

# Dungeons & Dragons 3.5 Edition Index – Base Classes

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## Base Classes & their Variants

### Barbarian Variants

The following are specialized types of Barbarians, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Barbarian must be done when the 1<sup>st</sup> level of Barbarian is taken. A character can only be the member of one Barbarian class.

Common Features:

- Attack on the Fighter combat chart.
- Fortitude is their good save.
- Have d12 Hit-Dice.
- Proficient in Light, & Medium armor, Shields, & all Simple & Martial Weapons.
- 2 skill points per level.
- Non-Lawful alignment.
- In-Class Skills: Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Listen, Survival. Cha: Handle Animal, Intimidate.

Lvl	Barbarian (Jaguar Totem Barbarian) (PH p24) (UA p49)	Ape Totem Barbarian (UA p48)	Bear Totem Barbarian (UA p48)	Boar Totem Barbarian (UA p48)	Dragon Totem Barbarian (UA p48)	Eagle Totem Barbarian (UA p48)	Horse Totem Barbarian (UA p49)	Lion Totem Barbarian (UA p49)	Serpent Totem Barbarian (UA p49)	Wolf Totem Barbarian (UA p49)
1	Fast Movement Illiteracy Rage, 1/day	<del>Fast Movement</del> Illiteracy Rage, 1/day <del>Climb speed, ½ move</del>	<del>Fast Movement</del> Illiteracy Rage, 1/day <del>Feat: Toughness</del>	<del>Fast Movement</del> Illiteracy Rage, 1/day <del>When raging, gain Feat: Diehard</del>	<del>Fast Movement</del> Illiteracy Rage, 1/day <del>Feat: Blind-Fight</del>	<del>Fast Movement</del> Illiteracy Rage, 1/day <del>+2 bonus on Spot checks</del>	Fast Movement Illiteracy Rage, 1/day	<del>Fast Movement</del> Illiteracy Rage, 1/day <del>Feat: Run</del>	<del>Fast Movement</del> Illiteracy Rage, 1/day <del>+2 save vs. poison</del>	Fast Movement Illiteracy Rage, 1/day
2	Uncanny Dodge	<del>Uncanny Dodge</del> +2 bonus on Intimidate checks	<del>Uncanny Dodge</del> Feat: Improved Grapple	<del>Uncanny Dodge</del>	<del>Uncanny Dodge</del> +2 bonus on saves vs. paralysis & sleep	Uncanny Dodge	<del>Uncanny Dodge</del> Feat: Run	<del>Uncanny Dodge</del> +2 on Hide checks	<del>Uncanny Dodge</del> +2 on Move Silently checks	<del>Uncanny Dodge</del> Feat: Improved Trip
3	Trap Sense +1	<del>Trap Sense +1</del> Feat: Power Attack	<del>Trap Sense +1</del> Feat: Great Fortitude	<del>Trap Sense +1</del> Rage last +2 rounds	<del>Trap Sense +1</del>	<del>Trap Sense +1</del> Feat: Lightning Reflexes	<del>Trap Sense +1</del> +2 on Handle Animal & Ride checks with horses	Trap Sense +1	<del>Trap Sense +1</del> Feat: Improved Grapple	<del>Trap Sense +1</del>
4	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day	Rage, 2/day
5	Improved Uncanny Dodge	<del>Improved Uncanny Dodge</del> <del>Climb speed, full move</del>	<del>Improved Uncanny Dodge</del> +4 bonus on Grapple checks when Raging	<del>Improved Uncanny Dodge</del>	<del>Improved Uncanny Dodge</del> Gain Frightful Presence (save is Charisma based)	Improved Uncanny Dodge	<del>Improved Uncanny Dodge</del> Feat: Endurance	<del>Improved Uncanny Dodge</del> +2 damage on a charge	<del>Improved Uncanny Dodge</del> Feat: Improved Initiative	<del>Improved Uncanny Dodge</del> Feat: Track
6	Trap Sense +2	<del>Trap Sense +2</del>	<del>Trap Sense +2</del>	<del>Trap Sense +2</del>	<del>Trap Sense +2</del>	<del>Trap Sense +2</del>	<del>Trap Sense +2</del>	Trap Sense +2	<del>Trap Sense +2</del>	<del>Trap Sense +2</del>
7	DR 1 / —	DR 1 / —	DR 1 / —	DR <del>1</del> 2 / —	DR 1 / —	DR 1 / —	DR 1 / —	DR 1 / —	DR 1 / —	DR 1 / —
8	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day	Rage, 3/day
9	Trap Sense +3	<del>Trap Sense +3</del>	<del>Trap Sense +3</del>	<del>Trap Sense +3</del>	<del>Trap Sense +3</del>	<del>Trap Sense +3</del>	<del>Trap Sense +3</del>	Trap Sense +3	<del>Trap Sense +3</del>	<del>Trap Sense +3</del>
10	DR 2 / —	DR 2 / —	DR 2 / —	DR <del>2</del> 3 / —	DR 2 / —	DR 2 / —	DR 2 / —	DR 2 / —	DR 2 / —	DR 2 / —
11	Greater Rage	Greater Rage	Greater Rage	Greater Rage	Greater Rage	Greater Rage	Greater Rage	Greater Rage	Greater Rage	Greater Rage
12	Rage, 4/day Trap Sense +4	Rage, 4/day <del>Trap Sense +4</del>	Rage, 4/day <del>Trap Sense +4</del>	Rage, 4/day <del>Trap Sense +4</del>	Rage, 4/day <del>Trap Sense +4</del>	Rage, 4/day <del>Trap Sense +4</del>	Rage, 4/day <del>Trap Sense +4</del>	Rage, 4/day Trap Sense +4	Rage, 4/day <del>Trap Sense +4</del>	Rage, 4/day <del>Trap Sense +4</del>
13	DR 3 / —	DR 3 / —	DR 3 / —	DR <del>3</del> 4 / —	DR 3 / —	DR 3 / —	DR 3 / —	DR 3 / —	DR 3 / —	DR 3 / —
14	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will	Indomitable Will
15	Trap Sense +5	<del>Trap Sense +5</del>	<del>Trap Sense +5</del>	<del>Trap Sense +5</del>	<del>Trap Sense +5</del>	<del>Trap Sense +5</del>	<del>Trap Sense +5</del>	Trap Sense +5	<del>Trap Sense +5</del>	<del>Trap Sense +5</del>
16	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR <del>4</del> 5 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day	DR 4 / — Rage, 5/day
17	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage	Tireless Rage
18	Trap Sense +6	<del>Trap Sense +6</del>	<del>Trap Sense +6</del>	<del>Trap Sense +6</del>	<del>Trap Sense +6</del>	<del>Trap Sense +6</del>	<del>Trap Sense +6</del>	Trap Sense +6	<del>Trap Sense +6</del>	<del>Trap Sense +6</del>
19	DR 5 / —	DR 5 / —	DR 5 / —	DR <del>5</del> 6 / —	DR 5 / —	DR 5 / —	DR 5 / —	DR 5 / —	DR 5 / —	DR 5 / —
20	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day	Mighty Rage Rage, 6/day

**Bard Variants**

The following are specialized types of Bards, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Bard must be done when the 1<sup>st</sup> level of Bard is taken. A character can only be the member of one Bard class.

Common Features:

- Attack on the Rogue combat chart.
- Have d6 Hit-Dice.
- Proficient in Light Armor & Shields.
- Proficient with all Simple weapons, plus Longbow, Longsword, Rapier, Sap, Shortbow, Shortsword, & Whip.
- 6 Skill Points per level.

Lvl	Bard <small>(PH p26)</small>	Divine Bard <small>(UA p50)</small>	Savage Bard <small>(UA p50)</small>
Class Features	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Alignment: NG, CG, N, CN, NE, CE. Good Save: Ref, Will Class Skill Points: 6 Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, Decipher Script, Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Alignment: <del>NG</del> , CG, <del>N</del> , CN, <del>NE</del> , CE. Good Save: <del>Fort</del> , <del>Ref</del> , Will Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble. Con: Concentration. Int: Appraise, Craft, <del>Decipher Script</del> , Know(any), Spellcraft. Wis: Listen, Profession, Sense Motive, <del>Survival</del> . Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. <del>Speak Language.</del>
1	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong, Fascinate, Inspire Courage +1	Cast Impromptu <del>Arcane</del> <b>Divine</b> spells based on Charisma from the Bard Spell List + the <b>Divine Bard Supplemental List</b> . <b>Cannot cast spells with an alignment subtype that he/she does not have.</b> Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong, Fascinate, Inspire Courage +1	Cast Impromptu Arcane spells based on Charisma from the Bard Spell List Ignore Arcane Failure chance due to Light armor Bardic Knowledge Bardic Music – Countersong, Fascinate, Inspire Courage +1 <b>Illiterate</b>
2			
3	Bardic Music – Inspire Competence	Bardic Music – Inspire Competence	Bardic Music – Inspire Competence
4			
5			
6	Bardic Music – Suggestion	Bardic Music – Suggestion	Bardic Music – Suggestion
7			
8	Bardic Music – Inspire Courage +2	Bardic Music – Inspire Courage +2	Bardic Music – Inspire Courage +2
9	Bardic Music – Inspire Greatness	Bardic Music – Inspire Greatness	Bardic Music – Inspire Greatness
10			
11			
12	Bardic Music – Song of Freedom	Bardic Music – Song of Freedom	Bardic Music – Song of Freedom
13			
14	Bardic Music – Inspire Courage +3	Bardic Music – Inspire Courage +3	Bardic Music – Inspire Courage +3
15	Bardic Music – Inspire Heroics	Bardic Music – Inspire Heroics	Bardic Music – Inspire Heroics
16			
17			
18	Bardic Music – Mass Suggestion	Bardic Music – Mass Suggestion	Bardic Music – Mass Suggestion
19			
20	Bardic Music – Inspire Courage +4	Bardic Music – Inspire Courage +4	Bardic Music – Inspire Courage +4

Cleric Variants – Alternate Classes

The following are specialized types of Clerics, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Cleric must be done when the 1<sup>st</sup> level of Cleric is taken. A character can only be the member of one Cleric class. Underlined Class-abilities are explained below.  
Common Features:

- Any alignment within one step of his/her Deity.
- Cannot cast spells of the opposing alignment.
- Has an alignment aura of a Cleric.

Lvl	Cleric (PH p30)	Ancestral Speaker (DR311 p49)	Arcane Disciple (DR311 p49)	Aspirant (DR311 p50)	Benevolent (DR311 p50)
Class Features	Combat: Rogue Hit Dice: d8 Good Save: Fort, Will Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Int: Craft, Know(history), Know(religion), Know(planes), Spellcraft. Wis: Heal, Profession Con: Concentrate Cha: Diplomacy.	Combat: Rogue Hit Dice: d8. Good Save: Fort, Ref, Will Armor: Light, Medium, <b>Heavy</b> , Shields Weapons: Simple Skill Points: 4 Int: Craft, Know(history), <b>Know(local)</b> , Know(religion), <b>Know(planes)</b> , Spellcraft. Wis: Heal, Profession, <b>Sense Motive</b> . Con: Concentrate Cha: Diplomacy, <b>Perform</b> . <u>Any 2 skills become In-Class</u>	Combat: Rogue Hit Dice: <b>d8 d6</b> Good Save: Fort, Will Armor: Light, Medium, <b>Heavy</b> , Shields Weapons: Simple Skill Points: 4 Int: Craft, <b>Know(arcana)</b> , Know(history), Know(religion), Know(planes), Spellcraft. Wis: Heal, Profession Con: Concentrate Cha: Diplomacy, <b>Use Magic Device</b> .	Combat: Rogue Hit Dice: d8 Good Save: Fort, Will Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 4 Int: Craft, <b>Know(arcana)</b> , Know(history), Know(religion), Know(planes), Spellcraft. Wis: Heal, Profession Con: Concentrate Cha: Diplomacy.	Combat: Rogue Hit Dice: d8 Good Save: Fort, Will Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 4 Int: Craft, <b>Know(arcana)</b> , Know(history), Know(religion), Know(planes), Spellcraft. Wis: Heal, Profession Con: Concentrate Cha: Diplomacy.
1	Cast Prepared Divine Wisdom-based spells Gain spells & abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflict</i> spells Turn Undead	Cast Prepared Divine Wisdom-based spells <b>Gain spells &amp; abilities from 2 Domains</b> <b>Spontaneously convert spells into <i>Cure</i> or <i>Inflict</i> spells</b> Turn Undead <a href="#">Holy Presence</a> <a href="#">Ancestral Communion (skills)</a> , 1/day	Cast Prepared Divine Wisdom-based spells <b>Gain spells &amp; abilities from 2 Domains</b> <b>Spontaneously convert spells into <i>Cure</i> or <i>Inflict</i> spells</b> Turn Undead Bonus Item Creation or Metamagic Feat Add spells from the Magic Domain to your Known spells <a href="#">Arcane to Divine</a>	Cast Prepared Divine Wisdom-based spells <b>Gain spells &amp; abilities from 2 Domains</b> <b>Spontaneously convert spells into <i>Cure</i> or <i>Inflict</i> spells</b> Turn Undead +1 Bonus to AC, even when Helpless <a href="#">Aspirant Spontaneous Casting</a> , 1/day	Cast Prepared Divine Wisdom-based spells <b>Gain spells &amp; abilities from 2 Domains</b> <b>Spontaneously convert spells into <i>Cure</i> or <i>Inflict</i> spells</b> Turn Undead <a href="#">Benevolent Spontaneous Casting</a>
2			<a href="#">Arcane to Divine</a>		
3			<a href="#">Arcane to Divine</a>	<a href="#">Divine Counterspell</a>	
4		<a href="#">Death Talker +2</a>	<a href="#">Arcane to Divine</a>	<a href="#">Aspirant Spontaneous Casting</a> , 2/day	<a href="#">Luck of the Gods</a> , 1/day
5		<a href="#">Ancestral Communion</a> , 2/day	Bonus Item Creation or Metamagic Feat <a href="#">Arcane to Divine</a>	+2 Bonus to AC, even when Helpless	
6			<a href="#">Arcane to Divine</a>		
7			<a href="#">Arcane to Divine</a>		
8		<a href="#">Death Talker +4</a>	<a href="#">Arcane to Divine</a>	<a href="#">Aspirant Spontaneous Casting</a> , 3/day	<a href="#">Luck of the Gods</a> , 2/day
9		<a href="#">Ancestral Communion (questions)</a> <a href="#">Improved Resurrection</a>	<a href="#">Arcane to Divine</a>		
10		<a href="#">Ancestral Communion</a> , 3/day	Bonus Item Creation or Metamagic Feat <a href="#">Arcane to Divine</a>	+3 Bonus to AC, even when Helpless	
11			<a href="#">Arcane to Divine</a>		
12		<a href="#">Death Talker +6</a>	<a href="#">Arcane to Divine</a>	<a href="#">Aspirant Spontaneous Casting</a> , 4/day	<a href="#">Luck of the Gods</a> , 3/day
13			<a href="#">Arcane to Divine</a>		
14			<a href="#">Arcane to Divine</a>		
15		<a href="#">Ancestral Communion</a> , 4/day	Bonus Item Creation or Metamagic Feat <a href="#">Arcane to Divine</a>	+4 Bonus to AC, even when Helpless	
16		<a href="#">Death Talker +8</a>	<a href="#">Arcane to Divine</a>	<a href="#">Aspirant Spontaneous Casting</a> , 5/day	<a href="#">Luck of the Gods</a> , 4/day
17			<a href="#">Arcane to Divine</a>		
18			<a href="#">Arcane to Divine</a>		
19			<a href="#">Arcane to Divine</a>		
20		<a href="#">Ancestral Communion</a> , 5/day <a href="#">Death Talker +10</a>	Bonus Item Creation or Metamagic Feat <a href="#">Arcane to Divine</a>	+5 Bonus to AC, even when Helpless <a href="#">Perfect Self</a>	<a href="#">Luck of the Gods</a> , 5/day

Cleric Variants – Alternate Classes (continued)

Lvl	Cleric (PH p30)	Cloistered Cleric (UA p50)	Crusader (DR311 p50)	Evangelist (DR311 p52)	Favored Soul (CDiv p6)
Class Features	<p>Combat: Rogue Hit Dice: d8 Good Save: Fort, Will Armor: Light, Medium, Heavy, Shields Weapons: Simple Skill Points: 2 Int: Craft, Know(history), Know(religion), Know(planes), Spellcraft. Wis: Heal, Profession Con: Concentrate Cha: Diplomacy.</p>	<p>Combat: Wizard Hit Dice: <del>d8</del> d6 Good Save: Fort, Will Armor: Light, <del>Medium, Heavy, Shields</del> Weapons: Simple Skill Points: 6 Int: Craft, <del>Decipher Script, Know(all)</del>, Spellcraft. Wis: Heal, Profession Con: Concentrate Cha: Diplomacy. <a href="#">Speak Language</a>.</p>	<p>Combat: Rogue Hit Dice: d8 Good Save: Fort, Will Armor: Light, Medium, Heavy, Shields Weapons: Simple, <del>one Martial Weapon</del> Skill Points: 2 Dex: <del>Ride</del>. Int: Craft, Know(arcana), Know(history), Know(religion), Know(planes), Spellcraft. Wis: Heal, Profession Con: Concentrate Cha: <del>Diplomacy, Handle Animal, Intimidate</del>.</p>	<p>Combat: Rogue Hit Dice: d8 Good Save: Fort, Will Armor: Light, Medium, <del>Heavy, Shields</del> Weapons: Simple Skill Points: 2 Int: Craft, Know(history), Know(religion), Know(planes), Spellcraft. Wis: Heal, Profession Con: Concentrate Cha: Diplomacy, <a href="#">Gather Info</a>.</p>	<p>Combat: Rogue Hit Dice: d8 Good Save: Fort, <del>Ref</del>, Will Armor: Light, Medium, <del>Heavy, Shields</del> Weapons: Simple + Deity's <del>Favored Weapon</del> Skill Points: 2 Str: <del>Jump</del>. Int: Craft, Know(arcana), Know(history), Know(religion), Know(planes), Spellcraft. Wis: Heal, Profession, Sense Motive. Con: Concentrate Cha: Diplomacy.</p>
1	<p>Cast Prepared Divine Wisdom-based spells Gain spells &amp; abilities from 2 Domains Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead</p>	<p>Cast Prepared Divine Wisdom-based spells Gain spells &amp; abilities from 2 Domains, plus 'Knowledge Domain' as a bonus domain. Spontaneously convert spells into <i>Cure</i> or <i>Inflct</i> spells Turn Undead Add spells from the Cloistered Cleric supplemental spell list to your Known spells. Baric Knowledge, based on Cleric levels.</p>	<p>Cast Prepared Divine Wisdom-based spells <del>Gain spells &amp; abilities from 2 Domains</del> <del>Spontaneously convert spells into Cure or Inflct spells</del> <del>Turn Undead</del> <a href="#">Deific Foe</a> <a href="#">Turn Foe's Followers</a></p>	<p>Cast <del>Prepared Impromptu</del> Divine Wisdom-based spells Gain spells &amp; abilities from 2 Domains <del>Spontaneously convert spells into Cure or Inflct spells</del> <del>Turn Undead</del></p>	<p>Cast <del>Prepared Impromptu</del> Divine <del>Wisdom</del> Charisma-based spells Gain spells &amp; abilities from 2 Domains <del>Spontaneously convert spells into Cure or Inflct spells</del> <del>Turn Undead</del></p>
2					
3			<a href="#">Bonus Crusader Feat</a>		<a href="#">Weapon Focus</a> (deity's favored weapon)
4					
5			<a href="#">Smite, 1/day</a>	<a href="#">Bonus Domain</a>	<a href="#">Gain Energy Resistance 10</a> (vs. energy type of choice)
6			<a href="#">Deific Foe</a>		
7					
8			<a href="#">Bonus Crusader Feat</a>		
9					
10			<a href="#">Smite, 2/day</a>	<a href="#">Bonus Domain</a>	<a href="#">Gain Energy Resistance 10</a> (vs. different energy type)
11			<a href="#">Deific Foe</a>		
12					<a href="#">Weapon Specialization</a> (deity's favored weapon)
13			<a href="#">Bonus Crusader Feat</a>		
14					
15			<a href="#">Smite, 3/day</a>	<a href="#">Bonus Domain</a>	<a href="#">Gain Energy Resistance 10</a> (vs. 3 <sup>rd</sup> energy type)
16			<a href="#">Deific Foe</a>		
17					<a href="#">Wings</a>
18			<a href="#">Bonus Crusader Feat</a>		
19					
20			<a href="#">Smite, 4/day</a>	<a href="#">Bonus Domain</a>	<a href="#">Damage Reduction</a>

## ‘Ancestral Speaker’ Class Abilities:

Ancestral Communication (skills) – An Ancestor spirit imparts understanding of a skill, providing a bonus of (Charisma modifier + Class level) for (1 + Charisma modifier bonus) rounds.

Ancestral Communion (questions) – *Commune* at Class level. This use of Ancestral Communion is limited to one use per day.

Death Talker +N – Gain a +N bonus to Diplomacy, Bluff, Intimidate, & Sense Motive checks vs. Undead.

Holy Presence – The Ancestral Speaker acts as his/her own holy symbol & does not require any other object.

Improved Resurrection – When raising someone from the dead, they still loose a level, but their new XP is 3/4<sup>th</sup> of the way through the level (instead of 1/2).

## ‘Arcane Disciple’ Class Abilities:

Arcane to Divine – The Arcane Disciple chooses one spell from the Bard or Wizard/Sorcerer spell list to add to his/her Divine spell list. The spell’s level is limited to one lower than the Arcane Disciple’s highest spell level.

## ‘Aspirant Class Abilities:

Aspirant Spontaneous Casting, N/day – The Aspirant may removes one prepared spell and substitute one spell of equal or lower level. This ability may be used N times per day.

Divine Counterspell – The Aspirant may counter any Divine spell on his/her spell list that he/she can cast with a Readied Action, but doing so does not consume the usage of the spell. Usable (3 + Charisma modifier) times per day.

Perfect Self – The Aspirant becomes a magical creatures (as per the Monk ability).

## ‘Benevolent’ Class Abilities:

Benevolent Spontaneous Casting – The Benevolent may substitute one of the following spells (same level or lower) for a prepared spell.

0 <sup>th</sup> : <i>Cure Minor Wounds, Guidance, Resistance.</i>	3 <sup>rd</sup> : <i>Cure Serious Wounds, Prayer, Remove Curse.</i>	6 <sup>th</sup> : <i>Mass Cure Moderate Wounds, Heal.</i>
1 <sup>st</sup> : <i>Bless, Cure Light Wounds, Sanctuary.</i>	4 <sup>th</sup> : <i>Cure Critical Wounds, Restoration, Spell Immunity.</i>	7 <sup>th</sup> : <i>Greater Restoration, Mass Cure Serious Wounds.</i>
2 <sup>nd</sup> : <i>Aid, Cure Moderate Wounds, Shield Other.</i>	5 <sup>th</sup> : <i>Atonement, Mass Cure Light Wounds.</i>	8 <sup>th</sup> : <i>Mass Cure Critical Wounds.</i>
		9 <sup>th</sup> : <i>Mass Heal.</i>

Luck of the Gods, N/day – The Benevolent says a prayer over a subject (but not himself/herself) within one alignment step of the Benevolent’s Deity. The subject can do the following in the next 24 hours.

1. Reroll one roll, as per the Luck Domain ability; and
  2. Add the Benevolent’s Charisma modifier as a Luck bonus to any single roll.
- Multiple applications of this ability do not stack.

## ‘Crusader’ Class Abilities:

Deific Foe – The Crusader chooses a Deity opposed to his/her Patron Deity. Against worshipers of an enemy Deity, the Crusader gains a +4 Morale bonus on attacks & damage.

Turn Foe’s Followers – The Crusader may Turn / Destroy worshipers of a Deific Foe. This is resolved in the same way as Turning / Destroying Undead. Usable (3 + Charisma modifier) times per day. 5+ ranks of Knowledge (religion) grants a +2 bonus on the Turning check.

Crusader Bonus Feats – Same as Fighter Bonus Feats, except remove Weapon Specialization & Greater Weapon Specialization and add Combat Casting.

Smite, N/day – The Crusader declares a use of Smite before attacking. As long as the target does not worship the Crusader’s Deity, does not have the Crusader’s alignment, & does not have the Deity’s alignment, the attack has a bonus of the Crusader’s Charisma modifier, and if successful, does +Class level damage.

## ‘Evangelist’ Class Abilities:

Bonus Domain – The Evangelist add the spell of a new Domain to his/her spell list.

## ‘Favored Soul’ Class Abilities:

Wings – The Favored Soul grows wings that grant Fly 60’ with Good maneuverability. A Favored Soul with a Good alignment gains bird wings, while one with an Evil alignment gains bat wings. A Neutrally aligned Favored Soul is allowed to choose.

Damage Reduction – The Favored Soul with a Lawful alignment gains Damage Reduction 10 / silver, while one with a Chaotic alignment gains DR 10 / cold iron. A Neutrally aligned Favored Soul is allowed to choose.

## Cleric Variants – Peripheral Beliefs

Described in (DR328 p86).

A Cleric may choose up to two of the following Peripheral Beliefs that match with his/her deity. Violating the Restriction for any reason cause the Cleric to loose the Benefit until he/she receives *Atonement*.

Name	Restriction	Benefit
Daily Prayer	Must pray in a predetermined direction 3+ times per day. The prayer is about 5 minutes long. Typical times are Sunrise, Noon, and Sunset.	Always know which direction is North (and which direction you should be praying towards) even if you do not have 5 ranks in Survival. If you have at least 5 ranks in Survival, receive a +2 bonus on all Survival checks.
Day of Rest	On day per week, you may not take attack actions, cast spells with a Somatic component, activate mechanical devices, or carry a load heavier than Light.	Receive a +4 bonus on saves vs. Sleep effects. Make Listen checks while asleep without the normal –10 penalty.
Dietary Restriction	Food you eat must be prepared by you or a devout follower of your religion. You may only use potions that you made yourself. If you cast <i>Detect Poison</i> , you can determine if a given food or potion is safe for you to consume.	Receive a +1 bonus on saves vs. Poison and Disease.
Sacred Animal	You cannot attack your sacred animal, even in self-defense. If your allies fight your sacred animal in self-defense, you must make sure it survives (healing or bandaging it after it is unconscious). If your allies attack your sacred animal as aggressors, you may not cast beneficial spells on them for 24 hours.	Your sacred animal will not attack <u>you</u> except in self-defense or if under magical compulsion. You receive a +4 bonus on Charisma-based skill check when interacting with your sacred animal.
Sacred Clothing	You must wear a special piece of clothing (such as a hat) at all times. The clothing <u>must</u> take up a spot that can be used for magic items. The sacred clothing costs at least 25 gp and must be of Masterwork quality. It is no uncommon for your religion to make magic items of this special apparel. Your sacred clothing <u>cannot</u> be armor.	You receive a +2 bonus on Charisma-based skill checks when dealing with followers of your religion.

## Druid Variants

The following are specialized types of Druids, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Druid must be done when the 1<sup>st</sup> level of Druid is taken. A character can only be the member of one Druid class.

Common Features:

- Attack on the Rogue combat chart.
- Alignment must be one of the following: NG, LN, N, CN, NE (Exception: Urban Druids cannot be CN) Storm Druids tend to be CN.
- Cannot cast spells of opposing alignment.

Note: Class Abilities that are underlined are detailed below the table.

Lvl	Druid (PH p33)	Druidic Avenger (UA p51)	Metal Master (DR311 p59)	Storm Druid (DR328 p87)	Urban Druid (DR317 p30)	
Class Features	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short-spear, Sickle, Sling. Class Skill Points: 4  Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short-spear, Sickle, Sling. Class Skill Points: 4  Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: <u>Diplomacy</u> , Handle Animal, <u>Intimidate</u> .	Hit Dice: <u>d10</u> Good Save: Fort, <u>Will</u> Armor: <u>Light, Medium, Heavy, Shields, Tower Shields</u> . Weapons: <u>Simple &amp; Martial weapons that are primarily made out of metal</u> . Class Skill Points: <u>2</u>  Str: Swim. <del>Dex: Ride.</del> Int: Craft, <u>Know(architecture)</u> , <u>Know(dungeon)</u> , Know(nature) Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, <u>Handle Animal</u> .	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short-spear, Sickle, Sling. Class Skill Points: 4  Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Rapier, Sap, <u>Scimitar</u> , Short-sword, <u>Shortspear</u> , <u>Sickle</u> , <u>Sling</u> . Class Skill Points: 4 <del>Str: Swim.</del> <del>Dex: Ride.</del> Int: Craft, Know(arch & eng), <u>Know(history)</u> , Know(local), <u>Know(nature)</u> , Spellcraft. Wis: <u>Heal</u> , <u>Listen</u> , Profession, <u>Spot</u> , <u>Survival</u> . Con: Concentration. Cha: <u>Bluff</u> , Diplomacy, <u>Gather Info.</u> , <u>Intimidate</u> , <u>Handle Animal</u> , Perform <u>Speak Language</u> .	
	1	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list <u>Druid Spontaneous Casting</u> <u>Animal Companion</u> Nature Sense Wild Empathy, with a -4 penalty <u>+10' movement</u> <u>Rage, 1/day</u>	Cast Prepared Divine Wisdom-based spells from Druid list <u>Druid Spontaneous Casting</u> <u>Metal Master Spontaneous Casting</u> <u>Animal Companion</u> <u>Nature Sense</u> <u>Mine Sense</u> <u>Wild Empathy</u> Gain 'Terran' as a free language	Cast Prepared Divine Wisdom-based spells from Druid list <u>Druid Spontaneous Casting</u> <u>Storm Druid Spontaneous Casting</u> <u>Animal Companion</u> Nature Sense <u>Wild Empathy</u> Immunity to natural and magical Deafness	Cast Prepared Divine Wisdom-based Charisma-based spells from Urban Druid list <u>Druid Spontaneous Casting</u> <u>Urban Druid Spontaneous Casting</u> <u>Animal Companion</u> <u>Urban Companion</u> <u>Nature Sense</u> <u>City Sense</u> <u>Wild Empathy</u> <u>Favored City 1</u>
	2	Woodland Stride	Woodland Stride	<u>Woodland Stride</u>	<u>Woodland Stride</u> <u>Frightful Presence</u> (animals) <u>Thunder Strike</u> (1d6 electrical, temporary deafness), 1/day	<u>Woodland Stride</u> <u>Crowdwalk</u>
	3	Trackless Step	Trackless Step	<u>Trackless Step</u> <u>Metal Sense</u>	<u>Trackless Step</u> <u>+1 Insight on Reflex saves</u>	<u>Trackless Step</u> <u>Alley Fighting</u>
	4	Resist Nature's Lure	Resist Nature's Lure	<u>Resist Nature's Lure</u>	Resist Nature's Lure	<u>Resist Nature's Lure</u> <u>Disease Immunity</u> <u>Favored City 2</u>
	5	Wild Shape, 1/day	Wild Shape, 1/day	<u>Wild Shape, 1/day</u>	<u>Wild Shape, 1/day</u> Electricity Resistance 5	<u>Wild Shape, 1/day</u> <u>Urban Shape, 1/day</u>
	6	Wild Shape, 2/day	Wild Shape, 2/day <u>Rage, 2/day</u>	<u>Wild Shape, 2/day</u> <u>Damage Reduction 1 / bludgeoning</u>	<u>Wild Shape, 2/day</u> <u>Thunder Strike</u> (1d6 electrical, temporary deafness), 2/day	<u>Wild Shape, 2/day</u> <u>Urban Shape, 2/day</u>
	7	Wild Shape, 3/day	Wild Shape, 3/day	<u>Wild Shape, 3/day</u>	<u>Wild Shape, 3/day</u>	<u>Wild Shape, 3/day</u> <u>Urban Shape, 3/day</u>
	8	Wild Shape (Large)	Wild Shape (Large)	<u>Wild Shape (Large)</u> <u>Damage Reduction 2 / bludgeoning</u>	<u>Wild Shape (Large)</u> <u>Frightful Presence</u> (magical beasts, fey, & vermin)	<u>Wild Shape (Large)</u> <u>Urban Shape (Large)</u> <u>Favored City 3</u>
	9	Venom Immunity	Venom Immunity	<u>Venom Immunity</u>	Venom Immunity <u>+2 Insight on Reflex saves</u>	<u>Venom Immunity</u> <u>Information Network</u>
10	Wild Shape, 4/day	Wild Shape, 4/day	<u>Wild Shape, 4/day</u> <u>Damage Reduction 3 / bludgeoning</u>	<u>Wild Shape, 4/day</u> Electricity Resistance 10	<u>Wild Shape, 4/day</u> <u>Urban Shape, 4/day</u>	



Lvl	Druid (PH p33)	Druidic Avenger (UA p51)	Metal Master (DR311 p59)	Storm Druid (DR328 p87)	Urban Druid (DR317 p30)
11	Wild Shape (Tiny)	Wild Shape (Tiny) Rage, 3/day	<del>Wild Shape (Tiny)</del> Major Creation, 1/day	<del>Wild Shape (Tiny)</del> Thunder Strike (2d6 electrical, temporary deafness), 3/day	<del>Wild Shape (Tiny)</del> Urban Shape (Tiny)
12	Wild Shape (Plants)	Wild Shape (Plants)	<del>Wild Shape (Plants)</del> Damage Reduction 4 / bludgeoning	<del>Wild Shape (Plants)</del> Gain Improved Initiative feat	<del>Wild Shape (Plants)</del> Urban Shape (Object) Favored City 4
13	A Thousand Faces	A Thousand Faces	<del>A Thousand Faces</del>	A Thousand Faces	<del>A Thousand Faces</del>
14	Wild Shape, 5/day	Wild Shape, 5/day	<del>Wild Shape, 5/day</del> Damage Reduction 5 / bludgeoning	<del>Wild Shape, 5/day</del>	<del>Wild Shape, 5/day</del> Urban Shape, 5/day
15	Timeless Body Wild Shape (Huge)	Timeless Body Wild Shape (Huge)	Timeless Body <del>Wild Shape (Huge)</del>	Timeless Body <del>Wild Shape (Huge)</del> Thunder Strike (4d6 electrical, permanent deafness), 5/day +3 Insight on Reflex saves Electricity Resistance 15	<del>Timeless Body</del> <del>Wild Shape (Huge)</del> Urban Shape (Huge)
16	Wild Shape, Elemental 1/day	Wild Shape, Elemental 1/day Rage, 4/day	<del>Wild Shape, Elemental 1/day</del> Damage Reduction 5 / cold iron, adamantine, or silver	<del>Wild Shape, Elemental 1/day</del> Frightful Presence (any creature)	<del>Wild Shape, Elemental 1/day</del> Urban Shape, Animated Object 1/day Favored City 5
17		Tireless Rage			
18	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day Wild Shape, Elemental 2/day	<del>Wild Shape, 6/day</del> <del>Wild Shape, Elemental 2/day</del> Damage Reduction 5 / adamantine, or silver	<del>Wild Shape, 6/day</del> <del>Wild Shape, Elemental 2/day</del>	<del>Wild Shape, 6/day</del> <del>Wild Shape, Elemental 2/day</del> Urban Shape, 6/day Urban Shape, Animated Object 2/day
19			Iron Body, 1/day		
20	Wild Shape, Elemental (Huge), 3/day	Wild Shape, Elemental (Huge), 3/day	<del>Wild Shape, Elemental (Huge), 3/day</del> Damage Reduction 5 / adamantine	<del>Wild Shape, Elemental (Huge), 3/day</del> Thunder Strike (4d6 electrical, permanent deafness), 5/day Electricity Resistance 20	<del>Wild Shape, Elemental (Huge), 3/day</del> Urban Shape, Animated Object (Gargantuan) 3/day Favored City 5

Class Abilities

‘Metal Master’ Class Abilities:

- Mine Sense – +2 bonus on Knowledge (dungeoneering) and Knowledge (architecture and engineering) checks.
- Metal Sense – +2 bonus on Craft (armorsmithing), Craft (blacksmithing), and Craft (weaponsmithing) checks.

