**
- Attune to Magic Item 126, **129**
- augury 384
- aura of darkness 48
- aura of light 47
- avatar 46, 47
- avatar's allies 46, 48, 49, 50, 51, 52
- Balacos, Havinar 361–362
- Balance 104, **106**
- base attack bonus 38, 99
- battle cry 52, 362
- battle hymn of the Dark 372, **373**
- Battle Mage 126, **129**
- battle memory 41, 42, 43
- beast reaver 367–369
- Bite 125, **129–130**
- bite of the shark 82
- bite of the snake 84
- Bitter Peaks 342
- black streams 345
- bladesong 58, **323**
- Blessed Mage 126, **130**
- blessed template 211
- blessing of place 53
- blessing of the race 46, 52
- blindsight 52, 241
- Blood as Power 126, **130**
- blood frenzy 82
- Bloody Strike 125, **130–131**
- Bluff 104, **106–107**
- boats and ships 173, 178, 350, 359
- bond with entity 380, **381**
- bond with the Dark **372**
- bond with the Green 54, **56**
- Bonded Item 126, **131**
- Born Hero 127, **131**, 198
- Born Leader 127, **131**
- born of place 53
- Brandish Magical Might 126, **131**
- breaking items 194–198
- breathe water 82, 316
- bringing back the dead 55, **207**, 420–421
- buildings 174
- bull rush 125, **137**, 188
- burrow 175
- Cage of Teeth 327 (map), 357
- call of the Dark 372
- call or imbue shield **45**, 47, 362
- call or imbue weapon 46, 47
- call upon the power 37, 46, 47, 380
- calling 209
- carrying capacity 10, **12–13**, 21–22, 171, 172, 176, 173
- Castles of the Sky 327 (map), 357
- Central Plains 335, 341 (map), **342**, 344
- ceremonial feats (see “Feats”)
- ceremonies 5–6, 8, 104, **115**, 123, 124, 323, **324–325**, 326, 329, **381**, 419
- champions 6, 37, **44–53**, 100, 101
- causes 44, 47–52, 49
 - charge 53, 100
 - focused devotion 46, 47, 52–53
- channel witchery 99
- character creation 5–8, 14–15, 100
- character level 8, 14–15, **37–39**, 418–420
- charge 82, 125, 141, 143, 188, **189**, 190, 192
- Charisma 9, 11–12, 13, 36
- cham 201, 215, 219, 225, 229–230, 232, 245, 256, 264, 287, 384, 420, 421
- Chi-Julud 23, 24, 25, 126, **131**, 338
- chill spirit 92, 94
- chorrim 324, 325, **363**, **392–394**, 407, 416
- class level **38**, 99–100, 206, 418, 419
- classes 5–8, 9, **37–100**, 418–419, 423
- prestige 5, **367–390**
 - multiclassing 6, 8, **99–100**, 418
 - spellcaster 12
 - skills 104–105
 - emulate class 121–122
 - tools and kits 170
 - conversions 418, 419
- claws of the bear 81
- claws of the wolverine 85
- Cleave 125, **131**, 132, 320
- Climb 104, **107–108**, 168, 170, **175**, 182, 188, 189, 422
- clothing **171**, 204, 225, 229, 238, 288
- cold 201, 207, 211, 215 (rune), 217–218, 219, 229, 239–246
- cold resistance 133, 171, 221, 222, 237
- colloquialisms 329–330
- combat 102, 125, 140, 143, 175, **179**
- mounted 117, 125, 140, 172, **197–198**
- combat insight 52
- Combat Reflexes 125, **132**
- combat rites 5, 6, 11, 12, 39, 68, 71–72, 143, 228, **318–321**, 423
- Combat Ritual 127, **143**, 423
- Compensate for Size 125, **132**
- Complex Spell 125, 132
- compulsion 201, 210
- concealment 117, 134, 161, 178, 181, 182, **183–184**, 229, 292
- Concentration 72 (save), 104, **108**, 189, 205, 206, 419
- confusion 384, 420, 421
- conjunction 200, 201, **209**, 360, 419, 420, 421
- Conjure Mastery 125, **132**
- Constitution 8, 9, **10–11**, 12, 36, 38, 180, 185–187, 207
- Constitution increase 377
- containers and carriers 169
- control dream 388–389
- control a mount 117, 189
- conversions 418–423
- Corrupt Mage 126, **132**
- corrupted template 211
- cosmology 360
- Council of Magisters 332, **338–389**, 345, 346, 350, 359
- counterspell 131, 145, 192, 193, 257
- coup de grace 182, 189
- cover 117, 134, 161, 178, 181, 182, **183–184**, 229, 292
- Craft 102, 104, **109**, 170
- Craft Charged Item 127, **132**
- Craft Constant Item 127, **132–133**
- Craft Magic Arms and Armor 127, **133**
- Craft Single-Use Item 127, **133**
- Craft Spell-Completion Item 127, **133–134**
- creation **124**, 127, **128**, 201, 202, 209, 221, 231, 233, **251**, 422–423
- Creator Mage, 126, **134**, 213
- Crippling Strike 126, **134**
- critical hit 122, **137–138**, 151–154
- crushing blow 90–91
- crystal barrier 370
- crystal body 371
- Crystal Fields 325, 341 (map), **343**
- crystal nature 370
- crystal shield 370
- crystal warrior 369–371
- crystal weavers 342, **364**
- crystalline/crystal-laced items 109, 160, 164, 174
- crystalline encasement 370
- Cult of the Brief Respite 330, **331**
- Cult of the Fleshrunes **331**, 360
- cunning of the wolf 85
- curses 201, 207, 229, 234, 235, 251–252, 340, 350, 416, 420
- of Xyphon 340, 350
 - of grave hunger 416
- cyclops 394–395
- damage 197, 419, 420, 422
- inflicting 184–186
 - massive 186
 - minimum 7
 - to objects 196–197
 - rolls 10, 180, 208
 - subdual 186–187
- damage reduction 164, 166, 173, 237, 399
- Dark, the 53–54, 217, 360, 371–373
- Dark Depths, the 365, 411
- Dark Highlands 327 (map), 358
- dark warden 395–396
- darkbond 371–373
- darkness 178, 201, 207, 229
- darkvision 178, 221, 230, **252**
- Daylight 421
- days of the week 322
- important days 98, 322–323
- De-Shamod 346–347; 341, 347 (maps)
- death 7, **185–186**, 419, 420, 421
- death's blessing 49
- death's wrath 49, 362
- deathshield 49
- Decipher Script 104, **110**, 119, 122, 144
- deep darkness 48
- deep strength 320
- defender true 53
- Defense 231, 419
- Defensive 127, **134**
- defensive focus 41, **319**, 320
- defensive insight 52
- Defensive Move 125, **134–135**
- Defensive Roll 126, **135**
- Defensive Stance 125, **135**
- delay 189
- delve into collective memory 40, 42, 43, 43–44
- delve into personal memory 41, 42, 43
- Denotholan, the 332, **335**, 345
- Denotholan, gods of 330–331
- detonations, magic 219
- Devania 334–335
- Devanian items 109, 160, 162, 164, 166, 216
- Dexterity 9, 10, 12, 36, 165, **180**, 182, 192, 363
- Diamond Throne 341 (map), 346, 353
- Difficulty Class 7, 13, **101–102**, 198
- diminished effects (see “spells”)
- Diplomacy 13, 104, **110**, 144
- Disable Device 104, **110**, 144, 171

- disabled **185**, 186, 419, 423
disarm *110*, *125*, 138, **189–190**, 319
disbelief 204
Disguise *104*, **110–111**, 170
dismounting 117, 192
dispelling 50, 231, **257**
divination 200, 201, **210**, 421
divinatory dream **389**
dodge 72
Dor-Erthenos (see “Diamond Throne”)
dracha 9, 15, **16–19**, 36, 115–116, 214, 326, 344
Dragon Conclave 331, 333, 357, 400
dragon kith 373–374
Dragon Mage *126*, 135
dragon magic 374
dragon nature 374
dragon scions (see “dramojh”)
dragon society 400
dragon template 201, 207, **210**, 211, 214, 222, 229, 374
dragonblade 374
Dragonclave 359
dragoneye 374
dragonmind 374
dragons 5, 326–333, 334, 339–340, 363–364, **396–401**
dragonsense 374
dragonskin 374
dragonstones **345**, 403
dramojh 14, 28, **334–338**, 342, 352, 356, 361, 364, 391, 400, 411–412, 416–417
dream hunter 401–402
dream master 389
dream spy 388
dream tracking 388
dream travel 389
dreams 389, 420, 421
Dreams, Sea of 327 (map), 340
dropping items 190
Dulan 327 (map), 358
duration (see “spells”)
dying **185–186**, 419, 423
earth 201, 208, **211–212** (template), 217, 229, 323, 420, 421
Eidetic Memory *127*, **135**
Elder Mountains 342
eldritch spirits 380
eldritch spiritsight 381
eldritch template *212*, **390**
Eldritch Training *126*, **135**
eldritch warrior 390
electricity 201, 207, 208, 210, **212**, 229, 423
Elemental Mage *126*, **135**
Elemental Resistance *127*, **135**
elements 208, 217, 423
embrace the darkness 48
embrace the light 47
emissary 374
Empower Spell-Like Ability *125*, 135–136
emulate 122
enchantment 210, 421
encounters **178–179**, 365–366, 419
enemy bane 212
energy attacks 197
energy creatures 246–248
energy drain 414–415