‘Storm Druid’ Class Abilities:

- Frightful Presence (creature type) – Whenever the Storm Druid attacks or charges, all creatures of the indicated type within 30’ become Shaken for 4d6 rounds (WillNeg, DC is Charisma-based). If the creature makes its save, it is immune to this Storm Druid’s Frightful Presence for 24 hours. The Storm Druid’s allies are not affected by this ability.
- Thunder Strike (Xd6 electrical, deafness), times per day – As part of a melee attack, the Storm Druid discharges Xd6 Electrical damage (no save) and makes the opponent Deaf (FortNeg, DC is Constitution-based). Temporary Deafness lasts for 3d6 rounds. The Storm Druid must declare he/she is using this ability before rolling the attack, and the use is lost if the attack misses.

‘Urban Druid’ Class Abilities:

- City Sense – +2 bonus on Gather Information & Know (local) checks.
- Favored City – Each time this class ability occurs, the Urban Druid chooses a city with which he/she is familiar (but not necessarily currently residing in). Within that city, the Urban Druid gains a Sacred bonus equal to his/her Wisdom to all Bluff, Diplomacy, Gather Info., & Intimidate checks –and– a +2 Morale bonus on all Will saves.
- City Sense – +2 bonus on Gather Information & Know (local) checks.
- Crowd Walk – +4 bonus to skill checks, Strength checks, or attack rolls made to get through a square occupied by a hostile creature (including Tumble, Overrun, etc.).
- Alley Fighting – If fighting in a space the same width as the Urban Druid (typically 5’), gain a +1 Competence bonus on attack rolls & an opponent around the corner does not get Cover (but keeps Total Cover, if appropriate).
- Information Network – The Urban Druid establishes information networks in a number of cities equal to his/her Charisma modifier. In these cities, a Gather Information check only takes 30 minutes (instead of a full evening). Information that is very important to the Urban Druid arrives at his/her ears in 1d4 hours (if he/she is nearby) on a successful check.

Urban Companion – As Animal Companion, except with a different list:

- 1 – Animated Object (small), Bat, Dire Rat, Rat, Cat, Dog, Riding Dog, Horse (light or heavy), Monstrous Centipede (med.), Monstrous Scorpion (small), Monstrous Spider (small), Mule, Owl, Pony, Raven, Snake (small viper, med. viper), Warhorse (light).
- 4 – Animated Object (med.), Giant Ant (soldier), Dire Bat, Monstrous Centipede (large), Monstrous Scorpion (med.), Monstrous Spider (med.), Snake (large viper), Warhorse (heavy).
- 7 – Animated Object (large), Carriage Crawler, Hammer(MM2 p27), Otyugh, Monstrous Centipede (huge), Monstrous Scorpion (large), Monstrous Spider (large), Snake (huge viper), Pulverizer(MM2 p27).
- 10 – Animated Object (huge), Monstrous Spider (huge).
- 13 – Monstrous Centipede (gargantuan), Monstrous Scorpion (huge).
- 16 – Animated Object (gargantuan), Monstrous Spider (gargantuan).

Urban Shape – As Wild Shape, except with a different list of creatures. The Urban Druid can become Humanoids & creatures from the Urban Companion list (except for Animated Objects initially). At higher levels, he/she can become immobile objects of an appropriate size, and then Animated Objects.

Druids — Part 2

Lvl	Druid (PH p33)	Wild Reaper (DR311 p55)	Wind Walker (DR311 p57)	Winter Warden (DR311 p60)
Class Features	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short-spear, Sickle, Sling. Class Skill Points: 4  Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, <a href="#">Battleaxe</a> , Dagger, Dart, <a href="#">Kama</a> , <a href="#">Nunchaku</a> , Quarterstaff, <a href="#">Scimitar</a> , Sickle, Sling, <a href="#">Throwing Axe</a> . Class Skill Points: 2  Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal, <a href="#">Intimidate</a> .	Hit Dice: d8 Good Save: <del>Fort</del> , <a href="#">Ref</a> , Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, <a href="#">Javelin</a> , Quarterstaff, Scimitar, <a href="#">Shortbow</a> , <a href="#">Shortspear</a> , <a href="#">Sickle</a> , <a href="#">Spear</a> , Sling. Class Skill Points: 4  Str: Swim. Dex: Ride. Int: Craft, Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.	Hit Dice: d8 Good Save: Fort, Will Armor: Padded, Leather, Hide, Wooden Shields Weapons: Club, Dagger, Dart, Quarterstaff, Scimitar, Short-spear, Sickle, Sling. Class Skill Points: 4  Str: Swim. Dex: <a href="#">Balance</a> , Ride. Int: Craft, <a href="#">Know(geography)</a> , Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Diplomacy, Handle Animal.
	1	Cast Prepared Divine Wisdom-based spells from Druid list Druid Spontaneous Casting Animal Companion Nature Sense Wild Empathy	Cast Prepared Divine Wisdom-based spells from Druid list <del>Druid Spontaneous Casting</del> Animal Companion (must be <a href="#">carnivorous or omnivorous that eats carrion</a> ) Nature Sense <del>Wild Empathy</del>	Cast Prepared Divine Wisdom-based spells from Druid list <del>Druid Spontaneous Casting</del> <a href="#">Wind Walker Spontaneous Casting</a> <del>Animal Companion</del> <a href="#">Aerial Companion</a> <del>Nature Sense</del> <del>Wild Empathy</del> <a href="#">Aerial Empathy</a> Gain 'Auran' as a free language <a href="#">Zephyr Spellcasting</a>
2	Woodland Stride	Woodland Stride	<del>Woodland Stride</del> <a href="#">Feather Fall</a> , 1/day	<del>Woodland Stride</del> <a href="#">Ray of Frost</a> added to spell list
3	Trackless Step	<del>Trackless Step</del> <a href="#">Wild Reaper Spontaneous Casting</a>	<del>Trackless Step</del> <a href="#">Whispering Winds</a> , 1/day	<del>Trackless Step</del> <a href="#">Drift Stride</a>
4	Resist Nature's Lure	Resist Nature's Lure	<del>Resist Nature's Lure</del> <a href="#">Air Mastery</a>	Resist Nature's Lure <a href="#">Trackless Step</a>
5	Wild Shape, 1/day	Wild Shape, 1/day	<del>Wild Shape, 1/day</del> <a href="#">Feather Fall</a> , 2/day	<del>Wild Shape, 1/day</del> <a href="#">Ice Stride</a>
6	Wild Shape, 2/day	Wild Shape, 2/day	<del>Wild Shape, 2/day</del> <a href="#">Friend of the Air</a>	Wild Shape, 1/day <del>2/day</del>
7	Wild Shape, 3/day	Wild Shape, 3/day	<del>Wild Shape, 3/day</del> <a href="#">Fly</a> , 1/day <a href="#">Whispering Winds</a> , 2/day	Wild Shape, 2/day <del>3/day</del>
8	Wild Shape (Large)	Wild Shape (Large)	<del>Wild Shape (Large)</del> <a href="#">Feather Fall</a> , 3/day	Wild Shape 3/day ( <del>Large</del> )
9	Venom Immunity	<del>Venom Immunity</del> <a href="#">Disease Immunity</a>	<del>Venom Immunity</del> <a href="#">Air Spell Immunity</a>	<del>Venom Immunity</del> Resistance to Cold 5
10	Wild Shape, 4/day	Wild Shape, 4/day	<del>Wild Shape, 4/day</del> <a href="#">Fly</a> , 2/day	Wild Shape, ( <del>Large</del> ) 4/day
11	Wild Shape (Tiny)	Wild Shape (Tiny)	<del>Wild Shape (Tiny)</del> <a href="#">Whispering Winds</a> , 3/day	Wild Shape 4/day ( <del>Tiny</del> )
12	Wild Shape (Plants)	<del>Wild Shape (Plants)</del> <a href="#">Turn Undead</a>	<del>Wild Shape (Plants)</del> <a href="#">Air Domain (granted power)</a>	<del>Wild Shape (Plants)</del> Resistance to Cold 10
13	A Thousand Faces	<del>A Thousand Faces</del> <a href="#">Resist Death's Lure</a>	<del>A Thousand Faces</del> <a href="#">Fly</a> , 3/day	<del>A Thousand Faces</del> <a href="#">Wall of Ice</a> , 1/day
14	Wild Shape, 5/day	Wild Shape, 5/day	<del>Wild Shape, 5/day</del> <a href="#">Air Domain (domain spells)</a>	Wild Shape, 5/day
15	Timeless Body Wild Shape (Huge)	<del>Timeless Body</del> Wild Shape (Huge)	Timeless Body <del>Wild Shape (Huge)</del>	<del>Timeless Body</del> <del>Wild Shape (Huge)</del> Resistance to Cold 15
16	Wild Shape, Elemental 1/day	<del>Wild Shape, Elemental 1/day</del> <a href="#">Fast Healing 1</a>	Wild Shape, <a href="#">Air</a> Elemental 1/day	<del>Wild Shape, Elemental 1/day</del> Wild Shape (Huge)
17		<a href="#">Ability Damage Healing 1</a>		<a href="#">Otiluke's Freezing Sphere</a> , 1/day
18	Wild Shape, 6/day Wild Shape, Elemental 2/day	Wild Shape, 6/day <del>Wild Shape, Elemental 2/day</del>	<del>Wild Shape, 6/day</del> Wild Shape, <a href="#">Air</a> Elemental 2/day	<del>Wild Shape, 6/day</del> <del>Wild Shape, Elemental 2/day</del> <a href="#">Immunity to Cold</a>
19		<a href="#">Timeless Body</a>		Wild Shape, 6/day
20	Wild Shape, Elemental (Huge), 3/day	<del>Wild Shape of Elemental (Huge), 3/day</del> <a href="#">Fast Healing 3</a> <a href="#">Ability Damage Healing 2</a>	Wild Shape, <a href="#">Air</a> Elemental (Huge), 3/day	<del>Wild Shape, Elemental (Huge), 3/day</del> <a href="#">Polar Ray</a> , 1/day

Spontaneous Casting, by Druid Variant

Lvl	Druid	Metal Master	Storm Druid	Urban Druid	Wild Reaper	Wind Walker	Winter Warden
1	<i>Summon Nature's Ally I</i>	<del><i>Summon Nature's Ally I</i></del>	<del><i>Summon Nature's Ally I</i></del> <i>Obscuring Mist</i>	<del><i>Summon Nature's Ally I</i></del> <i>Repair Light Damage</i>	<i>Summon Nature's Ally I</i>	<i>Summon Nature's Ally I</i> (flying only)	<i>Summon Nature's Ally I</i>
2	<i>Summon Nature's Ally II</i>	<del><i>Summon Nature's Ally II</i></del> <i>Chill Metal</i> <i>Heat Metal</i>	<del><i>Summon Nature's Ally II</i></del> <i>Gust of Wind</i>	<del><i>Summon Nature's Ally II</i></del> <i>Repair Moderate Damage</i>	<i>Summon Nature's Ally II</i> <i>Soften Earth and Stone</i> <i>Warp Wood</i>	<i>Summon Nature's Ally II</i> (flying only) <i>Gust of Wind</i>	<i>Summon Nature's Ally II</i>
3	<i>Summon Nature's Ally III</i>	<del><i>Summon Nature's Ally III</i></del>	<del><i>Summon Nature's Ally III</i></del> <i>Call Lightning</i>	<del><i>Summon Nature's Ally III</i></del> <i>Repair Serious Damage</i>	<i>Summon Nature's Ally III</i> <i>Diminish Plants</i> <i>Poison</i>	<i>Summon Nature's Ally III</i> (flying only) <i>Wind Wall</i>	<i>Summon Nature's Ally III</i>
4	<i>Summon Nature's Ally IV</i>	<del><i>Summon Nature's Ally IV</i></del> <i>Rusting Grasp</i>	<del><i>Summon Nature's Ally IV</i></del> <i>Air Walk</i>	<del><i>Summon Nature's Ally IV</i></del> <i>Repair Critical Damage</i>	<i>Summon Nature's Ally IV</i> <i>Blight</i> <i>Rusting Grasp</i>	<i>Summon Nature's Ally IV</i> (flying only) <i>Air Walk</i>	<i>Summon Nature's Ally IV</i>
5	<i>Summon Nature's Ally V</i>	<del><i>Summon Nature's Ally V</i></del>	<del><i>Summon Nature's Ally V</i></del> <i>Call Lightning Storm</i>	<del><i>Summon Nature's Ally V</i></del> <i>Repair Light Damage, Mass</i>	<i>Summon Nature's Ally V</i> <i>Transmute Rock to Mud</i>	<i>Summon Nature's Ally V</i> (flying only) <i>Control Winds</i>	<i>Summon Nature's Ally V</i>
6	<i>Summon Nature's Ally VI</i>	<del><i>Summon Nature's Ally VI</i></del> <i>Ironwood</i>	<del><i>Summon Nature's Ally VI</i></del> <i>Chain Lightning</i>	<del><i>Summon Nature's Ally VI</i></del> <i>Repair Moderate Damage, Mass</i>	<i>Summon Nature's Ally VI</i> <i>Antilife Shell</i>	<i>Summon Nature's Ally VI</i> (flying only)	<i>Summon Nature's Ally VI</i>
7	<i>Summon Nature's Ally VII</i>	<del><i>Summon Nature's Ally VII</i></del> <i>Transmute Metal to Wood</i>	<del><i>Summon Nature's Ally VII</i></del> <i>Control Weather</i>	<del><i>Summon Nature's Ally VII</i></del> <i>Repair Serious Damage, Mass</i>	<i>Summon Nature's Ally VII</i>	<i>Summon Nature's Ally VII</i> (flying only) <i>Wind Walk</i>	<i>Summon Nature's Ally VII</i>
8	<i>Summon Nature's Ally VIII</i>	<del><i>Summon Nature's Ally VIII</i></del> <i>Repel Metal and Stone</i>	<del><i>Summon Nature's Ally VIII</i></del> <i>Whirlwind</i>	<del><i>Summon Nature's Ally VIII</i></del> <i>Repair Critical Damage, Mass</i>	<i>Summon Nature's Ally VIII</i> <i>Finger of Death</i>	<i>Summon Nature's Ally VIII</i> (flying only) <i>Whirlwind</i>	<i>Summon Nature's Ally VIII</i>
9	<i>Summon Nature's Ally IX</i>	<del><i>Summon Nature's Ally IX</i></del>	<del><i>Summon Nature's Ally IX</i></del> <i>Storm of Vengeance</i>	<del><i>Summon Nature's Ally IX</i></del>	<i>Summon Nature's Ally IX</i>	<i>Summon Nature's Ally IX</i> (flying only)	<i>Summon Nature's Ally IX</i>

Class Abilities

'Wild Reaper' Class Abilities:

- Turn Undead – Turns / Destroys Undead as a Cleric two levels lower than the Druid's level.
- Resist Death's Lure – +4 bonus on saves vs. level drain and Death effects.

'Winter Warden' Class Abilities:

- Cold Casting – Casts spells & spell-like abilities with the [cold] subtype at +1 level & +1 DC.
- Drift Stride – The Winter Warden can walk on non-magic snow without slowing or sinking.
- Ice Stride – The Winter Warden can walk on non-magic ice without slowing or sinking.

'Wind Walker' Class Abilities:

Aerial Companion – As Animal Companion, except with a different list:

- 1 – Eagle, Hawk, Owl
- 4 – Dire Bat, Hippogriff
- 7 – Giant Eagle, Giant Owl, Juvenile Arrowhawk
- 10 – Griffon, Adult Arrowhawk
- 13 – Dragonne
- 16 – Elder Arrowhawk

Aerial Empathy – As Wild Empathy, except it applies to animals & magical beasts that fly or have the [air] subtype. There is no penalty to target a magical beast.

Zephyr Spellcasting – Casts Druid spells with the [air] subtype at +1 level & +1 DC.

Air Mastery – Airborne attackers receives a –1 penalty on attacks & damage rolls against the Wind Walker.

Friend of the Air – The Wind Walker is considered two sizes larger when determining the effects of wind.

Air Spell Immunity – The Wind Walker as unbeatable Spell Resistance to spells with the [air] subtype.

Air Domain (granted power) – Gain the Air Domain Granted Power (i.e., Rebuke / Command creatures of Air & Turn / Destroy creatures of Earth).

Air Domain (domain spells) – Gain an extra spell per spell level, which must come from the Air Domain list & can not be spontaneously cast as another spell.

## Fighter Variants

The following are specialized types of Fighters, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Fighter must be done when the 1<sup>st</sup> level of fighter is taken. A character can only be the member of one Fighter class.

Other common features: d10 HD, 2 Skill Points per level, Fighter attack table, Fortitude is the good save, & can be any alignment.

Fighter Class	Class Features	Misc.
Bodyguard (trained to protect another at the expense of himself / herself) (DR310 p33)	Armor: All Weapons: Simple, Martial Skills: Dex: Ride. Int: Search. Wis: Sense Motive, Spot. Cha: Diplomacy, Gather Info, Handle Animal, Intimidate.	As a Fighter, with the following changes: In place of a bonus Bodyguard feat, a Bodyguard may choose one of the following: <u>Cover</u> – The Bodyguard may transfer his/her Shield bonus to AC and / or his/her Dodge bonus to AC due to Combat Expertise to a creature in an adjacent hex (the two bonuses can apply to the same or different creatures). If the creature gaining protection moves more than 5’ away from the Bodyguard, it loses the AC bonus. <u>Clear the Path</u> – The Bodyguard can use the Cleave & Great Cleave feats, but only when Fighting Defensively, using Combat Reflexes, and/or transferring his/her Shield bonus to AC to another using the ‘Cover’ ability.
Commander (leader who can inspire like a Bard, but kill like a Fighter) (DR310 p33)	Armor: All Weapons: Simple, Martial Skills: Dex: Ride. Int: Craft, Know(architecture & engineering). Wis: Profession(siege engineer), Sense Motive, Spot. Cha: Diplomacy, Handle Animal, Intimidate.	As a Fighter, with the following changes: In place of a bonus Commander feat, a Commander may choose one of the following: <u>Helpful Hints</u> – The Commander can make an ‘Aid Other’ action to grant a bonus to AC or attack rolls from up to 60’ away. <u>Rousing Speech</u> – Either before or during battle, the Commander can make a speech as a Full Round Action. All allies within 60’ gain a +1 Morale bonus on attacks for 1 round + 1 round for every point the Commander beats a DC15 on a Diplomacy check. Usable once per 2 Commander levels. Cannot be taken until Commander level 2.
Corsair (sailor trained to fight on a ship, in its ropes, or in the sea) (DR310 p34)	Armor: Light, Shields Weapons: Simple, Martial Skills: Str: Climb, Jump, Swim. Dex: Balance, Use Rope. Int: Appraise, Craft. Wis: Profession(sailor), Spot.	Gains one of the following abilities at 1 <sup>st</sup> level & 2 <sup>nd</sup> level, and can take one instead of a bonus Corsair feat: <u>Climb-Fighting</u> – Not considered Flat-Footed while climbing. <u>Rope Movement</u> – As long as riggings / hanging ropes are available, the Corsair may make a Use Rope check in place of a Tumble check to move through an opponent’s hex without generating an Attack of Opportunity. <u>Slow Fall</u> – When falling near a sail, tapestry, etc., the Corsair can use a bladed weapon, rope, or pole to slow his / her fall by reducing the effective distance 30’. <u>Swinging Bull Rush</u> – By swinging on a rope, the Corsair gains a bonus on Bull Rush checks equal to +1 per 5’ swung. <u>Big Breath</u> – When holding his / her breath, the Corsair only needs to make a Constitution check once per two rounds. <u>Ocean Tangle</u> – When grappling in water deep enough to swim in, the Corsair can use his / her Swim check instead of the Grapple check.
Exoticist (specialist in Exotic Weapons at the cost of normal Martial weapons) (DR310 p35)	Armor: All Weapons: Simple, any 4 Exotic Weapons. Skills: Str: Climb, Jump, Swim Dex: Tumble. Int: Craft. Cha: Intimidate.	May take one of the following in place of a bonus Exoticist feat: <u>Dazzling Display</u> – +4 bonus to Feint checks. <u>Exotic Attack</u> – +2 bonus on Trip attempts that the Exoticist instantiates with an Exotic Weapon, & a +2 bonus on any Disarm roll. <u>Strange Strike</u> – +1 Competence bonus on attack rolls when using an Exotic weapon that the opponent is not proficient in.
Fencer (good at tricking strong fighters to attacking badly) (DR310 p35)	Armor: Light, Buckler Weapons: Simple, Martial Skills: Dex: Ride, Tumble. Cha: Bluff, Diplomacy, Gather Information, Handle Animal, Intimidate	Starting at 4 <sup>th</sup> level, the Fencer may take one of the following in place of a bonus Fencer feat: <u>Encouraging Blow</u> – When the Fencer threatens a critical, he / she gains a +3 Morale bonus to AC against the threatened foe’s attacks for Charisma modifier rounds (min 1). If the threat becomes a critical, the Moral bonus increases to +6. Only affects creatures with 4+ Intelligence that are vulnerable to mind-influencing effects. <u>Denigrating Banter</u> – This ability is a Standard Action, up to 3 + Charisma modifier times per day. The Fencer & the opponent make opposed Charisma checks. If the opponent losses, he / she receives a penalty to his / her Base Attack Bonus of –2 & an additional –1 per 5 points by which the check missed. The penalty lasts Charisma modifier + 1 rounds (min 1). The ability can be used multiple times, but the penalties do not stack. Loss in BAB may result in loss of extra attacks, inability to use certain feats, etc. This ability is a Language-Dependant, Sonic, Mind-Affecting effect. <u>Insurmountable Counter</u> – +2 Dodge bonus to AC when attacked by an opponent using Power Attack or Combat Expertise.

Fighter Class	Class Features	Misc.
Fighter (a generalist) (PH p37)	Armor: Light, Medium, Heavy, Shield Weapons: Simple, Martial Skills: Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal, Intimidate.	The Fighter may choose a Fighter feat 1 <sup>st</sup> level and every even level after that.
Horseman (focuses on horse riding & being able to protect ones mount) (DR310 p36)	Armor: Light, Shields Weapons: Simple, Martial Skills: Str: Jump. Dex: Balance, Ride, Tumble. Int: Craft. Cha: Handle Animal.	The Horseman may choose any of the following in place of a bonus Horseman feat: <u>Quick Turn</u> – When making a charge on a mount, the mount may make one turn of up to 90 degree per point of Dexterity modifier. Each turn requires a Ride check vs. DC 15. Failure turns the charge into a double move. <u>Share Shield</u> – As a Move Action, the Horseman & his / her mount may both gain the Horseman’s Shield bonus to AC. Requires a Ride check vs. DC 15. <u>Spur</u> – The mount gains +10’ movement for 1 round. Usable once per the mount’s Constitution modifier times per day. <u>Steady Hand</u> – Any time the mount must make a Will save vs. a Mind-Influencing effect, the Horseman may made a Ride check vs. DC 10 + spell DC. If successful, the mount makes its save.
Kensai (specialist in a single weapon) (DR310 p36)	Armor: Light. Weapons: Simple, <u>one</u> Martial or Exotic weapon (this is the chosen weapon) Skills: Str: Jump, Swim Dex: Balance, Tumble. Int: Craft. Con: Concentrate.	The Kensai <u>does not</u> gain a bonus feat at 1 <sup>st</sup> level. Instead, the Kensai gains +1 bonus to attacks & damage with his / her chosen weapon. This bonus increases by +1 at 5 <sup>th</sup> level & every 5 levels afterwards. The Kensai may choose any of the following in place of a bonus Kensai feat. The ability only applies to the chosen weapon: <u>Rain of Blows</u> – As part of a Full Round Attack, the Kensai may take a –3 penalty to all attacks to receive an additional attack at the highest attack bonus. <u>Storm of Blows</u> – (requires Rain of Blows) As part of a Full Round Attack, the Kensai may take a –6 penalty to all attacks to receive two additional attacks at the highest attack bonus.
Knight (specially trained to joust and other forms of horse back combat) (DR310 p36)	Armor: Light, Medium, Heavy, Shields. Weapons: Simple, Martial. Skills: Str: Jump. Dex: Ride. Int: Craft. Wis: Heal. Cha: Diplomacy, Handle Animal.	The Knight may take on of the following in place of a bonus Knight feat: <u>Hard Charge</u> – The Knight & mount both do +2 damage when charging at least the mount’s movement. <u>Jousting Charge</u> – If the Knight has a Heavy or Light Shield readied, he does suffer the –2 penalty to AC (but the mount still does). <u>Staggered Gait</u> – (prerequisite: Trample) On a successful Overrun action, the mount can make two hoof attacks, though each hoof attack has a –2 penalty. <u>Vicious Mount</u> – When ridden by the Knight, the mount gains a +1 bonus to damage.
Pugilist (bare-fisted fighter) (DR310 p37)	Armor: Light, Medium, Heavy. Weapons: Simple. Skills: Str: Climb, Swim. Wis: Sense Motive, Spot. Cha: Bluff, Intimidate.	At 1 <sup>st</sup> level, gain <u>Feat: Improved Unarmed Strike</u> and <u>Feat: Endurance</u> . A Medium-sized Pugilist does 1d4 damage with his/her unarmed strikes. The Pugilist may take on of the following in place of a bonus Pugilist feat: <u>Combo</u> – The 1 <sup>st</sup> & 2 <sup>nd</sup> unarmed strike per round can be a “Combo”, which have their BAB’s averaged. <u>Heavy Hitting</u> – Unarmed strikes do +2 non-lethal damage. Can be taken multiple times. Min lvl is 2 <sup>nd</sup> . <u>Iron Jaw</u> – The Pugilist gains Damage Reduction equal to his/her Constitution modifier vs. non-lethal damage. Also, the Pugilist gains a +1 bonus to saves vs. being <u>Stunned</u> . <u>Shake It Off</u> – Any stunning effect has its duration reduced by 1 round (minimum of 1 round). Can be taken multiple times.
Shield Bearer (despite the name, this class is actually an expert in the use of armor, getting more out of it than other classes) (DR310 p38)	Armor: Light, Medium, Heavy, Shields, Tower Shields. Weapons: Simple, Martial. Skills: Str: Climb, Jump. Dex: Ride. Int: Craft. Cha: Diplomacy, Handle Animal, Intimidate.	The Shield Bearer may take on of the following in place of a bonus Shield Bearer feat: <u>Armored Gait</u> – When this class ability is taken, choose a specific type of armor (e.g., Breastplate). The armor is considered one category lighter when determining the Shield Bearer’s movement rate only. May be taken multiple times, each time applying to a different armor. <u>Armored Grace</u> – When this class ability is taken, choose a specific type of armor (e.g., Breastplate). The maximum Dexterity modifier for the armor is considered one higher. May be taken multiple times, each time applying to a different armor. <u>Armor Optimization</u> – When this class ability is taken, choose a specific type of armor (e.g., Breastplate). The Shield Bearer gains a +1 Dodge bonus to AC when wearing this type of armor. May be taken multiple times, each time applying to a different armor. <u>Fortification</u> – When this class ability is taken, choose a specific type of armor (e.g., Breastplate). The Shield Bearer gains a +2 bonus to AC <u>against the confirmation of a critical only</u> when wearing this type of armor. May be taken multiple times, each time applying to a different armor. <u>Shield Strike</u> – The Shield Bearer may use a readied Shield as if it were a free hand for purposes of special maneuvers, such as Stunning Fist & Deflect Arrows.

Fighter Class	Class Features	Misc.
<p>Survivalist (trained to survive in the out-of-doors) (DR310 p38)</p>	<p>Armor: Light, Medium, Shields. Weapons: Simple, Martial. Skills: Str: Climb, Jump, Swim. Dex: Balance, Hide, Move Silently, Use Rope. Int: Craft. Wis: Survival.</p>	<p>Chooses bonus feats from the Survivalist Bonus Feat List.</p>
<p>Targetteer (focused on projectile weapons) (DR310 p38)</p>	<p>Armor: Light, Medium, Heavy, Bucklers. Weapons: Simple, Ranged Martial, two Ranged Exotic. Skills: Str: Climb. Dex: Hide, Move Silently, Ride. Int: Craft. Wis: Profession.</p>	<p>Chooses bonus feats from the Targetteer Bonus Feat List, or may choose one of the following: <u>Arrow Swarm</u> – (prerequisite: Rapid Shot) As a Full Round Attack, the Targetteer may make two extra ranged attacks at his/her highest attack bonus, but all attacks receive a –5 penalty. <u>Sniper</u> – As a Full Round Attack, the Targetteer may “sacrifice” one shot to gain +1 critical threat range on a shot in that Full Round Attack. Multiple attacks may be sacrificed. The bonus is only for one shot &amp; does not “carry over” from round to round. <u>Vital Aim</u> – When shooting an opponent who is vulnerable to critical hits, the Targetteer may use his/her Dexterity modifier as a damage bonus instead of his/her Strength modifier. This ability can only be used if the Strength modifier is positive –or– both modifiers are negative.</p>
<p>Thug (a street fighter who knows his way around an urban environment) (UA p51)</p>	<p>Base Skill Points: 4. Armor: Light. Weapons: Simple, Martial Skills: Str: Climb, Jump, Swim. Dex: Ride, Sleight of Hand. Int: Craft, Know(local). Cha: Bluff, Gather, Information, Handle Animal, Intimidate.</p>	<p>Starting at 2<sup>nd</sup> level, chooses bonus feats from the Thug Bonus Feat List.</p>

In-Class Skills for Variant Fighters

Skill	Class	Ability	Bodyguard	Commander	Corsair	Exoticist	Fencer	Fighter	Horseman	Kensai	Knight	Pugilist	Shield Bearer	Survivalist	Targeteer	Thug
Appraise		Int			+											
Balance		Dex			+				+	+				+		
Bluff		Cha					+					+				+
Climb		Str			+	+		+				+	+	+	+	+
Concentration		Con								+						
Craft		Int		+	+	+		+	+	+	+		+	+	+	+
Diplomacy		Cha	+	+			+				+		+			
Gather Information		Cha	+				+									+
Handle Animals		Cha	+	+			+	+	+		+		+			+
Heal		Wis									+					
Hide		Dex												+	+	
Intimidate		Cha	+	+		+	+	+				+	+			+
Jump		Str			+	+		+	+	+	+		+	+		+
Know – architecture		Int		+												
Know – local		Int														+
Listen		Wis	+													
Move Silently		Dex												+	+	
Profession – any		Wis													+	
Profession – sailor		Wis			+											
Profession – siege engineer		Wis		+												
Ride		Dex	+	+			+	+	+		+		+		+	+
Search		Int	+													
Sense Motive		Wis	+	+								+				
Spot		Wis	+	+	+							+				
Sleight of Hand		Dex														+
Survival		Wis												+		
Swim		Str			+	+		+		+		+		+		+
Tumble		Dex				+	+		+	+						
Use Rope		Dex												+		

Feats for Variant Fighters

Feat	Class	Bodyguard	Commander	Corsair	Exoticist	Fencer	Fighter	Horseman	Kensai	Knight	Pugilist	Shield Bearer	Survivalist	Targeteer	Thug
Acrobatic			+			+									
Agile			+												
Alertness		+	+								+				
Animal Affinity		+	+												
Athletic				+						+	+				
Blind-Fight		+			+	+	+				+	+	+		+
Cleave			+	+	+			+	+	+	+	+			
Combat Expertise		+		+	+	+	+	+	+		+	+	+		+
Combat Reflexes		+	+	+	+	+	+	+	+	+	+	+	+		+
Deflect Arrows							+								+
Diehard											+	+	+		
Dodge		+	+	+	+	+	+	+	+		+	+	+	+	+
Endurance												+	+		
Exotic Weapon Proficiency			+	+			+	+		+				+	+
Far Shot					+		+						+	+	+
Great Cleave				+	+		+	+	+	+	+	+			+
Great Fortitude		+	+	+						+	+	+	+		
Greater Two-Weapon Fighting				+	+	+	+		+		+	+			+
Greater Weapon Focus			+		+	+	+	+	+	+	+	+	+	+	+
Greater Weapon Specialization					+	+	+	+	+	+	+	+	+	+	+
Improved Bull Rush			+	+			+			+	+	+	+		+
Improved Critical		+	+	+	+	+	+	+	+	+	+	+	+	+	+
Improved Disarm		+		+	+	+	+				+	+	+		+
Improved Feint					+	+	+				+	+			+
Improved Grapple				+			+				+	+	+		+
Improved Initiative		+	+	+	+	+	+	+	+		+	+	+	+	+
Improved Overrun			+				+			+	+	+	+		+
Improved Precise Shot					+		+						+	+	+
Improved Shield Bash		+	+				+					*			+
Improved Sunder				+	+		+	+	+	+		+			+
Improved Trip		+		+			+				+	+	+		+
Improved Two-Weapon Fighting				+	+	+	+		+		+	+			+
Improved Unarmed Strike				+			+						+	+	+
Investigator		+													
Iron Will		+	+										+		
Leadership			+												
Lightning Reflexes		+			+	+		+	+				+	+	
Manyshot					+		+							+	+
Mobility		+	+		+	+	+	+	+	+	+	+	+	+	+
Mounted Archery							+	+							+
Mounted Combat			+				+	+		+					+



Feat	Class	Bodyguard	Commander	Corsair	Exoticist	Fencer	Fighter	Horseman	Kensai	Knight	Pugilist	Shield Bearer	Survivalist	Targeteer	Thug
Negotiator		+	+							+					
Persuasive		+	+			+					+	+			
Point Blank Shot					+		+						+	+	+
Power Attack		+	+	+			+	+	+	+	+	+	+		+
Precise Shot													+	+	
Quick Draw		+	+	+	+	+	+		+						+
Rapid Reload					+		+							+	+
Rapid Shot					+		+							+	+
Ride-By Attack							+	+		+					+
Run		+											+	+	
Self-Sufficient													+		
Shield Proficiency						+									
Shot on the Run					+		+						+	+	+
Skill Focus (any class skill)				+		+							+		
Snatch Arrows							+				+				+
Spring Attack		+	+		+	+	+		+		+	+	+		+
Spirited Charge							+	+		+					+
Stealthy													+	+	
Stunning Fist							+				+	+			+
Toughness		+	+	+						+	+	+	+		
Track													+		
Trample							+	+		+					+
Two-Weapon Defense				+	+	+	+		+						+
Two-Weapon Fighting				+	+	+	+		+		+	+	+		+
Urban Tracking (UA p56)															+
Weapon Finesse				+		+	+	+	+		+	+	+		+
Weapon Focus		+	+	+		+	+	+	+	+	+	+	+	+	+
Weapon Specialization		+		+	+	+	+	+	+	+	+	+	+	+	+
Whirlwind Attack		+	+		+		+		+		+	+			+

Monk Variants – Alternate Classes

Holy Monk  
(May cross-class freely as a Paladin)  
(DR310 p45)

Hunter Monk  
(May cross-class freely as a Ranger. Class levels stack for Favored Enemy)  
(DR310 p45)

Martial Monk  
(May cross-class freely as a Fighter)  
(DR310 p45)

Raging Monk  
(Raging Monk levels stack with Barbarian levels to determine effectiveness of the character's Rage)  
(DR310 p45)

Additions to the Standard Monk's Class Abilities list are marked in **Blue**.  
Deletions from the Standard Monk's Class Abilities list are marked in **Red**.

Lvl	Monk	Holy Monk	Hunting Monk	Martial Monk	Raging Monk
In-Class Skills	Class Skill Points: 4. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 4. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 4. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive,Spot,Survival Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 3. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Intimidate, Perform.	Class Skill Points: 4. Str: Climb,Jump,Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.
1	Bonus Feat Unarmed Strike Flurry of Blows Wisdom bonus to AC	<del>Bonus Feat</del> Unarmed Strike Flurry of Blows Wisdom bonus to AC <b>Aura of Courage</b> <b>Smite Evil</b> <b>Turn Undead</b>	<del>Bonus Feat</del> Unarmed Strike Flurry of Blows Wisdom bonus to AC <b>Favored Enemy</b>	Bonus Feat ( <b>may be a Fighter feat</b> ) Unarmed Strike Flurry of Blows Wisdom bonus to AC	Bonus Feat Unarmed Strike <del>Flurry of Blows</del> Wisdom bonus to AC <b>Rage, 1/day</b>
2	Bonus Feat Evasion	Bonus Feat Evasion	Evasion Bonus Feat	Bonus Feat ( <b>may be a Fighter feat</b> ) Evasion	Bonus Feat Evasion
3	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	Still Mind +10' to Movement	<del>Still Mind</del> +10' to Movement
4	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) <del>Slow Fall 20'</del>	<i>Ki</i> Strike (magic) Slow Fall 20'	<i>Ki</i> Strike (magic) Slow Fall 20' <b>Rage, 2/day</b>
5	Purity of Body +1 bonus to AC	Purity of Body +1 bonus to AC	Purity of Body +1 bonus to AC	Purity of Body +1 bonus to AC	Purity of Body +1 bonus to AC
6	Bonus Feat Slow Fall 30' +20' to Movement	<del>Bonus Feat</del> Slow Fall 30' +20' to Movement	Bonus Feat <del>Slow Fall 30'</del> +20' to Movement <b>Favored Enemy</b>	Bonus Feat ( <b>may be a Fighter feat</b> ) Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' +20' to Movement
7	Wholeness of Body	Wholeness of Body	Wholeness of Body	Wholeness of Body	Wholeness of Body
8	Slow Fall 40'	Slow Fall 40'	<del>Slow Fall 40'</del> <b>Swift Tracker</b>	Slow Fall 40'	Slow Fall 40' <b>Rage, 3/day</b>
9	Improved Evasion +30' to Movement	Improved Evasion +30' to Movement	Improved Evasion +30' to Movement	Improved Evasion +30' to Movement	Improved Evasion +30' to Movement
10	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) <del>Slow Fall 50'</del> +2 bonus to AC <b>Favored Enemy</b>	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC	<i>Ki</i> Strike (lawful) Slow Fall 50' +2 bonus to AC
11	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body <del>Greater Flurry</del> <b>Greater Rage</b>
12	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step <del>Slow Fall 60'</del> +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' +40' to Movement <b>Rage, 4/day</b>
13	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul	Diamond Soul
14	Slow Fall 70'	Slow Fall 70'	<del>Slow Fall 70'</del>	Slow Fall 70'	Slow Fall 70'
15	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC	Quivering Palm +3 bonus to AC <b>Favored Enemy</b>	Quivering Palm +3 bonus to AC	<del>Quivering Palm</del> +3 bonus to AC

Lvl	Monk	Holy Monk	Hunting Monk	Martial Monk	Raging Monk
16	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) <del>Slow-Fall 80'</del> +50' to Movement	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) Slow Fall 80' +50' to Movement Rage, 5/day
17	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon
18	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement	<del>Slow-Fall 90'</del> +60' to Movement	Slow Fall 90' +60' to Movement	Slow Fall 90' +60' to Movement
19	Empty Body	Empty Body	Empty Body	Empty Body	Empty Body
20	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self <del>Slow-Fall any distance</del> +4 bonus to AC Favored Enemy	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance +4 bonus to AC Mighty Rage Rage, 6/day

**Monk Variants – Alternate Classes (continued)**

**Steadfast Monk**

(Tougher (i.e., gain Damage Reduction) at the cost of moving quickly)  
(DR310 p45)

**Vigilant Monk**

(Training focuses on awareness of surroundings (i.e., Uncanny Dodge))  
(DR310 p45)

**Wild Monk**

(hybrid Monk / Druid)  
(DR324 p97)

Lvl	Monk	Steadfast Monk	Vigilant Monk	Wild Monk	
In-Class Skills	Class Skill Points: 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 4. Str: Climb, Jump, Swim Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Know(arcana), Know(religion). Wis: Listen, Profession, Sense Motive, Spot. Con: Concentration. Cha: Diplomacy, Perform.	Class Skill Points: 4. Str: Climb, Jump, Swim Dex: Balance, <del>Eseape-Artist</del> , Hide, Move Silently, Tumble. Int: Craft, <del>Know(arcana)</del> , <del>Know(religion)</del> , <del>Know(nature)</del> . Wis: Listen, Profession, <del>Sense-Motive</del> , Spot, <del>Survival</del> . Con: Concentration. Cha: <del>Diplomacy</del> , <del>Perform</del> .
1	Bonus Feat Unarmed Strike Flurry of Blows Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows Wisdom bonus to AC	Bonus Feat Unarmed Strike Flurry of Blows Wisdom bonus to AC <del>Detect Chaos</del>	<del>Bonus Feat</del> Unarmed Strike Flurry of Blows Wisdom bonus to AC	
2	Bonus Feat Evasion	Bonus Feat Evasion	<del>Bonus Feat</del> Evasion Uncanny Dodge	<del>Bonus Feat</del> Evasion	
3	Still Mind +10' to Movement	Still Mind <del>+10' to Movement</del>	<del>Still Mind</del> +10' to Movement	<del>Still Mind</del> <del>+10' to Movement</del> Resist Nature's Lure	
4	Ki Strike (magic) Slow Fall 20'	Ki Strike (magic) Slow Fall 20'	Ki Strike (magic) Slow Fall 20'	Ki Strike (magic) <del>Slow-Fall 20'</del>	
5	Purity of Body +1 bonus to AC	Purity of Body <del>+1 bonus to AC</del>	Purity of Body +1 bonus to AC Improved Uncanny Dodge	Purity of Body +1 bonus to AC Wild Shape, 1/day	
6	Bonus Feat Slow Fall 30' +20' to Movement	Bonus Feat Slow Fall 30' <del>+20' to Movement</del>	<del>Bonus Feat</del> Slow Fall 30' +20' to Movement	<del>Bonus Feat</del> <del>Slow-Fall 30'</del> +20' to Movement	
7	Wholeness of Body	Wholeness of Body Damage Reduction 1/-	Wholeness of Body	Wholeness of Body	
8	Slow Fall 40'	Slow Fall 40'	Slow Fall 40'	<del>Slow-Fall 40'</del> Wild Shape, 2/day	
9	Improved Evasion +30' to Movement	Improved Evasion <del>+30' to Movement</del>	Improved Evasion +30' to Movement	Improved Evasion +30' to Movement	
10	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC	Ki Strike (lawful) Slow Fall 50' <del>+2 bonus to AC</del> Damage Reduction 2/-	Ki Strike (lawful) Slow Fall 50' +2 bonus to AC	Ki Strike (lawful) <del>Slow-Fall 50'</del> +2 bonus to AC Wild Shape, 3/day	
11	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry	Diamond Body Greater Flurry	

Lvl	Monk	Steadfast Monk	Vigilant Monk	Wild Monk
12	Abundant Step Slow Fall 60' +40' to Movement	Abundant Step Slow Fall 60' <del>+40' to Movement</del>	Abundant Step Slow Fall 60' +40' to Movement	<del>Abundant Step</del> <del>Slow Fall 60'</del> +40' to Movement Wild Shape (large)
13	Diamond Soul	Diamond Soul Damage Reduction 3/–	Diamond Soul	Diamond Soul
14	Slow Fall 70'	Slow Fall 70'	Slow Fall 70'	<del>Slow Fall 70'</del> Wild Shape, 4/day
15	Quivering Palm +3 bonus to AC	Quivering Palm <del>+3 bonus to AC</del>	Quivering Palm +3 bonus to AC	<del>Quivering Palm</del> +3 bonus to AC Wild Shape (tiny)
16	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) Slow Fall 80' <del>+50' to Movement</del> Damage Reduction 4/–	Ki Strike (adamantine) Slow Fall 80' +50' to Movement	Ki Strike (adamantine) <del>Slow Fall 80'</del> +50' to Movement Wild Shape (huge)
17	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon	Timeless Body Tongue of the Sun and Moon
18	Slow Fall 90' +60' to Movement	Slow Fall 90' <del>+60' to Movement</del>	Slow Fall 90' +60' to Movement	<del>Slow Fall 90'</del> +60' to Movement Wild Shape, 5/day
19	Empty Body	Empty Body Damage Reduction 5/–	Empty Body	<del>Empty Body</del> Wild Shape into an Elemental, 1/day
20	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self Slow Fall any distance <del>+4 bonus to AC</del>	Perfect Self Slow Fall any distance +4 bonus to AC	Perfect Self <del>Slow Fall any distance</del> +4 bonus to AC Wild Shape, 6/day Wild Shape into an Elemental, 2/day

## Monk Variants – Fighting Styles

By taking the listed feats at 1<sup>st</sup>, 2<sup>nd</sup>, & 6<sup>th</sup> levels, the Monk gains a +2 bonus on a skill (starting at 1<sup>st</sup>). If the Monk meets the additional prerequisites when taking the 6<sup>th</sup> level feat, he/she gains the Bonus Ability.

Monk Fighting Styles	Class Features	Additional Prerequisites by 6 <sup>th</sup> level	Bonus Ability
<b>Cobra Strike</b> (fast moving attack & defense of a snake) (DR310 p42)	Skill Bonus: Escape Artist 1 <sup>st</sup> lvl Feat: Dodge 2 <sup>nd</sup> lvl Feat: Mobility 6 <sup>th</sup> lvl Feat: Spring Attack	Balance: 4 ranks. Escape Artist: 9 ranks	Dodge feat now grants a +2 bonus to AC.
<b>Denying Stance</b> (focuses on creating an unbeatable defense) (DR310 p42)	Skill Bonus: Tumble 1 <sup>st</sup> lvl Feat: Improved Grapple 2 <sup>nd</sup> lvl Feat: Combat Reflexes 6 <sup>th</sup> lvl Feat: Improved Disarm	Tumble: 9 ranks. Feat: Combat Expertise.	When Fighting Defensively or using Combat Expertise, gain a +2 bonus on Grapple checks & Disarm attempts.
<b>Hand and Foot</b> (difficult to knock over) (DR310 p42)	Skill Bonus: Balance 1 <sup>st</sup> lvl Feat: Stunning Fist 2 <sup>nd</sup> lvl Feat: Deflect Arrows 6 <sup>th</sup> lvl Feat: Improved Trip	Balance: 9 ranks. Tumble: 4 ranks.	+2 bonus on Attacks of Opportunity against someone trying to Bull Rush or Trip you. +4 bonus on Dexterity or Strength checks to avoid being Bull Rushed or Tripped.
<b>Invisible Eye</b> (very good at being defensive) (DR310 p43)	Skill Bonus: Listen 1 <sup>st</sup> lvl Feat: Combat Reflexes 2 <sup>nd</sup> lvl Feat: Lightning Reflexes 6 <sup>th</sup> lvl Feat: Blind-Fight	Listen: 9 ranks. Feat: Agile.	Gain an additional +1 bonus to AC when unarmed & doing any of the following: Fighting Defensively, Total Defense, or using Combat Expertise.
<b>Overwhelming Attack</b> (scare a foe, and then knock them down or run past) (DR310 p44)	Skill Bonus: Intimidate 1 <sup>st</sup> lvl Feat: Power Attack 2 <sup>nd</sup> lvl Feat: Improved Bull Rush 6 <sup>th</sup> lvl Feat: Improved Overrun	Intimidate: 4 ranks. Perform (dance): 4 ranks.	If you have used Intimidate to perform a Demoralize action against an opponent within 10 rounds, you gain a +4 bonus to Strength checks made to Bull Rush or Overrun that opponent.
<b>Passive Way</b> (signature move is feint followed by a trip) (DR310 p44)	Skill Bonus: Bluff 1 <sup>st</sup> lvl Feat: Combat Expertise 2 <sup>nd</sup> lvl Feat: Improved Trip 6 <sup>th</sup> lvl Feat: Improved Feint	Bluff: 4 ranks. Sense Motive: 4 ranks. Feat: Skill Focus (Bluff).	+4 bonus on a Strength check to Trip an opponent who is denied his/her Dexterity bonus to AC (typically due to a Feint maneuver).
<b>Sleeping Tiger</b> (fast style that works well from an ambush) (DR310 p44)	Skill Bonus: Hide 1 <sup>st</sup> lvl Feat: Weapon Finesse 2 <sup>nd</sup> lvl Feat: Improved Initiative 6 <sup>th</sup> lvl Feat: Improved Sunder	Hide: 9 ranks. Feat: Power Attack.	When an opponent is denied his/her Dexterity bonus to AC, you do +1d6 damage with a melee attack made with a Light weapon (including Unarmed). Usable once per round & the opponent must be vulnerable to sneak attacks.
<b>Undying Way</b> (Dwarven style whose members are tough as stone) (DR310 p44)	Skill Bonus: Concentration 1 <sup>st</sup> lvl Feat: Toughness 2 <sup>nd</sup> lvl Feat: Endurance 6 <sup>th</sup> lvl Feat: Diehard	Concentration: 9 ranks.	When Fighting Defensively, using Total Defense, or using Combat Expertise, you gain Damage Reduction 2 / —.

## Monk Variants – Martial Arts Schools

Monk Schools	Mastery I Prerequisites	Mastery I Benefit	Mastery II Prerequisites	Mastery II Benefit
<b>Black Panda School</b> (Focuses on causing pain. Most students are Lawful Evil) (DR309 p65)	Dexterity 13+, Wisdom 15+ Feats: Combat Expertise, Dodge, Improved Unarmed Strike, Pain Touch, Stunning Fist.	+2 bonus to the DC of your Stunning Fist ability.	'Black Panda Mastery I' Dexterity 15+, Wisdom 19+ Balance: 4+ ranks. Feats: Extra Stunning Attacks, Freezing the Lifeblood, Distant Touch <sup>DR309</sup> .	The following attacks additionally cause 1 point of Constitution damage (FortNeg, DC is Wisdom- based): Distant Touch, Freezing the Lifeblood, Pain Touch, Stunning Fist.
<b>Blue Mountain School</b> (Fast style that focuses on kicks. Most students are Lawful Good) (DR309 p65)	Strength 13+, Dexterity 14+ Jump: 4+ ranks. Feats: Flying Kick, Improved Initiative, Improved Unarmed Strike, <i>Ki</i> Shout, Power Attack, Roundabout Kick.	On a successful Jump check, you may move an extra 5'.	'Blue Mountain Mastery I' Strength 14+, Dexterity 16+ Balance: 4+ ranks. Jump: 8+ ranks. Feats: Circle Kick, Flying Dragon Kick, Great <i>Ki</i> Shout.	+2 bonus on Initiative rolls.
<b>Broken Fist School</b> (Halfling style focusing on trips Most students are Lawful Neutral) (DR309 p68)	Strength 13+. Feats: Dirty Fighting, Improved Initiative, Improved Trip, Improved Unarmed Strike.	You are treated as one size- category larger when involved in a Trip attack.	'Broken Fist Mastery I'. Feats: Knock-Down, Lightning Fists, Whirlwind Attack.	Gain a bonus on all Trip checks equal to half your character level.
<b>Demon Wrestling School</b> (Specialized in grappling Most students are Lawful Neutral) (DR309 p66)	Strength 15+. Feats: Chock Hold, Improved Grapple, Improved Unarmed Strike, Stunning Fist.	+2 bonus on Grapple checks.	'Demon Wrestling Mastery I' Strength 17+. Feats: Earth's Embrace, Fists of Iron, Knock- Down, Power Attack, Ten Ox Stomp <sup>???</sup> .	An additional +2 bonus on Grapple checks.
<b>Temerad School</b> (Elvish fighting school based on moving like the wind & water. Most students are Lawful Good) (DR309 p68)	Dexterity 15+. Feats: Dodge, Improved Unarmed Strike, Mobility, Spring Attack.	Gains a second use of Dodge each round. This allows a +2 bonus against one target, or +1 bonus each against two targets.	'Temerad Mastery I' Dexterity 19+ Balance: 8+ ranks. Feats: Deflect Arrows, Extra Sunning Attacks, Lightning Fists <sup>S&amp;F</sup> , Sunning Fist.	+1 Insight bonus to Armor Class.

DR309 – This feat contained in 'Dragon #309'.

??? – Supposed to be in 'Dragon #309', but I couldn't find it.

Paladin Variants – Alternate Classes

Anarch  
(Chaotic Neutral Holy Warrior)  
(DR310 p47)  
Anti-Paladin  
(Chaotic Evil Unholy Warrior)  
(DR312 p20)  
Avenger  
(Chaotic Good Holy Warrior)  
(DR310 p49)  
Corrupter  
(Neutral Evil Unholy Warrior)  
(DR312 p24)

Despot  
(Lawful Evil Unholy Warrior)  
(DR312 p23)  
Enforcer  
(Lawful Neutral Holy Warrior)  
(DR310 p53)  
Incarnate  
(True Neutral Holy Warrior)  
(DR310 p52)

Alignment	Lawful	Neutral	Chaotic
Good	Paladin	Sentinel	Avenger
Neutral	Enforcer	Incarnate	Anarch
Evil	Despot	Corrupter	Anti-Paladin

Paladin  
(Lawful Good Holy Warrior)  
(PH p42)  
Sentinel  
(Neutral Good Holy Warrior)  
(DR310 p50)

Underlined class features are defined on the following page.

Lvl	Anarch (CN)	Anti-Paladin (CE)	Avenger (CG)	Corrupter (NE)	Despot (LE)	Enforcer (LN)	Incarnate (N)	Paladin (LG)	Sentinel (NG)
1	<u>Aura of Chaos</u> <u>Detect Law</u> , at will <u>Smite Law</u> , 1/day	<u>Aura of Evil</u> <u>Detect Good</u> , at will <u>Smite Good</u> , 1/day	<u>Aura of Chaos</u> <u>Detect Law</u> , at will <u>Smite Law</u> , 1/day	<u>Aura of Evil</u> <u>Detect Good</u> , at will <u>Smite Heathen</u> , 1/day	<u>Aura of Law</u> <u>Detect Chaos</u> , at will <u>Smite Chaos</u> , 1/day	<u>Aura of Law</u> <u>Detect Chaos</u> , at will <u>Smite Chaos</u> , 1/day	<u>Elemental Affinity</u> <u>Detect Imbalance</u> , at will <u>Smite Extremist</u> , 1/day	<u>Aura of Good</u> <u>Detect Evil</u> , at will <u>Smite Evil</u> , 1/day	<u>Aura of Good</u> <u>Detect Evil</u> , at will <u>Smite Evil</u> , 1/day
2	<u>Divine Grace</u> <u>Destructive Strike</u>	<u>Divine Grace</u> <u>Slaughter of the Weak</u>	<u>Divine Grace</u> <u>Lay on Hands</u>	<u>Divine Grace</u> <u>Hidden Faith</u>	<u>Divine Grace</u> <u>Slippery Mind</u>	<u>Divine Grace</u> <u>Subdue</u>	<u>Divine Grace</u> <u>Elemental Burst</u>	<u>Divine Grace</u> <u>Lay on Hands</u>	<u>Divine Grace</u> <u>Resist Fiendish Lure</u>
3	<u>Aura of Courage</u> <u>Slippery Mind</u>	<u>Aura of Fear</u> <u>Death Knell</u> , 1/day	<u>Aura of Courage</u> <u>Slippery Mind</u>	<u>Aura of Fear</u> <u>Disguise Self</u> , Cha modifier times per day	<u>Aura of Fear</u> <u>Indomitable Will</u>	<u>Aura of Courage</u> <u>Suggestion</u> , 1/day	<u>Aura of Courage</u> <u>Energy Resistance</u>	<u>Aura of Courage</u> <u>Divine Health</u>	<u>Aura of Courage</u> <u>Celestial Fortitude</u>
4	<u>Turn Construct</u>	<u>Turn or Rebuke Outsider</u>	<u>Turn Undead</u>	<u>Rebuke Divine Magic</u>	<u>Oppression</u>	<u>Rebuke Undead</u>	<u>Rebuke Outsider</u>	<u>Turn Undead</u>	<u>Turn Outsider</u>
5	<u>Smite Law</u> , 2/day <u>Special Mount</u>	<u>Smite Good</u> , 2/day <u>Fiendish Mount</u>	<u>Smite Law</u> , 2/day <u>Animal Minion</u>	<u>Smite Heathen</u> , 2/day <u>Fiendish Familiar</u>	<u>Smite Chaos</u> , 2/day <u>Leadership</u>	<u>Smite Chaos</u> , 2/day <u>Leadership</u>	<u>Smite Extremist</u> , 2/day <u>Elemental Minion</u>	<u>Smite Evil</u> , 2/day <u>Special Mount</u>	<u>Smite Evil</u> , 2/day <u>Celestial Minion</u>
6		<u>Contagion</u> , 1/week	<u>Break Enchantment</u> , 1/week		<u>Mark of Justice</u> , 1/week			<u>Remove Disease</u> , 1/week	
7						<u>Dominate Person</u> , 1/week			
8	<u>Dispel Law</u> , 1/week	<u>Death Knell</u> , 2/day		<u>Fallen Soul</u> , 1/week		<u>Suggestion</u> , 2/day	<u>Commune with Nature</u> , 1/week		<u>Dispel Evil</u> , 1/week
9		<u>Contagion</u> , 2/week	<u>Break Enchantment</u> , 2/week		<u>Mark of Justice</u> , 2/week			<u>Remove Disease</u> , 2/week	
10	<u>Smite Law</u> , 3/day	<u>Smite Good</u> , 3/day	<u>Smite Law</u> , 3/day	<u>Smite Heathen</u> , 3/day	<u>Smite Chaos</u> , 3/day	<u>Smite Chaos</u> , 3/day	<u>Smite Extremist</u> , 3/day	<u>Smite Evil</u> , 3/day	<u>Smite Evil</u> , 3/day
11						<u>Dominate Person</u> , 2/week			
12	<u>Dispel Law</u> , 2/week	<u>Contagion</u> , 3/week	<u>Break Enchantment</u> , 3/week	<u>Fallen Soul</u> , 2/week	<u>Mark of Justice</u> , 3/week		<u>Commune with Nature</u> , 2/week	<u>Remove Disease</u> , 3/week	<u>Dispel Evil</u> , 2/week
13		<u>Death Knell</u> , 3/day				<u>Suggestion</u> , 3/day			
14									
15	<u>Smite Law</u> , 4/day	<u>Smite Good</u> , 4/day <u>Contagion</u> , 4/week	<u>Smite Law</u> , 4/day <u>Break Enchantment</u> , 4/week	<u>Smite Heathen</u> , 4/day	<u>Smite Chaos</u> , 4/day <u>Mark of Justice</u> , 4/week	<u>Smite Chaos</u> , 4/day <u>Dominate Person</u> , 3/week	<u>Smite Extremist</u> , 4/day	<u>Smite Evil</u> , 4/day <u>Remove Disease</u> , 4/week	<u>Smite Evil</u> , 4/day
16	<u>Dispel Law</u> , 3/week			<u>Fallen Soul</u> , 3/week			<u>Commune with Nature</u> , 3/week		<u>Dispel Evil</u> , 3/week
17									
18		<u>Contagion</u> , 4/week <u>Death Knell</u> , 4/day	<u>Break Enchantment</u> , 5/week		<u>Mark of Justice</u> , 5/week	<u>Suggestion</u> , 4/day		<u>Remove Disease</u> , 5/week	
19						<u>Dominate Person</u> , 4/week			
20	<u>Smite Law</u> , 5/day <u>Dispel Law</u> , 4/week	<u>Smite Good</u> , 5/day	<u>Smite Law</u> , 5/day	<u>Smite Heathen</u> , 5/day <u>Fallen Soul</u> , 4/week	<u>Smite Chaos</u> , 5/day	<u>Smite Chaos</u> , 5/day	<u>Smite Extremist</u> , 5/day <u>Commune with Nature</u> , 4/week	<u>Smite Evil</u> , 5/day	<u>Smite Evil</u> , 5/day <u>Dispel Evil</u> , 4/week

## Class Features Defined

**Animal Minion**(DR310 p49) – The Holy Warrior gains a magical bird as a scout & guardian. It gains abilities based as the Holy Warrior goes up in level based on the “Paladin’s Mount” table(PH p45).

**Aura of Chaos**(DR310 p48) – A *Detect Chaos* spell will observe the Holy Warrior’s aura as brightly as a Cleric for the same Class level.

**Aura of Courage**(PH p44) – The Holy Warrior is immune to Fear effects. All allies within 10’ of the Holy Warrior gain a +4 Morale bonus on saves vs. Fear effects.

**Aura of Evil**(DR312 p21) – A *Detect Evil* spell will observe the Unholy Warrior’s aura as brightly as a Cleric for the same Class level.

**Aura of Fear**(DR312 p21) – The Unholy Warrior is immune to Fear effects. All enemies within 10’ of the Unholy Warrior receive a –4 Morale penalty on saves vs. Fear effects. This ability may be suppressed or activated as a Free Action.

**Aura of Good**(PH p44) – A *Detect Good* spell will observe the Holy Warrior’s aura as brightly as a Cleric for the same Class level.

**Aura of Law**(DR310 p53) – A *Detect Law* spell will observe the Holy Warrior’s aura as brightly as a Cleric for the same Class level.

**Celestial Fortitude**(DR310 p51) – The Holy Warrior gains a +2 Sacred bonus on saving throws against the effects of Evil Outsiders & Evil Spells. If the effect or spell normally causes half or partial damage on a successful save, the effect does no damage on a successful save to the Holy Warrior.

**Celestial Minion**(DR310 p51) – The Holy Warrior can summon a Medium-size (or smaller) animal with the Celestial Template once per day. If not dismissed earlier, the minion remains for 1 hour per Class level. It gains abilities based as the Holy Warrior goes up in level based on the “Paladin’s Mount” table(PH p45).