Energy Mage *126*, **136**
Energy Resistance *127*, **136**
energy types 201, 207, **208**, 423
entangled 206
enter the darkness 48
enter the light 47
epitome of the race 383, **385**
equipment 5, 8, **150–174**, 419
erase rune 75
Erdaenos 327 (map), 351, 416
Eremor Castle 327 (map), 357
Erixalimar 18, **331**, 333–335, 340, 357, 336, 366
Escape Artist *104*, **111–112**
escaping a net 111–112, 158, 190
eschew aging *66*, **69**
eschew air *66*, **69**
eschew food *66*, **68**
eschew sleep *66*, **69**, 389
eschew water *66*, **69**
esoteric mage 374–375
evasion *66*, **68**, 86, **88**
evocation 200, 210
evolved levels 5, 6, 8, **14–15**, 326, 418–419
creatures 402–403
dracha *18*, 19
giants 25, 26
humans 16
litorian 26, 28
loresong faen *21*, 22
mojh 30
quickling faen *21*, 22
sibeccai *32*, 33
spryte *22*, 23
verrik *35*, 36
Exotic Spell *125*, 136, 375
experience points 8, 31, **37–38**
Expertise *125*, **136**
extinguishing flames 190
extraordinary ability 194
extraordinary success 102
eyes of the hawk 82
facing 180, 419
faen 14, **19–23**, 104, 115, 119, 180, 201, 207, 210, **212** (template), 222, 344
loresong 9, 20–21
quickling 9, 21–22
spryte 19, 21, 22–23
faen weapons 152, 154, 158
Fallanor 328, 339, 355
familiarity of place 229, 233, **265**
familiarity with magic **50**, 58, **61**, 63, 75, 77, 94, 98
Far Shot *125*, **136**
far voice 94
Fast Healer *127*, **136**
fast movement 68
fear 229, 201, 207, **415**, 420, 421
feat memory *42*, **43**
feats 5, 8, **123–149**, 151, 194, 419, 423
ceremonial 8, 124, *126–127*
gaining 4, 123
general 124, *125–126*
item creation *127*, 132–134
talents 4, 124, *127*
using 194
feint 190
feral bond 368
ferocity of the bear 81
ferocity of the wolverine 85
festivals 322–323, **329**
Fey Mage *126*, 136
Fields of Ash 327 (map), 343
fighting defensively 182
figment 210
Filan, Gulf of 327 (map), 340
fire 91, 92, 201, 207, 208, **212**, 423
fire lance 94
fire shield 95
Firesight, Gulf of 327 (map), 340
first aid 113
First Strike *125*, **136**
Flail Defense *125*, 136
flanking **180**, 182
Fleet of Foot *126*, **137**
flight 18, 19, 22, 82, 175–177, 221, 231, 266–267
Floating Forest 343–352
fluid spirit 92, 95
Flyby Attack *125*, **137**
flying 175–177 (see also “flight”)
focus component (see “spells”)
focused devotions 52
Focused Healing *126*, **137**
food and drink 172
force 201, 207, 229
forced march 177
Forgery *104*, **112**
Fortitude save 38, 198
Free Cities of the South 327 (map), 328, 355
freedom’s movement 51
freedom’s passage 51
freedom’s shield 51
freedom’s strength 50
freedom’s will 50
freezing word 92, **95**
Frozen North, the 345
full attack (see “attacks”)
Gahanis 341 (map), 352
games 329
Gather Information *104*, 112
gear 38, **150–174**, 225
mounted 172
Ghi-Nammor 376, **377**
Ghostwash 341 (map), 342
giant paragon 376–377
Giant Prince, the 336
Giantish Mage *126*, **137**, 212
giantish skills 376
giants 8, 9, 14, 15, 23–26, 36, *104*, 115–116, 119, 180, 201, 207, 212 (template), 227, 336–338, 344, 348, 418, 420, 421, 422
glamer 210
Glass, Mountains of 327 (map), 342
gods 16, 18, 20, 24, 29, 30, 35, 71, 115, 227, **330–332**
gold pieces (“queen’s coin”) 8, 150–151, 329
goods and services 150, **167–174**
grace of the hawk 82
grappling 182, **190–192**, 206, 398
Great Eastern Sea 327 (map), 340
greater pact 381
Great Fortitude *125*, **137**
the Green 30, **53–56**, 207, 360, 371
greenblood oil 158
greenbond 6, 11, 32, 37, 53–57, 100, 101, 150, 207, 360, 367, 369, 372, 380, 390, 396
greenfire 95
greenspy 230, **270**
grenadellike weapons (see “weapons”)
guard the body 56
gust 95, 414
hail of metal 92, **95**
hailstorm 92, 95
hailstorm 92, 95
Hanavere Trinity **332**, 335, 336, 351
Handle Animal *104*, **112–113**
Hands as Weapons *126*, **137**
hardness **196**, 238
harrids 328–329, 344, 350, 358, 359, **404–405**, 416