**Destructive Strike**(DR310 p48) – The Holy Warrior is able to inflict critical hit damage on Constructs or objects, usable Charisma modifier times per day. The Destructive Strike is designated when a critical is threatened but before it is confirmed. If the threatened critical is not confirmed, that use of Destructive Strike is wasted.

**Detect Imbalance**(DR310 p52) – Similar to *Detect Undead*, but detects creatures with an alignment subtype, but not the specific subtype.

**Divine Grace**(PH p44) – Gain a bonus equal to his/her Charisma modifier on all saving throws.

**Divine Health**(PH p44) – The Holy Warrior is immune to all diseases, including magical & supernatural ones.

**Elemental Affinity**(DR310 p52) – The Holy Warrior gains an affinity to either Fire & Water—or– Air & Earth. Once chosen, the Holy Warrior cannot change his/her affinity. This choice effects the Elemental Burst, Energy Resistance, & Elemental Minion Class Features.

**Elemental Burst**(DR310 p52) – The Holy Warrior is able to make a ranged touch attack (max range of 60’) that does 1d4 + Charisma modifier damage of both of his/her Elemental Affinity energies (i.e., a total of 2d4 + (2 x Charisma modifier damage)). Holy Warriors with ‘Fire & Water’ affinity do Fire & Cold damage, while ‘Air & Earth’ affinity do Electricity & Acid damage. Usable Charisma bonus times per day.

**Elemental Minion**(DR310 p52) – The Holy Warrior can summon a Medium-sized Elemental of a type matching the Holy Warrior’s Elemental Affinity. If not dismissed earlier, the minion remains for 1 hour per Class level. It gains abilities based as the Holy Warrior goes up in level based on the “Paladin’s Mount” table(PH p45).

**Energy Resistance**(DR310 p52) – The Holy Warrior gains Energy Resistance 5 against Fire & Cold—or– Electricity & Acid, based on his/her Elemental Affinity.

**Fiendish Familiar**(DR312 p26) – The Unholy Warrior gains **Feat: Improved Familiar** as a bonus feat & can take either an Imp or a Quasit. It gains abilities based as the Unholy Warrior goes up in level based on the “Familiar” table(PH p52).

**Fiendish Mount**(DR312 p21) – The Unholy Warrior gains a magical steed, typically a Heavy Warhorse or Warpony that has the Fiendish Template. If not dismissed earlier, the minion remains for 1 hour per Class level. It gains abilities based as the Unholy Warrior goes up in level based on the “Paladin’s Mount” table(PH p45).

**Indomitable Will**(DR312 p23) – The Unholy Warrior becomes immune to all spells of the ‘charm’ sub-school.

**Lay on Hands**(PH p44) – The Holy Warrior is able to heal Class level X Charisma modifier hit-points of damage by touch each day. The hp may be split up across multiple targets (including the Holy Warrior himself/herself). The healing may also be used to damage Undead.

**Leadership**(DR310 p54) – The Holy Warrior gains **Feat: Leadership** & has a +1 bonus on his/her Leadership score, though this does not effect the maximum number & level of followers and cohorts.

**Oppression**(DR312 p23) – The Unholy Warrior can use a ‘Turning’-like ability on living creatures. He/she makes a Turn Check & Turn Damage rolls as a Cleric three levels lower. Chaotic creatures within 60’ are effected first, and Lawful ones are effected last. The closer creatures of a given alignment category are effected first. Creatures that are “Turned” receive a –2 penalty on attacks, saves, skill checks, ability checks, and damage for 1 minute. If the Turn Check indicates that the Unholy Warrior could effect a creature with 2x the target’s HD (i.e., “Destroyed”) are Nauseated for 1 minute. This is a Language-Dependant, Mind-Affecting ability.

**Rebuke Divine Magic** (i.e., Intercession) (DR312 p24) – The Unholy Warrior can use a ‘Turning’-like ability on Divine spellcasters. He/she makes a Turn Check & Turn Damage rolls as a Cleric three levels lower. Casters that are “Turned” cannot cast Divine spells for 1 minute. If “Destroyed”, the caster cannot cast Divine spells for 24 hours. Either effect is cancelled if the Unholy Warrior (but not his/her allies) attack the target—or– the target receives an *Atonement* spell.

**Rebuke Outsiders**(DR310 p52) – Able to Rebuke / Command Outsiders as a Cleric three levels lower Rebukes / Commands Undead. Usable 3 + Charisma modifier times per day.

**Rebuke Undead**(DR310 p54) – Able to Rebuke / Command Undead as a Cleric three levels lower. Usable 3 + Charisma modifier times per day.

**Resist Fiendish Lure**(DR310 p51) – The Holy Warrior gains a +4 Sacred bonus on saving throws against Mind-Affecting attacks of Evil Outsiders.

**Slaughter the Weak**(DR312 p21) – The Unholy Warrior gains a +2 Morale bonus to attacks & damage when attacking a creature with fewer HD than he/she has. Also, a target with fewer HD than the Unholy Warrior receives a –2 penalty on saves vs. the spell *Death Knell* that the Unholy Warrior casts.

**Slippery Mind**(DR310 p48) – If the Holy Warrior fails his/her saving throw against an Enchantment, he/she receives a new saving throw after 1 round.

**Smite Chaos**(DR310 p54) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not Chaotic, then the smite has no effect.

**Smite Evil**(PH p44) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not Evil, then the smite has no effect.

**Smite Extremist**(DR310 p52) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil, then the smite has no effect.

**Smite Good**(DR312 p21) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not Good, then the smite has no effect.

**Smite Heathen**(DR312 p24) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not in a class that can cast Divine spells, then the smite has no effect. Does not effect those who share the Unholy Warrior’s own faith.

**Smite Law**(DR310 p48) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not Lawful when the smite has no effect.

**Special Mount**(PH p44) – The Holy Warrior gains a magical steed, typically a Heavy Warhorse or Warpony. It gains abilities based as the Holy Warrior goes up in level based on the “Paladin’s Mount” table(PH p45).

**Subdue**(DR310 p54) – The Holy Warrior can inflict non-lethal damage without taking a –4 attack penalty. If attacking with a weapon designed to do non-lethal damage (e.g., a sap), the Holy Warrior gains a +2 bonus on the weapon’s damage.

**Turn Constructs**(DR310 p48) – Able to Turn / Destroy Constructs as a Cleric three levels lower Turns / Destroys Undead. Usable 3 + Charisma modifier times per day.

**Turn Outsider**(DR310 p51) – Able to Turn / Destroy Outsiders as a Cleric three levels lower Turns / Destroys Undead. Usable 3 + Charisma modifier times per day.

**Turn or Rebuke Outsider**(DR312 p21) – Able to Turn / Destroy Good Outsiders or Rebuke / Command Evil Outsiders as a Cleric three levels lower Turns / Destroys Undead. Usable 3 + Charisma modifier times per day.

**Turn Undead**(PH p44) – Able to Turn / Destroy Undead as a Cleric three levels lower. Usable 3 + Charisma modifier times per day.



## Paladin Variant Skills

Skills	Ability	Anarch (CN)	Anti- Paladin (CE)	Avenger (CG)	Corrupter (NE)	Despot (LE)	Enforcer (LN)	Incarnate (N)	Paladin (LG)	Sentinel (NG)
Bluff	Cha	+	+	+	+	+				
Climb	Str		+							
Concentration	Con	+	+	+	+	+	+	+	+	+
Craft	Int	+		+	+	+	+	+	+	+
Diplomacy	Cha			+	+	+	+	+	+	
Disable Device	Int	+								
Disguise	Cha				+					
Forgery	Int				+					
Gather Information	Cha						+			
Handle Animals	Cha								+	
Heal	Wis								+	
Hide	Dex		+	+	+					
Intimidate	Cha	+	+	+		+	+			
Jump	Str		+							
Know – architecture	Int	+								
Know – history	Int				+		+			
Know – local	Int			+						
Know – nature	Int							+		
Know – nobility & royalty	Int					+			+	
Know – religion	Int	+	+	+	+	+	+	+	+	+
Know – the planes	Int		+							+
Listen	Wis							+		+
Move Silently	Dex			+						
Profession	Wis	+				+		+	+	
Ride	Dex		+						+	
Search	Int					+	+	+		+
Sense Motive	Wis	+		+	+	+	+		+	+
Spot	Wis							+		+
Survival	Wis	+	+					+		+

Paladin Variants — Part 2

- Attack on the Fighter combat chart.
- Hit-Die: d10
- Good Save: Fortitude
- Weapons: Simple, Martial.

- Armor: Light, Medium, Heavy, Shields.
- Skill Points: 2.

Alignment	Lawful	Neutral	Chaotic
Good	Paladin of Honor	—	Paladin of Freedom
Neutral	—	—	—
Evil	Paladin of Tyranny	—	Paladin of Slaughter

Lvl	Paladin of Honor (i.e., standard Paladin) <small>(PH p42)</small>	Paladin of Freedom <small>(UA p53)</small>	Paladin of Slaughter <small>(UA p53)</small>	Paladin of Tyranny <small>(UA p54)</small>	Non-Spellcasting Paladin <small>(CWar p13)</small>
Class Features	Alignment: LG. Dex: Ride. Int: Craft, Know(nobility & royalty), Know(religion), Profession. Wis: Heal, Sense Motive. Con: Concentration. Cha: Diplomacy, Handle Animals.	Alignment: <b>LG CG</b> . Dex: Ride. Int: Craft, Know(nobility & royalty), Know(religion), Profession. Wis: Heal, Sense Motive. Con: Concentration. Cha: <b>Bluff, Diplomacy</b> , Handle Animals.	Alignment: <b>LG CE</b> . Dex: Ride. Int: Craft, Know(nobility & royalty), Know(religion), Profession. Wis: Heal, Sense Motive. Con: Concentration. Cha: <b>Diplomacy</b> , Handle Animals, <b>Intimidate</b> .	Alignment: <b>LG LE</b> . Dex: Ride. Int: Craft, Know(nobility & royalty), Know(religion), Profession. Wis: Heal, Sense Motive. Con: Concentration. Cha: Diplomacy, Handle Animals.	Alignment: LG. Dex: Ride. Int: Craft, Know(nobility & royalty), Know(religion), Profession. Wis: Heal, Sense Motive. Con: Concentration. Cha: Diplomacy, Handle Animals.
1	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day	<del>Aura of Good</del> <del>Aura of Evil</del> <del><i>Detect Evil</i>, at will</del> <del><i>Detect Good</i>, at will</del> <del>Smite Evil, 1/day</del> <del>Smite Good, 1/day</del>	<del>Aura of Good</del> <del>Aura of Evil</del> <del><i>Detect Evil</i>, at will</del> <del><i>Detect Good</i>, at will</del> <del>Smite Evil, 1/day</del> <del>Smite Good, 1/day</del>	Aura of Good <i>Detect Evil</i> , at will Smite Evil, 1/day
2	Divine Grace Lay on Hands	Divine Grace Lay on Hands	Divine Grace <del>Lay on Hands</del> <del>Deadly Touch</del>	Divine Grace <del>Lay on Hands</del> <del>Deadly Touch</del>	Divine Grace Lay on Hands
3	Aura of Courage Divine Health	<del>Aura of Courage</del> <del>Aura of Resolve</del> Divine Health	<del>Aura of Courage</del> <del>Debilitating Aura</del> Divine Health	<del>Aura of Courage</del> <del>Aura of Despair</del> Divine Health	Aura of Courage Divine Health
4	Turn Undead Able to cast Prepared Divine spells from the Paladin spell list	Turn Undead Able to cast Prepared Divine spells from the <del>Paladin</del> <b>Paladin of Freedom</b> spell list	<del>Turn Undead</del> <del>Rebuke Undead</del> Able to cast Prepared Divine spells from the <del>Paladin</del> <b>Paladin of Slaughter</b> spell list	<del>Turn Undead</del> <del>Rebuke Undead</del> Able to cast Prepared Divine spells from the <del>Paladin</del> <b>Paladin of Tyranny</b> spell list	Turn Undead <del>Able to cast Prepared Divine spells from the Paladin spell list</del>
5	Smite Evil, 2/day Special Mount	Smite Evil, 2/day Special Mount	<del>Smite Evil, 2/day</del> <del>Smite Good, 2/day</del> Special Mount	<del>Smite Evil, 2/day</del> <del>Smite Good, 2/day</del> Special Mount	Smite Evil, 2/day Special Mount
6	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<del><i>Remove Disease</i>, 1/week</del> <del>Cause Disease, 1/week</del>	<del><i>Remove Disease</i>, 1/week</del> <del>Cause Disease, 1/week</del>	<i>Remove Disease</i> , 1/week <del>Blessed Weapon</del>
7					
8					
9	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<del><i>Remove Disease</i>, 2/week</del> <del>Cause Disease, 2/week</del>	<del><i>Remove Disease</i>, 2/week</del> <del>Cause Disease, 2/week</del>	<i>Remove Disease</i> , 1/week
10	Smite Evil, 3/day	Smite Evil, 3/day	<del>Smite Evil, 3/day</del> <del>Smite Good, 3/day</del>	<del>Smite Evil, 3/day</del> <del>Smite Good, 3/day</del>	Smite Evil, 3/day
11					<del>Divine Might</del>
12	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<del><i>Remove Disease</i>, 3/week</del> <del>Cause Disease, 3/week</del>	<del><i>Remove Disease</i>, 3/week</del> <del>Cause Disease, 3/week</del>	<i>Remove Disease</i> , 1/week
13					<del>Tend to Mount</del>
14					
15	Smite Evil, 4/day <i>Remove Disease</i> , 1/week	Smite Evil, 4/day <i>Remove Disease</i> , 1/week	<del>Smite Evil, 4/day</del> <del>Smite Good, 4/day</del> <del><i>Remove Disease</i>, 4/week</del> <del>Cause Disease, 4/week</del>	<del>Smite Evil, 4/day</del> <del>Smite Good, 4/day</del> <del><i>Remove Disease</i>, 4/week</del> <del>Cause Disease, 4/week</del>	Smite Evil, 4/day <i>Remove Disease</i> , 1/week
16					<del>Holy Sword, 1/day</del>
17					
18	<i>Remove Disease</i> , 1/week	<i>Remove Disease</i> , 1/week	<del><i>Remove Disease</i>, 5/week</del> <del>Cause Disease, 5/week</del>	<del><i>Remove Disease</i>, 5/week</del> <del>Cause Disease, 5/week</del>	<i>Remove Disease</i> , 1/week
19					
20	Smite Evil, 5/day	Smite Evil, 5/day	<del>Smite Evil, 5/day</del> <del>Smite Good, 5/day</del>	<del>Smite Evil, 5/day</del> <del>Smite Good, 5/day</del>	Smite Evil, 5/day

## Class Features

Aura of Despair(UA p54) – All enemies within a 10’ radius of a Paladin of Tyranny receive a –2 penalty to all Saving Throws.

Aura of Resolve(UA p53) – The Paladin of Freedom is immune to Compulsion effects. All allies within 10’ of the Paladin of Freedom gain a +4 Morale bonus on saves vs. Compulsion effects.

Cause Disease(UA p54) – *Contagion*, by touch.

Deadly Touch(UA p54) – Able to inflict of damage through a touch attack or heal damage to Undead. A total of (Class level \* Charisma modifier) hit points may be inflicted / healed each day. The target of inflicted damage receives a Will save for half damage (DC = 10 + ½ Class level + Charisma modifier).

Debilitating Aura(UA p53) – All enemies within a 10’ radius of a Paladin of Slaughter receive a –1 penalty to AC.

Smite Good(UA p54) – Add Charisma modifier to the attack roll & +1/class level damage. Must be declared before the attack is made & if the target is not Good, then the smite has no effect.

Blessed Weapon(CW p13) - Weapons wielded by the Non-Spellcasting Paladin are treated as ‘Good’ for purposes of overcoming Damage Reduction.

Divine Might(CW p13) - As a Standard Action, gain a +4 bonus to Strength, Wisdom, -or- Charisma for 1 minute per Class level. Usable 1/day.

Tend to Mount(CW p13) - You may use your Lay on Hand to help your Mount:

- convert 1hp of healing into 5hp for your mount;
- convert 1hp of healing into 1 point of ability damage restored
- convert 5hp of healing to remove one of the following: Blindness, Confusion, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, Feebleminded, Insanity, Nauseated, Sickened, Stunned, or Poisoned.

## Paladin Variants – Paladin Domains

Described in (DR328 p90)

In place of the ability to Turn Undead at 3<sup>rd</sup> level, a Paladin can select one Domain granted by his/her Patron Deity. The Paladin receives no additional spells, but gains the Special Ability listed below.

Domain	Special Ability
Death	Special Death Ward – As a Standard Action, you may grant yourself or an ally of Good alignment a bonus on saving throws vs. Death effects equal to (Paladin level – 2). The bonus lasts for 1 minute and may be granted (3 + Charisma modifier) times per day.
Knowledge	Special Divine Inspiration – You may make a Bardic Knowledge check up to (1 + Charisma modifier) times per day, except your bonus on the roll is (Paladin level + Charisma modifier).
Luck	You may reroll one roll you have just made before the DM declares whether it was a success or a failure. You must take the new roll. This is an extraordinary ability.
Magic	Know (arcana) and Spellcraft are class skills for you. You may use Scrolls, Wands, and other Spell Completion or Spell Trigger items as if you were a Wizard of (Paladin level / 2) + your Wizard levels (if any).
Protection	Protective Ward – As a Standard Action, you may grant yourself or an ally a Resistance bonus on his/her <u>next</u> saving throws equal to (Paladin level – 2). The effect fades if not used in 1 hour. Usable once per day.
Strength	Feat of Strength – As a Free Action, you gain an Enhancement bonus to your Strength equal to (Paladin level – 2). Lasts for 1 round and is usable once per day.
War	Special True Warrior Ability – As a Free Action, you can bypass the Damage Reduction of any Evil-Aligned creature. Lasts for 1 round is usable once per day.

### Ranger Variants – Alternate Classes

The following are specialized types of Rangers, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Ranger must be done when the 1<sup>st</sup> level of Ranger is taken. A character can only be the member of one Ranger class.

Common Features:

- Attack on the Fighter combat chart.
- Hit-Die: d8
- Good Save: Fort
- Weapons: Simple, Martial.
- Armor: Light, Medium, Shields.
- Skill Points: 6.

Lvl	Ranger <small>(PH p46)</small>	Non-Spellcasting Ranger <small>(CWar p13)</small>	Planar Ranger <small>(UA p55)</small>	Urban Ranger <small>(DR310 p59) (UA p55)</small>	Wild Defender <small>(DR324 p95)</small>
Class Features	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Handle Animal.	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Handle Animal.	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know(dungeon-), Know(geography), Know(nature), Know(the planes), Search. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Handle Animal. Speak Language (Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, or Terran only)	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know(dungeoneering), Know(geography), Know(local), Know(nature), Search. Wis: Heal, Listen, Profession, Sense Motive, Spot, Survival. Con: Concentration. Cha: Gather Info., Handle Animal.	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Know(dungeoneering), Know(geography), Know(nature), Search. Wis: Heal, Listen, Profession, Spot, Survival. Con: Concentration. Cha: Handle Animal.
	1 <sup>st</sup> Favored Enemy Creature-Type Gain Feat: Track Wild Empathy	1 <sup>st</sup> Favored Enemy Creature-Type Gain Feat: Track Wild Empathy	1 <sup>st</sup> Favored Enemy Creature-Type Gain Feat: Track Wild Empathy, at no penalty with Magical Beasts with Celestial or Fiendish templates, but a -4 penalty with Animals	<del>1<sup>st</sup> Favored Enemy Creature-Type</del> 1 <sup>st</sup> Favored Enemy Organization Gain Feat: Track Gain Feat: Urban Tracking Wild Empathy, at ½ Class level	<del>1<sup>st</sup> Favored Enemy Creature-Type</del> Gain Feat: Track Wild Empathy Able to cast Prepared Divine spells from the Ranger Spell List Nature Lore: +2 on Survival & Know(nature) checks. Smite (evil), 1/day.
	Combat Style	Combat Style	Combat Style	Combat Style	<del>Combat Style</del> Woodland Stride
	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance	Gain Feat: Endurance	<del>Gain Feat: Endurance</del> Trackless Step
	Animal Companion Able to cast Prepared Divine spells from the Ranger Spell List	Animal Companion <del>Able to cast Prepared Divine spells from the Ranger Spell List</del>	Animal Companion, may have the Celestial or Fiendish template Able to cast Prepared Divine spells from the Ranger Spell List, but Magical Beasts with Celestial or Fiendish templates count as Animals	Animal Companion, no larger than Medium size Able to cast Prepared Divine spells from the Ranger Spell List <del>Urban Ranger Spell List</del>	Animal Companion <del>Able to cast Prepared Divine spells from the Ranger Spell List</del> Resist Nature's Lure
	2 <sup>nd</sup> Favored Enemy Creature-Type	2 <sup>nd</sup> Favored Enemy Creature-Type	2 <sup>nd</sup> Favored Enemy Creature-Type	<del>2<sup>nd</sup> Favored Enemy Creature-Type</del> 2 <sup>nd</sup> Favored Enemy Organization	<del>2<sup>nd</sup> Favored Enemy Creature-Type</del> Smite (evil), 2/day.
	Improved Combat Style	Improved Combat Style +10' movement when not in Heavy Armor or Heavily Encumbered	Improved Combat Style	Improved Combat Style	<del>Improved Combat Style</del> Rebuke Nature (animals only)
	Woodland Stride	Woodland Stride	Woodland Stride	<del>Woodland Stride</del>	<del>Woodland Stride</del>
	Swift Tracker	Swift Tracker	Swift Tracker	<del>Swift Tracker</del> May make a Urban Tracking check every 30 minutes without a -5 penalty	<del>Swift Tracker</del> Rebuke Nature (vermin & animals)
	Evasion	Evasion	Evasion	Evasion	<del>Evasion</del>
	3 <sup>rd</sup> Favored Enemy Creature-Type	3 <sup>rd</sup> Favored Enemy Creature-Type	3 <sup>rd</sup> Favored Enemy Creature-Type	<del>3<sup>rd</sup> Favored Enemy Creature-Type</del> 3 <sup>rd</sup> Favored Enemy Organization	<del>3<sup>rd</sup> Favored Enemy Creature-Type</del> Smite (evil), 3/day.
	Combat Style Mastery	Combat Style Mastery As a Standard Action, gain a +4 bonus to Constitution, Dexterity, -or- Wisdom for 1 minute per Class level. Usable 1/day.	Combat Style Mastery	Combat Style Mastery	<del>Combat Style Mastery</del> Evasion
12				Rebuke Nature (plants, vermin, & animals)	

Lvl	Ranger <small>(PH p46)</small>	Non-Spellcasting Ranger <small>(CWar p13)</small>	Planar Ranger <small>(UA p55)</small>	Urban Ranger <del>(DR310 p59)</del> <small>(UA p55)</small>	Wild Defender <small>(DR324 p95)</small>
13	Camouflage	Camouflage <i>Neutralize Poison –or– Remove Disease, 1/day.</i>	Camouflage	<del>Camouflage</del>	<del>Camouflage</del>
14					Rebuke Nature (fey, plants, vermin, & animals)
15	4 <sup>th</sup> Favored Enemy Creature-Type	4 <sup>th</sup> Favored Enemy Creature-Type	4 <sup>th</sup> Favored Enemy Creature-Type	<del>4<sup>th</sup> Favored Enemy Creature-Type</del> 4 <sup>th</sup> Favored Enemy Organization	<del>4<sup>th</sup> Favored Enemy Creature-Type</del> Smite (evil), 4/day.
16		<i>Freedom of Movement (self only), 1/day</i>			
17	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight	Hide in Plain Sight, usable in any terrain (including urban)	<del>Hide in Plain Sight</del>
18					Rebuke Nature (oozes, fey, plants, vermin, & animals)
19					
20	5 <sup>th</sup> Favored Enemy Creature-Type	5 <sup>th</sup> Favored Enemy Creature-Type	5 <sup>th</sup> Favored Enemy Creature-Type	<del>5<sup>th</sup> Favored Enemy Creature-Type</del> 5 <sup>th</sup> Favored Enemy Organization	<del>5<sup>th</sup> Favored Enemy Creature-Type</del> Smite (evil), 5/day. Rebuke Nature (elementals, oozes, fey, plants, vermin, & animals)

Ranger Variants – Combat Styles

Name	Page	Combat Style (2 <sup>nd</sup> lvl)	Improved Combat Style (6 <sup>th</sup> lvl)	Combat Style Mastery (11 <sup>th</sup> lvl)
Bear-Wrestling	<small>(DR326 p97)</small>	Improved Unarmed Strike	Improved Grapple	Stunning Fist
Mounted-Combat	<small>(DR326 p97)</small>	Ride-By Attack	Spirited Charge	Trample
Piscator	<small>(DR326 p97)</small>	Exotic Weapon Proficiency (net)	Improved Trip	Improved Critical
Ranged	<small>(PH p46)</small>	Rapid Shot	Manyshot	Improved Precise Shot
Strong-Arm	<small>(DR326 p97)</small>	Power Attack	Improved Sunder	Great Cleave
Throwing	<small>(DR326 p97)</small>	Quick Draw	Point Blank Shot	Far Shot
Two-Weapon	<small>(PH p46)</small>	Two-Weapon Fighting	Improved Two-Weapon Fighting	Greater Two-Weapon Fighting

### Rogue Variants – Alternate Classes

The following are specialized types of Rogues, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Rogue must be done when the 1<sup>st</sup> level of Rogue is taken. A character can only be the member of one Rogue class.

Common Features:

- Attack on the Rogue combat chart.
- Hit-Die: d6
- Good Save: Ref
- Weapons: Simple + Hand Crossbow, Rapier, Shortbow, & Shortsword.
- Armor: Light.
- Skill Points: 8.

Lvl	Rogue <small>(PH p49)</small>	Wilderness Rogue <small>(UA p56)</small>
Class Features	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Know(local), Search. Wis: Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magical Device.	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, <b>Ride</b> , Sleight of Hand, Tumble, Use Rope. Int: <b>Appraise</b> , Craft, <b>Decipher Script</b> , Disable Device, <b>Forgery</b> , Know(local), <b>Know(geography)</b> , <b>Know(nature)</b> , Search. Wis: Listen, Profession, Sense Motive, Spot, <b>Survival</b> . Cha: Bluff, <b>Diplomacy</b> , Disguise, <b>Gather Information</b> , <b>Handle Animal</b> , Intimidate, Perform, Use Magical Device.
1	Sneak Attack +1d6 Trapfinding	Sneak Attack +1d6 Trapfinding
2	Evasion	Evasion
3	Sneak Attack +2d6 Trap Sense +1	Sneak Attack +2d6 Trap Sense +1
4	Uncanny Dodge	Uncanny Dodge
5	Sneak Attack +3d6	Sneak Attack +3d6
6	Trap Sense +2	Trap Sense +2
7	Sneak Attack +4d6	Sneak Attack +4d6
8	Improved Uncanny Dodge	Improved Uncanny Dodge
9	Sneak Attack +5d6 Trap Sense +3	Sneak Attack +5d6 Trap Sense +3
10	<u>Rogue Special Ability</u>	<u>Wilderness Rogue Special Ability</u>
11	Sneak Attack +6d6	Sneak Attack +6d6
12	Trap Sense +4	Trap Sense +4
13	Sneak Attack +7d6 <u>Rogue Special Ability</u>	Sneak Attack +7d6 <u>Wilderness Rogue Special Ability</u>
14		
15	Sneak Attack +8d6 Trap Sense +5	Sneak Attack +8d6 Trap Sense +5
16	<u>Rogue Special Ability</u>	<u>Wilderness Rogue Special Ability</u>
17	Sneak Attack +9d6	Sneak Attack +9d6
18	Trap Sense +6	Trap Sense +6
19	Sneak Attack +10d6 <u>Rogue Special Ability</u>	Sneak Attack +10d6 <u>Wilderness Rogue Special Ability</u>
20		

## Rogue Variants – Special Abilities

Name	Page	Description	Rogue	Wilderness Rogue
<any general feat>	(PH p51)	—	+	+
Camouflage	(PH p48)	You may make a Hide check, even if you do not Cover or Concealment. You cannot be observed at the time.		+
Crippling Strike	(PH p51)	Sneak Attack also does 2 Strength damage.	+	+
Defensive Roll	(PH p51)	On a hit that would take you to 0 or less hp, make a Reflex save for half damage (DC is damage done by the hit). You must be aware of the attack	+	+
Façade	(DR326 p93)	Your disguises resist Divinations spells & abilities. If a Divination spell is cast on you while in Disguise, the caster must make a Spot check opposed by your Disguise check to detect the truth. Otherwise, the Divination spell or effect learns information that is consistent with your disguise.	+	
Face in the Crowd	(DR326 p93)	You may make a Hide check while being observed as long as you are in a “crowd” – 10+ creatures of at least half your size within a 10’ radius of you.	+	
Handwriting Analysis	(DR326 p93)	When you successfully make a Decipher Script check or an opposed Forgery check, you can determine details about the author of the document being examined. The more you exceed the DC by, the more you learn. <u>Exceed DC by ... Learn the Writer’s ...</u> +0 Gender +2 Race +5 Age Category (i.e., Child, Adult, Middle Aged, Old, Venerable) +10 Highest Class Level +15 Law vs. Chaos Alignment Axis +20 Good vs. Evil Alignment Axis	+	
Hide in Plain Sight	(PH p48)	You may make a Hide check, even if being observed. Note: You must already have the <u>Camouflage</u> Special Ability.		+
Improved Evasion	(PH p51)	As Evasion, but ½ damage on a <u>failed</u> save.	+	+
Knockout Blow	(DR310 p70)	On a Sneak Attack that would do nonlethal damage, you may instead attempt a Knockout Blow. If the attack succeeds, the opponent takes no damage, but is Stunned for 1d3 rounds (FortNeg, DC 15 + number of Sneak Attack dice).	+	
Light Sleeper	(DR326 p93)	You no longer receive a –10 penalty on Listen checks while asleep.	+	
Opportunist	(PH p51)	Receive an Attack of Opportunity against an opponent struck for damage in melee. Usable once per round.	+	+
Painful Strike	(DR310 p70)	On a Sneak Attack with an Unarmed Strike, you may forego the bonus Sneak Attack damage to put the opponent into lingering pain (FortNeg, DC 10 + Intelligence modifier + number of Sneak Attack dice). If the opponent fails his/her save, any use of a spell or spell-like ability for 1d6 rounds requires a Concentration check vs. DC 15 + number of Sneak Attack dice + spell level.	+	
Saboteur	(DR326 p93)	When striking an object or making a Sunder action, you ignore an amount of the object’s Hardness equal to half your Rogue level. You may make Sneak Attacks on Constructs.	+	
Skill Mastery	(PH p51)	Choose 3 + Intelligence modifier skills. You make ‘Take 10’ with these skill even under stress.	+	+
Slippery Mind	(PH p51)	On a failed save against an Enchantment spell or effect, you gain a new save one round later at the same DC.	+	+
Swift Kick	(DR326 p93)	You no longer receive a penalty on Disable Device checks if you do not have tool (though you still receive the benefit if you have Masterwork tools). The time a Disable Device check takes is reduced by one category: Difficult & Wicked – 1d4 rounds Tricky – 1 round Simple – Free Action	+	
Woodland Stride	(PH p36)	You may move through non-magical undergrowth at your normal movement rate without injury.		+

### Sorcerer Variants

The following are specialized types of Sorcerers, in the same way a Necromancer is a specialized type of Wizard. The decision to become a specialized Sorcerer must be done when the 1<sup>st</sup> level of Sorcerer is taken. A character can only be the member of one Sorcerer class.