Harrowdeep 327 (map), 328, 341, 355
Heal *104*, **113**,
heal spirit 92, 95
healing 100, 126, 137, 185–186, 187, **192**, 230, 233, 239–240, 242, 344, 420
Battle Healing 230, 233, **239–240**
Focused Healing *126*, **137**
Healing Ceremony 324
heartening cry **46**, 47, 362
height (of characters) 36
height increase 376
heightened effects (see “spells”)
helpless 12, 187, 189
helpless defenders 182
hero of the people 379
hero points 6–7, **198–199**, 419
heroes are made 378
Hetragarin 330
hide of the bear 80
hide from the law 378, **379**
hide spirit 92, **95–96**
hiding 119
Hit Dice 8, 38, 99, 420, 423, 418
hit points 7, 8, 11, 38, **180**, 185–186
Houses of the Eternal 24
housing 173, 174
howl of terror 85
humans 8, **15–16**, 36, 115–116, 123, 214, 222
Hunter Mage *126*, **137**
hypnotism **83–84**, 420, 421
ice blade 92, **95–96**
ice song 92, **96**
icefire 92, **96**
Idonis 330, 353
illusion 200, 201, **210**, 228, 289
immunity 216, 234, 235, **274**, 398
to gaze attacks 402
to runes 386
impersonate 41
improved feats 128
Improved Bull Rush *125*, **137**
Improved Critical *125*, **138**
Improved Disarm *125*, **138**
improved evasion 88
improved grab 402, 415
Improved Initiative *125*, **138**
Improved Sunder *125*, **138**
Improved Trip *125*, **138**
induce sleep 388, 389
influencing attitudes 13
Infuse Weapon *126*, **138**
infuse with life 54, **56**
infuse with the Dark 372
initiative 179
Innuendo *104*, **113**
inscribe rune 75, 77
inshon 339, 399, **405–407**, 416
instantaneous duration (see “spells”)
Intelligence 5, 9, **11**, 12, 13
Intimidate *104*, **114–115**, 419
Intuitive Sense *126*, **138**
invested rune 75
invoke the name 53
iron blade 92, **96**
Iron Flesh *126*, **138**
Iron Will *125*, **138**
Ironthumb, Johrd 331
item creation feats (see “feats”)
Jaren, the 359
Jerad 351–352

- Jump 104, **115**
 Ka-Rone 336, 341 (map), 348
 Kallethan (the Kallethan) 362–363
 Keen Senses 320, 400
 key ability 12, 101–102, 105
 Khorl 328, 332, 336, 341 (map), 352, 353
 kinesthetic memory 40
 Kish, Wildlands of 327 (map), 328, 344–345
 Knight of the Axe 377–379 (see also “Order of the Axe”)
 Knight of the Silver Sword 89, 350
 Knowledge 104–105, **115–116**, 119
 knowledge from beyond 52
 kobolds 28, **416**
 Lady Protector 346, 347, 349
 landswell 374
 language-dependent 207, 229
 languages 16, 18, 20, 21, 22, 25, 27, 29, 33, 35, 40, 119, 334, 419, 420, 421
 lesser pact 380
 levels (see “spells”)
 levels, gaining 8, **37–39**, 99–100
 Lifequest Ceremony 324
 life’s healing 48
 life’s wrath 49
 lifeshield 49
 lifesong 92, **96**
 light 178, 229
 Light Sleeper 127, **138**
 lighting torches 168, 192
 Lightning Reflexes 125, **138**
 line of effect 203–204
 line of sight 178
 liquid fire 92, **96**
 Listen 105, **116**
 Litorian Mage 126, **138–139**
 litorians 8, 9, 14, **26–28**, 36, 105, 115–116, 138–139, 201, 207, 212–213 (template), 277, 344
 weapons 154, 155, 159
 living blade 92, **96**
 loading weapons 127, 142, 156, **192**, 218
 lodging 172
 Lonely Land, the 327 (map), 357
 loose a shield 192
 lore 383, 384
 loremaster 40, 390
 loresong faen (see “faen”)
 Low Blow 125, **139**
 low-light vision (see “vision”)
 loyalty 374
 luck of heroes 379
 luck of the gods 384
 mage blade 37, 39, **57–61**, 101, 409, 410
 mage priest 379–381
 magic 5, 6, 38, 119, 200–227
 armor 216–217
 artifacts 225–227
 charged 219
 constant 221–225
 items 132–134, 188, 197, 202, **215–227**, 423
 schools of 201, 209–210
 single-use 219–221
 spell-completion 225
 templates 210–215
 weapons 217–219
 magic resistance 50
 magic touch 50, 64
 magical blood 65
 magical healing 186
 magical helper 65
 magister 9, 11, 37, 39, 44, 61–65, 99–100, 101, 200, 371, 374, 379, 387, 390
 magister’s staff (staves) 62–63, 226, 330
 maneuverability (flight) 177
 manifestations (see “witchery”)
 maps 327, 333, 341, 347
 mass induce sleep 388, 389
 massive damage 186
 master of death 50
 masterwork items 109, **160–161**, 164, 167, 169, 170–171
 mastery of the written word 383, 385
 material components (see “spells”)
 member identification 382
 memory of one’s own intentions 43
 memory of one’s own presence 43
 memory of one’s own spells 43
 memory of one’s own thoughts 43
 memory of one’s own weaknesses 43
 memory possession 42
 mental component (see “spells”)
 mesmerize 383
 metamorphosis, spryte (see “faen”)
 Mi-Theron 341 (map), **347**
 Mighty Hurl 126, **139**
 mighty strike of justice 379
 mind blade 92, **96**
 mind cloud 92, **96**
 mind over matter 63, **64**
 mindfire 92, **96**
 minor pact 380
 Mirror Sight 127, **139**
 miss chance 184
 Mobility 125, **140**
 mocking curse 383, **384**
 Modify Combat Style 125, 140
 Modify Spell 125, 128, **140**
 mojih 6, 8, 9, 15, 16, **28–30**, 36, 105, 115–116, 214, 222, 344, 416
 transformation 28
 momentary memory ability 43
 money 150, 151
 months of the year 322, 323
 moon affinity 85
 morale 11
 Mounted Archery 125, **140**
 Mounted Combat (see “combat”)
 mounts (vehicles and) **172–173**, 178
 move (objects) 192
 move-equivalent action 187
 movement 175–178, 419
 attacks of opportunity and 182
 distance and 176
 double move 190
 hampered 176
 local 177
 modes of 175
 overland 177
 tactical 175
 terrain and 177
 Mowren 71, **330**
 multiclassing 99–100
 name of power 64, 380
 Narth, Forest of 327 (map), 341
 Natural Archer 127, **140**
 natural one 1, 7, 15, 101, 122, 180, 204
 natural healing 186
 Natural Swordsman 127, **140**
 natural twenty 7, 101 151, 180
 nature sense 54, **56**
 nature’s gift 54, **56**
 nature’s warding word 92, **96–97**
 Navael 327, 341 (maps); **350–351**
 Naveradel, Jungles of 327, 341 (maps); **328, 341**
 necromancy 200, 201, 210
 negative energy 201, 207, 208, 216, 229, 372, 420, 421
 places 345, 360
 Nelveran, Mount 358
 Niasbra 329 (“gift”), **330**
 Night Owl 127, **140**
 Nightwalkers 359, 381–382
 Nithogar 333–334
 Noll (isle) 226, 326, 327 and 341 (maps), 339, 350, **355**
 Oath Ceremony 324
 oathpower 66, **69**
 oaths 5–6, 44, 67–68, 69, 323, 324, 379
 oathstrike 69
 oathsworn 5, 6, 11, 37, **65–69**, 99–100, 101, 191, 318, 375, 383, 389
 oathpower 69
 size-based changes 68
 sample oaths 69
 swearing oaths 67–68
 tools and 65
 objects as weapons 68
 oils, magical 220
 ollamh lorekeeper 382–385
 open a door 192, 220, 233, 283
 Open Lock 105, **116**, 229, 283
 Opportunist 127, **141**
 Order of the Axe 332, 359–360 (see also “Knights of the Axe”)
 outsiders 360, 380, 416
 overrun (charge) 192
 Pallembor 327 (map), 328, 344, 357, 365
 Paralyzing Blow 125, **141**
 parry 87, 155
 parry all 88
 parry magic 88
 parry ranged attacks 88
 password 76
 Pathless, the 327 (map), 342
 Peaceful Mage 127, **141**
 percipience 54, **57**
 perfect recall 40, 43
 Perform 105, **116–117**
 permanent enruling 386
 permanent rest 220, 235, **284**
 permanent template 205, **213**, 422
 personal mark 386
 personal sigil 386, 387
 phantasm 210
 picking up items 192
 pierce spirit 92, 97
 playing the game 7–8, 175–199
 Point Blank Shot 125, **141**
 poison 13, 106, 113, 143, 221, 412
 poison immunity 84
 poison secretion 406
 poisoned weapons 404
 positive energy 201, 207, 208, 229, 372, 420, 421
 objects 339, 360
 potions, magical 220–221
 Power Attack 125, **141**
 Power Charge 125, **141**
 power cysts 332, 348, **345**, 363
 power focus 319, 320, 321
 Power of the Name 127, **141**
 Precise Shot 125, 141–**142**
 Precise Vision 221, 229, **285**
 prestige classes 367–390
 Priest 62, 127, **142**
 programmed template 213
 prone 182, 190, 193
 Psion 127, **142**
 psionic 201, 207, 210, **213–214** (template), 218, 229, 420, 421
 Quick Draw 125, **142**
 Quicken Spell 125, 127, **142**