Common Features:

- Good Save: Will
- |
- Skill Points: 2
- |
- Alignment: any

Lvl	Sorcerer <span style="float: right;">(PH p51)</span>	Battle Sorcerer <span style="float: right;">(UA p56)</span>
Class Features	Attacks on the Wizard combat chart. Weapons: Simple. Armor: — HD: d4 Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: Bluff.	Attacks on the <del>Wizard</del> <b>Rogue</b> combat chart. Weapons: Simple, <b>plus one Light or One-Handed Martial weapon</b> . Armor: <b>Light</b> . HD: <del>d4</del> <b>d8</b> Con: Concentration. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Cha: <b>Bluff, Intimidate</b> .
1	Casts Impromptu Arcane spells based on Charisma. Summon Familiar.	Casts Impromptu Arcane spells based on Charisma. Summon Familiar. <b>Ignore Arcane Failure chance due to Light armor</b>

#### Spells per Day

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

#### Spells Known

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



Wizard Variants

Common Features:

- Attack on the Wizard combat chart.
- Hit Die: 1d4.
- Class Skill Points: 2.
- Good Save: Will.
- No Armor Proficiencies

Lvl	Wizard <small>(PH p55)</small>	Deathwalker <small>(DR312 p30)</small>	Filidh <small>(DR324 p90)</small>	Fleshcrafter <small>(DR312 p32)</small>	Soul Reaper <small>(DR312 p34)</small>
In-Class Skills	Weapons: Club, Dagger, Crossbow, Quarterstaff.  Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: Profession Con: Concentration.	Weapons: Club, Dagger, Crossbow, Quarterstaff.  Int: Craft, <del>Decipher Script</del> , Know(any), Spellcraft. Wis: Profession Con: Concentration. Cha: <b>Bluff</b> .	Weapons: Club, Dagger, <del>Crossbow</del> , Quarterstaff, <b>Short Bow</b> .  Int: Craft, Decipher Script, Know(any), Spellcraft. Wis: <b>Profession, Sense Motive, Survival</b> . Con: Concentration. Cha: <b>Gather Info., Intimidate</b> .	Weapons: Club, Dagger, Crossbow, Quarterstaff.  Int: Craft, <del>Decipher Script</del> , Know(any), Spellcraft. Wis: <b>Profession, Heal</b> Con: Concentration.	Weapons: Club, Dagger, Crossbow, Quarterstaff.  Int: Craft, <del>Decipher Script</del> , Know(any), Spellcraft. Wis: Profession Con: Concentration.
1	Cast Prepared Arcane Intelligence-based spells from the Wizard list Gain <del>Feat: Scribe Scroll</del> . May specialize in a school of magic Can summon a Familiar	Cast Prepared Arcane Intelligence-based spells from the Wizard list <del>Gain Feat: Scribe Scroll</del> . <del>May specialize in a school of magic</del> . Specialized in the Necromancy School <del>Can summon a Familiar</del> . <b>Can summon an Undead Familiar</b> <b>Master of the Dead</b>	Cast Prepared Arcane Intelligence-based spells from the Wizard list <del>Gain Feat: Scribe Scroll</del> . <del>May specialize in a school of magic</del> . <del>Can summon a Familiar</del> . <b>Bardic Knowledge</b>	Cast Prepared Arcane Intelligence-based spells from the Wizard list <del>Gain Feat: Scribe Scroll</del> . <b>Gain Feat: Craft Construct</b> . <del>May specialize in a school of magic</del> . Specialized in the Necromancy School <del>Can summon a Familiar</del> . <b>Can summon a Stitched Flesh Familiar</b> <b>Reaper's Touch</b>	Cast Prepared Arcane Intelligence-based spells from the Wizard list <del>Gain Feat: Scribe Scroll</del> . <del>May specialize in a school of magic</del> . Specialized in the Necromancy School <del>Can summon a Familiar</del> . <b>Spiritual Vassal</b> <b>Speak with Dead, 1/day as a Spell-like ability</b>
2					
3					
4					
5	Bonus Wizard Feat	<del>Bonus Wizard Feat</del> <b>Aura of the Grave</b>	<del>Bonus Wizard Feat</del> <b>Greater Diving +1</b>	<del>Bonus Wizard Feat</del> <b>Brink of Life and Death</b>	<del>Bonus Wizard Feat</del> <b>Bind Spirit</b>
6					
7					
8					
9					
10	Bonus Wizard Feat	<del>Bonus Wizard Feat</del> <b>Shroud of Death</b>	<del>Bonus Wizard Feat</del> <b>Greater Diving +2</b>	<del>Bonus Wizard Feat</del> <b>Forge Flesh</b>	<del>Bonus Wizard Feat</del> <b>Bonus Soul Reaper Feat</b>
11					
12					
13					
14					
15	Bonus Wizard Feat	<del>Bonus Wizard Feat</del> <b>Mastery of Undeath</b>	<del>Bonus Wizard Feat</del> <b>Greater Diving +3</b>	<del>Bonus Wizard Feat</del> <b>Master of Life and Death</b>	<del>Bonus Wizard Feat</del> <b>Spawn Undead Servant</b>
16					
17					
18					
19					
20	Bonus Wizard Feat	<del>Bonus Wizard Feat</del> <b>Mantle of Undeath</b>	<del>Bonus Wizard Feat</del> <b>Greater Diving +4</b>	<del>Bonus Wizard Feat</del> <b>Forge Life</b>	<del>Bonus Wizard Feat</del> <b>Bonus Soul Reaper Feat</b>

Wizard Variant Class Abilities‘Deathwalker’ Class Abilities:Master of the Dead

1. Can control up to (Class level \* 5) HD of Skeletons and Zombies by making a Charisma check vs. DC (15 + HD). If the Deathwalker or his/her allies attack the target (before or after the check), it cannot be controlled.
2. Receives a –2 penalty on Fortitude saves vs. Negative Levels
3. Has pale skin, a low body temperature, & glassy-looking eyes.

Undead Familiar – Use the standard Familiar rules, but change the familiar into an Undead.

Aura of the Grave

1. No longer sleeps & is immune to Sleep effects.
2. Is immune to Disease.
3. His/her skin becomes stretched & eyes look hollow.
4. Know(arcana) check vs. DC 25 will identify the person as a Death Walker.

Shroud of Death

1. +4 Circumstance bonus on saves vs. Poison, Paralysis, & Mind-Affecting Effects.
2. Gains 50% resistance to Sneak Attacks & Critical Hits.
3. No longer eats & drinks.
4. Receives a –2 penalty on Charisma, Bluff, & Diplomacy checks vs. non-Undead.

Mastery of Undeath

1. Can Rebuke / Command Undead as a Cleric of the same level, (1 + Charisma modifier) times per day.
2. Begins looking very corpse-like.

Mantle of Undeath – Becomes an Undead.

‘Fildih’ Class Abilities:

Greater Divining +N – When casting Divination spells, the caster level increases by (N).

‘Fleshcrafter’ Class Abilities:

Reaper’s Touch – May sabotage a patient’s healing by making a Heal check vs. the DC to help – 5. If successful, the patient loses hit-points and/or ability scores twice as fast. To realize that patient is being purposely harmed requires a contested Heal check.

Stitched Flesh Familiar – The Fleshcrafter “builds” his/her familiar from body parts & his/her own life force. Follow the Familiar rules on (DR312 p34).

Brink of Life and Death – May make a Coup de Grace as a Standard Action. The Stitched Flesh Familiar may use this ability also, as long as it is within empathic range and the Fleshcrafter spends a Full Round Action to mentally help it.

Forge Flesh – Can create animated objects made from body parts that are under the Fleshcrafter’s control. He/she is limited to 2HD per Class level & the available body parts.

Master of Life and Death – Spells that target a living creature are at +1 DC.

Forge Life – Leans how to create Flesh Golems that are much cheaper than usual.

‘Soul Reaper’ Class Abilities:

Spiritual Vassal – The Soul Reaper can perform a ritual (that includes sacrificing a humanoid) to summon a Spirit to use as his/her familiar. The Spiritual Vassal looks like a ball of light (similar to a Will-O’-Wisp), but can grant its master temporary skills, languages, & feats gleaned from the afterlife. Follow the Familiar rules on (DR312 p36).

Bind Spirit – The Soul Reaper can trap the Spirit of a creature in a 500gp gem. The Soul Reaper must Ready the action for the moment the target dies (i.e., –10 hp, etc.) & it receives a Will save to avoid the effect (DC = 15 + Intelligence modifier). If trapped, the target cannot be restored to life, etc., until its Spirit is free again (either by 1 day per Class level passing or by breaking the gem). The Soul Reaper may do one of the following once per day: get the answer to a “yes” / “no” question, speak one of the spirit’s languages for 1 hour, or use the ranks of one of the spirit’s skills for 1 minute.

Bonus Soul Reaper Feat – Choose a Metamagic, Item Creation, or Necromantic Feat(DR312 p37).

Spawn Undead Servitor – The Soul Reaper imprints a Skeleton or Zombie with a Spirit trapped by the Bind Spirit ability. The Undead gain the Spirit’s Intelligence, Wisdom, Charisma, Base Attack Bonus, Skill Ranks, Weapon & Armor Proficiencies, & Feats. The new Undead Servitor has the Soul Reaper’s alignment, but must be controlled normally. The Spirit used to make the imprint is freed once the process is finished.

### Wizard Sub-Specializations

(UA p59)

A specialized Wizard can forgo one (or more) of his/her normal Wizard class features (such as a Familiar) to gain a special ability custom to his/her specialization.

	No Familiar	No Bonus Feat at 5 <sup>th</sup> , 10 <sup>th</sup> , 15 <sup>th</sup> , & 20 <sup>th</sup>	Does not get +1 school spell per level
Abjurer	<u>Resistance to Energy</u> – Grant yourself or a touched creature Energy Resistance against one chosen energy type of 5 + ½ Class level. The Supernatural Ability is activated as a Standard Action and lasts for 1 hour. Usable 1/day.	<u>Aura of Protection</u> – You receives a Deflection bonus to AC –or– a Resistance bonus to all Saving Throws equal to your Intelligence modifier. This Extraordinary ability only applies to the <u>next single</u> attack or saving throw that applies to you. Activated as a Standard Action and it dissipates in 1 minute is not used.  This ability may be used 1/day starting at 5 <sup>th</sup> level and an additional time every 5 levels.	<u>Spontaneous Dispelling</u> – You may “loose” four levels of Prepared spells to cast <i>Dispel Magic</i> spontaneously. Any combination of Prepared spells (not counting 0 <sup>th</sup> ) may be lost to use this Extraordinary ability.  This ability becomes available at 5 <sup>th</sup> level.  At 11 <sup>th</sup> level, you may “loose” seven levels of Prepared spells to cast <i>Greater Dispel Magic</i>
Conjurer	<u>Rapid Summoning</u> – You may cast <i>Summon Monster</i> spells as a Standard Action (instead of a Full Round Action). The summoned creatures may only take a Standard Action on the round they are summoned.	<u>Enhanced Summoning</u> – gain the following: 1 <sup>st</sup> level – Gain <u>Feat: Augmented Summoning</u> instead of <u>Feat: Scribe Spell</u> . 5 <sup>th</sup> level – Any attempt to Dispel your summoned creatures is +2 higher. 10 <sup>th</sup> level – Your summoned creatures get an additional +2 bonus Strength & Constitution (stacks with Augmented Summoning). 15 <sup>th</sup> level – Any attempt to Dispel your summoned creatures is a total of +4 higher. 20 <sup>th</sup> level – Your summoned creatures get an total of +4 bonus Strength & Constitution (stacks with Augmented Summoning).	<u>Spontaneous Summoning</u> – You may “loose” a Prepared spell to cast a <i>Summon Monster</i> spell of a lower level (i.e., loosing a 4 <sup>th</sup> level spell allows you to spontaneously cast <i>Summon Monster III</i> , <i>Summon Monster II</i> , or even <i>Summon Monster I</i> ).
Diviner	<u>Enhanced Awareness</u> – gain the following: Sense Motives becomes a Class-skill. <i>Identify</i> only takes 10 minutes to cast (instead of 1 hour). <i>Arcane Eye</i> moves at 20' per round when studying its surroundings (instead of 10'). All your Divination spells gain +1 DC (stacks with Spell Focus).	<u>Bonus Feat List</u> – Choose a feat from the following list at 5 <sup>th</sup> , 10 <sup>th</sup> , 15 <sup>th</sup> , & 20 <sup>th</sup> : Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, Skill Focus (Spot), Skill Focus (Listen), Skill Focus (Sense Motive), any Item Creation, & Spell Mastery.	<u>Prescience</u> – You may gain an Insight bonus equal to your Intelligence modifier on any attack roll, saving throw, skill check, or level check as a Free Action. This ability is usable 1/day at 1 <sup>st</sup> and an additional time per day for every 5 levels. You must decide you are using this Extraordinary ability before you make your roll.
Enchanter	<u>Cohort</u> – At 6 <sup>th</sup> level, you gain a loyal Cohort of the player’s choice. The Cohort starts at 4 <sup>th</sup> level and increases under the standard Leadership rules (DMG p106), though you count as 2 levels lower than normal. You cannot gain Followers with this ability. If you take <u>Feat: Leadership</u> , the penalty to your level is removed and you automatically qualify for the “special power” Leadership modifier.	<u>Social Proficiency</u> – gain the following: Bluff, Diplomacy, Gather Information, Intimidate, & Sense Motive become Class-skills.  At 5 <sup>th</sup> level and every 5 levels afterwards, you gain a +2 Competence bonus to a one of these skills (can only be taken once per skill).	<u>Extended Enchantments</u> – You may apply <u>Feat: Extend Spell</u> to an Enchantment spell you cast with no increase in its level. This Supernatural ability may be used 1/day plus 1 per 2 levels.
Evoker	<u>Energy Affinity</u> – At 1 <sup>st</sup> level, chose an Energy Type (i.e., Acid, Cold, Electricity, Fire, or Sonic). When you cast an Evocation spell with the designated subtype, it is cast at +1 effective Caster level.	<u>Energy Substitution</u> – You may change the Energy Type of a designated spell to another of your choosing. This is done as a Free Action just before you cast the spell.  You may use this ability 1/day starting at 5 <sup>th</sup> level, and one extra time per day for every 5 levels (i.e., 2/day at 10 <sup>th</sup> , etc.).	<u>Overcome Resistance</u> – You may ignore 10 points Energy Resistance of every creature effected by a designated spell. This is done as a Free Action just before you cast the designated spell. This ability has no effect on a creature with Immunity to the designated spell’s energy type.  You may use this ability 1/day starting at 1 <sup>st</sup> level, and one extra time per day for every 2 levels (i.e., 2/day at 3 <sup>rd</sup> , 3/day at 5 <sup>th</sup> , etc.).
Illusionist	<u>Chain of Disbelief</u> – You illusions are hard to disbelieve. If a creature is being told that something is an Illusion, the creature <u>does not</u> get the standard +4 bonus on its save. If the creature is shown absolute proof that something is an Illusion, it still must make a save, though it gets a +10 bonus.	<u>Shadow Shaper</u> – gain the following: 1 <sup>st</sup> level – Hide becomes a Class-skill. 5 <sup>th</sup> level – you gain your Intelligence modifier as a bonus to your Hide checks. 10 <sup>th</sup> level – +1 DC (stacks with Spell Focus). 15 <sup>th</sup> level – You may make a Hide check even if there is no Cover or Concealment. 20 <sup>th</sup> level – If you are in an environment that grants Concealment, you receive the bonus of having Total Concealment (i.e., Invisible)	<u>Illusion Master</u> – gain the following: Gain 2 additional Illusionist spells every time you gain a new spell level. <u>All</u> Illusionist spells you learn are treated as being mastered with <u>Feat: Spell Mastery</u> .

	No Familiar	No Bonus Feat at 5 <sup>th</sup> , 10 <sup>th</sup> , 15 <sup>th</sup> , & 20 <sup>th</sup>	Does not get +1 school spell per level
Necromancer	<p><u>Skeletal Minion</u> – Gain an Undead Minion (initially a human warrior skeleton or the equivalent) as a loyal servant.</p> <p>If your Minion is destroyed, you receive no penalty and can replace it by spending 24 hours and consuming 100gp of materials.</p> <p>Your Minion starts as a standard skeleton, but gains the following as you gain Class levels:</p> <ul style="list-style-type: none"> <li>- its HD are equivalent to your Class level</li> <li>- +½ Class level as a bonus to its Natural Armor</li> <li>- +⅓ Class level as a bonus to its Strength and Dexterity scores.</li> </ul>	<p><u>Undead Apotheosis</u> – gain the following:</p> <p>5<sup>th</sup> level – +2 bonus on saves vs. <i>Sleep</i>, <i>Stun</i>, <i>Paralysis</i>, <i>Poison</i>, &amp; <i>Disease</i>.</p> <p>10<sup>th</sup> level – +4 bonus on saves vs. Ability Damage, Ability Drain, or Energy Drain.</p> <p>15<sup>th</sup> level – +4 total bonus on saves vs. <i>Sleep</i>, <i>Stun</i>, <i>Paralysis</i>, <i>Poison</i>, &amp; <i>Disease</i>.</p> <p>20<sup>th</sup> level – 25% chance to avoid a Critical Hit (equivalent to <i>Light Fortification</i>).</p>	<p><u>Enhanced Undead</u> – Any Undead that you create with <i>Animate Dead</i>, <i>Create Undead</i>, etc., gain a +4 Enhancement bonus to Strength &amp; Dexterity, and +2 hit-points per Hit Die.</p>
Transmuter	<p><u>Enhance Attribute</u> – Gain a +2 Enhancement bonus to one of your Ability scores for one minute per Caster level. This is a Free Action that counts as a Quickened Spell (so can only be used once per round).</p> <p>This ability is usable 1/day, plus 1 per 5 Class levels.</p>	<p><u>Spell Versatility</u> – You may choose one Wizard spell of a level you can cast (including one from your Prohibited school) and learn it as a Transmutation spell. This can be done at 5<sup>th</sup> level and every 5 levels after that. Once picked, the spell cannot be changed.</p> <p>For example, if your Prohibited school was <i>Abjuration</i>, at 5<sup>th</sup> level you could learn <i>Dispel Magic</i> at a Transmutation spell.</p>	<p><u>Transmutable Memory</u> – You may change Prepared spells into other Prepared spells once per day. You may change up to half your Class level of spell levels. To do this, you must meditate for a number of minutes equal to the number of spell levels being changed. If you are interrupted, you loose the old spells and do not gain the new spells.</p>

## New Base Classes

<u>New Base Classes</u>	Class Features	Skills	Class Features
<b>Artificer</b> (able to create magic items and enchant objects, but doesn't really have any spells) (Eb p29) (EbErrata)+	Hit Dice: d6 Class Skill Points: 4 Attack Table: Rogue Good Save: Will Armor: Light, Medium, Shields. Weapons: Simple.	Dex: Open Lock. Int: Appraise, Craft, Disable Device, Know(arcana), Know(architecture), Know(the planes), Spellcraft. Wis: Profession. Con: Concentration. Cha: Use Magical Device.	<u>1<sup>st</sup> Level</u> Artificer Knowledge – able to determine if an touched item is magical by spending 1 minute and making an Artificer level + Intelligence modifier check vs. DC 15. Artisan Bonus – receive a +2 bonus on Use Magical Device checks to activate a magic item for which you have the Item Creation feat. Craft Reserve – point to be use instead of personal XP for creating magic items. 20 points at 1 <sup>st</sup> level which are lost if not used before 2 <sup>nd</sup> level. Disable Trap – able to locate traps with a DC higher than 20 and magical traps. Infusion – similar to Prepared Intelligence-based spells, but can only be applied to Constructs and items. Item Creation – when making magic items, the Artificer can simulate having spells for purposes of qualifying for the item's prerequisites by making a Use Magical Device check. Gains Feat: <u>Scribe Scroll</u> . <u>2<sup>nd</sup> Level</u> Gains Feat: <u>Brew Potion</u> . Craft Reserve – 20 points.
<b>Hexblade</b> (a fighter who eventually gains Sorcerer-like spells, a familiar, etc.) (CWar p5)	Alignment: Non-Good. Hit Dice: d10 Class Skill Points: 2 Attack Table: Fighter Good Save: Will Armor: Light. Weapons: Simple, Martial	Dex: Ride. Int: Craft, Know(arcana), Spellcraft. Wis: Profession. Con: Concentration. Cha: Bluff, Diplomacy, Intimidate.	<u>1<sup>st</sup> Level</u> Hexblade's Curse, 1/day – A visible opponent within 60' can be targeted with a curse as a Free Action. The opponent receives a –2 penalty on attacks, damage, saves, ability checks, & skill checks for one hour (WillNeg DC = 10 + ½ Class level + Charisma modifier). Multiple curses do not stack & an opponent that successfully saves cannot be targeted again by that Hexblade for 24 hours. The effect is ended by anything that removes or dispels curses When you gain spells from the <u>Hexblade Spell list</u> at 4 <sup>th</sup> level, Ignore Arcane Failure chance due to Light armor. <u>2<sup>nd</sup> Level</u> Gain your Charisma modifier (minimum +1) as a bonus to saves vs. spells & spell-like effects.
<b>Samurai</b> (fights with a bastard sword & short sword & expert at intimidating his foes) (CWar p8)	Alignment: Any Lawful. Hit Dice: d10 Class Skill Points: 2 Attack Table: Fighter Good Save: Fortitude Armor: Light, Medium, Heavy. Weapons: Simple, Martial	Dex: Ride. Int: Craft, Know(history), Know(nobility). Wis: Sense Motives. Con: Concentration. Cha: Diplomacy, Intimidate.	<u>1<sup>st</sup> Level</u> Gain Feat: <u>Exotic Weapon Proficiency (Bastard Sword)</u> . <u>2<sup>nd</sup> Level</u> When fighting with a Katana (i.e., masterwork bastard sword) in one hand and a Wakizashi (i.e., masterwork short sword) in the other, you fight as if you had Feat: <u>Two-Weapon Fighting</u> .
<b>Shugenja</b> (a divine spellcaster that focuses on an element) (CDiv p19)	Alignment: Any. Hit Dice: d4 Class Skill Points: 4 Attack Table: Wizard Good Save: Will Armor: — Weapons: Simple + Shortsword	Int: Craft, Know(any), Spellcraft. Wis: Heal, Profession. Con: Concentration. Cha: Diplomacy.	<u>1<sup>st</sup> Level</u> Casts Impromptu Charisma-base Divine spells from the Shugenja Spell List (not listed in this index due to its size & complexity). Specialize in an element, which grants you additional spells. Sense your chosen element. <u>2<sup>nd</sup> Level</u> —

New Base Classes	Class Features	Skills	Class Features
<b>Spirit Shaman</b> (a Divine caster trained to fight 'spirits' – incorporeal undead, fey, elemental, etc.) (CDiv p14)	Alignment: Any. Hit Dice: d8. Class Skill Points: 4. Attack Table: Rogue. Good Save: Fort, Will. Armor: Light, Shields. Weapons: Club, Dagger, Dart, Hand Axe, Javelin, Longspear, Quarterstaff, Shortspear, Spear, Sling, Short Bow, Throwing Ax.	Str: Swim. Dex: Ride. Con: Concentration. Int: Craft, Know(geography), Know(history), Know(local), Know(nature), Spellcraft. Wis: Heal, Listen, Profession, Spot, Survival. Cha: Diplomacy, Handle Animal.	<u>1<sup>st</sup> Level</u> Spirit Guide – A spirit inside your body which helps you with spells and other Class Features. At this level, it only grants <u>Feat: Alertness</u> . Casts Impromptu Charisma-base Divine spells from the <u>Druid Spell List</u> . The known spells can be reassigned each day by having your 'Spirit Guide' negotiate in the outer planes for them. Wild Empathy <u>2<sup>nd</sup> Level</u> Chastise Sprit – Spirits within 30' take 1d6 per level (WillNeg, DC is Charisma-base). Usable as a Standard Action, 3 + Charisma modifier times per day.
<b>Swashbuckler</b> (graceful fighter who relies on quickness) (CWarp11)	Alignment: Any. Hit Dice: d10 Class Skill Points: 4 Attack Table: Fighter Good Save: Fortitude Armor: Light Weapons: Simple, Martial	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Tumble, Use Rope. Int: Craft. Wis: Profession, Sense Motives. Cha: Bluff, Diplomacy.	<u>1<sup>st</sup> Level</u> Gain <u>Feat: Weapon Finesse</u> . <u>2<sup>nd</sup> Level</u> Gain a +1 Competence bonus on Reflex saves, as long as you are not wearing Medium armor (or heavier) or are carrying a Medium (or heavier) load.
<b>Warlock</b> (an arcane caster who focuses on bolts of energy and gain damage reduction / cold iron) (CArc p5) (CArcErrata)+	Alignment: CG, CN, LE, NE, CE. Hit Dice: d6 Class Skill Points: 2 Attack Table: Rogue Good Save: Will Armor: Light Weapons: Simple	Str: Jump. Con: Concentrate. Int: Craft, Know(arcana), Know(the planes), Spellcraft. Wis: Profession, Sense Motives. Cha: Bluff, Disguise, Intimidate, Use Magic Device.	<u>1<sup>st</sup> Level</u> Casts Impromptu Charisma-base Arcane Invocations from the <u>Warlock Invocation List</u> . There is no chance of Arcane Spell Failure when wearing no more than Light armor. Eldritch Blast – The Warlock can generate a ray that does 1d6 damage per two levels (1d6 at 1 <sup>st</sup> , 2d6 at 3 <sup>rd</sup> , etc.) as a Standard Action. Limit 60'. The blast has not save, but Spell Resistance applies. The Warlock can use Eldritch Blast at will. Invocations can be used to improve the blast, such as making it a Cone, etc. <u>2<sup>nd</sup> Level</u> <u>Detect Magic</u> , at will.
<b>War Mage</b> (arcane caster trained to cast spells in light (and in time medium) armor, gain bonus feats that help on a battlefield, etc) (CArc p10)	Alignment: Any. Hit Dice: d6 Class Skill Points: 2 Attack Table: Rogue Good Save: Will Armor: Light Armor, Light Shields Weapons: Simple	Con: Concentrate. Int: Craft, Know(arcana), Know(history), Spellcraft. Wis: Profession. Cha: Intimidate.	<u>1<sup>st</sup> Level</u> Casts Impromptu Charisma-base Arcane Spells from the <u>War Mage Spell List</u> . There is no chance of Arcane Spell Failure when wearing no more than Light Armor and/or a Light Shield. Warmage Edge – Add your Intelligence modifier to the damage done by any spell that does hp damage. For Area of effect spells, such as <i>Fireball</i> , all foes receive the bonus damage. For targeted spells, such as <i>Ray of Fire</i> and <i>Magic Missile</i> , only one target takes the extra damage. <u>2<sup>nd</sup> Level</u> —
<b>Witch</b> (an Arcane spellcaster who focuses on charms, cures, & polymorphing) (DMG p175)	Alignment: Any. Hit Dice: d4. Class Skill Points: 2. Attack Table: Wizard. Good Save: Will. Armor: none. Weapons: Simple.	Int: Craft, Knowledge(arcana), Spellcraft. Wis: Profession. Con: Concentration. Cha: Bluff.	<u>1<sup>st</sup> Level</u> Casts Impromptu Charisma-base Arcane spells from the <u>Witch Spell List</u> (DMG p175). Summon Familiar <u>2<sup>nd</sup> Level</u> —
<b>Wu Jen</b> (an Arcane spellcaster who focuses on elemental magics) (CArc p14)	Alignment: NG, CG, N, CN, NE, CE. Hit Dice: d4 Class Skill Points: 2 Attack Table: Wizard Good Save: Will Armor: — Weapons: Simple	Con: Concentrate. Int: Craft, Know(any), Spellcraft. Wis: Profession.	<u>1<sup>st</sup> Level</u> Casts Prepared Intelligence-base Arcane Spells from the Wu Jen Spell List. Watchful Spirit – Once per day, you may roll your Initiative check twice and take the better of the two rolls. Bonus Metamagic Feat. <u>2<sup>nd</sup> Level</u> —

## NPC Classes

NPC Class	Class Features	Skills	Proficiencies	Misc.
<b>Adept</b> (often a tribal shaman or hermit) (DMG p107)	Hit Dice: d6 Class Skill Points: 2 Attack Table: Wizard Good Save: Will	Int: Craft, Know(any), Spellcraft. Wis: Heal, Profession, Survival. Con: Concentrate. Cha: Handle Animals.	Armor: — Weapons: Simple	<u>1<sup>st</sup> Level</u> Casts Prepared Wisdom-based Divine spells from the <u>Adept Spell List</u> (DMG p108). <u>2<sup>nd</sup> Level</u> Summon Familiar.
<b>Adept, Religious</b> (a tribal shaman or hermit with a strong connection to a deity) (Eb p256)	Hit Dice: d6 Class Skill Points: 2 Attack Table: Wizard Good Save: Will	Int: Craft, Know(any), Spellcraft. Wis: Heal, Profession, Survival. Con: Concentrate. Cha: Handle Animals.	Armor: — Weapons: Simple	<u>1<sup>st</sup> Level</u> Casts Prepared Wisdom-based Divine spells from the <u>Adept Spell List</u> (DMG p108). The spells from a single Clerical Domain are added to this list. <u>2<sup>nd</sup> Level</u> Summon Familiar.
<b>Aristocrat</b> (member of the ruling class) (DMG p108)	Hit Dice: d8 Class Skill Points: 4 Attack Table: Rogue Good Save: Will	Str: Swim. Dex: Ride. Int: Appraise, Forgery, Know(any) Wis: Listen, Sense Motives, Spot, Survival. Cha: Bluff, Diplomacy, Disguise, Gather Info., Handle Animals, Intimidate, Perform. Speak Language.	Armor: All Weapons: Simple, Martial	
<b>Commoner</b> (a peasant) (DMG p108)	Hit Dice: d4 Class Skill Points: 2 Attack Table: Wizard Good Save: —	Str: Climb, Jump, Swim. Dex: Ride, Use Rope. Int: Craft Wis: Listen, Profession, Spot. Cha: Handle Animal.	Armor: — Weapons: one Simple weapon	
<b>Expert</b> (a professional in any craft, profession, or knowledge) (DMG p109)	Hit Dice: d6 Class Skill Points: 4 Attack Table: Rogue Good Save: Will	Any 10 skills can be in-class.	Armor: Light Weapons: Simple	
<b>Magewright</b> (a professional in a magical craft) (Eb p256)	Hit Dice: d4 Class Skill Points: 2 Attack Table: Wizard Good Save: Will	Int: Craft, Know(any), Spellcraft. Wis: Profession. Con: Concentrate. Cha: Handle Animals.	Armor: — Weapons: Simple	<u>1<sup>st</sup> Level</u> Casts Prepared Intelligence-based Arcane spells from the <u>Magewright Spell List</u> . Gain <u>Feat: Spell Mastery</u> . <u>2<sup>nd</sup> Level</u> —
<b>Warrior</b> (a soldier / bandit militia member, etc., who knows how to fight, but does not benefit from the full training of a Fighter) (DMG p109)	Hit Dice: d8 Class Skill Points: 2 Attack Table: Fighter Good Save: Fort	Str: Climb, Jump, Swim. Dex: Ride. Cha: Handle Animal, Intimidate.	Armor: All Weapons: Simple, Martial	

## Spell Lists

### Adept Spell List

Wisdom-based Prepared Divine Spells(DMG p108)

#### 0<sup>th</sup> Level

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*Create Water*(PH p215) – Creates 2 gallons/level of pure water.  
*Cure Minor Wounds*(PH p216) – Cures 1 point of damage.  
*Detect Magic*(PH p219) – Detects spells and magic items within 60’.  
*Ghost Sound*(PH p235) – Figment sounds.  
*Guidance*(PH p238) – +1 on one attack roll, saving throw, or skill check.  
*Light*(PH p248) – Object shines like a torch.  
*Mending*(PH p253) – Makes minor repairs on an object.  
*Purify Food and Drink*(PH p267) – Purifies 1 cubic foot per level of food or water.  
*Read Magic*(PH p269) – Reads scrolls and spellbooks.  
*Touch of Fatigue*(PH p294) – Touch attack fatigues target.

#### 1<sup>st</sup> Level

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*Bless*(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.  
*Burning Hands*(PH p207) – 1d4 fire damage per level (max 5d4).  
*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.  
*Command*(PH p211) – One subject obeys selected command for 1 round.  
*Comprehend Languages*(PH p212) – You understand all spoken and written languages.  
*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).  
*Detect Chaos*(PH p218) – Reveals chaotic creatures, spells, or objects.  
*Detect Evil*(PH p218) – Reveals evil creatures, spells, or objects.  
*Detect Good*(PH p219) – Reveals good creatures, spells, or objects.  
*Detect Law*(PH p219) – Reveals lawful creatures, spells, or objects.  
*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.  
*Obscuring Mist*(PH p258) – Fog surrounds you.  
*Protection from Chaos*(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.  
*Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.  
*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.  
*Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.  
*Sleep*(PH p280) – Puts 4HD of creatures into magical slumber.

#### 2<sup>nd</sup> Level

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*Aid*(PH p196) – +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/lvl (max +10)  
*Animal Trance*(PH p198) – Fascinates 2d6 HD of animals.  
*Bear’s Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.  
*Bull’s Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.  
*Cat’s Grace*(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.  
*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).  
*Darkness*(PH p216) – 20’ radius of supernatural shadow.  
*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.  
*Invisibility*(PH p245) – Subject is invisible for 1 minute per level or until it attacks.  
*Mirror Image*(PH p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).  
*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.  
*Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.  
*Scorching Ray*(PH p274) – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3).  
*See Invisibility*(PH p275) – Reveals invisible creatures or objects.  
*Web*(PH p301) – Fills 20’ radius spread with sticky spider webs.