 Quicken Spell-Like Ability 125, **142**
 quickling faen (see “faen”)
 quickness of the snake 83
 quickness of the wolverine 8–5
 races 5, 6, 7–8, **14–36**, 325–326, 418–419
 racial levels 6, 7, 8, **14–15**, 18, 22, 25, 26, 27, 29, 30, 32, 33, 34, 35, 38, 418–419
 racial restoration 52
 racial templates 214
 racial traits (see specific races)
 radont 117, 172, 178, 197, 232, 244, 346, 348, **407–408**
 Rallonoch the Giving 331
 range (see “spells”)
 range increment 152, 153, **154**
 Rapid Reload 127, **142**, 218 (item)
 Rapid Strike 125, **142–143**, 218 (item)
 Ravadan 341 (map), 346, 353
 Ravish, Lake 341 (map), 343–344
 reach 115, **180**, 182,
 reach of the bear 81
 reach weapon 153, 155, 182, 183
 readying a spell (see “spells”)
 readying an action (see “actions”)
 Redwood 327 (map), 342
 Reflex save 10, **38**, 183, **198**, 418
 reflexes of the snake 84
 reflexes of the wolverine 85
 refuse debilitation 66, **69**
 refuse elements 66, **69**
 refuse energy 66, **69**
 refuse fatigue 66, **68**
 refuse fear 66, **68**
 refuse harm 66, **69**
 refuse hindrances 66, **69**
 refuse mortality 66, **69**
 refuse poison/disease 66, **69**
 refuse spells 66, **69**
 refuse wounds 66, **69**
 religion 16, 18, 20, 24, 27, 29, 33, 35, 105, 115–116, 171, **330–332**, 353, 379
 remembering 13, 323
 research 116, 170, 200, 421
 Resistance 221, 229, **237**
 Resistance to Disease 127, 143
 Resistance to Magic 127, 143
 Resistance to Poison 127, 143
 Resistant Focus 319
 Resistant Spell 127, **143**
 retrieving stored items 193, 320
 rewrite rune 386, **387**
 rhodin 119, 324, 325, 342, 343, **408–409**, 416
 Ride 105, **117**
 Ride-By Attack 125, **143**
 Ritual Combat 127, 143
 ritual warrior **68–72**, 318–321
 rot from within 342, 361
 rounding rules 7
 rune animals 416
 rune capacity 386
 rune lord 385–387

- Rune Messiah 323, 331, **335**, 360
 Runecaster 127, **143**
 runechildren **30–31**, 336–338, 385–387
 Runepriests 360
 runes 73–78
 advanced 75–76, 77
 applied 74
 creating 74
 enchanted object 74
 greater 76–77
 lesser 74–75, 77
 touch-trigger 74
 ultimate 78
 runethanes 37, 39, **72–78**, 100, 101
 runic template 214, 216, 218
 running 12, 175–177, 182, 189, 193, 162
 Sanctum 127, 143
 sanctum template 214
 savage rage 368, 369
 savagery of the shark 82
 saving throws 7, 8, 10 11, 99, 183, **198**
 (see also specific save types)
 for items **196–197**, 204
 magic 201, 204 206, 208, 210,
 418, 422, 423
 scales of the serpent 83
 scent 28, 33, 294, 295
 sea song 92, **97**
 Search 105, **117–118**, 120, 419
 secret of magic 375
 seeping darkness 48
 Sennes 348, 334
 sense dreamer 389, 402
 Sense Motive 11, 105, **118**
 sense rune 75
 sense trouble 378
 Sense the Unseen 30, 127, **143–144**
 senses of the shark 82
 senses of the wolf 85
 Sensitive 127, **144**
 sensory control 35
 Serpent's Heart, Battle of the 338
 servant of darkness 48
 servant of light 47–48
 shadow troll (see "troll, shadow")
 shape of the bear 81
 shape of the hawk 82
 shape of the shark 82
 shape of the snake 83
 shape of the wolf 85
 shape of the wolverine 85
 share the bond 53
 shattering blow 66, **68**, 370
 shattering strike 66, **68–69**
 sheathe weapon 193, 204
 Sheresta 327 (map), 357
 shields 160, 161–164, **166–167**, 180,
 192, 196, 298
 bashing 166
 magic 197
 masterwork 167
 readying 193
 Shield Proficiency 125, **144**
 Shield Specialization 125, **144**
 shimmering shield 58, 60
 shining light 47
 Shining Sea (see "Great Eastern Sea")
 Shot on the Run 125, **144**
 sibeccai 6, 8, 9, 14, **31–33**, 36, 105,
 115–116, 420, 421
 template 201, 207, **214**, 222, 229
 Sibeccai Mage 127, **144**
 sickened 141
 Sight, the 94, **98**, 414
 sight of death 372
 sight of justice 51
 sign of life 49
 Signature Spell 127, **144**
 silent sheath 230, 299, 388
 Silken Fens 327 (map), 358