#### 3<sup>rd</sup> Level

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*Animate Dead*(PH p198) – Creates undead skeletons and zombies.  
*Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; -4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.  
*Contagion*(PH p213) – Infects subject with chosen disease.  
*Continual Flame*(PH p213) – Makes a permanent, heatless torch.  
*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).  
*Daylight*(PH p216) – 60’ radius of bright light.  
*Deeper Darkness*(PH p217) – Object sheds supernatural shadow in 60’ radius.  
*Lightning Bolt*(PH p248) – Electricity deals 1d6 damage per level.  
*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.  
*Remove Curse*(PH p270) – Frees person or object from a curse.  
*Remove Disease*(PH p271) – Cures all diseases affecting subject.  
*Tongues*(PH p294) – Speak any language.



## Adept Spell List (continued)

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**4<sup>th</sup> Level**

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*Cure Critical Wounds*(PH p215) – Cures 4d8 + 1 per level (max. +20).

*Minor Creation*(PH p253) – Creates one cloth or wood object.

*Polymorph*(PH p263) – Gives one willing subject a new form.

*Restoration*(PH p272) – Restores level and ability score drains.

*Stoneskin*(PH p284) – Ignore 10 points of damage per attack.

*Wall of Fire*(PH p298) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.

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**5<sup>th</sup> Level**

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*Baleful Polymorph*(PH p202) – Transforms subject into a harmless animal.

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.

*Heal*(PH p239) – Cures 10 points per level, all diseases and mental conditions.

*Major Creation*(PH p252) – As *Minor Creation*, plus stone and metal.

*Raise Dead*(PH p268) – Restores life to subject who died up to 1 day per level ago.

*True Seeing*(PH p296) – See all things as they really are.

*Wall of Stone*(PH p299) – Creates a stone wall that can be shaped.

## Anarch Spell List

Wisdom-based Prepared Divine Spells(DR310 p49)

Note that an Anarch's Caster Level is half his/her Class Level.

1<sup>st</sup> Level

*Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.

*Bless Weapon*(PH p205) – Weapon strikes true against evil foes.

*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.

*Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

*Entropic Shield*(PH p227) – Ranged attacks against you suffer 20% miss chance.

*Lesser Confusion*(PH p212) – One creature is *confused* for 1 round.

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Obscuring Mist*(PH p258) – Fog surrounds you.

*Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

2<sup>nd</sup> Level

*Align Weapon*(PH p197) – Weapon becomes good, evil, lawful, or chaotic.

*Bear's Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

*Blur*(PH p206) – Attacks miss subject 20% of the time.

*Darkness*(PH p216) – 20' radius of supernatural shadow.

*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

*Mirror Image*(PH p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).

*Misdirection*(PH p254) – Misleads divinations for one creature or object.

*Scare*(PH p274) – Panics creatures of less than 6HD.

*Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.

*Touch of Idiocy*(PH p294) – Subject takes 1d6 Intelligence, Wisdom & Charisma damage.

*Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.

3<sup>rd</sup> Level

*Blindness/Deafness*(PH p206) – Makes subject blind or deaf.

*Contagion*(PH p213) – Infects subject with chosen disease.

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

*Deeper Darkness*(PH p217) – Object sheds supernatural shadow in 60' radius.

*Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.

*Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).

*Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.

*Rage*(PH p268) – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.

*Slow*(PH p280) – One subject per level takes only one action per round, –2 AC and attack rolls.

4<sup>th</sup> Level

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.

*Chaos Hammer*(PH p208)(PH3.5e)+ – Damages and staggers lawful creatures.

*Confusion*(PH p212) – Makes subject behave oddly for 1 round per level.

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Dispel Law*(PH p222) – +4 bonus against attacks by lawful creatures.

*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

*Planar Ally, Lesser*(PH p261) – Exchange services with a 6 HD extraplanar creature.

*Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

*Shout*(PH p279) – Deafens all within cone and deals 5d6 damage.

## Anti-Paladin Spell List

Wisdom-based Prepared Divine Spells(DR312 p22)

Note that an Anti-Paladin's Caster Level is half his/her Class Level.

1st Level

*Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.

*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

*Curse Water*(PH p216) – Makes Unholy Water.

*Deathwatch*(PH p217) – Reveals how near death subjects within 30' are.

*Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

*Inflict Light Wounds*(PH p244) – Touch deals 1d8 damage +1 per level (max +5).

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Profane Weapon*(DR312 p22) – Weapon strikes true against good foes.

*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.

*Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

*Ray of Enfeeblement*(PH p260) – Ray reduces Strength by 1d6 points +1 per 2 levels (max +5).

*Read Magic*(PH p269) – Reads scrolls and spellbooks.

*Summon Monster I*(PH p285) – Summons an extraplanar creature to fight for you.

2<sup>nd</sup> Level

*Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

*Darkness*(PH p216) – 20' radius of supernatural shadow.

*Desecrate*(PH p218) – Fills area with negative energy, making undead stronger.

*Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.

*Summon Monster II*(PH p286) – Summons an extraplanar creature to fight for you.

*Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.

3<sup>rd</sup> Level

*Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; -4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.

*Blindness/Deafness*(PH p206) – Makes subject blind or deaf.

*Deeper Darkness*(PH p217) – Object sheds supernatural shadow in 60' radius.

*Heal Mount*(PH p239) – As *Heal* on warhorse or other special mount.

*Inflict Moderate Wounds*(PH p244) – Touch attack, 2d8 +1 per level (max +10).

*Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).

*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10' radius and 10 minutes per lvl.

*Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.

*Summon Monster III*(PH p286) – Summons an extraplanar creature to fight for you.

4<sup>th</sup> Level

*Corrupt Sword*(DMG p182) – Weapon becomes +5, deals +2d6 damage against good.

*Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.

*Dispel Good*(PH p222) – +4 bonus against attacks by good creatures.

*Dispel Law*(PH p222) – +4 bonus against attacks by lawful creatures.

*Fear*(PH p229) – Subjects within cone flee for 1 round per level.

*Inflict Serious Wounds*(PH p244) – Touch attack, 3d8 +1 per level (max +15).

*Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

## Avenger Spell List

Wisdom-based Prepared Divine Spells(DR310 p50)

Note that an Avenger's Caster Level is half his/her Class Level.

1<sup>st</sup> Level

*Bless*(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.

*Bless Water*(PH p205) – Makes Holy Water.

*Bless Weapon*(PH p205) – Weapon strikes true against evil foes.

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

*Disguise Self*(PH p222) – Changes our appearance.

*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.

*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

*Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

*Magic Stone*(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Mending*(PH p253) – Makes minor repairs on an object.

*Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

*Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

*Read Magic*(PH p269) – Reads scrolls and spellbooks.

*Shield of Faith*(PH p278) – Aura grants +2 (or higher) deflection bonus.

2<sup>nd</sup> Level

*Align Weapon*(PH p197) – Weapon becomes good, evil, lawful, or chaotic.

*Alter Self*(PH p197) – Assume the form of a similar creature.

*Cat's Grace*(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.

*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

*Fox's Cunning*(PH p233) – Subject gains +4 Intelligence for 1 minute per level.

*Invisibility*(PH p245) – Subject is invisible for 1 minute per level or until it attacks.

*Make Whole*(PH p252) – Repairs an object.

*Misdirection*(PH p254) – Misleads divinations for one creature or object.

*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

*Shield Other*(PH p278) – You take half of subject's damage.

*Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.

3<sup>rd</sup> Level

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage + 1 per level (max +10).

*Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.

*Flame Arrow*(PH p231) – Arrows deal +1d6 fire.

*Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).

*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

*Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.

*Magic Vestment*(PH p251) – Armor, shield, or clothes gain +1 enhancement per four levels.

*Nondetection*(PH p257) – Hides subject from divination and scrying.

*Obscure Object*(PH p258) – Masks object against scrying.

4<sup>th</sup> Level

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Detect Scrying*(PH p219) – Alerts you to magical eavesdropping.

*Dispel Evil*(PH p222) – +4 bonus against attacks by evil creatures.

*Dispel Law*(PH p222) – +4 bonus against attacks by lawful creatures.

*Invisibility, Greater*(PH p245) – As *Invisibility*, but subject can attack and stay invisible.

*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

*Holy Sword*(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.

*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

*Restoration*(PH p272) – Restores level and ability score drains.

## Bardic Sage Supplemental Spell List

Charisma-based Impromptu Arcane Spells(UA p48)

1<sup>st</sup> Level*Detect Chaos*(PH p218) – Reveals chaotic creatures, spells, or objects.*Detect Evil*(PH p218) – Reveals evil creatures, spells, or objects.*Detect Good*(PH p219) – Reveals good creatures, spells, or objects.*Detect Law*(PH p219) – Reveals lawful creatures, spells, or objects.2<sup>nd</sup> Level*Zone of Truth*(PH p303) – Subjects within range cannot lie.3<sup>rd</sup> Level*Arcane Sight*(PH p201) – Magical auras become visible to you.4<sup>th</sup> Level*Analyze Dweomer*(PH p197) – Reveals magical aspects of subject.<sup>1</sup>*Sending*(PH p275) – Delivers a short message anywhere, instantly.5<sup>th</sup> Level*Contact Other Plane*(PH p212) – Lets you ask question of an extraplanar entity.*Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.<sup>1</sup>6<sup>th</sup> Level*True Seeing*(PH p296) – See all things as they really are.*Vision*(PH p298) – As *Legend Lore*, but quicker and strenuous.

## Cloistered Cleric Supplemental Spell List

Wisdom-based Prepared Divine Spells(UA p50)

0<sup>th</sup> Level*Message*(PH p253) – Whispered conversation at distance.1<sup>st</sup> Level*Erase*(PH p227) – Mundane or magical writing vanishes.*Identify*(PH p243) – Determines properties of a magic item.*Unseen Servant*(PH p297) – Invisible force obeys your commands.2<sup>nd</sup> Level*Fox's Cunning*(PH p233) – Subject gains +4 Intelligence for 1 minute per level.3<sup>rd</sup> Level*Illusory Script*(PH p243) – Only intended reader can decipher.*Secret Page*(PH p275) – Changes one page to hide its real contents.*Tongues*(PH p294) – Speak any language.<sup>2</sup>4<sup>th</sup> Level*Detect Scrying*(PH p219) – Alerts you to magical eavesdropping.5<sup>th</sup> Level

n/a

6<sup>th</sup> Level*Analyze Dweomer*(PH p197) – Reveals magical aspects of subject.7<sup>th</sup> Level*Sequester*(PH p276) – Subject is invisible to sight and scrying.8<sup>th</sup> Level

n/a

9<sup>th</sup> Level*Vision*(PH p298) – As *Legend Lore*, but quicker and strenuous.<sup>1</sup> This is a 6<sup>th</sup> level spell for a normal Bard.<sup>2</sup> This is a 4<sup>th</sup> level spell for a normal Cleric.

## Corrupter Spell List

Wisdom-based Prepared Divine Spells(DR312 p26)

Note that a Corrupter's Caster Level is half his/her Class Level.

1<sup>st</sup> Level

*Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.

*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.

*Charm Person*(PH p209) – Make one person your friend.

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

*Curse Water*(PH p216) – Makes Unholy Water.

*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.

*Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.

*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

*Inflict Light Wounds*(PH p244) – Touch deals 1d8 damage +1 per level (max +5).

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Profane Weapon* (DR312 p22) – Weapon strikes true against good foes.

*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.

*Read Magic*(PH p269) – Reads scrolls and spellbooks.

*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.

*Sanctuary*(PH p274) – Opponents can't attack you and you can't attack.

*Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.

2<sup>nd</sup> Level

*Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.

*Cat's Grace*(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.

*Desecrate*(PH p218) – Fills area with negative energy, making undead stronger.

*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

*Entrhall*(PH p227) – Captivates all within 100' + 10' per level.

*Owl's Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

*Silence*(PH p279) – Negate sound in 15' radius.

*Tongues*(PH p294) – Speak any language.

3<sup>rd</sup> Level

*Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

*Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.

*Glibness*(PH p235)(PH3.5e)+ – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.

*Inflict Moderate Wounds*(PH p244) – Touch attack, 2d8 +1 per level (max +10).

*Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).

*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10' radius and 10 minutes per lvl.

*Nondetection*(PH p257) – Hides subject from divination and scrying.

*Obscure Object*(PH p258) – Masks object against scrying.

*Scrying*(PH p274)(PH3.5e)+ – Spies on subject from a distance.

4<sup>th</sup> Level

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Dispel Good*(PH p222) – +4 bonus against attacks by good creatures.

*Dominate Person*(PH p224) – Controls humanoid telepathically.

*Dream*(PH p225) – Sends message to anyone sleeping.

*Command, Greater*(PH p211) – As *Command*, but affects one subject per level.

*Inflict Serious Wounds*(PH p244) – Touch attack, 3d8 +1 per level (max +15).

*Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

*Locate Creature*(PH p249) – Indicates direction to familiar creature.

*Unhallow*(PH p297) – Designates location as Unholy.

## Despot Spell List

Wisdom-based Prepared Divine Spells(DR312 p24)

Note that a Despot's Caster Level is half his/her Class Level.

1<sup>st</sup> Level

*Alarm*(PH p197) – Wards an area for 2 hours per level.

*Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.

*Bless*(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.

*Command*(PH p211) – One subject obeys selected command for 1 round.

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

*Curse Water*(PH p216) – Makes Unholy Water.

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.

*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Profane Weapon* (DR312 p22) – Weapon strikes true against good foes.

*Protection from Chaos*(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.

*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.

*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.

*Virtue*(PH p289) – Subject gains 1 temporary hp.

2<sup>nd</sup> Level

*Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

*Enthrall*(PH p227) – Captivates all within 100' + 10' per level.

*Fox's Cunning*(PH p233) – Subject gains +4 Intelligence for 1 minute per level.

*Hold Person*(PH p241) – Paralyzes one person for up to 1 round per level.

*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

*Status*(PH p284) – Monitors condition & position of allies.

*Zone of Truth*(PH p303) – Subjects within range cannot lie.

3<sup>rd</sup> Level

*Crushing Despair*(PH p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

*Discern Lies*(PH p221) – Reveals deliberate falsehoods.

*Helping Hand*(PH p239) – Ghostly hand leads subject to you.

*Geas, Lesser*(PH p235) – Commands subject of 7 HD or less.

*Magic Circle against Chaos*(PH p249) – As *Protection from Chaos*, but 10' radius and 10 minutes per level.

*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10' radius and 10 minutes per lvl.

*Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

*Suggestion*(PH p285) – Compels subject to follow stated course of action.

4<sup>th</sup> Level

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.

*Charm Monster*(PH p209) – Makes monster believe it is your ally.

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Dispel Chaos*(PH p222) – +4 bonus against attacks by chaotic creatures.

*Dispel Good*(PH p222) – +4 bonus against attacks by good creatures.

*Dominate Person*(PH p224) – Controls humanoid telepathically.

*Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.

*Command, Greater*(PH p211) – As *Command*, but affects one subject per level.

*Hold Monster*(PH p241) – As *Hold Person*, but can effect any creature.

## Divine Bard Supplemental Spell List

Charisma-based Impromptu Divine Spells(UA p50)

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1<sup>st</sup> Level*Detect Evil*(PH p218) – Reveals evil creatures, spells, or objects.*Detect Good*(PH p219) – Reveals good creatures, spells, or objects.*Detect Law*(PH p219) – Reveals lawful creatures, spells, or objects.*Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.*Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

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2<sup>nd</sup> Level*Consecrate*(PH p212) – Fills area with positive energy, making undead weaker.*Desecrate*(PH p218) – Fills area with negative energy, making undead stronger.*Gentle Repose*(PH p234) – Preserves one corpse.

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3<sup>rd</sup> Level*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10' radius and 10 minutes per level.*Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.*Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

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4<sup>th</sup> Level*Remove Disease*(PH p271) – Cures all diseases affecting subject.*Speak with Dead*(PH p281) – Corpse answer one question per two levels.*Sending*(PH p275) – Delivers a short message anywhere, instantly.

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5<sup>th</sup> Level*Divination*(PH p224) – Provides useful advice for specific proposed actions.*Restoration*(PH p272) – Restores level and ability score drains.

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6<sup>th</sup> Level*Commune*(PH p211) – Deity answers one yes-or-no question per level.*Hallow*(PH p238) – Designates location as Holy.*Unhallow*(PH p297) – Designates location as Unholy.*Raise Dead*(PH p268) – Restores life to subject who died up to 1 day per level ago.



## Enforcer Spell List

Wisdom-based Prepared Divine Spells(DR310 p54)

Note that an Enforcer's Caster Level is half his/her Class Level.

1<sup>st</sup> Level

*Alarm*(PH p197) – Wards an area for 2 hours per level.

*Bless*(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.

*Bless Water*(PH p205) – Makes Holy Water.

*Bless Weapon*(PH p205) – Weapon strikes true against evil foes.

*Command*(PH p211) – One subject obeys selected command for 1 round.

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.

*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

*Hold Portal*(PH p241) – Holds one door shut.

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Protection from Chaos*(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.

*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.

*Sleep*(PH p280) – Puts 4HD of creatures into magical slumber.

*Virtue*(PH p289) – Subject gains 1 temporary hp.

2<sup>nd</sup> Level

*Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

*Fox's Cunning*(PH p233) – Subject gains +4 Intelligence for 1 minute per level.

*Hold Person*(PH p241) – Paralyzes one person for up to 1 round per level.

*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

*Shield Other*(PH p278) – You take half of subject's damage.

*Status*(PH p284) – Monitors condition & position of allies.

*Zone of Truth*(PH p303) – Subjects within range cannot lie.

3<sup>rd</sup> Level

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

*Discern Lies*(PH p221) – Reveals deliberate falsehoods.

*Magic Circle against Chaos*(PH p249) – As *Protection from Chaos*, but 10' radius and 10 minutes per level.

*Remove Blindness/Deafness*(PH p270) – Cures normal or magical conditions.

*Remove Curse*(PH p270) – Frees person or object from a curse.

*Remove Disease*(PH p271) – Cures all diseases affecting subject.

4<sup>th</sup> Level

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.

*Command, Greater*(PH p211) – As *Command*, but affects one subject per level.

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Dispel Chaos*(PH p222) – +4 bonus against attacks by chaotic creatures.

*Hold Monster*(PH p241) – As *Hold Person*, but can effect any creature.

*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

*Restoration*(PH p272) – Restores level and ability score drains.

## Hexblade Spell List

Charisma-based Impromptu Arcane Spells. (CWar p5) (CArc p94)+

1<sup>st</sup> Level

<p><i>Alarm</i>(PH p197) – Wards an area for 2 hours per level.</p> <p><i>Arcane Mark</i>(PH201 p201) – Inscribes a personal rune (visible or invisible).</p> <p><i>Augment Familiar</i>(CWar p116) – Your familiar becomes more powerful.</p> <p><i>Backbiter</i>(CArc p98) – Wooden-hafted weapon strikes wielder.</p> <p><i>Cause Fear</i>(PH p208) – One creature of 5HD or less flees for 1d4 rounds.</p> <p><i>Charm Person</i>(PH p209) – Make one person your friend.</p> <p><i>Detect Magic</i>(PH p219) – Detects spells and magic items within 60’.</p> <p><i>Disguise Self</i>(PH p222) – Changes our appearance.</p> <p><i>Entropic Shield</i>(PH p227) – Ranged attacks against you suffer 20% miss chance.</p> <p><i>Expeditious Retreat</i>(PH p228) – Your land speed increases by 30’.</p>	<p><i>Identify</i>(PH p243) – Determines properties of a magic item.</p> <p><i>Light</i>(PH p248) – Object shines like a torch.</p> <p><i>Magic Weapon</i>(PH p251) – Weapon gains +1 enhancement bonus.</p> <p><i>Mount</i>(PH p256) – Summons riding horse for 2 hours per level.</p> <p><i>Nystul’s Magic Aura</i>(PH p257) – Alters object’s magic aura.</p> <p><i>Phantom Threat</i>(CWar p118) – Subject thinks it’s flanked.</p> <p><i>Prestidigitation</i>(PH p264) – Performs minor tricks.</p> <p><i>Protection from Chaos</i>(PH p266) – +2 bonus to AC &amp; saves against chaos, counters mind control, &amp; hedges out elementals &amp; outsiders.</p> <p><i>Protection from Evil</i>(PH p266) – +2 bonus to AC &amp; saves against evil, counters mind control, &amp; hedges out elementals &amp; outsiders.</p>	<p><i>Protection from Good</i>(PH p266) – +2 bonus to AC &amp; saves against good, counters mind control, &amp; hedges out elementals &amp; outsiders.</p> <p><i>Protection from Law</i>(PH p266) – +2 bonus to AC &amp; saves against law, counters mind control, &amp; hedges out elementals &amp; outsiders.</p> <p><i>Read Magic</i>(PH p269) – Reads scrolls and spellbooks.</p> <p><i>Sleep</i>(PH p280) – Puts 4HD of creatures into magical slumber.</p> <p><i>Tasha’s Hideous Laughter</i>(PH p292) – Subject loses actions for 1 round per level.</p> <p><i>Undetectable Alignment</i>(PH p297) – Conceals alignment for 24 hours.</p> <p><i>Unseen Servant</i>(PH p297) – Invisible force obeys your commands.</p>
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2<sup>nd</sup> Level

<p><i>Alter Self</i>(PH p197) – Assume the form of a similar creature.</p> <p><i>Blindness/Deafness</i>(PH p206) – Makes subject blind or deaf.</p> <p><i>Bull’s Strength</i>(PH p207) – Subject gains +4 Strength for 1 minute per level.</p> <p><i>Darkness</i>(PH p216) – 20’ radius of supernatural shadow.</p> <p><i>Eagle’s Splendor</i>(PH p225) – Subject gains +4 Charisma for 1 minute per level.</p> <p><i>Entrhall</i>(PH p227) – Captivates all within 100’ + 10’ per level.</p> <p><i>False Life</i>(PH p229) – Gain 1d10 +1 per level (max +10) temporary hit points.</p>	<p><i>Glitterdust</i>(PH p236) – Blinds creatures, outlines invisible creatures.</p> <p><i>Invisibility</i>(PH p245) – Subject is invisible for 1 minute per level or until it attacks.</p> <p><i>Mirror Image</i>(PH p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).</p> <p><i>Phantasmal Assailants</i>(CArc p117) – Nightmare creatures strike target for 4 Wisdom damage and 4 Dexterity damage.</p> <p><i>Protection from Arrows</i>(PH p266) – Subject immune to most ranged attacks.</p> <p><i>Rage</i>(PH p268) – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.</p>	<p><i>Resist Energy</i>(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.</p> <p><i>See Invisibility</i>(PH p275) – Reveals invisible creatures or objects.</p> <p><i>Spider Climb</i>(PH p283) – Grants ability to walk on walls &amp; ceilings.</p> <p><i>Suggestion</i>(PH p285) – Compels subject to follow stated course of action.</p> <p><i>Touch of Idiocy</i>(PH p294) – Subject takes 1d6 Intelligence, Wisdom &amp; Charisma damage.</p> <p><i>Whirling Blade</i>(CArc p129) – Hurling slashing weapon magically attacks all foes in a 60’ line.</p>
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3<sup>rd</sup> Level

<p><i>Arcane Sight</i>(PH p201) – Magical auras become visible to you.</p> <p><i>Charm Monster</i>(PH p209) – Makes monster believe it is your ally.</p> <p><i>Confusion</i>(PH p212) – Makes subject behave oddly for 1 round per level.</p> <p><i>Deep Slumber</i>(PH p217) – Puts 10HD of creatures to sleep.</p> <p><i>Dispel Magic</i>(PH p223)(PH3.5e)+ – Cancels magical spells and effects.</p> <p><i>Hound of Doom</i>(CWar p117) – Creates shadowy protector.</p>	<p><i>Invisibility Sphere</i>(PH p245) – Makes everyone within 10’ invisible.</p> <p><i>Magic Weapon, Greater</i>(PH p251) – +1 bonus per four levels (max +5).</p> <p><i>Nondetection</i>(PH p257) – Hides subject from divination and scrying.</p> <p><i>Phantom Steed</i>(PH p260) – Magical horse appears for 1 hour per level.</p> <p><i>Poison</i>(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.</p> <p><i>Protection from Energy</i>(PH p266) – Absorb 12 damage per level from one kind of energy.</p>	<p><i>Repel Vermin</i>(PH p271) – Insects, spiders, and other vermin stay 10’ away.</p> <p><i>Slow</i>(PH p280) – One subject per level takes only one action per round, –2 AC and attack rolls.</p> <p><i>Stinking Cloud</i>(PH p284) – Nauseating vapors, 1 round per level.</p> <p><i>Vampiric Touch</i>(PH p298) – Touch deals 1d6 per 2 caster levels; caster gains damage as hit points.</p> <p><i>Wind Wall</i>(PH p302) – Deflects arrows, smaller creatures, and gases.</p>
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4<sup>th</sup> Level

<p><i>Assay Resistance</i>(CArc p120) – +10 bonus on caster level checks to defeat one creature’s Spell Resistance.</p> <p><i>Baleful Polymorph</i>(PH p202) – Transforms subject into a harmless animal.</p> <p><i>Break Enchantment</i>(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.</p> <p><i>Contact Other Plane</i>(PH p212) – Lets you ask question of an extraplanar entity.</p> <p><i>Cursed Blade</i>(CWar p117) – Wounds dealt by weapon can’t be healed without <i>Remove Curse</i>.</p>	<p><i>Detect Scrying</i>(PH p219) – Alerts you to magical eavesdropping.</p> <p><i>Dimension Door</i>(PH p221) – Teleports you a short distance.</p> <p><i>Dominate Person</i>(PH p224) – Controls humanoid telepathically.</p> <p><i>Enervation</i>(PH p226) – Subject gains 1d4 negative levels.</p> <p><i>Fear</i>(PH p229) – Subjects within cone flee for 1 round per level.</p> <p><i>Invisibility, Greater</i>(PH p245) – As <i>Invisibility</i>, but subject can attack and stay invisible.</p>	<p><i>Phantasmal Killer</i>(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.</p> <p><i>Polymorph</i>(PH p263) – Gives one willing subject a new form.</p> <p><i>Scrying</i>(PH p274)(PH3.5e)+ – Spies on subject from a distance.</p> <p><i>Sending</i>(PH p275) – Delivers a short message anywhere, instantly.</p> <p><i>Solid Fog</i>(PH p281) – Blocks vision and slows movement.</p> <p><i>Unluck</i>(CArc p128) – Target remakes all rolls, uses worst result for 1 round per level.</p>
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## Incarnate Spell List

Wisdom-based Prepared Divine Spells(DR310 p53)

Note that an Incarnate's Caster Level is half his/her Class Level.

1<sup>st</sup> Level

*Bless*(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.

*Bless Water*(PH p205) – Makes Holy Water.

*Bless Weapon*(PH p205) – Weapon strikes true against evil foes.

*Charm Animal*(PH p208) – Makes one animal your friend.

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.

*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

*Entangle*(PH p227) – Plants entangle everyone in a 40' radius.

*Longstrider*(PH p249) – Increases your speed.

*Magic Fang*(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Pass without Trace*(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.

*Protection from Chaos*(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.

*Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.

*Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.

*Speak with Animals*(PH p281) – You can communicate with animals.

2<sup>nd</sup> Level

*Animal Messenger*(PH p198) – Sends a Tiny animal to a specific place.

*Barkskin*(PH p202) – Grants +2 (or higher) enhancement to natural armor.

*Bear's Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

*Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

*Fox's Cunning*(PH p233) – Subject gains +4 Intelligence for 1 minute per level.

*Hold Person*(PH p241) – Paralyzes one person for up to 1 round per level.

*Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

*Owl's Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

*Shield Other*(PH p278) – You take half of subject's damage.

*Spike Growth*(PH p283) – Creatures in area take 1d4 damage, may be slowed.

*Tree Shape*(PH p296) – You look exactly like a tree for 1 hour per level.

3<sup>rd</sup> Level

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

*Diminish Plants*(PH p221) – Reduces size or blights growth of normal plants.

*Dominate Animal*(PH p224) – Subject animal obeys silent mental commands.

*Magic Fang, Greater*(PH p250) – One natural weapon of subject creature gets +1 per three levels to attack and damage rolls –or– all the subject's natural weapons get a +1 bonus.

*Magic Circle against Chaos*(PH p249) – As *Protection from Chaos*, but 10' radius and 10 minutes per level.

*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10' radius and 10 minutes per level.

*Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.

*Plant Growth*(PH p236) – Grows vegetation, improves crops.

*Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

*Speak with Plants*(PH p282) – You can talk to normal plants and plant creatures.

4<sup>th</sup> Level

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.

*Command Plants*(PH p211) – Sway the actions of one or more plant creatures.

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Dismissal*(PH p222) – Forces a creature to return to native plane.

*Dispel Chaos*(PH p222) – +4 bonus against attacks by chaotic creatures.

*Dispel Evil*(PH p222) – +4 bonus against attacks by evil creatures.

*Dispel Good*(PH p222) – +4 bonus against attacks by good creatures.

*Dispel Law*(PH p222) – +4 bonus against attacks by lawful creatures.

*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

*Tree Stride*(PH p296) – Step from one tree to another far away.

## Magewright Spell List

Intelligence-based Prepared Arcane Spells(Eb p256)

0<sup>th</sup> Level

<i>Arcane Mark</i> (PH201 p201) – Inscribes a personal rune (visible or invisible).	<i>Mage Hand</i> (PH p249) – 5 pound telekinesis.	<i>Open/Close</i> (PH p258) – Opens or closes small or light things.
<i>Detect Magic</i> (PH p219) – Detects spells and magic items within 60’.	<i>Mending</i> (PH p253) – Makes minor repairs on an object.	<i>Prestidigitation</i> (PH p264) – Performs minor tricks.
<i>Light</i> (PH p248) – Object shines like a torch.	<i>Message</i> (PH p253) – Whispered conversation at distance.	<i>Read Magic</i> (PH p269) – Reads scrolls and spellbooks.

1<sup>st</sup> Level

<i>Alarm</i> (PH p197) – Wards an area for 2 hours per level.	<i>Hold Portal</i> (PH p241) – Holds one door shut.	<i>Nystul’s Magic Aura</i> (PH p257) – Alters object’s magic aura.
<i>Animate Rope</i> (PH p199) – Makes a rope move at your command.	<i>Identify</i> (PH p243) – Determines properties of a magic item.	<i>Tenser’s Floating Disk</i> (PH p294) – 3’ diameter horizontal disk that holds 100 pounds per level.
<i>Comprehend Languages</i> (PH p212) – You understand all spoken and written languages.	<i>Magecraft</i> (Eb p113) – +5 Competence bonus on one Craft check.	<i>Unseen Servant</i> (PH p297) – Invisible force obeys your commands.
<i>Erase</i> (PH p227) – Mundane or magical writing vanishes.	<i>Mount</i> (PH p256) – Summons riding horse for 2 hours per level.	

2<sup>nd</sup> Level

<i>Arcane Lock</i> (PH p200) – Magically locks a portal or chest.	<i>Locate Object</i> (PH p249) – Senses direction toward object (specific or type).	<i>Misdirection</i> (PH p254) – Misleads divinations for one creature or object.
<i>Augury</i> (PH p202) – Leans whether an action will be good or bad.	<i>Magic Mouth</i> (PH p251) – Speaks once when triggered.	<i>Obscure Object</i> (PH p258) – Masks object against scrying.
<i>Leomund’s Trap</i> (PH p247) – Makes one item seem trapped.	<i>Make Whole</i> (PH p252) – Repairs an object.	<i>Whispering Wind</i> (PH p301) – Sends a short message one mile per level.

3<sup>rd</sup> Level

<i>Arcane Sight</i> (PH p201) – Magical auras become visible to you.	<i>Gentle Repose</i> (PH p234) – Preserves one corpse.	<i>Secret Page</i> (PH p275) – Changes one page to hide its real contents.
<i>Clairaudience/Clairvoyance</i> (PH p209) – Hear or see at a distance for 1 minute per level.	<i>Glyph of Warding</i> (PH p236) – Inscription harms those who pass it.	<i>Sepia Snake Sigil</i> (PH p276) – Creates text symbol that immobilizes reader.
<i>Daylight</i> (PH p216) – 60’ radius of bright light.	<i>Illusory Script</i> (PH p243) – Only intended reader can decipher.	<i>Tongues</i> (PH p294) – Speak any language.
<i>Dispel Magic</i> (PH p223)(PH3.5e)+ – Cancels magical spells and effects.	<i>Nondetection</i> (PH p257) – Hides subject from divination and scrying.	
<i>Explosive Runes</i> (PH p228) – Deals 6d6 damage when read.	<i>Phantom Steed</i> (PH p260) – Magical horse appears for 1 hour per level.	