 silver tongue 383, 384
 size of the bear 81
 size up a foe 382
 Skaraven 327 (map), 328–329, 344,
 358–359
 Skill Application 127, **144**
 Skill Focus 41, 42, 126, **144**
 Skill Mastery 127, **144**
 skill memory **40**, 43
 skills 5, 8, 10–11, 13, 37, 99–100,
101–122, 419
 checks 7, 101–104
 format 105
 points 8, 38–39
 using 101
 skin of the shark 82
 Sky River 327 (map), 342, 359
 slassans 411–412
 Sleight of Hand 105, **118–119**
 slice through spells 58, **61**
 slice through wardings 58, **60–61**
 Slippery Mind 127, **145**
 smite racial foes 52
 Sneak 105, **119**, 419
 sneak attack 41, 42, 88, 382
 somatic component (see "spells")
 somnamancer 387–389
 song of battle 383, **385**
 sonic 201, 207, 208, **214**, 217, 423
 Sonish Sea 327 (map), 340
 Somere 341 (map), 345, **352–353**
 soul guardian 53
 Southern Wastes 328, 341 (map),
 342–343
 Speak Language 105, **119**
 speak with the dead 372–373
 speak with spirits 54, **57**
 speaking 193
 special abilities (of characters) 5, 6, 8,
 38, 123, 194, 418–419
 special abilities (of weapons) 133, 217
 Speed Burst 126, **145**
 speed of light 48
 speed of the hawk 82
 speed of the wind 319, 320, 321
 speed of the wolf 84
 Spell Affinity 127, **145**
 Spell Artist 127, **145**
 spell catalysts 174
 spell memory 42–44
 spell parry 58, **61**
 spell resistance 200, 201, **204**, 221,
 233, **301**, 399
 spell rune 386
 spellbooks 200–201
 Spellcraft 105, **119–120**
 spell-like abilities 125, 142, **194**
 spells 200–321
 aiming 202
 area 201, 202, 203–204, **205**, 208,
 421–422
 bonus 11, 12, **200**, **207**, **108**
 caster level 206
 caster level checks 204
 caster power checks 205
 casting a spell 128, 189, 202–204
 casting time 99, 189, **202**
 combining effects 208
 complex 200, 421
 components 205–206
 concentration and 205, 206
 converting 419–423
 descriptors 201, 207, 229, 420–421
 diminished effects of 200, 202,
 421–422
 dismissing 205
 duration 140, 201, 203, **204–205**,
 208, 422–423
 effects 202, 207, 208
 exotic 200, 421
 failure 207
 format 201
 heightened effects of 200, 202, 422
 hiring 169
 instantaneous 205, 208
 knowing 200
 laden 200
 levels 200–202, 206
 lists 228–236
 range 202
 readying 200–201
 scrolls 119, 200, **225**
 shapable 203
 simple 200, 421
 slots 11, 12, 39, **200–201**
 special effects 207
 templates 6, 210–215
 touch 194, 205
 using 201
 weaving 5, 54, 201
 spiritform 54, **57**
 spirits 57
 splinter storm 370
 Spot 105, **120**, 178, 179
 sprightly step 58, **60**
 srytes (see "faen")
 spun crystal 370
 stacking 183, 208
 staggered 187
 standing 193
 status 383
 steal dreams 388, **389**
 steal identity 42
 Stomp 126, **145**
 stored items 193
 storm of thorns 97
 Strength 5, **9–10**
 Strength increase **376**, 377
 strength of place 53
 strength of the bear 81
 strike of justice 378–379
 stunned 182, 210, 304, 420, 421
 Stunning Blow 126, **145**
 Sturdy 126, **146**
 subdual damage (see "damage")
 subdual template 214
 subtle steps 230, **305**, 388
 summon dream hunter 389
 summon elemental(s) 231, 233, 234,
 235, 305–306
 summoning 209
 sunder (see "Improved Sunder")
 supernatural abilities 6, **124**, **194**, 419
 surprise 179, 182
 Swim 105, **120**
 swimming 177
 swirling mist 92, **97**
 swooping strike 82
 symbols, elemental 207, 209, 211, 205
 symbols, energy 215
 take on the mantle **46**, 47, 362
 talents (see "feats")
 tame beast 367–368
 tame greater beast 368
 Tardiff Desert 327 (map), 357
 target (see "spells")
 task resolution system 7
 Tattooed Spell 127, **146**
 teleportation 173, **174**, 201, 207, 209,
 229, 307–308
 tenacity of the wolverine 85
 Terrakal 333 (map), 334–335
 Tesham, Virdella 363
 Thartholan 328, 332, 334, **335**, 341
 (map), **356**
 Thayn 341 (map), 350
 theatre 329
 thought chord 92, **97**
 threatened area 140, 180, **182**, 185