4<sup>th</sup> Level

<i>Animate Dead</i> (PH p198) – Creates undead skeletons and zombies.	<i>Hardening</i> (Eb p112) – Item’s Hardness increases by 1 per 2 levels.	<i>Minor Creation</i> (PH p253) – Creates one cloth or wood object.
<i>Detect Scrying</i> (PH p219) – Alerts you to magical eavesdropping.	<i>Illusory Wall</i> (PH p243) – Wall, floor, or ceiling looks real, but anything can pass through.	<i>Remove Curse</i> (PH p270) – Frees person or object from a curse.
<i>Divination</i> (PH p224) – Provides useful advice for specific proposed actions.	<i>Imbue with Spell Ability</i> (PH p243) – Transfer spells to subject.	<i>Scrying</i> (PH p274)(PH3.5e)+ – Spies on subject from a distance.
<i>Fire Trap</i> (PH p231) – Opened object deals 1d4 + 1 per level fire damage.	<i>Locate Creature</i> (PH p249) – Indicates direction to familiar creature.	<i>Stone Shape</i> (PH p284)(PH3.5e)+ – Sculpts stone into any shape.

5<sup>th</sup> Level

<i>Contact Other Plane</i> (PH p212) – Lets you ask question of an extraplanar entity.	<i>Leomund’s Secret Chest</i> (PH p247) – Hides expensive chest on Ethereal Plane; you retrieve it at will.	<i>Symbol of Pain</i> (PH p290) – Triggered rune wracks nearby creatures with pain.
<i>Fabricate</i> (PH p229) – Transforms raw materials into finished items.	<i>Major Creation</i> (PH p252) – As <i>Minor Creation</i> , plus stone and metal.	<i>Symbol of Sleep</i> (PH p291) – Triggered rune puts nearby creatures into a catatonic slumber.
<i>False Vision</i> (PH p229) – Fools scrying with an illusion.	<i>Permanency</i> (PH p259) – Makes certain spells permanent.	<i>Wall of Stone</i> (PH p299) – Creates a stone wall that can be shaped.
<i>False Vision</i> (PH p229) – Fools scrying with an illusion.	<i>Sending</i> (PH p275) – Delivers a short message anywhere, instantly.	

## Paladin of Freedom Spell List

Wisdom-based Prepared Divine Spells(UA p53)

Note that a Paladin of Freedom's Caster Level is half his Class Level.

1<sup>st</sup> Level*Bless*(PH p205) – Allies gain +1 morale bonus to attacks & saves vs. fear.*Bless Water*(PH p205) – Makes Holy Water.*Bless Weapon*(PH p205) – Weapon strikes true against evil foes.*Create Water*(PH p215) – Creates 2 gallons/level of pure water.*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).*Detect Poison*(PH p219) – Detects poison in one creature or small object.*Detect Undead*(PH p220) – Reveals undead within 60'.*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.*Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.*Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.*Read Magic*(PH p269) – Reads scrolls and spellbooks.*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.*Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.*Virtue*(PH p289) – Subject gains 1 temporary hp.2<sup>nd</sup> Level*Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.*Owl's Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.*Remove Paralysis*(PH p271) – Frees one or more creatures from paralysis, hold, or *Slow*.*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.*Shield Other*(PH p278) – You take half of subject's damage.*Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.*Zone of Truth*(PH p303) – Subjects within range cannot lie.3<sup>rd</sup> Level*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).*Daylight*(PH p216) – 60' radius of bright light.*Dispel Magic*(PH p223)(PH3.5e) – Cancels magical spells and effects.*Heal Mount*(PH p239) – As *Heal* on warhorse or other special mount.*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.*Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.*Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).*Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.*Remove Blindness/Deafness*(PH p270) – Cures normal or magical conditions.*Remove Curse*(PH p270) – Frees person or object from a curse.4<sup>th</sup> Level*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).*Dispel Evil*(PH p222) – +4 bonus against attacks by evil creatures.*Dispel Law*(PH p222) – +4 bonus against attacks by lawful creatures.*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.*Holy Sword*(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.*Mark of Justice*(PH p252) – Designates action that will trigger cure on subject.*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.*Restoration*(PH p272) – Restores level and ability score drains.

## Paladin of Slaughter Spell List

Wisdom-based Prepared Divine Spells(UA p54).

Note that a Paladin of Slaughter's Caster Level is half his Class Level.

1<sup>st</sup> Level

*Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.  
*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.  
*Corrupt Weapon*(DMG p182) – Weapon strikes true again good foes.  
*Create Water*(PH p215) – Creates 2 gallons/level of pure water.  
*Curse Water*(PH p216) – Makes Unholy Water.  
*Detect Poison*(PH p219) – Detects poison in one creature or small object.  
*Detect Undead*(PH p220) – Reveals undead within 60'.  
*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.  
*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.  
*Inflict Light Wounds*(PH p244) – Touch deals 1d8 damage +1 per level (max +5).  
*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.  
*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.  
*Protection from Law*(PH p266) – +2 bonus to AC & saves against law, counters mind control, & hedges out elementals & outsiders.  
*Read Magic*(PH p269) – Reads scrolls and spellbooks.  
*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.  
*Virtue*(PH p289) – Subject gains 1 temporary hp.

2<sup>nd</sup> Level

*Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.  
*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).  
*Darkness*(PH p216) – 20' radius of supernatural shadow.  
*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.  
*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.  
*Inflict Moderate Wounds*(PH p244) – Touch attack, 2d8 +1 per level (max +10).  
*Owl's Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.  
*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.  
*Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.

3<sup>rd</sup> Level

*Blindness/Deafness*(PH p206) – Makes subject blind or deaf.  
*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).  
*Deeper Darkness*(PH p217) – Object sheds supernatural shadow in 60' radius.  
*Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.  
*Heal Mount*(PH p239) – As *Heal* on warhorse or other special mount.  
*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10' radius and 10 minutes per level.  
*Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10' radius and 10 minutes per level.  
*Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).  
*Inflict Serious Wounds*(PH p244) – Touch attack, 3d8 +1 per level (max +15).  
*Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

4<sup>th</sup> Level

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.  
*Corrupt Sword*(DMG p182) – Weapon becomes +5, deals +2d6 damage against good.  
*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).  
*Dispel Good*(PH p222) – +4 bonus against attacks by good creatures.  
*Dispel Law*(PH p222) – +4 bonus against attacks by lawful creatures.  
*Inflict Critical Wounds*(PH p244) – Touch attack, 4d8 + 1 per level (max +20).  
*Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.

## Paladin of Tyranny Spell List

Wisdom-based Prepared Divine Spells(UA p55).

Note that a Paladin of Tyranny's Caster Level is half his Class Level.

1<sup>st</sup> Level

*Bane*(PH p203) – Enemies take –1 on attack rolls and saves against fear.  
*Corrupt Weapon*(DMG p182) – Weapon strikes true again good foes.  
*Create Water*(PH p215) – Creates 2 gallons/level of pure water.  
*Curse Water*(PH p216) – Makes Unholy Water.  
*Detect Poison*(PH p219) – Detects poison in one creature or small object.  
*Detect Undead*(PH p220) – Reveals undead within 60'.  
*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.  
*Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.  
*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.  
*Inflict Light Wounds*(PH p244) – Touch deals 1d8 damage +1 per level (max +5).  
*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.  
*Protection from Chaos*(PH p266) – +2 bonus to AC & saves against chaos, counters mind control, & hedges out elementals & outsiders.  
*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.  
*Read Magic*(PH p269) – Reads scrolls and spellbooks.  
*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.  
*Virtue*(PH p289) – Subject gains 1 temporary hp.

2<sup>nd</sup> Level

*Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.  
*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).  
*Darkness*(PH p216) – 20' radius of supernatural shadow.  
*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.  
*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.  
*Hold Person*(PH p241) – Paralyzes one person for up to 1 round per level.  
*Inflict Moderate Wounds*(PH p244) – Touch attack, 2d8 +1 per level (max +10).  
*Owl's Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.  
*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.  
*Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.

3<sup>rd</sup> Level

*Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; -4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.  
*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).  
*Deeper Darkness*(PH p217) – Object sheds supernatural shadow in 60' radius.  
*Discern Lies*(PH p221) – Reveals deliberate falsehoods.  
*Dispel Magic*(PH p223)(PH3.5e) – Cancels magical spells and effects.  
*Heal Mount*(PH p239) – As *Heal* on warhorse or other special mount.  
*Magic Circle against Chaos*(PH p249) – As *Protection from Chaos*, but 10' radius and 10 minutes per level.  
*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10' radius and 10 minutes per level.  
*Magic Weapon, Greater*(PH p251) – +1 bonus per four levels (max +5).  
*Inflict Serious Wounds*(PH p244) – Touch attack, 3d8 +1 per level (max +15).  
*Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

4<sup>th</sup> Level

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.  
*Corrupt Sword*(DMG p182) – Weapon becomes +5, deals +2d6 damage against good.  
*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).  
*Dispel Chaos*(PH p222) – +4 bonus against attacks by chaotic creatures.  
*Dispel Good*(PH p222) – +4 bonus against attacks by good creatures.  
*Dominate Person*(PH p224) – Controls humanoid telepathically.  
*Inflict Critical Wounds*(PH p244) – Touch attack, 4d8 + 1 per level (max +20).

## Savage Bard Spell List

Charisma-based Impromptu Arcane Spells(UA p50)

0<sup>th</sup> Level

*Dancing Lights*(PH p216) – Creates torches or other lights.  
*Daze*(PH p217) – Humanoid creature of 4HD or less loses next action.  
*Detect Magic*(PH p219) – Detects spells and magic items within 60'.  
*Flare*(PH p232) – Dazzles one creature (–1 on attack rolls).  
*Ghost Sound*(PH p235) – Figment sounds.  
*Know Direction*(PH p246) – You discern north.  
*Light*(PH p248) – Object shines like a torch.  
*Lullaby*(PH p249) – Makes subject drowsy; –5 on Spot & Listen checks, –2 Will saves against *Sleep*.  
*Mage Hand*(PH p249) – 5 pound telekinesis.  
*Mending*(PH p253) – Makes minor repairs on an object.  
*Message*(PH p253) – Whispered conversation at distance.  
*Open/Close*(PH p258) – Opens or closes small or light things.  
*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.  
*Summon Instrument*(PH p285) – Summons one instrument of the caster's choice.

1<sup>st</sup> Level

*Alarm*(PH p197) – Wards an area for 2 hours per level.  
*Animate Rope*(PH p199) – Makes a rope move at your command.  
*Calm Animals*(PH p207) – Calms (2d4 + level) HD of animals.  
*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.  
*Charm Person*(PH p209) – Make one person your friend.  
*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).  
*Detect Snares and Pits*(PH p220) – Reveals natural or primitive traps.  
*Disguise Self*(PH p222) – Changes your appearance  
*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.  
*Expeditious Retreat*(PH p228) – Your land speed increases by 30'.  
*Feather Fall*(PH p229) – Objects or creatures fall slowly.  
*Grease*(PH p237) – Makes 10' square or 1 object slippery.  
*Hypnotism*(PH p242) – Fascinates 2d4 HD of creatures.  
*Identify*(PH p243) – Determines properties of a magic item.  
*Lesser Confusion*(PH p212) – One creature is *confused* for 1 round.  
*Magic Mouth*(PH p251) – Speaks once when triggered.  
*Nystul's Magic Aura*(PH p257) – Alters object's magic aura.  
*Obscure Object*(PH p258) – Masks object against scrying.  
*Remove Fear*(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.  
*Silent Image*(PH p279) – Creates a minor illusion of your design.  
*Sleep*(PH p280) – Puts 4HD of creatures into magical slumber.  
*Summon Nature's Ally I*(PH p288) – Calls creature to fight.  
*Tasha's Hideous Laughter*(PH p292) – Subject loses actions for 1 round per level.  
*Undetectable Alignment*(PH p297) – Conceals alignment for 24 hours.  
*Unseen Servant*(PH p297) – Invisible force obeys your commands.  
*Ventriloquism*(PH p298) – Throws voice for 1 minute per level.



## Savage Bard Spell List (continued)

2<sup>nd</sup> Level

*Alter Self*(PH p197) – Assume the form of a similar creature.  
*Animal Messenger*(PH p198) – Sends a Tiny animal to a specific place.  
*Animal Trance*(PH p198) – Fascinates 2d6 HD of animals.  
*Blindness/Deafness*(PH p206) – Makes subject blind or deaf.  
*Blur*(PH p206) – Attacks miss subject 20% of the time.  
*Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.  
*Cat's Grace*(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.  
*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).  
*Darkness*(PH p216) – 20' radius of supernatural shadow.  
*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.  
*Detect Thoughts*(PH p220) – Allows "listening" to surface thoughts.  
*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.  
*Entrall*(PH p227) – Captivates all within 100' + 10' per level.  
*Fox's Cunning*(PH p233) – Subject gains +4 Intelligence for 1 minute per level.  
*Glitterdust*(PH p236) – Blinds creatures, outlines invisible creatures.  
*Heroism*(PH p240) – Gives a +2 on attack rolls, saves, & skill checks.  
*Hold Person*(PH p241) – Paralyzes one person for up to 1 round per level.  
*Hypnotic Pattern*(PH p242) – Fascinates (2d4 + level) HD of creatures.  
*Invisibility*(PH p245) – Subject is invisible for 1 minute per level or until it attacks.  
*Locate Object*(PH p249) – Senses direction toward object (specific or type).  
*Minor Image*(PH p254) – As *Silent Image*, plus some sound.  
*Mirror Image*(PH p254) – Creates decoy duplicates of you (1d4 + 1 per three levels (max 8)).  
*Misdirection*(PH p254) – Misleads divinations for one creature or object.  
*Pass without Trace*(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.  
*Pyrotechnics*(PH p267) – Turns fire into blinding light or choking smoke.  
*Rage*(PH p268) – Gives +2 to Str and Con, +1 on Will saves, –2 to AC.  
*Scare*(PH p274) – Panics creatures of less than 6HD.  
*Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.  
*Silence*(PH p279) – Negate sound in 15' radius.  
*Sound Burst*(PH p281) – Deals 1d8 sonic damage to subjects; may stun them.  
*Suggestion*(PH p285) – Compels subject to follow stated course of action.  
*Summon Nature's Ally II*(PH p288) – Calls creature to fight.  
*Summon Swarm*(PH p289) – Summons a swarm of bats, rats, or spiders.  
*Tongues*(PH p294) – Speak any language.  
*Whispering Wind*(PH p301) – Sends a short message one mile per level.

3<sup>rd</sup> Level

*Blink*(PH p206) – You randomly vanish and reappear for 1 round per level.  
*Charm Monster*(PH p209) – Makes monster believe it is your ally.  
*Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.  
*Confusion*(PH p212) – Makes subject behave oddly for 1 round per level.  
*Crushing Despair*(PH p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.  
*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).  
*Daylight*(PH p216) – 60' radius of bright light.  
*Deep Slumber*(PH p217) – Puts 10HD of creatures to sleep.  
*Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.  
*Displacement*(PH p223) – Attacks miss subject 50% of the time.  
*Fear*(PH p229) – Subjects within cone flee for 1 round per level.  
*Gaseous Form*(PH p234) – Subject becomes insubstantial and can fly slowly.  
*Geas, Lesser*(PH p235) – Commands subject of 7 HD or less.  
*Glibness*(PH p235)(PH3.5e)+ – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.  
*Good Hope*(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.  
*Haste*(PH p239) – One creature per level moves faster, +1 on attack rolls, AC, and Reflex saves.  
*Illusory Script*(PH p243) – Only intended reader can decipher.  
*Invisibility Sphere*(PH p245) – Makes everyone within 10' invisible.  
*Leomund's Tiny Hut*(PH p247) – Creates shelter for ten creatures.  
*Major Image*(PH p252) – As *Silent Image*, but sound, smell, and thermal effects.  
*Phantom Steed*(PH p260) – Magical horse appears for 1 hour per level.  
*Remove Curse*(PH p270) – Frees person or object from a curse.  
*Scrying*(PH p274)(PH3.5e)+ – Spies on subject from a distance.  
*Sculpt Sound*(PH p275) – Creates new sounds or changes existing ones.  
*Secret Page*(PH p275) – Changes one page to hide its real contents.  
*See Invisibility*(PH p275) – Reveals invisible creatures or objects.  
*Slow*(PH p280) – One subject per level takes only one action per round, –1 AC and attack rolls.  
*Snare*(PH p280) – Creates a magical booby trap.  
*Speak with Animals*(PH p281) – You can communicate with animals.  
*Summon Nature's Ally III*(PH p288) – Calls creature to fight.

## Savage Bard Spell List (continued)

4<sup>th</sup> Level

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.  
*Cure Critical Wounds*(PH p215) – Cures 4d8 + 1 per level (max. +20).  
*Detect Scrying*(PH p219) – Alerts you to magical eavesdropping.  
*Dimension Door*(PH p221) – Teleports you a short distance.  
*Dominate Person*(PH p224) – Controls humanoid telepathically.  
*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.  
*Hallucinatory Terrain*(PH p238) – Makes one type of terrain appear like another (field into forest, or the like).  
*Hold Monster*(PH p241) – As *Hold Person*, but can effect any creature.  
*Insect Plague*(PH p244) – Locust swarms attack creatures.  
*Invisibility, Greater*(PH p245) – As *Invisibility*, but subject can attack and stay invisible.  
*Legend Lore*(PH p246) – Lets you learn tales about a person, place, or thing.  
*Leomund's Secure Shelter*(PH p247) – Creates study cottage.  
*Locate Creature*(PH p249) – Indicates direction to familiar creature.  
*Modify Memory*(PH p255) – Changes 5 minutes of subject's memories.  
*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.  
*Rainbow Pattern*(PH p268) – Lights fascinate 24 HD of creatures.  
*Repel Vermin*(PH p271) – Insects, spiders, and other vermin stay 10' away.  
*Shadow Conjuratiion*(PH p276) – Mimics conjuring below 4<sup>th</sup> level, but only 20% real.  
*Shout*(PH p279) – Deafens all within cone and deals 5d6 damage.  
*Speak with Plants*(PH p282) – You can talk to normal plants and plant creatures.  
*Summon Nature's Ally IV*(PH p288) – Calls creature to fight.  
*Zone of Silence*(PH p303) – Keeps eavesdroppers from overhearing conversations.

5<sup>th</sup> Level

*Commune with Nature*(PH p211) – Learn about terrain for one mile per level.  
*Cure Light Wounds, Mass*(PH p216) – Cures 1d8 damage +1 per level for many creatures.  
*Dispel Magic, Greater*(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.  
*Dream*(PH p225) – Sends message to anyone sleeping.  
*False Vision*(PH p229) – Fools scrying with an illusion.  
*Heroism, Greater*(PH p285) – Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.  
*Mind Fog*(PH p253) – Subjects in fog get a –10 on Will saves & Wisdom checks.  
*Mirage Arcana*(PH p254) – As *Hallucinatory Terrain*, plus structures.  
*Mislead*(PH p255) – Turns you invisible and creates illusory double.  
*Nightmare*(PH p257) – Send vision dealing 1d10 damage, fatigue.  
*Persistent Image*(PH p260) – As *Major Image*, but no concentration required.  
*Seeming*(PH p275) – Changes the appearance of one person per two levels.  
*Shadow Evocation*(PH p277) – Mimics evocation of lower than 5<sup>th</sup> level, but only 20% real.  
*Shadow Walk*(PH p277) – Step into shadow to travel rapidly.  
*Song of Discord*(PH p281) – Forces targets to attack each other.  
*Suggestion, Mass*(PH p285) – As *Suggestion*, plus one subject per level.  
*Summon Nature's Ally V*(PH p289) – Calls creature to fight.

6<sup>th</sup> Level

*Analyze Dweomer*(PH p197) – Reveals magical aspects of subject.  
*Animate Objects*(PH p199) – Objects attack your foes.  
*Cat's Grace, Mass*(PH p208) – As *Cat's Grace*, affects one subject per level.  
*Creeping Doom*(PH p214) – Swarms of centipedes attack at your command.  
*Cure Moderate Wounds, Mass*(PH p216) – Cures 2d8 damage + 1 per level for many creatures.  
*Eagle's Splendor, Mass*(PH p225) – As *Eagle's Splendor*, affects one subject per level.  
*Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.  
*Find the Path*(PH p230) – Shows most direct way to a location.  
*Fox's Cunning, Mass*(PH p233) – As *Fox's Cunning*, affects one subject per level.  
*Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.  
*Heroes' Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.  
*Otto's Irresistible Dance*(PH p259) – Forces subject to dance.  
*Permanent Image*(PH p260) – Includes sight, sound, and smell.  
*Programmed Image*(PH p265) – As *Major Image*, plus triggered by an event.  
*Project Image*(PH p265) – Illusory double can talk and cast spells.  
*Reincarnate*(PH p270) – Brings dead subject back in a random humanoid body.  
*Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.  
*Shout, Greater*(PH p279) – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.  
*Summon Nature's Ally VI*(PH p289) – Calls creature to fight.  
*Sympathetic Vibration*(PH p291) – Inflicts 2d10 damage per round on a free-standing structure.  
*Veil*(PH p298) – Changes appearance of group of creatures.

## Sentinel Spell List

Wisdom-based Prepared Divine Spells(DR310 p52)

Note that a Sentinel's Caster Level is half his/her Class Level.

1<sup>st</sup> Level

*Bless*(PH p205) – Allies gain+1 morale bonus to attacks & saves vs. fear.

*Bless Water*(PH p205) – Makes Holy Water.

*Bless Weapon*(PH p205) – Weapon strikes true against evil foes.

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

*Divine Favor*(PH p224) – You gain +1 per three levels on attack and damage rolls.

*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.

*Hold Portal*(PH p241) – Holds one door shut.

*Magic Weapon*(PH p251) – Weapon gains +1 enhancement bonus.

*Protection from Evil*(PH p266) – +2 bonus to AC & saves against evil, counters mind control, & hedges out elementals & outsiders.

*Protection from Good*(PH p266) – +2 bonus to AC & saves against good, counters mind control, & hedges out elementals & outsiders.

*Remove Fear*(PH p271) – Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

*Shield of Faith*(PH p278) – Aura grants +2 (or higher) deflection bonus.

*Summon Monster I*(PH p285) – Summons an extraplanar creature to fight for you.

2<sup>nd</sup> Level

*Align Weapon*(PH p197) – Weapon becomes good, evil, lawful, or chaotic.

*Bear's Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.

*Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.

*Consecrate*(PH p212) – Fills area with positive energy, making undead weaker.

*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

*Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.

*Shield Other*(PH p278) – You take half of subject's damage.

*Spiritual Weapon*(PH p283) – Magical weapon attacks on its own.

*Summon Monster II*(PH p286) – Summons an extraplanar creature to fight for you.

3<sup>rd</sup> Level

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

*Daylight*(PH p216) – 60' radius of bright light.

*Dispel Magic*(PH p223)(PH 3.5e+) – Cancels magical spells and effects.

*Invisibility Purge*(PH p245) – Dispels invisibility within 5' per level.

*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10' radius and 10 minutes per level.

*Prayer*(PH p264) – Allies gain +1 bonus on most rolls, enemies suffer –1 penalty.

*Remove Blindness/Deafness*(PH p270) – Cures normal or magical conditions.

*Remove Curse*(PH p270) – Frees person or object from a curse.

*Remove Disease*(PH p271) – Cures all diseases affecting subject.

*Summon Monster III*(PH p286) – Summons an extraplanar creature to fight for you.

4<sup>th</sup> Level

*Break Enchantment*(PH p207) – Frees subject from enchantments, alterations, curses, and petrification.

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.

*Dismissal*(PH p222) – Forces a creature to return to native plane.

*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

*Holy Sword*(PH p215) – Weapon becomes +5, deals +2d6 damage against evil.

*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

*Restoration*(PH p272) – Restores level and ability score drains.

*Summon Monster IV*(PH p286) – Calls an extraplanar creature to fight for you.

## Urban Druid Spell List

Charisma-based Prepared Divine Spells(DR317 p33)

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0<sup>th</sup> Level

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*Create Water*(PH p215) – Creates 2 gallons/level of pure water.  
*Cure Minor Wounds*(PH p216) – Cures 1 point of damage.  
*Detect Magic*(PH p219) – Detects spells and magic items within 60'.  
*Detect Poison*(PH p219) – Detects poison in one creature or small object.  
*Guidance*(PH p238) – +1 on one attack roll, saving throw, or skill check.  
*Know Direction*(PH p246) – You discern north.  
*Light*(PH p248) – Object shines like a torch.  
*Mending*(PH p253) – Makes minor repairs on an object.  
*Purify Food and Drink*(PH p267) – Purifies 1 cubic foot per level of food or water.  
*Read Magic*(PH p269) – Reads scrolls and spellbooks.  
*Repair Minor Damage*(DR317 p35) – Restores 1 point of damage to a Construct.  
*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.  
*Virtue*(PH p289) – Subject gains 1 temporary hp.

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1<sup>st</sup> Level

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*Alarm*(PH p197) – Wards an area for 2 hours per level.  
*Animate Rope*(PH p199) – Makes a rope move at your command.  
*Charm Person*(PH p209) – Make one person your friend.  
*Comprehend Languages*(PH p212) – You understand all spoken and written languages.  
*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).  
*Detect Secret Doors*(PH p220) – Reveals hidden doors within 60'.  
*Detect Undead*(PH p220) – Reveals undead within 60'.  
*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.  
*Faerie Fire*(PH p229) – Outline subjects with light, canceling *Blur*, concealment, etc.  
*Hold Portal*(PH p241) – Holds one door shut.  
*Jump*(PH p246) – Subject gains bonus on Jump checks.  
*Longstrider*(PH p249) – Increases your speed.  
*Magic Fang*(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.  
*Magic Mouth*(PH p251) – Speaks once when triggered.  
*Magic Stone*(PH p251) – Three stones become +1 projectiles, 1d6+1 damage.  
*Obscure Object*(PH p258) – Masks object against scrying.  
*Obscuring Mist*(PH p258) – Fog surrounds you.  
*Pass without Trace*(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.  
*Repair Light Damage*(DR317 p35) – Restores 1d8 + 1/lvl (max +5) points of damage to a Construct.  
*Scatterspray*(DR317 p36) – A collection of small objects (stones, apples, etc.) fly in a 10' radius burst, doing lethal or nonlethal damage, as appropriate.

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2<sup>nd</sup> Level

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*Barkskin*(PH p202) – Grants +2 (or higher) enhancement to natural armor.  
*Bear's Endurance*(PH p203) – Subject gains +4 Constitution for 1 minute per level.  
*Bull's Strength*(PH p207) – Subject gains +4 Strength for 1 minute per level.  
*Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.  
*Cat's Grace*(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.  
*Chill Metal*(PH p209) – Cold metal damages those who touch it.  
*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.  
*Detect Thoughts*(PH p220) – Allows "listening" to surface thoughts.  
*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.  
*Enthrall*(PH p227) – Captivates all within 100' + 10' per level.  
*Fog Cloud*(PH p232) – Fog obscures vision.  
*Heat Metal*(PH p239) – Makes metal so hot it damages those who touch it.  
*Hold Person*(PH p241) – Paralyzes one person for up to 1 round per level.  
*Knock*(PH p246) – Opens locked or magically sealed door.  
*Locate Object*(PH p249) – Senses direction toward object (specific or type).  
*Misdirection*(PH p254) – Misleads divinations for one creature or object.  
*Owl's Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.  
*Repair Moderate Damage*(DR317 p36) – Restores 2d8 + 1/lvl (max +10) points of damage to a Construct.  
*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.  
*Restoration, Lesser*(PH p272) – Dispels magic ability penalty or repairs 1d4 ability damage.  
*Rope Trick*(PH p273) – As many as eight creatures hide in an extradimensional space.  
*Spider Climb*(PH p283) – Grants ability to walk on walls & ceilings.  
*Suggestion*(PH p285) – Compels subject to follow stated course of action.  
*Summon Swarm*(PH p289) – Summons a swarm of bats, rats, or spiders.  
*Warp Wood*(PH p300) – Bends wood (shaft, handle, door, plank).  
*Wood Shape*(PH p303) – Rearranges wooden objects to suit you.

## Urban Druid Spell List (continued)

3<sup>rd</sup> Level

*Call Lightning*(PH p207) – Calls down lightning bolts (3d6 per bolt) from the sky.  
*Charm Monster*(PH p209) – Makes monster believe it is your ally.  
*Contagion*(PH p213) – Infects subject with chosen disease.  
*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).  
*Daylight*(PH p216) – 60' radius of bright light.  
*Diminish Plants*(PH p221) – Reduces size or blights growth of normal plants.  
*Glibness*(PH p235)(PH3.5e)+ – You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.  
*Halt Undead*(PH p238) – Immobilizes undead for 1 round per level.  
*Keen Edge*(PH p245) – Doubles normal weapon's threat range.  
*Leomund's Tiny Hut*(PH p247) – Creates shelter for ten creatures.  
*Magic Fang, Greater*(PH p250) – One natural weapon of subject creature gets +1 per three levels to attack and damage rolls –or– all the subject's natural weapons get a +1 bonus.  
*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.  
*Nondetection*(PH p257) – Hides subject from divination and scrying.  
*Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.  
*Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.  
*Quench*(PH p267) – Extinguishes nonmagical fires or one magic item.  
*Remove Disease*(PH p271) – Cures all diseases affecting subject.  
*Repair Serious Damage*(DR317 p36) – Restores 3d8 + 1/lvl (max +15) points of damage to a Construct.  
*Shrink Item*(PH p279) – Object shrinks to 1/16<sup>th</sup> its normal size.  
*Speak with Dead*(PH p281) – Corpse answer one question per two levels.  
*Stinking Cloud*(PH p284) – Nauseating vapors, 1 round per level.  
*Tongues*(PH p294) – Speak any language.

4<sup>th</sup> Level

*Antiplant Shell*(PH p200) – Keeps animated plants at bay.  
*Blight*(PH p206) – Withers one plant or deals 1d6 per level damage to a plant creature.  
*Control Water*(PH p214) – Raises, lowers bodies of water.  
*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).  
*Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.  
*Dominate Person*(PH p224) – Controls humanoid telepathically.  
*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.  
*Giant Vermin*(PH p235) – Turns centipedes, scorpions, or spiders into giant vermin.  
*Hold Monster*(PH p241) – As *Hold Person*, but can effect any creature.  
*Legend Lore*(PH p246) – Lets you learn tales about a person, place, or thing.  
*Leomund's Secure Shelter*(PH p247) – Creates study cottage.  
*Locate Creature*(PH p249) – Indicates direction to familiar creature.  
*Minor Creation*(PH p253) – Creates one cloth or wood object.  
*Repair Critical Damage*(DR317 p35) – Restores 4d8 + 1/lvl (max +20) points of damage to a Construct.  
*Repel Vermin*(PH p271) – Insects, spiders, and other vermin stay 10' away.  
*Rusting Grasp*(PH p273) – Your touch corrodes iron and alloys.  
*Scrying*(PH p274)(PH3.5e)+ – Spies on subject from a distance.

5<sup>th</sup> Level

*Animate Objects*(PH p199) – Objects attack your foes.  
*Atonement*(PH p201) – Removes burden of misdeeds from subject.  
*Call Lightning Storm*(PH p207) – As *Call Lightning*, but 5d6 damage per bolt.  
*Control Winds*(PH p214) – Change wind direction and speed.  
*Cure Critical Wounds*(PH p215) – Cures 4d8 + 1 per level (max. +20).  
*Death Ward*(PH p217) – Grants immunity to death spells and negative energy effects.  
*Fabricate*(PH p229) – Transforms raw materials into finished items.  
*Hallow*(PH p238) – Designates location as Holy.  
*Leomund's Secret Chest*(PH p247) – Hides expensive chest on Ethereal Plane; you retrieve it at will.  
*Major Creation*(PH p252) – As *Minor Creation*, plus stone and metal.  
*Mordenkainen's Private Sanctum*(PH p256) – Prevents anyone from viewing or scrying an area for 24 hours.  
*Passwall*(PH p259) – Creates a passage through wood or stone walls.  
*Repair Light Damage, Mass*(DR317 p35) – Restores 1d8 + 1/lvl (max +25) points of damage to many Constructs.  
*Stoneskin*(PH p284) – Ignore 10 points of damage per attack.  
*Susurrus of the City*(DR317 p36) – Gain information about the goings on in a city.  
*Transmute Mud to Rock*(PH p295) – Transforms two 10' cubes per level.  
*Transmute Rock to Mud*(PH p295) – Transforms two 10' cubes per level.  
*Unhallow*(PH p297) – Designates location as Unholy.  
*Wall of Stone*(PH p299) – Creates a stone wall that can be shaped.