 throw object/item 66, **68**
 timekeeping 322, 332
 Title 127, **146**
 tokens, magical 221
 tools and skill kits 170–171
 total defense 193–194
 totem animal bond 79, 80
 totem animal companion 79, 80
 totem animal speech 79, 80
 totem animals 79, 80–85
 totem body 79, 80
 totem powers 79, 80, 82, 83–85
 totem spirit companion 79, 80
 totem warrior 37, **78–85**, 100, 101
 touch of freedom 51
 touch of life 49
 Tough Hide 126, **146**
 toughness of the wolverine 85
 Track 126, **146**
 trackless step 54, **56**, 177
 Trample 126, **147**
 transmutation 200, 201, **210**, 216
 transportation 173
 travel lines 345
 trip 194
 troll, shadow 410–411
 true shield 46–47, 48, 49, 50, 51, 52
 true weapon 47, 48, 49, 50, 51, 52
 truenames 123, 124, 201, **207–208**,
 229, **324**, 420, 421, 423
 Tumble 105, **121**, 419
 Two-Weapon Defense 126, **147**
 Two-Weapon Fighting 126, **147**, **183**,
 190, 193
 Unarmed Strike 66, 67, 126, **147**
 unassailable body **46**, 47, 362
 unassailable soul **46**, 47
 Unbound 123, **124**, 207–208
 unconscious 12, **185–187**
 undead 237–238, 293, 335, 356,
 412–414, 416
 undead companions 372
 undead creature (template) 412–414
 undead healing 220
 unfettered 9, 37, **85–88**, 100, 101
 Unique Spell 127, **147**, 375
 Unraveling Mage 127, **147–148**
 unraveling template 210, **214–215**
 Use Magic Device 105, **121–122**
 Use Rope 105, **122**
 vampirism 416
 vehicles 173 (see also "mounts and
 vehicles")
 Vekik **330**, 351
 verbal component (see "spells")
 Verdune 326, 328, **330**, 332, 335, 341
 (map), **355–356**

- verrik 89, **33–36**, 105, 115, 116, 119, 214, 222, **340**, 344
 vision 178
 Vnaxians 340
 Voice, the **127**, **148**
 vulnerability 197
 waking up 117
 warmain 5, 6, 37, **88–91**, 99–100, 101, 412
 war template 215
 Warstorm, the 327 (map), 358
 water 201, 207, 208, 211 **215** (template), 229, 420, 421
 water breathing 221, 231, **316**, 398
 water sword 97
 water word 97
 Way with Animals **127**, **148**
 Wealthy **127**, **148**
 Weapon Finesse **126**, **149**
 Weapon Focus **126**, **149**
 weapon mastery 91
 Weapon Proficiency **126**, **149**
 Weapon Specialization 90, **127**, **149**
 weapons 7, 10, **150–161**, 419
 crystal 160
 damage 151–155, 158
 Devanian 160
 dire 160
 double 151, **183**, 184
 drawing 190
 exotic 151–150, 154
 grenadelike 161
 magic 197, 217–219
 martial 150–151, 153
 masterwork 160–161
 melee 151
 parry 155
 ranged 151–154
 reach 155
 sheathing 193, 204
 simple 152
 sizes 151, 158
 special and superior 155, 160
 templates 160–161
 thrown 154, 193
 weapon size increase 91
 Weeping Moon 327 (map), 342, **359**
 weight (of characters) 13, **36**
 Whirlwind Attack **127**, **149**
 Wild Mage **127**, **149**
 wild template 215
 Will save 38, **198**, 418
 wind blade 92, **97**
 windspeech 92, **97**
 Wisdom 7, 9, **11**, 12, 36
 Wisdom increase 377
 witchbag 169, 170, 171, 206
 witchery 6, **91**, 93
 manifestations of 91, 92, 93–98
 witchery lord 98
 witchery mastery 98
 witchery spellcasting 98
 witches 91–99, 100
 witching sites and times 98, 346
 witchsight 99
 wolfpack 85
 word of command 92, **97–98**
 word of repair 92, **98**
 wordplay 384
 wounds 186, 188, 321, 420, 421–422
 xaaer 414–415
 Xavel 341 (map), 351
 XP (see “experience points”)
 Xyphon 332, 340, 350
 Yrterot 327 (map), 340, 351, 353
 Zalavat 327 (map), 328, 343, 353

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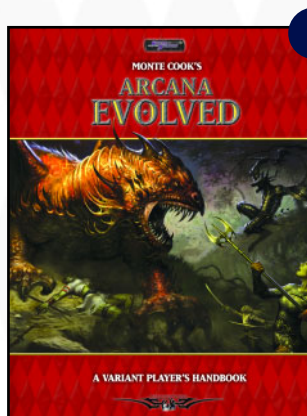
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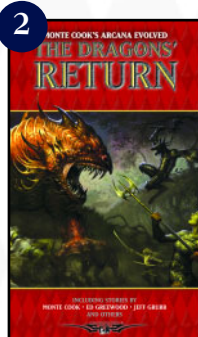


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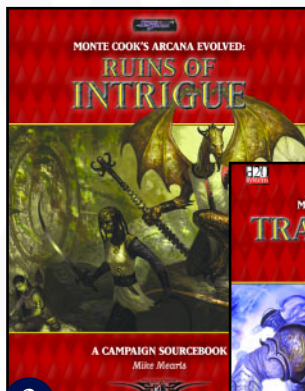


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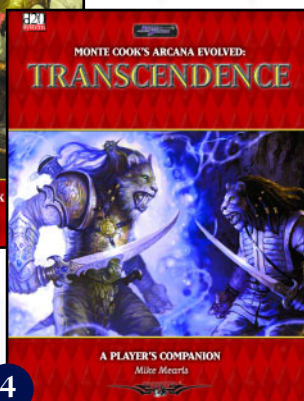


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