## Urban Druid Spell List (continued)

6<sup>th</sup> Level

*Antilife Shell*(PH p199) – 10' radius field hedges out living creatures.  
*Bear's Endurance*, *Mass*(PH p203) – As *Bear's Endurance*, affects one subject per level.  
*Bull's Strength*, *Mass*(PH p207) – As *Bull's Strength*, affects one subject per level.  
*Cat's Grace*, *Mass*(PH p208) – As *Cat's Grace*, affects one subject per level.  
*Cure Light Wounds*, *Mass*(PH p216) – Cures 1d8 damage +1 per level for many creatures.  
*Dispel Magic*, *Greater*(PH p210)(PH3.5e)+ – As *Dispel Magic*, but up to +20 on the check.  
*Eagle's Splendor*, *Mass*(PH p225) – As *Eagle's Splendor*, affects one subject per level.  
*Find the Path*(PH p230) – Shows most direct way to a location.  
*Flesh to Stone*(PH p232) – Turns subject creature into a statue.  
*Guards and Wards*(PH p237) – Array of magic effects protect area.  
*Move Earth*(PH p257) – Digs trenches and builds hills.  
*Owl's Wisdom*, *Mass*(PH p259) – As *Owl's Wisdom*, affects one subject per level.  
*Repair Moderate Damage*, *Mass*(DR317 p36) – Restores 2d8 + 1/lvl (max +30) points of damage to many Constructs.  
*Repel Wood*(PH p271) – Pushes away wooden objects.  
*Spellstaff*(PH p282) – Stores one spell in wooden quarterstaff.  
*Stone Tell*(PH p284) – Talk to natural or worked stone.  
*Stone to Flesh*(PH p285) – Restores a petrified creature.  
*Suggestion*, *Mass*(PH p285) – As *Suggestion*, plus one subject per level.  
*Undeath to Death*(PH p297) – Destroys 1d4 per level HD of undead (max 20d4).  
*Wall of Iron*(PH p299) – 30 hp per 4 levels; can topple onto foes.

7<sup>th</sup> Level

*Control Weather*(PH p214) – Changes weather in local area.  
*Creeping Doom*(PH p214) – Swarms of centipedes attack at your command.  
*Cure Moderate Wounds*, *Mass*(PH p216) – Cures 2d8 damage + 1 per level for many creatures.  
*Disintegrate*(PH p222) – Makes one creature or object vanish.  
*Heal*(PH p239) – Cures 10 points per level, all diseases and mental conditions.  
*Mordenkainen's Magnificent Mansion*(PH p256) – Door leads to extradimensional mansion.  
*Phase Door*(PH p261) – Invisible passage through wood or stone.  
*Repair Serious Damage*, *Mass*(DR317 p36) – Restores 3d8 + 1/lvl (max +35) points of damage to many Constructs.  
*Scrying*, *Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.  
*Sequester*(PH p276) – Subject is invisible to sight and scrying.  
*Statue*(PH p284) – Subject can become a statue at will.  
*Transmute Metal to Wood*(PH p294) – Metal within 40' becomes wood.  
*True Seeing*(PH p296) – See all things as they really are.  
*Wind Walk*(PH p302) – You and your allies turn vaporous and travel fast.

8<sup>th</sup> Level

*Cure Serious Wounds*, *Mass*(PH p216) – Cures 3d8 damage +1 per level for many creatures.  
*Dimensional Lock*(PH p221) – Teleportation and interplanar travel are blocked for 1 day per level.  
*Discern Location*(PH p222) – Reveals the exact location of a creature or object.  
*Earthquake*(PH p225) – Intense tremor shakes 5' per level radius.  
*Finger of Death*(PH p230) – Kills one subject.  
*Iron Body*(PH p245) – You body becomes living iron.  
*Maze*(PH p252) – Traps subject in an extradimensional maze.  
*Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.  
*Repair Critical Damage*, *Mass*(DR317 p35) – Restores 4d8 + 1/lvl (max +40) points of damage to many Constructs.  
*Repel Metal or Stone*(PH p271) – Pushes away metal and stone.  
*Reverse Gravity*(PH p273) – Objects and creatures fall upward.  
*Word of Recall*(PH p303) – Teleports you back to a designated place.

9<sup>th</sup> Level

*Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.  
*Citygate*(DR317 p35) – Connect the entrances of two cities, so that traveling out of one gate causes creatures to enter the other, or vice versa.  
*Cure Critical Wounds*, *Mass*(PH p215) – Cures 4d8 damage +1 per level (max +40) for many creatures.  
*Foresight*(PH p207) – “Sixth sense” warns of impending danger.  
*Freedom*(PH p233) – Releases creature suffering from the spell *Imprisonment*.  
*Imprisonment*(PH p244) – Entombs subject beneath the earth.  
*Regenerate*(PH p270) – Subject's severed limbs grow back, cures 4d8 damage +1 per level (max +35).  
*Shapechange*(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.  
*Storm of Vengeance*(PH p285) – Storm rains acid, lightning, and hail.  
*Sympathy*(PH p292) – Object or location attracts certain creatures.

## Urban Ranger Spell List

Wisdom-based Prepared Divine Spells (UA p56)

Note that an Urban Ranger's Caster Level is half his Class Level.

1<sup>st</sup> Level

*Alarm*(PH p197) – Wards an area for 2 hours per level.

*Calm Animals*(PH p207) – Calms (2d4 + level) HD of animals.

*Comprehend Languages*(PH p212) – You understand all spoken and written languages.

*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.

*Detect Chaos*(PH p218) – Reveals chaotic creatures, spells, or objects.

*Detect Evil*(PH p218) – Reveals evil creatures, spells, or objects.

*Detect Good*(PH p219) – Reveals good creatures, spells, or objects.

*Detect Law*(PH p219) – Reveals lawful creatures, spells, or objects.

*Detect Poison*(PH p219) – Detects poison in one creature or small object.

*Detect Secret Doors*(PH p220) – Reveals hidden doors within 60'.

*Detect Snares and Pits*(PH p220) – Reveals natural or primitive traps.

*Entangle*(PH p227) – Plants entangle everyone in a 40' radius.

*Hide from Animals*(PH p241) – Animals can't perceive one subject per level.

*Jump*(PH p246) – Subject gains bonus on Jump checks.

*Longstrider*(PH p249) – Increases your speed.

*Magic Fang*(PH p250) – One natural weapon of subject creature gets +1 on attack and damage.

*Message*(PH p253) – Whispered conversation at distance.

*Pass without Trace*(PH p259) – One subject per level leaves no tracks or scent trail for 1 hour per level.

*Read Magic*(PH p269) – Reads scrolls and spellbooks.

*Resist Energy*(PH p246) – Ignores the first 10 (or more) points of damage per attack from a specified energy type.

*Summon Nature's Ally I*(PH p288) – Calls creature to fight.

2<sup>nd</sup> Level

*Barkskin*(PH p202) – Grants +2 (or higher) enhancement to natural armor.

*Cat's Grace*(PH 3.5p208) – Subject gains +4 Dexterity for 1 minute per level.

*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).

*Detect Thoughts*(PH p220) – Allows "listening" to surface thoughts.

*Knock*(PH p246) – Opens locked or magically sealed door.

*Locate Object*(PH p249) – Senses direction toward object (specific or type).

*Eagle's Splendor*(PH p225) – Subject gains +4 Charisma for 1 minute per level.

*Owl's Wisdom*(PH p259) – Subject gains +4 Wisdom for 1 minute per level.

*Protection from Energy*(PH p266) – Absorb 12 damage per level from one kind of energy.

*Spike Growth*(PH p283) – Creatures in area take 1d4 damage, may be slowed.

*Summon Nature's Ally II*(PH p288) – Calls creature to fight.

*Wind Walk*(PH p302) – Deflects arrows, smaller creatures, and gases.

3<sup>rd</sup> Level

*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).

*Darkvision*(PH p216) – See 60' in total darkness.

*Discern Lies*(PH p221) – Reveals deliberate falsehoods.

*Invisibility*(PH p245) – Subject is invisible for 1 minute per level or until it attacks.

*Magic Fang, Greater*(PH p250) – One natural weapon of subject creature gets +1 per three levels to attack and damage rolls –or– all the subject's natural weapons get a +1 bonus.

*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.

*Remove Disease*(PH p271) – Cures all diseases affecting subject.

*Repel Vermin*(PH p271) – Insects, spiders, and other vermin stay 10' away.

*Speak with Dead*(PH p281) – Corpse answer one question per two levels.

*Summon Nature's Ally III*(PH p288) – Calls creature to fight.

*Tongues*(PH p294) – Speak any language.

4<sup>th</sup> Level

*Animal Growth*(PH p198) – One animal per two levels doubles in size.

*Cure Serious Wounds*(PH p216) – Cures 3d8 damage + 1 per level (max +15).

*Dimensional Anchor*(PH p221)(PH p250)+ – Bars extradimensional movement.

*Freedom of Movement*(PH p233) – Subject moves normally despite impediments.

*Locate Creature*(PH p249) – Indicates direction to familiar creature.

*Mordenkainen's Faithful Hound*(PH p255) – Phantom dog can guard, attack.

*Nondetection*(PH p257) – Hides subject from divination and scrying.

*Summon Nature's Ally IV*(PH p288) – Calls creature to fight.

*True Seeing*(PH p296) – See all things as they really are.

## War Mage Spell List

Charisma-based Impromptu Arcane Spells(CARc p90)

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0<sup>th</sup> Level

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*Acid Splash*(PH p196) – Orb deals 1d3 damage.*Disrupt Undead*(PH p223) – Deals 1d6 damage to one undead.*Light*(PH p248) – Object shines like a torch.*Ray of Frost*(PH p269) – Ray deals 1d3 Cold damage.

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1<sup>st</sup> Level

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*Accuracy*(CARc p96) – Doubles weapon's range increment.*Burning Hands*(PH p207) – 1d4 fire damage per level (max 5d4).*Chill Touch*(PH p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.*Fist of Stone*(CARc p107) – Gain +6 Strength and Natural Slam Attack.*Hail of Stone*(CARc p110) – Stones deal 1d4/level (max 5d4) damage to creatures in the area.*Magic Missile*(PH p251) – 1d4+1 force damage; +1 missile per two levels above 1<sup>st</sup> (max 5 missiles)*Orb of Acid, Lesser*(CARc p115) – Ranged touch attack deals 1d8 Acid damage + 1d8 per two levels beyond 1<sup>st</sup> (max 5d8).*Orb of Cold, Lesser*(CARc p116) – Ranged touch attack deals 1d8 Cold damage + 1d8 per two levels beyond 1<sup>st</sup> (max 5d8).*Orb of Electricity, Lesser*(CARc p116) – Ranged touch attack deals 1d8 Electricity damage + 1d8 per two levels beyond 1<sup>st</sup> (max 5d8).*Orb of Fire, Lesser*(CARc p116) – Ranged touch attack deals 1d8 Fire damage + 1d8 per two levels beyond 1<sup>st</sup> (max 5d8).*Orb of Sound, Lesser*(CARc p116) – Ranged touch attack deals 1d6 Sonic damage + 1d6 per two levels beyond 1<sup>st</sup> (max 5d6).*Shocking Grasp*(PH p279) – Touch delivers 1d6 per level (max 5d6) of electricity damage.*True Strike*(PH p296) – Add +20 insight bonus to your next attack roll.

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2<sup>nd</sup> Level

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*Blades of Fire*(CARc p99) – Your melee weapons deal +1d6 Fire damage for 1 round.*Continual Flame*(PH p213) – Makes a permanent, heatless torch.*Fire Trap*(PH p231) – Opened object deals 1d4 + 1 per level fire damage.*Fireburst*(CARc p107) – Subjects adjacent to the caster take 1d8/level Fire damage.*Flaming Sphere*(PH p232) – Creates a ball of fire, 2d6 damage, lasts 1 round per level.*Ice Knife*(CARc p112) – Magical shard of ice deals 2d8 cold damage.*Melf's Acid Arrow*(PH p253) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).*Pyrotechnics*(PH p267) – Turns fire into blinding light or choking smoke.*Scorching Ray*(PH p274) – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3).*Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.*Whirling Blade*(CARc p129) – Hurling slashing weapon magically attacks all foes in a 60' line.

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3<sup>rd</sup> Level

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*Fire Shield*(PH p230) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).*Fireball*(PH p231) – 1d6 fire damage per level, 20' radius.*Flame Arrow*(PH p231) – Arrows deal +1d6 fire.*Gust of Wind*(PH p238) – Blows away or knocks down smaller creatures.*Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40' across.*Lightning Bolt*(PH p248) – Electricity deals 1d6 damage per level.*Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.*Ring of Blades*(CARc p121) – Blades surround you, damaging other creatures (1d6+1/lvl damage).*Sleet Storm*(PH p280) – Hampers vision and movement.*Stinking Cloud*(PH p284) – Nauseating vapors, 1 round per level.

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4<sup>th</sup> Level

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*Blast of Flame*(CARc p99) – 60' cone of Fire (1d6 per level damage, max 10d6).*Contagion*(PH p213) – Infects subject with chosen disease.*Evard's Black Tentacles*(PH p228) – Tentacles grapple all within a 15' spread.*Orb of Acid*(CARc p115) – Ranged touch attack deals 1d6 per level Acid damage (max 15d6) and the target may be Sickened for 1 round.*Orb of Cold*(CARc p115) – Ranged touch attack deals 1d6 per level Cold damage (max 15d6) and the target may be Blinded for 1 round.*Orb of Electricity*(CARc p116) – Ranged touch attack deals 1d6 per level Electricity damage (max 15d6) and the target may be Entangled for 1 round.*Orb of Fire*(CARc p116) – Ranged touch attack deals 1d6 per level Fire damage (max 15d6) and the target may be Dazed for 1 round.*Orb of Force*(CARc p116) – Ranged touch attack deals 1d6 per level Force damage (max 10d6).*Orb of Sound*(CARc p116) – Ranged touch attack deals 1d4 per level Sonic damage (max 15d4) and the target may be Deafened for 1 round.*Phantasmal Killer*(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.*Shout*(PH p279) – Deafens all within cone and deals 5d6 damage.*Wall of Fire*(PH p298) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.



## War Mage Spell List (continued)

5<sup>th</sup> Level


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*Arc of Lightning*(CArc p97) – Line of electricity between two creatures (1d6/level damage).  
*Cloudkill*(PH p210) – Kills up to 3 HD; 4-6 HD save or die; 6+ HD take Constitution damage.  
*Cone of Cold*(PH p212) – 1d6 cold damage per level (max 15d6).  
*Fire Shield, Mass*(CArc p106) – Creatures attacking allies take damage; allies are protected from fire or cold.  
*Fireburst, Greater*(CArc p107) – Subjects within 10' take 1d8/level fire damage.  
*Flame Strike*(PH p231) – Smites foes with divine fire (1d6 / level).  
*Prismatic Ray*(CArc p118) – Ray of light blinds target, deals random effect.

6<sup>th</sup> Level


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*Acid Fog*(PH p196) – Fog deals acid damage.  
*Blade Barrier*(PH p205) – Wall of blades deals 1d6 per level damage.  
*Chain Lightning*(PH p208) – 1d6 damage per level; 1 secondary bolt per level each deal half damage  
*Circle of Death*(PH p209) – Kills 1d4 HD per level of creatures.  
*Disintegrate*(PH p222) – Makes one creature or object vanish.  
*Fire Seeds*(PH p230) – Acorns and berries become grenades and bombs.  
*Otiluke's Freezing Sphere*(PH p258) – Freezes water or deals cold damage.  
*Tenser's Transformation*(PH p298) – You gain combat bonuses.

7<sup>th</sup> Level


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*Delayed Blast Fireball*(PH p217) – 1d6 per level fire damage; you can postpone the blast for up to 5 rounds.  
*Earthquake*(PH p225) – Intense tremor shakes 5' per level radius.  
*Finger of Death*(PH p230) – Kills one subject.  
*Fire Storm*(PH p231) – Deals 1d6 per level fire damage.  
*Mordenkainen's Sword*(PH p256) – Floating magic blade strikes opponents.  
*Prismatic Spray*(PH p264) – Rays hit subjects with a variety of effects.  
*Sunbeam*(PH p289) – Beam blinds and deals 4d6 damage.  
*Waves of Exhaustion*(PH p301) – Several targets become exhausted.

8<sup>th</sup> Level


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*Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30'.  
*Incendiary Cloud*(PH p244) – Cloud deals 4d6 fire damage per round.  
*Polar Ray*(PH p262) – Ranged touch attack deals 1d6 per level cold damage.  
*Prismatic Wall*(PH p264) – Wall's colors have array of effects.  
*Scintillating Pattern*(PH p274) – Twisting colors confuse, stun, or render unconscious.  
*Shout, Great*(PH p279) – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.  
*Sunburst*(PH p289) – Blinds all within 10', deals 6d6 damage.

9<sup>th</sup> Level


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*Elemental Swarm*(PH p226) – Summons multiple elementals.  
*Implosion*(PH p243) – Kills one creature per round.  
*Meteor Swarm*(PH p253) – Four exploding spheres each deal 6d6 fire damage.  
*Prismatic Sphere*(PH p264) – As *Prismatic Wall*, but surrounds on all sides.  
*Wail of the Banshee*(PH p298) – Kills one creature per level.  
*Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30'.

## Witch Spell List

Charisma-based Impromptu Arcane Spells(DMG p175)

0<sup>th</sup> Level

*Arcane Mark*(PH201 p201) – Inscribes a personal rune (visible or invisible).  
*Cure Minor Wounds*(PH p216) – Cures 1 point of damage.  
*Dancing Lights*(PH p216) – Creates torches or other lights.  
*Detect Magic*(PH p219) – Detects spells and magic items within 60’.  
*Detect Poison*(PH p219) – Detects poison in one creature or small object.  
*Flare*(PH p232) – Dazzles one creature (–1 on attack rolls).  
*Ghost Sound*(PH p235) – Figment sounds.  
*Light*(PH p248) – Object shines like a torch.  
*Mending*(PH p253) – Makes minor repairs on an object.  
*Read Magic*(PH p269) – Reads scrolls and spellbooks.  
*Resistance*(PH p272) – Subject gains +1 resistance bonus on all saving throws.  
*Virtue*(PH p289) – Subject gains 1 temporary hp.

1<sup>st</sup> Level

*Cause Fear*(PH p208) – One creature of 5HD or less flees for 1d4 rounds.  
*Charm Person*(PH p209) – Make one person your friend.  
*Command*(PH p211) – One subject obeys selected command for 1 round.  
*Comprehend Languages*(PH p212) – You understand all spoken and written languages.  
*Cure Light Wounds*(PH p215) – Cures 1d8 + 1 per level damage (max +5).  
*Disguise Self*(PH p222) – Changes your appearance.  
*Doom*(PH p225) – One subject takes –2 on attack rolls, damage rolls, saves, and checks.  
*Endure Elements*(PH p226) – Exist comfortably in hot or cold environments.  
*Hypnotism*(PH p242) – Fascinates 2d4 HD of creatures.  
*Identify*(PH p243) – Determines properties of a magic item.  
*Silent Image*(PH p279) – Creates a minor illusion of your design.  
*Sleep*(PH p280) – Puts 4HD of creatures into magical slumber.  
*Speak with Animals*(PH p281) – You can communicate with animals.  
*Ventriloquism*(PH p298) – Throws voice for 1 minute per level.

2<sup>nd</sup> Level

*Alter Self*(PH p197) – Assume the form of a similar creature.  
*Blindness/Deafness*(PH p206) – Makes subject blind or deaf.  
*Calm Emotions*(PH p207) – Calms creatures, negating emotion effects.  
*Cure Moderate Wounds*(PH p216) – Cures 2d8 damage +1 per level (max +10).  
*Delay Poison*(PH p217) – Stops poison from harming subject for 1 hour per level.  
*Detect Thoughts*(PH p220) – Allows “listening” to surface thoughts.  
*Entrhall*(PH p227) – Captivates all within 100’ + 10’ per level.  
*Invisibility*(PH p245) – Subject is invisible for 1 minute per level or until it attacks.  
*Locate Object*(PH p249) – Senses direction toward object (specific or type).  
*Minor Image*(PH p254) – As *Silent Image*, plus some sound.  
*Scare*(PH p274) – Panics creatures of less than 6HD.  
*Whispering Wind*(PH p301) – Sends a short message one mile per level.

3<sup>rd</sup> Level

*Bestow Curse*(PH p203) – Subject either receives a –6 on one ability; –4 enhancement penalty on attacks, saves, and skill checks; or 50% chance of losing each action.  
*Clairaudience/Clairvoyance*(PH p209) – Hear or see at a distance for 1 minute per level.  
*Contagion*(PH p213) – Infects subject with chosen disease.  
*Create Food and Water*(PH p214) – Feeds 3 humans (or 1 horse) per level.  
*Dispel Magic*(PH p223)(PH3.5e)+ – Cancels magical spells and effects.  
*Leomund’s Tiny Hut*(PH p247) – Creates shelter for ten creatures.  
*Magic Circle against Chaos*(PH p249) – As *Protection from Chaos*, but 10’ radius and 10 minutes per level.  
*Magic Circle against Evil*(PH p249) – As *Protection from Evil*, but 10’ radius and 10 minutes per level.  
*Magic Circle against Good*(PH p250) – As *Protection from Good*, but 10’ radius and 10 minutes per level.  
*Magic Circle against Law*(PH p250) – As *Protection from Law*, but 10’ radius and 10 minutes per level.  
*Major Image*(PH p252) – As *Silent Image*, but sound, smell, and thermal effects.  
*Rage*(PH p268) – Subjects gain +2 to Strength and Constitution, +1 on Will saves, –2 to AC.  
*Remove Blindness/Deafness*(PH p270) – Cures normal or magical conditions.  
*Suggestion*(PH p285) – Compels subject to follow stated course of action.  
*Tongues*(PH p294) – Speak any language.

## Witch Spell List (continued)

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4<sup>th</sup> Level

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*Charm Monster*(PH p209) – Makes monster believe it is your ally.  
*Crushing Despair*(PH p215) – Subject takes –2 on attack rolls, damage rolls, saves, & checks.  
*Discern Lies*(PH p221) – Reveals deliberate falsehoods.  
*Divination*(PH p224) – Provides useful advice for specific proposed actions.  
*Fear*(PH p229) – Subjects within cone flee for 1 round per level.  
*Giant Vermin*(PH p235) – Turns centipedes, scorpions, or spiders into giant vermin.  
*Good Hope*(PH p237) – Subjects gain +2 on attack rolls, damage rolls, saves, and checks.  
*Locate Creature*(PH p249) – Indicates direction to familiar creature.  
*Minor Creation*(PH p253) – Creates one cloth or wood object.  
*Neutralize Poison*(PH p257) – Immunizes subject against poison, detoxifies venom in or on subject.  
*Polymorph*(PH p263) – Gives one willing subject a new form.  
*Remove Curse*(PH p270) – Frees person or object from a curse.  
*Scrying*(PH p274)(PH3.5e)+ – Spies on subject from a distance.

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5<sup>th</sup> Level

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*Baleful Polymorph*(PH p202) – Transforms subject into a harmless animal.  
*Command, Greater*(PH p211) – As *Command*, but affects one subject per level.  
*Dream*(PH p225) – Sends message to anyone sleeping.  
*False Vision*(PH p229) – Fools scrying with an illusion.  
*Feeblemind*(PH p229) – Subject's Intelligence and Charisma drop to 1.  
*Magic Jar*(PH p250) – Enables possession of another creature.  
*Major Creation*(PH p252) – As *Minor Creation*, plus stone and metal.  
*Mirage Arcana*(PH p254) – As *Hallucinatory Terrain*, plus structures.  
*Nightmare*(PH p257) – Send vision dealing 1d10 damage, fatigue.  
*Seeming*(PH p275) – Changes the appearance of one person per two levels.  
*Sending*(PH p275) – Delivers a short message anywhere, instantly.

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6<sup>th</sup> Level

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*Animate Objects*(PH p199) – Objects attack your foes.  
*Control Weather*(PH p214) – Changes weather in local area.  
*Eyebite*(PH p228) – Target becomes panics, sickened, and comatose.  
*Find the Path*(PH p230) – Shows most direct way to a location.  
*Geas/Quest*(PH p234) – As *Lesser Geas*, plus it affects any creature.  
*Heroes' Feast*(PH p240) – Ford for one creature per level, cures, and grants combat bonuses.  
*Legend Lore*(PH p246) – Lets you learn tales about a person, place, or thing.  
*Mislead*(PH p255) – Turns you invisible and creates illusory double.  
*Repulsion*(PH p271) – Creatures can't approach you.  
*Scrying, Greater*(PH p275)(PH3.5e)+ – As *Scrying*, but faster and longer.  
*Suggestion, Mass*(PH p285) – As *Suggestion*, plus one subject per level.  
*Tenser's Transformation*(PH p298) – You gain combat bonuses.  
*True Seeing*(PH p296) – See all things as they really are.

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7<sup>th</sup> Level

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*Creeping Doom*(PH p214) – Swarms of centipedes attack at your command.  
*Finger of Death*(PH p230) – Kills one subject.  
*Insanity*(PH p244) – Subject suffers continuous *Confusion*.  
*Liveoak*(PH p248) – Oak becomes a treant guardian  
*Repel Wood*(PH p271) – Pushes away wooden objects.  
*Transport via Plants*(PH p295)(PH3.5e)+ – Move instantly from one plant to another of the same species.

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8<sup>th</sup> Level

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*Antipathy*(PH p200) – Object of location affect by spell repels certain creatures.  
*Demand*(PH p217) – As *Sending*, plus you can send *Suggestion*.  
*Discern Location*(PH p222) – Reveals the exact location of a creature or object.  
*Horrid Wilting*(PH p242) – Deals 1d6 damage per level within 30'.  
*Polymorph Any Object*(PH p263)(PH3.5e)+ – Changes any subject into anything else.  
*Sympathy*(PH p292) – Object or location attracts certain creatures.  
*Trap the Soul*(PH p296) – Imprisons subject within gem.

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9<sup>th</sup> Level

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*Earthquake*(PH p225) – Intense tremor shakes 5' per level radius.  
*Foresight*(PH p207) – "Sixth sense" warns of impending danger.  
*Refuge*(PH p270) – Alters item to transport its possessor to you.  
*Shapechange*(PH p277)(PH3.5e)+ – Transforms you into any creature, and change forms once per round.  
*Wail of the Banshee*(PH p298) – Kills one creature per level.  
*Weird*(PH p301) – As *Phantasmal Killer*, but affects all within 30'.

## Miscellaneous

## Cross-Class Examples

Barbarian / Cleric (DR310 p24)  
 Barbarian / Rogue (DR310 p28)  
 Barbarian / Sorcerer (DR310 p29)  
 Barbarian / Wizard (DR310 p29)  
 Bard / Ranger (DR310 p60)  
 Cleric / Ranger (DR310 p61)  
 Druid / Barbarian (DR310 p25)  
 Fighter / Barbarian (DR310 p26)  
 Fighter / Ranger (DR310 p63)  
 Ranger / Barbarian (DR310 p27)  
 Ranger / Druid (DR310 p62)  
 Ranger / Rogue (DR310 p64)  
 Ranger / Sorcerer (DR310 p65)  
 Ranger / Wizard (DR310 p65)

## Class Progression

Level	Attack Bonus Fighter	Attack Bonus Rogue	Attack Bonus Wizard	Save Good	Save Bad	Class Skill Max Rank	Cross-Class Skill Max Rank	Feats	Ability Increases
1	+1	+0	+0	+2	+0	4	2	1 <sup>st</sup>	–
2	+2	+1	+1	+3	+0	5	2 ½	–	–
3	+3	+2	+1	+3	+1	6	3	2 <sup>nd</sup>	–
4	+4	+3	+2	+4	+1	7	3 ½	–	1 <sup>st</sup>
5	+5	+3	+2	+4	+1	8	4	–	–
6	+6/+1	+4	+3	+5	+2	9	4 ½	3 <sup>rd</sup>	–
7	+7/+2	+5	+3	+5	+2	10	5	–	–
8	+8/+3	+6/+1	+4	+6	+2	11	5 ½	–	2 <sup>nd</sup>
9	+9/+4	+6/+1	+4	+6	+3	12	6	4 <sup>th</sup>	–
10	+10/+5	+7/+2	+5	+7	+3	13	6 ½	–	–
11	+11/+6/+1	+8/+3	+5	+7	+3	14	7	–	–
12	+12/+7/+2	+9/+4	+6/+1	+8	+4	15	7 ½	5 <sup>th</sup>	3 <sup>rd</sup>
13	+13/+8/+3	+9/+4	+6/+1	+8	+4	16	8	–	–
14	+14/+9/+4	+10/+5	+6/+1	+9	+4	17	8 ½	–	–
15	+15/+10/+5	+11/+6/+1	+6/+1	+9	+5	18	9	6 <sup>th</sup>	–
16	+16/+11/+6/+1	+12/+7/+2	+8/+3	+10	+5	19	9 ½	–	4 <sup>th</sup>
17	+17/+12/+7/+2	+12/+7/+2	+8/+3	+10	+5	20	10	–	–
18	+18/+13/+8/+3	+13/+8/+3	+9/+4	+11	+6	21	10 ½	7 <sup>th</sup>	–
19	+19/+14/+9/+4	+14/+9/+4	+9/+4	+11	+6	22	11	–	–
20	+20/+15/+10/+5	+15/+10/+5	+10/+5	+12	+6	23	11 ½	–	5 <sup>th</sup>

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## Appendix

### Revision History

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- March 16, 2004 – Start of D&D 3.5 Edition.  
Includes Player's Handbook v.3.5 & parts of Monster Manual v.3.5.  
Includes Complete Warrior, & Dragon #309 – Dragon #313.
- August 5, 2004 – Added Unearthed Arcana & Book of Exalted Deeds.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.
- April 1, 2005 – Added Complete Arcane.  
Added Dragon #324, #326 – #329.  
Change the abbreviation of Player's Handbook v3.5 from "PH3.5" to "PH".  
Change the abbreviation of Dungeonmaster's Guide v3.5 from "DMG3.5" to "DMG".

### Key to Sourcebooks

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- |            |   |                                      |   |
|------------|---|--------------------------------------|---|
| PH3.5      | – | Player's Handbook v.3.5              |   |
| DMG3.5     | – | Dungeon Master's Guide v.3.5         |   |
| MM         | – | Monster Manual v.3.5                 |   |
| MM3        | – | Monster Manual 3                     |   |
|            |   |                                      |   |
| CWar       | – | Complete Warrior                     |   |
| CDiv       | – | Complete Divine                      |   |
| CArc       | – | Complete Arcane                      |   |
| BoED       | – | Book of Exalted Deeds                |   |
| UA         | – | Unearthed Arcana                     |   |
|            |   |                                      |   |
| Eb         | – | Eberron Campaign Setting             |   |
|            |   |                                      |   |
| FR         | – | Forgotten Realms Campaign Setting    |   |
| MoF        | – | Magic of Faerûn                      |   |
| UE         | – | Unapproachable East                  |   |
| LoD        | – | Lords of Darkness                    |   |
| RoF        | – | Races of Faerûn                      |   |
| SM         | – | Silver Marches                       |   |
| Und        | – | Underdark                            |   |
| PGF        | – | Player's Guide to Faerûn             |   |
|            |   |                                      |   |
| DR###      | – | Dragon Magazine (with issue number)  |   |
| DU##       | – | Dungeon Magazine (with issue number) |   |
|            |   |                                      |   |
| 3.5up      | – | D&D v.3.5 Accessory Update           | – <a href="http://www.wizards.com/dnd/files/DnD35_update_booklet.zip">http://www.wizards.com/dnd/files/DnD35_update_booklet.zip</a>         |
| PH3.5e     | – | Player's Handbook v.3.5 Errata       | – <a href="http://www.wizards.com/dnd/files/PHB_Errata09242003.zip">http://www.wizards.com/dnd/files/PHB_Errata09242003.zip</a>             |
| PGFe       | – | Player's Guide to Faerûn Errata      | – <a href="http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip">http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip</a>           |
| CDivErrata | – | Complete Divine Errata               | – <a href="http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip">http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip</a>     |
| CArcErrata | – | Complete Arcane Errata               | – <a href="http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip">http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip</a> |
| EbErrata   | – | Eberron Errata                       | – <a href="http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip">http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip</a>     |

Note: If a Key reference is followed by a "+", then it is partially superseded the entry above it.